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THIEVES' WORLD PLAYER'S MANUAL



A PLAYER'S COMPENDIUM FOR THE *THIEVES' WORLD* CAMPAIGN SETTING
BY LYNN ABBEY, GARY ASTLEFORD, PATRICK O'DUFFY, AND ROBERT J. SCHWALB

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A CAMPAIGN SETTING SOURCEBOOK FOR THE D20 SYSTEM

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INTRODUCTION

When Robert Asprin and I first created Thieves' World, we often described our concept as Dungeons & Dragons® for people who write.

—Lynn Abbey

Years and years ago, I sat in a game store in Nashville, Tennessee, and looked up from the table—we were playing a superhero game, or maybe a miniatures game with giant robots—to see this oddly evocative cover. It was an action scene, two warriors in studded leather armor flanking a third, who looked like the others except for the silvery blue star on his forehead. What is this? Thieves' World? Huh. The game commenced, but over the next couple of hours, I stole a few glances at the book, wondering how the guy in the middle got the symbol. Tattoo, magic sigil, curse, what? Lacking the cash (I was a lad after all) I didn't buy it and I left when my dad picked me up. Even though the book remained on that shelf, the image stuck with me.

Later (probably months), I went to a bookstore to find out what the “star” was all about. I picked up the first Thieves' World anthology, read the stories and learned the secrets. I discovered the possessor of the star was Lythande, and that the star was a magical tattoo that fueled her powers. I also met Jubal, Hakiem, Kadakithis, Enas Yorl, Tempus, One-Thumb, the Hell Hounds, and a slew of other characters, each sparking some new idea, opening new doors to new worlds of fantasy. I was hooked.

The Thieves' World anthologies shaped my personal RPG campaigns from that point on. I named the biggest, coolest city in my world Sanctuary. I populated it with criminal guilds, powerful wizards, demons and undead. Hell, one of my poor players even gained the silver star, modified naturally to my (even then) sinister bent. Sure, other fantasy series influenced my games, but none as insidiously as Thieves' World.

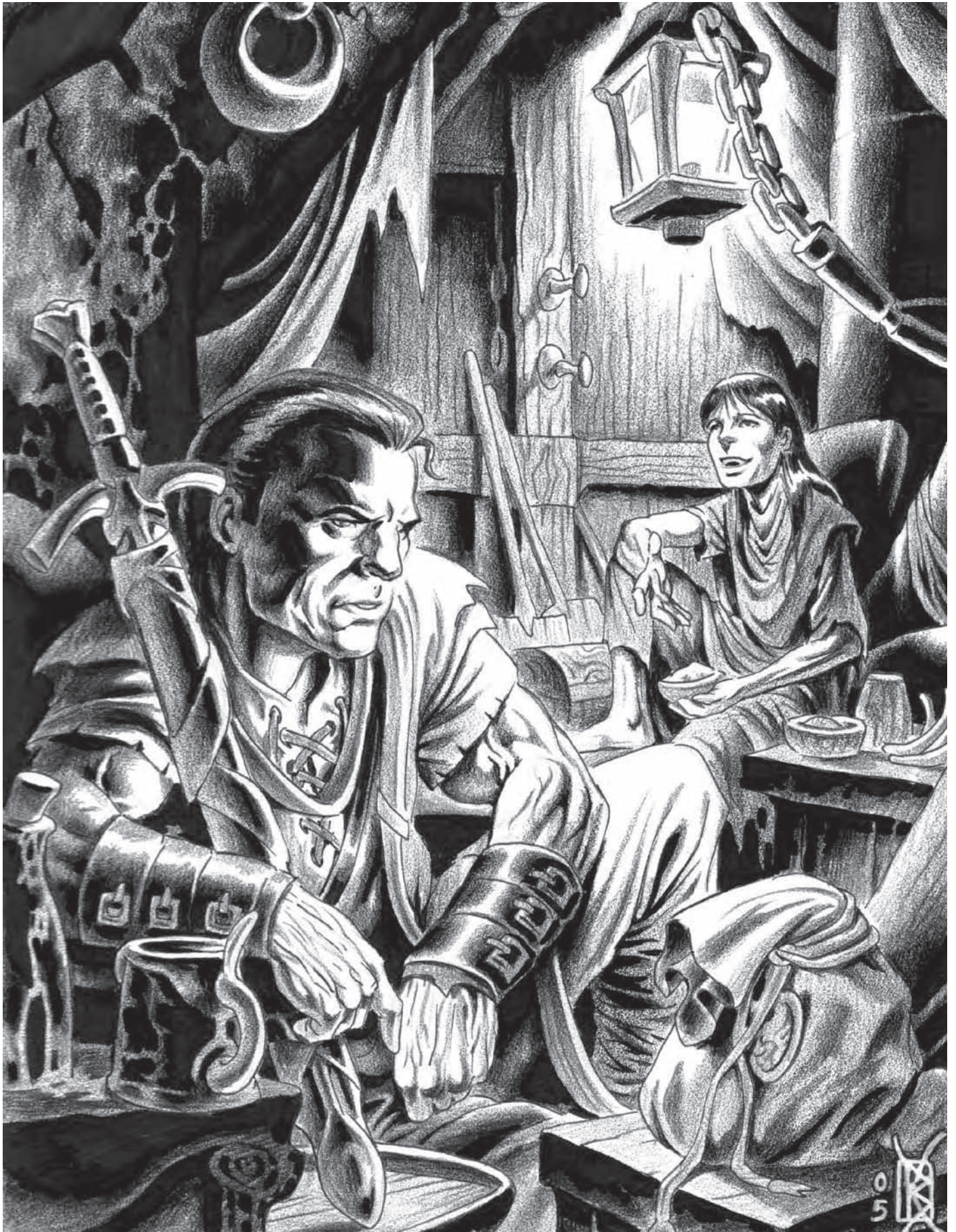
So a hundred years later, Chris Pramas, who was by this time my boss, called me to ask what I thought about Thieves' World while I hammered out the final touches on the Black Company Campaign Setting. (It was one of our typical conversations that starts on one subject, and soon after spins off into a dozen other topics and cool ideas.) I was flabbergasted. Man, I had just torn apart all ten books of the Black Company series, and the prospects of doing it again (but this time with fifteen books) made me hesitate.

But I remembered that cover. The wizard with the sword (impossible in those days!), star gleaming, face contorted into a mask of rage. I remembered the Sanctuary of my past campaigns, the characters in the books, the Beysibs, sexy and naughty Ischade, and all the other details that hooked me as a kid. My hesitation lasted exactly one second. And after almost a year, here I am, writing the introduction to a new line of game books, detailing a world I know so well that I can tell you with authority that Sly's Place has better beer than the Vulgar Unicorn (but you have to ask for it), though if it's krrf you want, One-Thumb's your man. Spyder has the best weapons, and the Irrune (while better masters than the Dyareelans) can never compare to Prince Kittycat at the height of his power.

If you're reading this, you're probably a fan, as giddy as I am about walking the streets of your favorite haunts, dodging the 3rd Commando or fighting in a secret war against the bloody cultists of the Mother of Chaos. Then again, maybe you have no idea what Thieves' World is about. Maybe like me years ago, you sat in your favorite game store, playing a game (card, miniatures, or even better, an RPG) when you saw this evocative cover on the shelf. “Who's the guy with the green electricity crackling from his fingertips? Oh my, what's with the dead guy with the painted eyes? And what's the argument about?” You picked up the book, flipped a few pages and had your imagination sparked. If so, buckle your seatbelt, because you're in for a cool ride. Welcome to Sanctuary, friends. Welcome to Thieves' World.

—Robert J. Schwalb
January 21, 2005

A TALE OF TWO CITIES



“What happened next?” Bec asked with all the curiosity a boy could muster.

The sot who called himself Hazard Eprazian drew his fingertips into a cone. “I blasted those bravos,” he said, jabbing at Bec. The boy started, half-expecting magic. Old Ep stared down at his impotent fingers. “There was mana all around in those days.”

Bec nodded. He’d heard that story before. “And then?” he coaxed the self-proclaimed mage.

“I was done for the day. Nothing to do but scatter the corpses and promise the family I’d come back to ward their treasure the next day.”

“Did you?”

Ep tidied his tattered tunic. “Absolutely, but they were gone—the whole family. Not a trace. Never knew if they got away or if Dyareela’s Bloody Hand got them after all. The hole was filled in when I arrived. I warded it anyway.”

“You didn’t dig to see what they’d left?”

Another tug. The creases smoothed, but there was nothing to be done for the stains. “I’d taken their money. Given my word.”

“So, it’s still there?”

“Maybe,” Ep shrugged. “Maybe they came back. Magic fades, boy. Nothing lasts forever.”

He stared past Bec’s shoulder and sighed. His breath was ripe enough to kindle tinder. Bec recognized the signs of fading concentration. He produced five padpols and laid them in Ep’s palm. “Thanks for the story.”

It felt strange, paying a man older than his father for a story, but Bec was serious about his storytelling and story collecting. Hakiem, Prince Kadakithis’ legendary storyteller, had always paid for his stories. Molin Torchholder had said so, and the Torch had known Hakiem and the prince, both; and Bec had known the Torch.

The finger-cone gesture alone had been worth five padpols. A storyteller needed more than words, and for a moment, Old Ep had almost had a mage’s bearing. As for the story itself, it was like so many others Bec had collected about the Time of Troubles when the Bloody Hand had closed its fist around Sanctuary. He’d share it with Cauvin—get his foster-brother’s opinion, and the Torch’s too, if Cauvin was in a good mood.

Cauvin had inherited the Torch’s memories. They made him froggin’ strange, sometimes, but very useful for a budding storyteller.

Bec waited until after supper to approach Cauvin’s loft above the stoneyard’s workroom. He paused beside the mule’s stall, gauging Cauvin’s probable humor. Cauvin was sharpening his prized and seldom-worn sword. The sweet, long *skree* of the whetstone against steel seemed a good omen. Bec set his foot on the second rung of the ladder—

“I hear you coming,” Cauvin called from above.

The lightness in Cauvin’s voice made up for Bec’s disappointment: someday he was going to sneak up successfully.

Light came from a single lamp hung from a rafter. The shadows were harsh and made Cauvin seem more intimidating than usual, though Bec had never shied from wrestling with his older and far-larger foster-brother. Cauvin set the sword aside and held his arm steady while Bec struggled to move it. After a few fruitless moments, he grabbed Bec and wrestled him easily to the floor before letting him go.

When he’d caught his breath, Bec said, “Old Ep told me a story about buried treasure today.”

“Froggin’ sure it’s a *story*.”

“Maybe...maybe not. He was hired to ward some treasure for a family, right before the Troubles, ‘cause they were going to leave and come back when things got better—”

Cauvin snorted and picked his sword.

“Only there was an ambush. Ep says he blasted the bravos with his magic, then had to promise he’d come back to do the warding. ‘Cept the family was gone when he did. The hole’d been filled, so he warded it anyway, ‘cause he’d been paid. He said the family never came back.”

“Ep never had enough froggin’ magic to shoo a mouse,” Cauvin said with a confidence that *might* have meant he was remembering. “And, if he did, he’d have dug up any buried treasure and drunk it down long ago.”

Bec grimaced. Everybody—meaning Momma and Poppa—said Bec was way smarter than Cauvin, but Cauvin had a way of looking through things that took all the fun out of them. “He told me where the treasure is...was... In a ruined shop on the Arm.” Bec produced the slate on which Old Ep had sketched a map for two of his five padpols. “I

thought, maybe, we could go and check it out? You’re always sayin’ how there’s not enough money in Sanctuary.”

Actually, Cauvin never said that; the Torch said that and Cauvin complained, crudely, about having another man’s opinions messing with his.

Cauvin stared at the slate. “Off the Arm?” he mused, then blinked and said, “Ahh—the Court of Arms,” which was a name Bec didn’t recognize and led the boy to think—hope—that Cauvin was *remembering*. “No way. There’s nothing left.”

“We could look. No harm in looking.”

That earned another snort. Cauvin had no sense of adventure. Hardly anyone did who’d lived through the Troubles. It was as if they expected the Troubles to brew up again. Now that he was collecting stories, Bec had a better understanding of how bad things had been, but it seemed to him that the survivors should be happy, not forever glum.

Disappointed, Bec erased the slate. He tried to get Cauvin talking about the city in general, since sometimes that would free the Torch’s memories. But something about the Court of Arms, or maybe Old Ep himself, had quieted Cauvin, and while he wasn’t snarly, it was pulling teeth to get him to talk. Finally, Bec gave up and climbed down the ladder.

...

A TALE OF TWO CITIES

BY LYNN ABBEY

Cauvin watched the boy go, saying nothing while visions of a Sanctuary he didn't remember oozed through his mind. He cursed the Torch, knowing full well that he had no power over the dead, witch-blooded priest and that he'd have a stewing headache until he took himself to what remained of the Court of Arms.

The next day, sheer stubbornness kept Cauvin doing the stoneyard's work on a collapsed doorway until the lintel was repaired and the sun was long past noon. He threw his tools into the mule cart and tugged the mule's halter to the west, away from the stoneyard. The she-mule made an impressive racket, but when it came to stubborn, she always followed Cauvin, especially when he humored her with an apple.

There was nothing left in the Court of Arms—now simply called the Arm—to show that it had once been home to a thriving community of Rankan armorers and Ilsigi weapons dealers. Like so many quarters of Sanctuary, it had been abandoned by empire and kingdom alike, battered by storms, decimated by disease, and finally squeezed hard by the Hand. Folk had trickled back over the last ten years, starting in the sturdiest of the abandoned buildings, but the place Old Ep had marked on the slate had yet to rise from the dead.

For a padpol, Cauvin left the mule in the care of a street boy. Then, with a shovel balanced across his shoulders, he climbed carefully through the gaping windows and over the charred, tumbled roof-beams. The walls had held; even now, a man with a small fortune, or merely a good living, could turn the ruin back into a home. Until that man came along, though, this elbow of the Arm was scarcely fit for rats.

A man with a skull full of another man's memories could easily recall a few chalk marks on slate. Cauvin had no trouble picking out the corner where Old Ep had marked his warded pit. The dirt was buried beneath a hip-high heap of rubble, but Cauvin had the brawn for heavy, thankless work.

Sweat tempered Cauvin's inherited memories. The froggin' priest had been nobody's fool, and easily the richest man in Sanctuary. The Torch had believed he could never have enough treasure squirreled away, but his wealth was more than simple greed or ostentation. In the final decades of his life, the Torch had waged a one-man war to change Sanctuary's fortunes, straw by straw, padpol by padpol. What folk had often believed to be the luck of their gods had been, instead, the priest crossing their path, usually through his numerous spies—

Not that anyone *knew* he was a spy for Lord Molin Torchholder. Shite for sure, the old priest had been devious, collecting from informers who collected from other informers who were nothing more than gossips.

The old priest's way of covering his tracks had made it easier for Cauvin to continue greasing a deserving wheel now and again.

Shadows had grown long when Cauvin started a third pit. His enthusiasm for the work ebbed with the light. He needed to have the mule home by dark. *One more*, he thought, shoving the blade into the hard dirt.

"You find anything!?"

Cauvin spun about with the shovel. He saw the intruder and recognized his foster brother before any harm was done...except to his pounding heart.

"Does it look like I've found anything?" Cauvin put his anger against the shovel and plunged the blade in up to the haft. "Old Ep's a sheep-shite fool...and I'm a bigger one for believing him...and you—"



The sensation that passed through the shaft into Cauvin's arms was nothing so simple as a *thud*. More like a tingle, or a sigh...like an old spell fading away.

"What was that?" Bec demanded.

"Nothing. Stay away."

It was easier, and more effective, to command rain to fall up than curb Bec's curiosity. The boy was on his knees, plucking out dirt clods, as Cauvin gingerly worked the shovel around what gradually became a good-sized earthenware jar with a broken, wax-sealed neck.

Bec whooped with joy. "Treasure!"

Cauvin shooed the boy back as if he were a chicken. "Quiet—you want the whole city to know?"

Dropping the shovel, he knelt to brush aside the last bits of dirt and free the jar from its grave. Oddly, Bec seemed to have taken Cauvin's advice. That alone should have roused Cauvin's

suspensions, but he, too, had been caught by the prospect of mystery and treasure. He worked his fingers beneath the earthenware neck.

"Easy...easy..." Cauvin advised himself.

"Easy is right," came the echo from an unfamiliar, unfriendly voice. "Lift it out, nice and easy, and set it right here."

Cauvin's heart tightened. He obeyed the command, because obedience had kept him alive in the Bloody Hand's pits, and because obedience might now buy the time he needed. Standing up with the jug in his arms, he got his first look at the bearded bravo—a man maybe his own age, slightly built—holding a knife to Bec's throat. He was measuring his options—the chance that he could heave the jug into the bravo's grinning face before the knife slit Bec's skin—when a third man, a bit older and sturdier and armed with a drawn sword, appeared in the corner of Cauvin's eye.

Two against one, both armed, and one of the two holding a knife to a boy's throat. If Cauvin had his sword... But, no—for all that the Torch's pet duelist and assassin had been giving him lessons for the past year, the sword was not Cauvin's weapon. He was a brawler, and a froggin' good one at that, trained by the Bloody Hand when it had been kill or be killed.

"Let the boy go." He made the words a command, not a plea.

"The jug first," the second bravo said. He spoke Wrigglie—that dialect of Ilsigi unique to Sanctuary—but with an accent Cauvin couldn't place without an effort he could ill afford.

Cauvin fixed his stare on the bravo with the knife. "Catch!" he barked, but heaved the jug blind at the second bravo as he stomped his foot on the shovel's blade and brought the handle into reach.

The wood smacked into one palm. Cauvin spun the shaft and took a two-handed grip before swinging the heavy, iron blade flat against the first bravo's ear. Bec shrieked—an odd sound that Cauvin heard as if it were coming from far away. Cauvin reversed the shovel and caught the bravo across the face. The bravo lost his grip on his knife and on Bec, too. The boy was unharmed; no blood on his neck or anywhere else—no blood of his own, anyway. The bravo dropped to the ground like an unstrung puppet, a bloody mess already blooming on the left side of his face.

Cauvin didn't spare the fallen bravo a glance, but pivoted around with the shovel braced across his body to face whatever threat might come from the second bravo and his sword.

The second bravo hadn't caught the jug... hadn't moved at all. His sword tip pointed at the ground and his eyes never left the business end of the shovel. Froggin' fools who thought the only weapon was one with a honed edge. Cauvin stepped into a feint at the frozen man's legs. The daunted bravo unthawed quick enough and bolted for the street, taking his sword but leaving his partner behind.

Bec let his breath out with an awestruck, "Shite—"

"Watch your mouth!" Cauvin exploded, "And *don't* be following me! You led them here—"

"Did not."

"You could have been *killed*."

"Then maybe it's time you started teaching me how to take care of myself, like you do."

The boy had a point—two points—but Cauvin wasn't in the mood to listen. "You get home... *now!*"

"Not until we see what was in the jug."

"You stay *there*," he told Bec, who seemed, for the moment at least, to have grasped the value of obedience.

Before checking out the jug, Cauvin inspected the fallen bravo who wasn't moving. It was far from the first time he'd smashed the life out of someone, and not the first corpse Bec would have seen, either. Cauvin pocketed the bravo's knife—it was decent metal and, maybe, it *was* time to start schooling Bec in the basics of self-defense. He strode over to the rubble where the jug had landed after the foreign bravo had failed to catch it. The earthenware was shattered. Cauvin had a healthy respect for magic and the damage even an ebbing spell could do; he nudged the larger pieces apart with the shovel and let them air out a moment.

After flipping the crockery aside, Cauvin beheld a small, glittering pile atop the shards. Most of the glint came from little silver coins. He plucked one up for a closer view, confirming his guess that they were Rankan soldats from back in the days when the empire's currency had been the best in the world. Old Ep's magic had kept them shiny and sharp. A broad-winged eagle flew on one side of the coin, and if he stared at the profile on the reverse long enough, Cauvin was sure he'd recognize the commemorated emperor—which was more information than he wanted to have. So, Cauvin contented himself by counting the coins, twenty-seven in all, with one big, golden coronation at the bottom of the heap. There was a golden ring, too, sized for a woman's hand, and a little clay horse on wheels—a child's toy.

Cauvin could guess why someone might include a toy with their most precious treasure. Considering what the Bloody Hand had done to children—what they'd done to him—he hoped the toy's owner had died, not disappeared into the pits the way so many of his companions had been swept up and stolen.

The toy and its implications put a crimp in Bec's sails. Though the boy was too old for such things he asked for it, to put on the shelf above his bed where his own toys now earned their dust.

Cauvin hesitated. "You've got to promise to stay on Pyrtanis Street. You can listen to Old Ep and Batty Dol tell their stories from one end of the day to the next, but stay where you're known. Don't go wandering off."

Before Bec could make a promise he'd never keep, their attentions were drawn to the first bravo who, it seemed, was not as dead as Cauvin had thought.

"Hit him again!" Bec urged as the bravo pushed himself up, groaning, to his hands and knees.

Reluctantly, Cauvin handed the wheeled horse over to his foster-brother and reached for the shovel. The bravo's face was a mess, with a mashed ear, a broken nose, a mouthful of broken teeth, and blood streaming everywhere. An hour ago, he'd been halfway handsome. Cauvin, who sported a thick and wayward nose himself, had no desire to add to the damage he'd already done. He shifted his grip on the shovel and kept his distance as the bravo rose slowly to his feet.

"Not my idea," the bravo muttered... or words that could be mistaken for that sentiment. "Robb'ry, tha's all. No harm."

Cauvin knew better than to believe, though maybe the bravo had had no intention of drawing the knife he'd held against Bec's throat. Maybe—like so many other Sanctans—he'd let himself get sweet-talked by some foreigner. The odds were scant, but Cauvin picked up one of the soldats and tossed it across the ruins. The bravo managed the easy catch.

"Give it to Pel Garwood, up along the Promise of Heaven," Cauvin suggested. "He'll stitch you up. And get an honest job when you're done."

The bravo studied the coin with his good eye before saying, "Ils have mercy," and taking the first of several wobbly steps toward the street.

"Do you think he's going to?" Bec asked when they were alone.

Cauvin shouldered the shovel and, laying a hand atop Bec's head, whirled him toward the street.

"If he's clever," Cauvin said as they stepped over the rubble. "But if he was clever, he wouldn't be in Sanctuary, would he?"



The *Thieves' World Player's Manual* is the definitive sourcebook for creating and playing characters in Sanctuary and in the *Thieves' World* campaign setting. This volume starts with an overview of Sanctuary, designed to give you, the player, the information needed to get started in a *Thieves' World* game. Subsequent chapters contain all the crunchy nuggets that add on to the rules of your *Player's Handbook* in order to transform your games into *Thieves' World* games. You'll find this work chock-full of prestige classes, feats, spells, and a slew of useful options—whether you haunt the streets of Sanctuary or not.

While we made every effort to stick closely to the d20 system, we made several changes to the way the game plays to remain true to the novels. First off, spellcasting is significantly different from the standard d20 rules. Throughout all fifteen *Thieves' World* books, we see a variety of spellcasters—including priests, witches, and mages—but all are beholden to the amount of magical energy permeating an area. As a result, we rebuilt spellcasting to reflect the influence of magical energy (mana), as well as exploring the distinction between spellcasting and ritualcasting, further differentiating the styles of sorcery that can be employed in a *Thieves' World* game.

The *Player's Manual* also dispenses with alignments, as concrete notions of good and evil just don't fit the complexities of this setting. Naturally, chaos and law are major forces, but they rarely define individual heroes and villains. We also included a Reputation system, modifications to combat, new uses for standard skills, several new base classes (including the survivor and godsworn), plus modifications to existing classes such as the ranger.

Like any other d20 sourcebook, you need not apply all the recommended changes presented in this book. If you prefer the standard magic system, you can easily adapt these rules to standard play. Want alignments back? Go for it. Heck, you can just keep the prestige classes and feats and have your *Freeport* characters cross the veil of mysteries and enter Sanctuary,

linking this world to others. This book is yours. Dust off that black cloak, strap on your knives and throwing stars, affect a grim demeanor, never look a passerby in the eyes, and always, always, watch your back. The streets of *Thieves' World* have never been more dangerous.

WHAT IS THIEVES' WORLD?

For those not in the know, *Thieves' World* was the first anthology in a twelve-book series edited and compiled by Robert Asprin in 1978. It presented a gritty world of thieves, mages, prostitutes, nobles, and intrigues. Sanctuary, the setting, was a filthy city. The stories never flinched from exploring the worst traits of humanity, covering everything from drugs to prostitution, murder to rape, and all the sins in between. Asprin, Lynn Abbey, C.J. Cherryh, Andy Offutt, Poul Anderson, Marion Zimmer Bradley, and dozens of others delighted a rapidly growing fan base with the tales of their characters, tracing the exploits of engaging protagonists like Ilyra and Kadakithis, while making us laugh at the cocky Shadowspawn, or shudder at the excesses of doomed Tempus.

One book spawned another, and then another, and then many more, with some authors replacing those who came before them, some leaving but returning, and all creating an eclectic mixture of tales that dealt with war, plague, sorcery, and true wickedness. In 1989, *Stealer's Sky* marked the end of an era, bringing the series to a close.

Or did it?

RETURN TO SANCTUARY

In 2003, Lynn Abbey, either from a masochistic bent or maybe just nostalgia (though she claims it was flying pigs), dusted off the old notes and relaunched *Thieves' World* with the epic novel *Sanctuary*. Here,

CANONICAL BOOKS

Thieves' World starts with the original twelve books published in the late 1970s and throughout the 1980s, plus the *Sanctuary* novel and the first two books of the new anthologies.

Though many authors spun off novels featuring *Thieves' World* characters, such as Janet Morris' *Beyond Sanctuary*, *Beyond Wizardwall*, and *Beyond the Veil*, Andrew J. Offutt's *Shadowspawn*, and the scattered tales of other characters by Poul Anderson, Marion Zimmer Bradley, David Drake, and Gordon R. Dickson, only these core fifteen books are considered canon.

THIEVES' WORLD

Authors: Lynn Abbey, Poul Anderson, Robert Asprin, Marion Zimmer Bradley, John Brunner, Christine DeWees, Joe Haldeman, Andrew Offutt.

TALES FROM THE VULGAR UNICORN

Authors: Lynn Abbey, Robert Lynn Asprin, David Drake, Philip José Farmer, Janet Morris, Andrew Offutt, A.E. van Vogt.

SHADOWS OF SANCTUARY

Authors: Lynn Abbey, Robert Asprin, C.J. Cherryh, Vonda N. McIntyre, Janet Morris, Diana L. Paxson.

STORM SEASON

Authors: Lynn Abbey, Robert Lynn Asprin, C.J. Cherryh, Janet Morris, Andrew J. Offutt, Diana L. Paxson.

THE FACE OF CHAOS

Authors: Lynn Abbey, Robert Lynn Asprin, C.J. Cherryh, David Drake, Janet Morris, Diana L. Paxson.

WINGS OF OMEN

Authors: Lynn Abbey, Robert Lynn Asprin, Robin W. Bailey, C.J. Cherryh, Diane Duane, Chris and Janet Morris, Andrew Offutt, Diana Paxson.

THE DEAD OF WINTER

Authors: Lynn Abbey, Robert Lynn Asprin, Robin W. Bailey, C.J. Cherryh, Diane Duane, Janet Morris, Andrew Offutt, Diana L. Paxson.

SOUL OF THE CITY

Authors: Lynn Abbey, C.J. Cherryh, Janet Morris.

BLOOD TIES

Authors: Lynn Abbey, Robert Lynn Asprin, Robin Wayne Bailey, C.J. Cherryh, Diane Duane, Janet Morris and Chris Morris, Andrew Offutt and Jodie Offutt, Diana L. Paxson.

AFTERMATH

Authors: Lynn Abbey, Robert Lynn Asprin, John Brunner, David Drake, Janet Morris, Andrew Offutt, Mark C. Perry.

UNEASY ALLIANCES

Authors: Lynn Abbey, Robert Lynn Asprin, Robin Wayne Bailey, C.J. Cherryh, Jon DeCles, Chris Morris, Diana Paxson, C.S. Williams.

STEALER'S SKY

Authors: Lynn Abbey, Robert Lynn Asprin, Robin Wayne Bailey, C.J. Cherryh, John DeCles, Duane McGowen, Andrew Offutt, Diana Paxson.

SANCTUARY

Authors: Lynn Abbey

TURNING POINTS

Authors: Lynn Abbey, Robin Wayne Bailey, Raymond Feist, Jeff Grubb, Dennis McKiernan, Jody Lynn Nye, Andrew Offutt, Diana Paxson, Selina Rosen, Mickey Zucker Reichert.

ENEMIES OF FORTUNE

Authors: Lynn Abbey, Robin Wayne Bailey, Steven Brust, C.J. Cherryh, Jane Fancher, Jeff Grubb, Dennis McKiernan, Jody Lynn Nye, Andrew J Offutt, Diana L. Paxson and Ian Grey, Selina Rosen.

FIRST BLOOD

This volume contains all the stories found in the original *Thieves' World* and *Tales from the Vulgar Unicorn* anthologies, plus a previously unpublished Cappen Varra story by the late Poul Anderson.

Sanctuary is fifty years older, fallen from the bright future hinted at in *Stealer's Sky*. The Beysibs have returned to their homelands; Kadakithis, Chenaya, and others are gone. Abbey shocked us with the dark years, describing how many of our beloved characters met their ends, from the compelling Ilyra to the infamous Molin Torchholder.

Yet she did not take away without giving something back in return. Abbey introduced us to new faces, new characters we immediately like (or like to hate). She gave us Cauvin and Bec, Soldt and the Dragon, and breathed life once more into this venerable city. Even as we squirm when we read the deaths of our favorite characters, she replaces them with new ones equally as exciting as any of the old.

After *Sanctuary* came a new series of anthologies, beginning with *Turning Points* and continuing with the new *Enemies of Fortune*. Told by newcomers to *Thieves' World*, including Jeff Grubb, Mickey Zucker Reichert, Selina Rosen, Dennis McKiernan, Jody Lynn Nye, and Raymond Feist, these books also herald the return of Andrew Offutt, Diana L. Paxson, Robin Wayne Bailey, and of course, Lynn Abbey, all of whose stories blaze the trail into Sanctuary's uncertain future. And though the characters are all (or at least mostly) new, there is a sense of familiarity, excitement, and (of course) thievery. *Thieves' World* is back, and back with a vengeance.

The *Thieves' World Player's Manual* is your gateway to into the dark and dangerous world of Sanctuary. Your journey starts now!



You've never been here before, you say? In that case,

you're in for a real treat! Sanctuary is a veritable hotbed of adventure, intrigue, and daring, replete with sorcery, witchcraft, powerful gods, evil cults, and plans within plans within plans. It's not a safe place; not at all. But if you wanted security, you should've stayed on the boat or wagon that brought you here in the first place.

WELCOME TO SANCTUARY, THE SEEDIEST CITY IN FANTASY FICTION!

If you've got keen wits, sharp senses, a strong sword

arm, and a thirst for adventure, though, by all means stay and explore these shadowy streets. Visit the winding alleys of the Maze, the rich homes lining the Processional, or the destroyed temples that crumble on the Promise of Heaven. You might just find your fortune here—or your death.

THE PEOPLE OF SANCTUARY

When dealing with the outside world, the native folk of Sanctuary refer to themselves as Sanctans. In their own circles, however, they sometimes refer to themselves as Wrigglies. The term "Wrigglie" occasionally presents some problems, in that it was originally coined as a derogatory slur—a dire insult. But as they developed into their own people, the citizens of Sanctuary acquired a sort of "Wrigglie pride," uniting them on a societal, if not social, level. When used by Sanctans in reference to themselves, Wrigglie is almost a term of endearment; when used by outsiders, it takes on the cast of a bitter insult—one worthy of being avenged with clenched fists.

Wrigglies trace their humble beginnings back to the escaped Ilsigi slaves that settled the Sanctuary valley nearly two centuries ago. In the time since, many have oppressed them: the Kingdom of Ilsig, which conquered them shortly after Sanctuary was established; the Empire of Ranke; the fish-eyed Beysib from across the sea; the cultists of Dyareela, the chaos goddess; and, most recently, the nomadic Irrune. These conquering factions left their indelible mark on Sanctan culture, mixing their own customs, fashions, languages, and genes into the muddy melting pot that Sanctuary has become. Nearly all cultures are represented in Sanctuary's extended (and often estranged) family.

So much has transpired between Sanctuary's walls over the decades that Sanctans typically accept things normally considered unthinkable in other cities. Tales of epic proportions have sprung from Sanctuary's checkered past, and the reverberations of these happenings echo throughout the city. Gods have walked these streets, the dead have risen from their graves, and wars between nations have been sparked in the winding alleyways of the Maze. Games of life and death have been played out in the dark shadows and under the blazing sun. Powerful mages, witches, and sorcerers have fought magical battles above, below, and within the city, with the gods of both Ilsig and Ranke standing as witnesses (and occasional instigators).

Those Sanctans old enough to remember the past pass on their wisdom and history to the children who will rule the city (openly or secretly) tomorrow. Sanctuary's newest generation can barely imagine the trials and tribulations of the city's unusual history, despite the cautionary tales of their elders. Blinded by their youth, they see only the lot they have inherited, but are nonetheless aware of their city's reputation. As a result, even though they might fervently wish to leave cursed Sanctuary behind in an effort to explore the rest of the world, they, too, feel a bond with their home.

LAW, GOVERNMENT, AND TAXES

Sanctuary today is under the control of the Irrune—a society of nomadic raiders whose help Molin Torchholder finagled in order to oust the Dyareelan despots that threatened to destroy the city. As payment for their services, Torch bestowed Sanctuary's governance upon the Irrune. Arizak, the Irrune chief, is the de facto ruler. He was visible during the early period of his reign, but after he suffered a terrible injury when his horse fell on top of him, he has withdrawn for the most part to the Governor's Palace. Rumors about the state of his health run wild through the streets, and many wonder which of his sons will claim his place after his seemingly inevitable death.

While the Irrune won Sanctuary from the followers of the chaos goddess, they are by no means familiar with the bureaucracy inherent in a city's infrastructure. As such, the day-to-day administration of the city falls to those who can do it best. The Peers (also referred to as magnates, merchant-princes, or oligarchs) are the remnants of a Rankan-dominated group of petty aristocrats and traders who attempted to maintain their contacts within the imperial heartland. As the futility of that effort became increasingly apparent, the Rankan domination of the Peers lessened, and the richest men and women in the city, regardless of their ethnicity, assumed control over the group.

The Peers run the city's day-to-day affairs, levying and collecting taxes, enforcing law and order, and keeping the city's bureaucratic machine functioning as smoothly as they can. The Irrune allow them to do so, primarily because they lack the experience necessary to perform the job themselves. This does not indicate that the Irrune are simple or unaware of what transpires within their domain, though. In fact, many Irrune are quickly taking to their new responsibilities, and may very well take a stronger role in the city's affairs than the Peers might care for.

Just like anywhere else, death and taxes are two things that are constant in Sanctuary. No one enjoys paying taxes, but the people have had more than enough chaos, violence, disorder, and anarchy over the past few decades. So long as the Peers and the Irrune maintain peace within the city, administer acceptable justice, and take responsibility for public services, Sanctans aren't likely to complain too loudly. In such a small city, it's a rare person who doesn't have some connection to one of the Peers.

In a city dubbed *Thieves' World*, one would not expect a strong sense of law and order to prevail. But in fact, Sanctuary invests a great deal into its peacekeeping efforts. The Peers use levies collected to fund the city guard and the city watch. Sanctuary's city guard is the more skilled and formally organized of the two groups, consisting of trained military men and women, some of whom originally served in the imperial legions of Ranke. Guards are uniformed, armored, and well armed. Most of them live within the Palace barracks, performing their duty from that location, or from any one of a number of watch stations scattered throughout the city and along the walls. Guards patrol the streets in small groups, though there are some places in the city (such as the Hill quarter) where even they refuse to tread. Most guards speak Rankene as well as the local Wrigglie dialect. Though their spoken Wrigglie is often better than their Rankene, they tend to think of themselves as upholding imperial tradition, even if they no longer serve the empire.

The city watch, by comparison, is more of an organized militia. Members of the watch do not wear any kind of standard uniform, nor are they particularly well supplied, having poor weaponry and armor. Some members wear a belt or baldric in an effort to proclaim their status, but such devices are an exception to the rule. Unlike city guards, who live in the barracks, members of the watch return to their homes and



WRIGGLIE CHARACTERS

When creating a character who is a native Wrigglie, make sure you take his or her age into consideration. The average Sanctan over the age of twenty somehow managed to survive the worst of the Dyareelan excesses accompanying the Troubles, but few managed to do so unscathed, either mentally or physically. Most Sanctans over the age of fifty remember plagues, storms, the coming and going of empires, the fish-eyed Beysib with their snakes, dead folks walking the streets, gods in the skies, whirlwinds of fire rising above Pyrtanis Street, and the day it rained fish all over town.

As such, it takes a lot to impress a mature Sanctan. They are the very definition of cynical, and are extremely resistant to change. They prefer to keep things more or less the same way they've always been, and are willing to fight in order to maintain the status quo. The zeal displayed by the Dyareelan cult during the Convulsions gave many Sanctans a gut-level aversion to overt displays of religious fervor. Magic is also highly suspect to Wrigglies, though less so than the power of prayer. Religion remains an important facet of many Sanctans' lives, but practices of faith are personal now, and on the whole, very quiet.

Every Wrigglie who survived the Convulsions suffers from a recurring nightmare or two. Many survivors managed to endure the Troubles because they deflected bad luck onto their neighbors and friends. No one talks about collaborating with the Dyareelans, and most say sincerely they did everything within their power to resist the depredations of the cultists.

This is, of course, patently false. Had the population risen up and ousted the fanatics, life would have been much less exciting and the story would have had a different ending. As it stands, fear was the rule of the day in those times, and fear is an unpredictable inspiration.

If you plan to create a character who is a native of Sanctuary, then you need to determine what happened to that character during the Troubles. Consider the sorts of guilty secrets that such characters carry around with them on a daily basis, and apply that knowledge to their actions. Does anyone else know what they went through during the Troubles? Does anyone else know what they might've done in that turbulent time? And if so, what will the character do in order to keep those secrets hidden?

families at the end of their shifts. Their job is mostly to keep an eye on the city, reporting incidents to the Palace or the guard if the situation warrants.

Members of the guard and the city watch alike do not fit any particular mold. Largely, they are honest, although there are always a few bad apples. The average peacekeeper pursues justice for its own sake, though he'll work a little harder with added incentive. Such supplementary income isn't necessarily seen as a bribe by Sanctans, but as a necessary service charge. The dangerous work intrinsic to the activities of the watch and guard is low-paying, and most Sanctans consider a couple of padpols here and there a small price to pay for more motivated security.

The Sharda make up a third peacekeeping force in the city. Largely unofficial and privately funded, the Sharda are often found investigating cases for the Hall of Justice. The word "sharda" itself is Irrune in origin, referring to a particularly persistent breed of hunting dog. Though they have no specific powers of arrest within Sanctuary, the Sharda can muster the support of the guard in times of need, especially when a high-profile crime is involved.

LANGUAGE AND WRITING

On any given day, you may hear half a dozen languages spoken in Sanctuary. Given its position as a port town, it is not surprising that folk from many different countries come to trade in the city's markets. This influx of languages, combined with the city's history as an oft-conquered prize, results in a strong local dialect that is both unique and difficult for nonnatives to master. Luckily, Sanctans speak at least one additional language, typically Rankene or Ilsigi.

Literacy is the exception to the rule among the city's residents. While many ethnic Rankans (especially those who live out at Land's End) are able to read and write Rankene, most Wrigglies are illiterate. The local dialect (referred to as Sanctan by the educated and as Wrigglie by everyone else) has no written form. While many of the signs and markers posted along the city's streets are written in a combination of Rankene and Ilsigi script, they go largely unnoticed by the rank and file.

Detailed here are the languages commonly spoken in Sanctuary, both by the citizens of the city and its visitors. Languages are noted with an S (the language is spoken), a W (the language has a written form), or both.

AURVESHAN (S/W)

Aurveshan is spoken extensively in the Gray Wastes. A throaty and guttural tongue, it shares a lot with the Raggah tongue, perhaps even descending from the same root language.

BEYSIN (S/W)

Though rarely spoken in Sanctuary these days, Beysin left its indelible mark on the local Wrigglie dialect. Beysin infers as much meaning through inflection and tone as it does through posture, and it can be a difficult language to master unless taught by a native speaker. The written form of Beysin is florid and extravagant.

CARONESE (S/W)

The people of Caronne have a lilting speech that is very well suited for poetry and song. Similar in many ways to Ilsigi, some scholars consider it to be a distant cousin of that tongue. Despite its propensity for artistic applications, Caronese possesses an intricate system of numeric and mathematical symbols, something Caronese merchants make great use of. Caronese has a written form with an alphabet descended from Ilsigi.

CIRDONIAN (S/W)

Cirdonian is as old as the languages of Enlibar and Yenized, and it has changed little in the millennia over which it has been spoken. A terse language, Cirdonian allows a speaker to communicate a great deal with only a few words. The Cirdonian alphabet is similar in some ways to Old High Yenized, but the two are mutually exclusive. It should be noted that in Cirdonian, the word used for "liar" and "enemy" are both the same.

ENLIB (S/W)

Enlib is a dead tongue, known now to only a few dusty scholars and sorcerers (and then almost exclusively in its written form).

ILSIGI (S/W)

Ilsigi is one of the most commonly spoken languages in Sanctuary (as would be expected from the city's once being an Ilsigi colony). Rankans typically perceive Ilsigi as harsh and low-pitched compared to Rankene, while the people of Ilsig see Rankene as stuffy and overly formal. Ilsigi's alphabet is the most frequently used system of writing in Sanctuary, even in the transcription of other dialects.

IRRUNE (S)

Irrune has no written form. It is heavy on inflection and limited in vocabulary, and its rhythmic structure makes it difficult for nonnative speakers to distinguish between a statement and a question. When the Irrune arrived in Sanctuary, they had no words in their language to describe a body of water as large as the sea. In the years since, the Irrune adopted Sanctan words to represent such things, though the more conservative Irrune see these additions as corruptions.

MRSEVADAN (S/W)

Mrsevadan is a variation of Caronnese, and it uses the same Ilsigi-derived alphabet. The similarity stops there, however, as Mrsevadan is spoken in a radically different way—almost as if the niceties of the Caronnese tongue had been removed from it (which isn't far from the truth). A speaker of Caronnese can easily understand someone who speaks Mrsevadan, and vice versa, so long as both speak slowly.

NISI (S/W)

Nisi is the dying language of the Nisibisi. It is known by only a few people in Sanctuary (most commonly sorcerers, scholars, and witches), and those who do know it rarely speak it in polite company, for it is a hissing, sibilant tongue. The Rankan Empire banned the use of Nisi, even going so far as to cut the tongues from the mouths of those who would speak it.

RAGGAH (S)

The Raggah tribes of the Gray Wastes speak their own language, similar in some respects to Aurveshan. The Raggah tongue is coarse and guttural, more like a series of growls and coughs than actual speech (at least to those not familiar with it). The Raggah refuse to speak their language in the presence of outsiders, using a sophisticated system of sign language (see following) when away from their camps. Raggah has no written form.

RAGGAH SIGNING (S)

The sign language of the Raggah tribes is remarkably refined, given the growling tone of their spoken tongue. All Raggah learn Raggah signing at a young age.

RANKENE (S/W)

Rankene is a cultured tongue often used in trade, business, and politics. At the height of the Rankan Empire, almost every major settlement across the continent spoke Rankene. In the years since Ranke's decline, use of the language outside of the empire's borders diminished. People from nations formerly subjugated by the empire were often forced to learn Rankene, making it unpopular in those places abandoned by Rankan legionnaires. Imperial Rankene is an elevated form of



Rankene—flowery, complex, and academic when compared to vulgar Rankene. Reserved for theater, officials, and scholars, it sees little use outside the upper strata of Sanctuary society.

SANCTAN (S)

Also known as “Wrigglie,” Sanctan is Sanctuary's peculiar dialect. Based heavily on trade tongue (see following), Sanctan blends Ilsigi and Rankene components with bits and pieces of Beysin, Irrune, and nearly every language spoken in a dozen other lands. While Wrigglies have little trouble deciphering the pure Ilsigi tongue, the Sanctan dialect is nearly incomprehensible to native Ilsigis. Sanctan has no written form, and is instead transcribed into either Rankene or Ilsigi by knowledgeable folk. When transcribed into Ilsigi, native speakers of Ilsigi can read and understand Sanctan with some difficulty.

S'DANZO (S)

The secretive S'danzo teach their language to no one. Unlike the Raggah, they speak their tongue freely in front of outsiders, comfortable in knowledge that the *suvesh* (non-S'danzo) around them have no hope of understanding what they say. Due to the S'danzo oral tradition, much of the language's vocabulary is symbolic in one way or another. The S'danzo string allegory and metaphor together into expressive phrases which are often very difficult to translate. S'danzo lacks a written form.

SHERRANPIP (S/W)

Sherranpip is one of the rarer languages in Sanctuary, spoken by only a few wanderers. It originates from far across the sea, on the island nation of Sherranpip. The words of the language flow rhythmically together into a stream of speech that makes sentences sound like lengthy words unto themselves.

TRADE TONGUE (S)

Trade tongue is an Ilsigi/Rankene pidgin language used to communicate simple ideas between merchants and traders. Though it has no written form, it does feature a simple system of numbers and digits that allows for the recording of transactions. Anyone who can speak trade tongue understands its limited written shorthand.

TWANDAN (S/W)

Twandan is a corruption of Rankene and Aurveshan, sometimes referred to as “low Rankene” for its earthier, less ornate quality as compared

to the traditional Rankene language. Twandan’s written form uses the Rankene alphabet.

YENIZED (S/W)

Yenized consists of two interconnected dialects: Low Yenized and Old High Yenized. Old High Yenized is an ancient language with clipped speech patterns and very formal undertones. Though often considered a dead language, people in isolated village across the continent still speak this tongue, and speakers of one form of Yenized can easily understand speakers of the other. Both dialects make use of the same Yenizedi alphabet.

THE PASSAGE OF TIME

Minutes pass into days, days into weeks, weeks into months, and months into years. Sanctans measure the passage of time in much the same way as others do, with each day divided up into 24 hours, and each hour divided into four quarter-hours (minutes are beyond the average Sanctan’s ability to grasp or track).

Several different methods are used to keep track of the passage of time. During the day, the progress of the sun across the sky is a simple technique that anyone can use to approximate the hour. During the evening hours, the movement of the heavens is a reliable method of

timekeeping on clear nights, though it requires some study in order to be accurate.

For the wealthier folk, large “by-hour” candles are incrementally marked to measure time as they burn. Caronnese artisans create beautiful hourglasses from stained glass and colored sand, but these are expensive and not at all common. The ordinary folk of Sanctuary use simpler methods to track time after dark, such as by monitoring the decline of heat from a banked hearth. Night is divided into two watches: Early Watch is from sunset to midnight, and Late Watch is from midnight to sunrise.

Both Rankans and Ilsigis use a seven-day week to track their days, since both cultures derive their calendars from the reckoning of the ancient Enlibrite Empire. Both Ranke and Ilsig dedicated specific days to specific deities, but the gods differ depending on which pantheon is being used. Since Sanctuary is fundamentally Ilsigi in origin, it is common for Sanctans to use Ilsigi reckoning in identifying the days of the week. Rankan reckoning is still used by diehard citizens of Rankan extraction, especially those who make their homes at Land’s End.

It is common for the Ilsigi names of weekdays to be shortened, especially when using the local Wrigglie dialect. Ilsigi word structure makes it easy to drop the “day” from Ilsday, so that the name of the day itself would be shortened to “Ils.” The structure of Rankene makes it difficult for the “day” syllable to be dropped, and as a result, this truncation is rarely made by Rankans.

Months in Sanctuary are kept track of in thirty-day increments, with the extra five (and sometimes six) days of the year preceding the New Year’s celebration. Because they are derived from the calendar of ancient Enlibar, the names of the twelve months are the same for both Rankan and Ilsigi alike. Most other nations within the Rankan and Ilsigi spheres of influence use the Enlibrite calendar, though many have replaced the names of the month with vernacular equivalents. This isn’t all that important, since the base meanings of the month names have been lost to ordinary folk.

Given that not everyone in Sanctuary is comfortable with (much less capable of) counting to thirty, it is less common to hear someone plan an event for the 28th of Drellan than it is to hear them say that an event will take place on the fourth Ilsday of Drellan. Events are planned in relation to local festivals and holidays, because most people know the dates and times of major Rankan and Ilsigi celebrations.

Most know that a year consists of 365 days, but the year itself is reckoned by one of three methods: Ilsigi, Rankan, or Sanctan.

The Ilsigi calendar keeps track of years based on the presumed beginning of the world, placing the Ilsigi chronology in its 3,671st year. The highly

TABLE 1–1: WEEKS AND MONTHS

DAYS OF THE WEEK

Ilsigi	Rankan	Modern
Ilsday (“Ils”)	Savankhday	Sunday
Orulsdai (“Oruls”)	Sabellday	Monday
Thufirdai (“Thufir”)	Vashankhday	Tuesday
Eshisdai (“Eshis”)	Kalashday	Wednesday
Falandai (“Falan”)	Azunday	Thursday
Anensday (“Anens”)	Halakday	Friday
Shiprisday (“Shipris”)	Memnillday	Saturday

THE MONTHS OF SANCTUARY

Month Name	Description	Modern
Breen	1st month of winter	December/January
Andaria	2nd month of winter	January/February
Moruthus	3rd month of winter	February/March
Drellan	1st month of spring	March/April
Eseris	2nd month of spring	April/May
Sperraz	3rd month of spring	May/June
Hespar	1st month of summer	June/July
Languel	2nd month of summer	July/August
Pordur	3rd month of summer	August/September
Gethur	1st month of autumn	September/October
Escharia	2nd month of autumn	October/November
Volnar	3rd month of autumn	November/December

ordered priesthood in Ilsig ensures that time is meticulously kept within the Kingdom's borders. Ranke's calendar, which was imposed on much of the world during its conquest, measures years by tracking the age of the empire itself. This puts the Rankan Empire's calendar in its 104th year.

Though Sanctans are accustomed to the Ilsigi calendar, its number of years presents a large, awkward number to most citizens. Because of this, Sanctans prefer to track their chronology based on the year that Ranke stopped extracting tax revenue from the city. By Sanctan reckoning, it is currently the 44th year since Ranke retreated from the governance of Sanctuary.

SANCTAN ECONOMICS

The monetary system in Sanctuary is far from standardized. Dozens of coins of varying denomination and nationality are in circulation, and estimating the value of these various currencies in relation to one another can challenge even the most experienced moneychanger. Most coins are minted from silver of dubious purity. Gold coins exist, but are rare and difficult to exchange.

SHABOOZH

The principle coin in Sanctuary is the shaboozh (sh). Shaboozh are square silver coins that measure about 1-1/3 inches (3-1/2 centimeters) edge to edge. Originally based on Ilsigi coinage, Sanctan shaboozh are now minted by the Irrune. A number of counterfeiting operations produce coins throughout the city, and rumor holds that some nobles and powerful merchants mint their own coins as well. The purity of the silver in these coins is always in question, given that their origin is not always obvious. The only certainty is that coins minted by the Irrune ironically tend to have a lower silver content than those pressed by the counterfeiters.

PADPOLS

Shaboozh are routinely cut into small pieces, which are known as padpols. Padpols (pd) are Sanctuary's small change. There are typically sixteen padpols per shaboozh, and they are often snipped, cut, or broken off into irregular shapes and sizes. Some merchants insist on weighing padpols to ensure they are getting an even exchange based on the weight of the fragments, but given the purity of the silver in these coins, their value fluctuates nonetheless. The Palace regularly collects padpols, melts them down, and remints them into shiny new shaboozh. In Ilsig, padpols were once known as padpools and had their own denomination, though it has been at least a generation since one of these coins circulated in Sanctuary.

ROYALS

The most valuable Ilsigi coin in Sanctuary is the royal (ro). Royals are round gold coins, a little over 1/2 inch (1-1/2 centimeters) in diameter. Not officially minted in Sanctuary, they are available only in small quantities. The official Ilsigi exchange rate is ten silver shaboozh to the royal, but given the fluctuating purity of shaboozh in Sanctuary, about the best anyone can hope for is an exchange of fifteen shaboozh for a royal (and most people are happy if they can trade at twenty to one).

While this might seem a benefit for a merchant or noble who wishes to exchange his royals for shaboozh in Sanctuary, in truth, anyone wishing to trade royals for shaboozh will likely have a hard time finding a moneychanger willing to make an honest exchange. Flashing gold coins in many parts of the city is a good way to find oneself robbed, if not killed outright.

TABLE 1-2: CURRENCY

ILSIGI CURRENCY				
Currency		—Exchange Value—		
		PD	SH	RO
Padpol (pd)	=	1	1/16	1/160
Shaboozh (sh)	=	16	1	1/10
Royal (ro)	=	160	10	1

RANKAN CURRENCY				
Currency		—Exchange Value—		
		PD	SO	CO
Padpols (pd)	=	1	1/4	1/200
Soldats (so)	=	4	1	1/50
Coronations (co)	=	200	50	1

AURVESHAN CURRENCY				
Currency		—Exchange Value—		
		PL	SN	
Piels (pl)	=	1	1/8	
Souns (sn)	=	8	1	

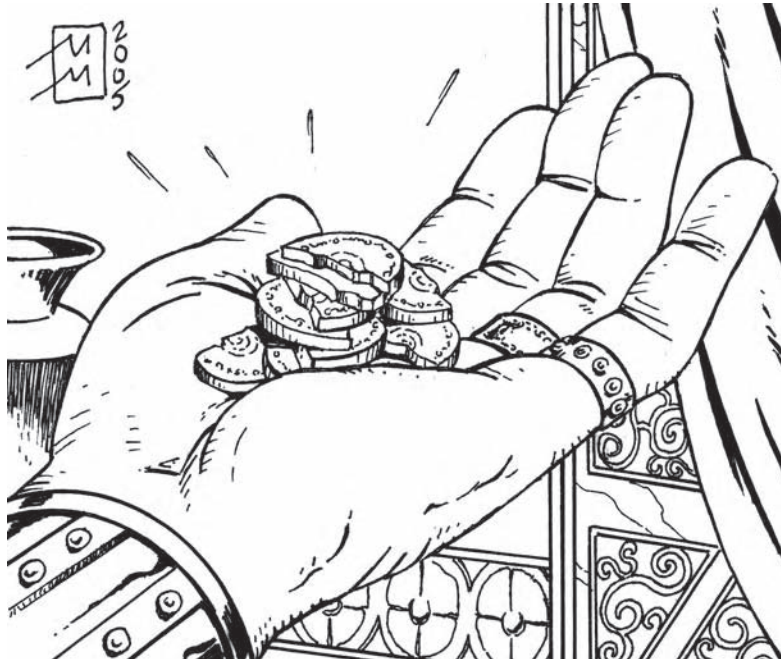
CARONNESE CURRENCY				
Currency		—Exchange Value—		
		DE	PA	LA
Denne (de)	=	1	1/6	1/12
Plira (pa)	=	6	1	1/2
Lira (la)	=	12	2	1

CONVERSION RATES				
Shaboozh	Soldats	Souns	Plira	
1	=	4	=	8 = 2-2/3
Soldats	Souns	Plira	Shaboozh	
1	=	2	=	2/3 = 1/4
Souns	Plira	Shaboozh	Soldats	
1	=	1/3	=	1/8 = 1/2
Plira	Shaboozh	Soldats	Souns	
1	=	3/8	=	2 = 3

D20 CURRENCY				
Gold pieces	Shaboozh	Soldats	Souns	Plira
1	1	4	8	2-2/3

SOLDATS

While the Irrune in the Palace mint coins using copies of Ilsigi dies, taxes and other transactions within the city are still reckoned in Rankan soldats (so). The soldat is a round silver coin about 3/4 of an inch (2 centimeters) in diameter. As with shaboozh, the purity of the silver in



OTHER CURRENCY

Although the coins primarily used in the city are Ilsigi or Rankan in origin, there are a number of foreign currencies commonly found in the purses of visitors to Sanctuary. Many countries and regions, such as Twand, have no native currencies of their own, and instead utilize the coinage of their Rankan conquerors.

AURVESHAN MONEY

The silver *soun* (sn), an octagonal coin common in Aurvesh, is worth about 2 padpols. The *piel* (pl) is another coin of Aurvesh, minted of copper, with a single triangular hole in its center. The common exchange rate is four *piels* to the padpol, but *piels* are rarely exchanged in Sanctuary, as copper has little to no value there.

CARONNESE MONEY

Caronne is an economic powerhouse, and its currency retains its value in Sanctuary much more readily than other foreign moneys. Like Sanctuary, Caronne's government still uses Rankan coinage to tabulate tax revenues. The trade guilds, on the other hand, use Caronnesse denominations in their day-to-day business. Mrsevada has long used an approximation of

Caronnesse currency in its transactions, and the denominations shared between the two countries are more or less the same.

The Caronnesse *lira* (la) is a tiny gold coin used for transactions. Each *lira* is worth three soldats (or twelve padpols). The silver *plira* (pa) is the workhorse of Caronnesse currency, and is the most common coin of Caronne to be found circulating in Sanctuary. A single *plira* can be swapped for six padpols. The least valuable of the Caronnesse coins is the *denne* (de), a bronze piece that is somewhat larger than a soldat. *Denne* are valued at a single padpol.

soldats is always questionable, but this inconsistency is more a result of anarchy in the Rankan Empire than Sanctan corruption, as there are no known coin dies for the minting of soldats in Sanctuary. The going exchange rate is four soldats to one shaboozh. Individual soldats can be clipped into four evenly sized pieces, which are also known as padpols, and have the same approximate value.

CORONATIONS

The Rankan coronation (co) is a gold coin that is almost as large as a shaboozh. The official exchange rate is fifty soldats per coronation. Coronations are mostly a notational currency in Sanctuary, given that the coins themselves are rarely, if ever, circulated. Outside of Land's End and the sparkers there (a Wrigglie term for those with a particular blend of wealth and worthless character), most Sanctans have never even seen a coronation.

SANCTUARY'S CURRENCY IN D20 TERMS

On a day-to-day basis, the shaboozh is the standard monetary unit in Sanctuary. For all intents and purposes, one shaboozh is equal to one gold piece in most other fantasy settings. **Table 1-2: Currency** lists coin values relative to one another.

REGIONAL GEOGRAPHY AND CLIMATE

Sanctuary is located near the southern tip of a vast, equator-straddling continent. Bordered by the sea to the south, the Queen's Mountains to the west, and the Gray Wastes to the north and east, Sanctuary and its client villages represent an important stop along the sea-lanes and caravan routes between the Kingdom of Ilsig to the west, and what remains of the Rankan Empire in the east. Because of its strategic value, Sanctuary has been a highly contested prize for nearly two centuries.

Traveling north, away from Sanctuary, the terrain rises and becomes hilly. Scant pine forests cluster around the banks of the White Foal River, which eventually finds its roots in the mountains. These forests provide a small amount of local timber to the city and environs, yet wood is still a much-prized commodity. The Queen's Mountains sit in the west, their peaks capped in white much of the year. This expansive range (also known as the World Spine Mountains by the Rankans, or the Gunderpah by the mountain folk themselves) runs north for thousands of leagues.

Past the highlands north of the city, the land turns arid, with sparse vegetation. These parched plains are the western roots of the Gray

Wastes, a wide expanse of sandy deserts that reach ever east. Few can survive easily there except for the nomadic Raggah tribes and herds of desert horses and camels. Small oases are strung like emeralds along the trade routes winding through the dunes and canyons of the Wastes. Though dangerous, these routes provide the quickest possible way for overland caravans and travelers to reach cities such as Dar, Ranke, and Lirt.

To the south and west of Sanctuary, the ground turns low and marshy, becoming what Sanctans have come to call the Great Morass. The land there is so wet and inhospitable that the area remains largely empty and unsettled. The Morass stretches from the Swamp of Night Secrets to the tip of the Hammer's Tail, a peninsula that represents the southern tip of the World Spine Mountains.

Out at sea, just south of Sanctuary, lies Inception Island. Part of a small archipelago known collectively as the Smuggler's Islands, Inception was at one time Sanctuary's only colony. The Kingdom of Ilsig has since absorbed the settlement. Trade between Inception and Sanctuary is constant, as the island has little in the way of natural resources. With



no ground-fed streams, water and grain are both valuable commodities to the Ilsigis who dwell there.

Weather in Sanctuary has grown cold and damp in the past few decades. Large storms ride in off the coast at least two or three times a year, usually during the autumn months. These storms cause the White Foal

and Red Foal Rivers to flood, which in turn wreak havoc in the city. Though summers are generally warm and dry, the winters are bitterly cold, and snow is becoming more common. Older residents predict that snow will become an annual certainty sometime within the next quarter-century.

AN OVERVIEW OF SANCTUARY

Sanctuary represents the most prosperous deep-water port in the region. Though only 3 or 4 miles in diameter, the city is home to nearly 2,500 souls. Outlying villages and farming communities raise the local population to about 6,000 in total, but these numbers are still low when compared to the city at its height. Sanctuary's population suffered a significant dip during the plagues and famines that preceded the Troubles, but there has been a steady upward swing in numbers in the ten years since the Irrune burnt the Dyareelan cultists out of the city.

Sanctuary rises from the sea, gradually climbing into the northern hills. The eastern and western borders of the city are defined by the White Foal and Red Foal Rivers, respectively. Villages of varying sizes dot the countryside to the north and east, lending direct support to Sanctuary's overall economy. Sanctuary is a trading hub for these communities, and most (if not all) of these villages are represented at the city's farmer's market that occurs three times per week.

Construction in the city has always consisted predominantly of adobe, but with the climate's increased propensity toward dampness, the sun-dried bricks have fallen out of fashion. Stone is the preferred building material now, but there is precious little to be had locally. Most Sanctans make do with what they have, but those who can afford to renovate their homes and shops have already done so.

The city consists of several quarters, or neighborhoods, that vary dramatically in size. Nearly all of these districts contain both residential and commercial elements. Each is presented here in minor detail, starting with the Tween, which lies at Sanctuary's southeastern corner, and working in a clockwise direction around the city. The information that is presented details what the typical Sanctan knows, though exceptions are nigh unavoidable. For more information on Sanctuary and its inhabitants, check out Green Ronin's *Shadowspawn's Guide to Sanctuary* and the new *Thieves' World* anthologies published by Tor Books.

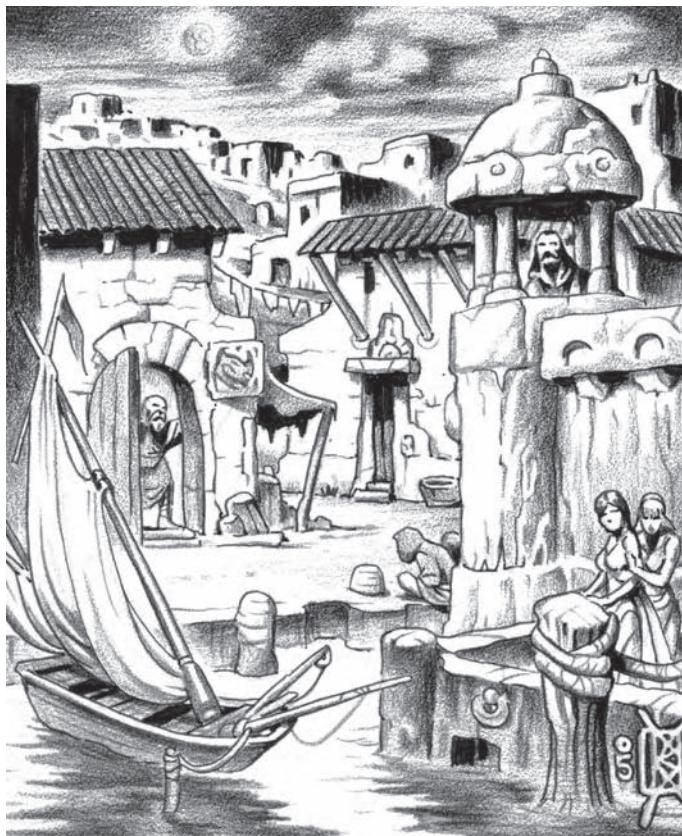
THE 'TWEEN

Sanctuary's newest district is the 'Tween. Originally devised as a caravan terminus by Molin Torchholder, it has since become more of a traveler's district than a center of trade within the city. The 'Tween begins at the eastern wall of the city, where the Prince's Gate (also known as the Gate of Gold) allows travelers to enter the 'Tween via the Wideway. Guards stationed at the Prince's Gate examine travelers and their cargoes, collect taxes, and ensure that visitors enter and exit the city in an orderly fashion. Eventually spanning the entire breadth of the city, the Wideway continues west from the Prince's Gate.

The entirety of the 'Tween is surrounded by new stone walls. The northern and western walls butt up against the Red Foal river, which flows in a brackish stream around the quarter's exterior and into the harbor. The northern, western, and southern walls of the district were constructed after the sack of Ranke. Despite the fact that they are newer, they are not as well-built as the older walls that define the 'Tween's eastern edge. A second gate stands at the quarter's western edge and cuts the 'Tween off from the rest of the city. The city's watch guards this gate, and it typically remains open after nightfall.

Like most of the walls surrounding it, the buildings filling the 'Tween are of newer construction (largely of stone or brick) than the rest of Sanctuary. The guardhouses flanking the Prince's Gate are of solid Rankan construction. Most of the 'Tween's streets aren't paved except for the Wideway, which continues through the quarter and onward toward the wharf. The rest of the quarter's roads are made of dirt and hard-packed sand, which quickly turn into quagmires during Sanctuary's rainy season.

Much of the 'Tween's business consists of hostels, taverns, inns, and stables that cater primarily to visitors. These businesses line the Wideway on both sides, each clamoring for the attention of travelers as they move



from one end of the quarter to the other. Coin of any kind is good here, and several moneychangers are scattered randomly throughout the district. The 'Tween is a lively place, filled with all manner of people, their various languages creating a constant hum. Combined with the foreign fashions worn by its itinerant population, there is a feeling of the exotic to this quarter matched only by the Bazaar.

THE PUBLIC BATHS

One of the most popular stops after coming through the western gate is the public bathhouse. For a few padpols, travelers can scrub themselves with soapweed and rinse off beneath a hand-cranked waterwheel. For ten padpols, one can request a hot bath in one of the many communal pools, and private accommodations are available to those who don't mind paying a few padpols more. Two shaboozh or more can buy the services of an attendant, some of whom seem to be a little too young for their line of work. Speculation is rampant as to where the Baths find these juvenile employees, as many of them are obviously not Sanctan natives. It is rumored they are imported as slaves from Caronne, Mrsevada, or Twand, but no one has gone to any great lengths to find out the truth.

Besides its role as a house of soap and warm water, the Bathhouse also serves as a meeting place for foreigners and Sanctans who wish to discuss business. The nature of the place makes it difficult for thieves or assassins to smuggle weapons into the baths. As well, a half dozen ex-gliadiators, ostensibly trained in Rankan fighting schools, patrol the grounds. Security is not foolproof, however, and on occasion, a slave will find a body floating in a pool, drowned or beaten to death.

MEERASH'S OILS

Meerash was an Aurveshan businessman who sold olive and other imported oils in the southern part of the 'Tween. Although his shop still stands there, a pyramid of glass bottles glinting in the front window, little oil is sold these days. The shop's latest proprietor, an aged and homely woman named Cassata, seems to do most of her own business with a gang of ruffians known as the Kintairs. The Kintairs, in turn, have been strong-arming businesses in the 'Tween, extorting protection money from them, and engaging in minor acts of larceny. None are sure where Meerash has gone, nor can anyone say with any certainty why a matron like Cassata would be trafficking with the likes of the Kintairs.

THE STAIRS

Just outside the western gate of the 'Tween is a long flight of stairs acting as an oft-used shortcut to the heights of the city. The stairs,

LIFE IN THE 'TWEEN

Though there are a few residences in the 'Tween, much of the quarter's population is itinerant in nature. Most Sanctans who call the 'Tween home live in their shops, and are themselves often from faraway lands. The residential portion of the 'Tween lines the district's southern walls, consisting mostly of cheaply-made housing and apartments for lower and lower-middle class citizens. Because of the varied nature of the 'Tween's residents, nearly any type of character can reasonably call the place home. Professionals, such as savants, are in the majority, as are survivors (see **Chapter Three: Character Classes**) and unskilled laborers. Language and communication skills are of great value in the 'Tween, given its cosmopolitan nature. Nearly everyone who lives in the 'Tween speaks at least two languages, and is familiar with others besides.

constructed of weathered wooden planks and equipped with a rough rail, are 5 feet wide and nearly 60 feet long, and scale a sheer, weathered rock face sitting well above the Tween's western walls. For citizens who do not wish to make the roundabout journey to the Processional via the Wideway in order to get to Pyrtanis or the Promise of Heaven, the stairs are a godsend. They also pose a danger for travelers after dark, as Hillers often wait in ambush at the top for folk who don't care to stick to safer routes at night.

PYRTANIS

In years past, Pyrtanis was one of Sanctuary's most prestigious streets. The well-to-do merchants and crafters who made their homes there were only one step below the Rankan and Ilsigi nobility who resided along the Processional. These days, rumors of ghosts, foul sorcery, and legends that are best spoken of behind closed doors haunt this district. The folk who live here are still privileged compared to most, but the quarter's glory days are long gone, scarred by the happenings and disasters of generations past.

Pyrtanis lies just south of the Old Jeweler's Quarter, and north of the Wideway. Bordered to the east by the walls of the Tween, and to the west by Copper Corner and the Corridor of Steel, it was once a central portion of the Old Jeweler's Quarter. However, since the sack of Ranke, it has taken on a life of its own as an artisan's district of sorts. Most of the homes and buildings lining Pyrtanis Street are large and solid, making them valuable real estate. As one travels south through the quarter, the buildings become less robust, however, finally giving way to the salt-crusted warehouses lining the northern edge of the Wideway.

Paved with tidy cobblestones, Pyrtanis street is wide by Sanctuary's standards. Several local landmarks, such as the empty lot where famed mage Enas Yorl's mansion once stood, or the ruins surrounding Tafalen Lancothis' home, give the street its sinister reputation in modern times. Nevertheless, the street is one of the city's major thoroughfares, and it bustles with activity throughout the day. Largely residential in nature, Pyrtanis is also home to several local businesses, restaurants, cafes, and taverns.

Though crime occurs in Pyrtanis, it is not the threat it is in other areas of the city. A person can walk the streets of the quarter in relative safety after dark, though people still tend to move about in small groups rather than individually—this is simply a way of life in Sanctuary. The neighborhood as a whole is close-knit, and cries for help are more likely to be heeded here than in other parts of town.

ENAS YORL'S MANSION

Enas Yorl's mansion no longer stands on Pyrtanis Street, and even if it does, mortal eyes cannot see it. For whatever reason, the mage's home vanished many years ago, not seen since except by drunkards who have little else to do but spin tales of their hallucinations at the Lucky Well. Nevertheless, locals avoid the empty lot sitting on the northeastern corner of Pyrtanis Street and Safe Haven, especially after dark. No one has yet dared to claim the lot, much less build upon the cursed ground there.

Unsubstantiated rumors abound as to Yorl's manse appearing for brief periods when the moon wanes to a sliver and the fog of the wharf sweeps inland with the ocean breeze. It is during these dark times that strange sounds can be heard emanating from the mists infesting the lot—bestial growls, hissing, and haunting laughter that seems to echo from a very great distance. It is whispered that basilisks, the legendary guardians of Yorl's home, still wander the grounds, seeking shelter in some hidden place during the daylight hours.

THE FOLK OF PYRTANIS STREET

Pyrtanis is home to Sanctan natives, folk who have lived in the city all their lives. Many of Pyrtanis' older generation recall the Troubles quite clearly, while the youth of the quarter are often blissfully ignorant of Sanctuary's checkered past. Though brighter days may be in store, optimism is guarded here if it exists at all. Characters living in the Pyrtanis quarter often include savants who run businesses and survivors looking for work. A few fighters, employed by the City Guard, reside in the southern portion of the quarter as well. The population is necessarily diverse, with the only constant being that most of the citizens are natives of Sanctuary. Given the small-town feel of the district, folks here watch outsiders with suspicion, singling them out easily.

GRABAR'S STONEYARD

Grabar, a stonemason of some skill, keeps his home and business near the east end of Pyrtanis Street. He is in his middle forties, and of obvious Ilsigi stock. His family includes Mina, his wife, their young son, Becvar, and Grabar's adopted son, Cauvin. As Grabar has aged, Cauvin has been obliged to take more of a stock in the operation of the stoneyard, though the two can often be seen working together. Cauvin often combs the ruins outside the city for workable stone, which he carts back to be worked or fashioned as needed.

The stoneyard was established when the walls of Sanctuary were being expanded, and it acts as a building supply depot and recycling station. Very little in the way of new stone is shaped in the stoneyard, but Grabar and Cauvin salvage what they can from old buildings, selling recycled stone at a modest profit. The stoneyard is also a good source for new brick.

THE LUCKY WELL

The Lucky Well sits at the end of Pyrtanis Street. As far as taverns go, it is a poor substitute, but it serves as a local gathering spot for many of the quarter's citizens. Cheap, locally produced wine and beer are the most common libations available in the Well's smoky interior, yet it remains a good place to pick up information and news relevant to the folk who call Pyrtanis their home. The tavern's furnishings consist of wooden benches, stained tables, and a serviceable but well-scarred bar.

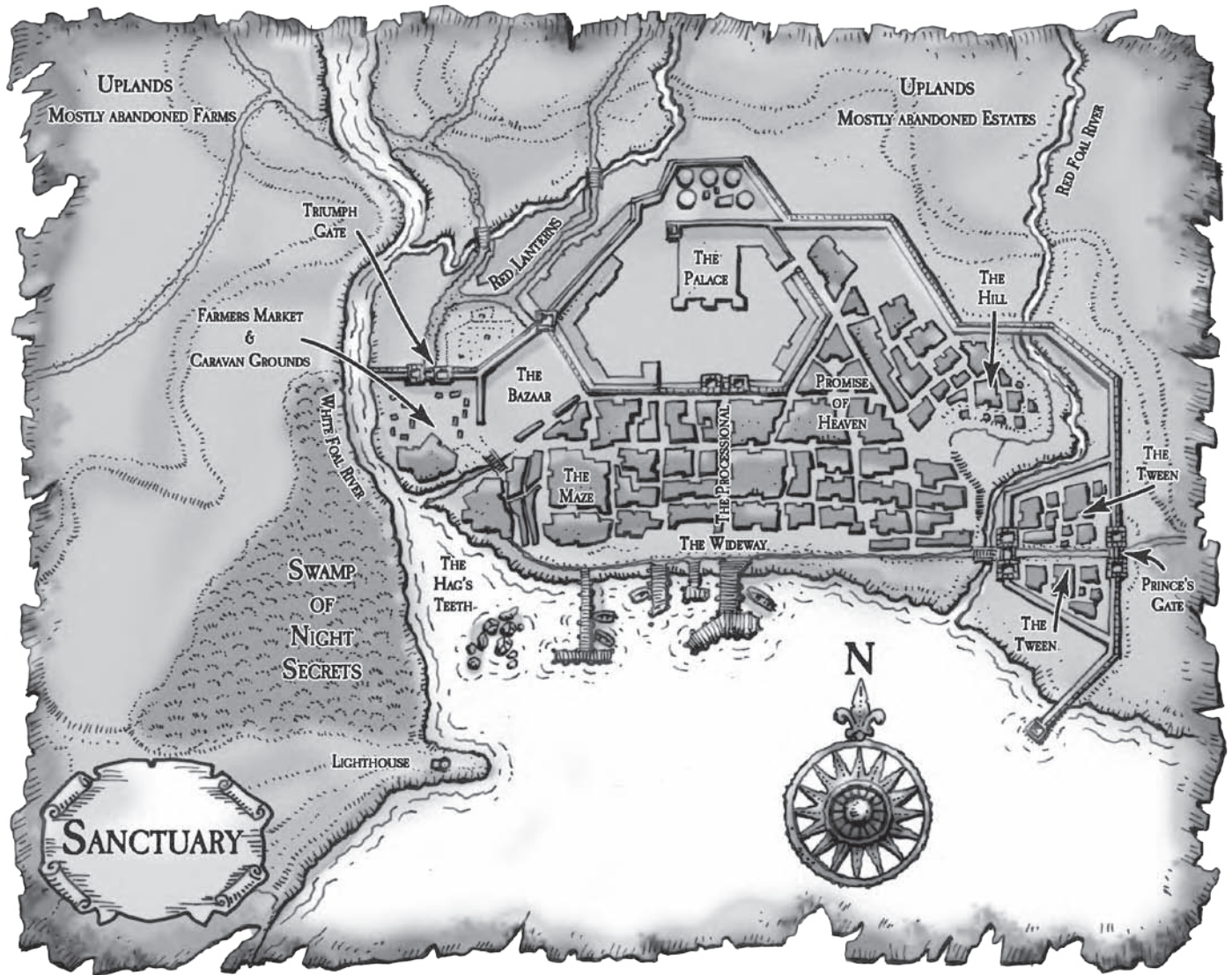
SWIFT'S SMITHY

Swift's Smithy is a small establishment just off Pyrtanis Street, though the size of the premises is more fit to repairing the pots and pans of Pyrtanis' residents than to forging swords and axes. Swift does a decent business regardless, as there are always metal items in need of mending, horses and mules in need of shoeing, and money that needs changing. Swift also knows a few of the Palace blacksmiths, for whom he sometimes does work. Given his occasional forays to the Palace's forge, he has been known to hear useful rumors or interesting news, making him a good friend to cultivate on Pyrtanis street.

OLD JEWELER'S QUARTER

Despite the fact that there are no longer any jewelers plying their trade within the Old Jeweler's Quarter, the name has stuck. Once a large district encompassing much of Pyrtanis, the Old Jeweler's Quarter shrank to nearly a quarter of its size when Sanctuary was under Rankan rule. The quarter is now bordered to the south and west by Pyrtanis, to the north by the Promise of Heaven, and to the east by the slums

CHAPTER ONE: A SANCTIAN PRIMER



of the Hill. Most of the structures in the quarter are recent, as most of the original buildings were burned or destroyed during the Troubles. These newer buildings and homes are clustered close together, giving the district a claustrophobic air.

The quarter's proximity to the Hill is troubling to the people who live there. Hillers occasionally venture down from their slums into the streets of the Jeweler's Quarter, looking for easy prey. As such, most residents bar their doors at night and rarely dare to go outside after dark. Several small gangs (mostly youths and bravos who fancy themselves vigilantes) use the locals' fears of the Hillers as an excuse to extract protection money from their fellow citizens. More often than not, these gangs do little to earn their racketeering profits, and fights between competing gangs over territory are more common than any conflicts that may be sparked with the Hillers themselves.

While the Jeweler's Quarter was a rich district during the Rankan occupation, it has sunk to new lows since the time of the Troubles and

the subsequent occupation by the Irrune. Most of the citizens who call the place home do so only because they have no other choice. The Guard or Watch occasionally patrols the quarter's streets, but not so much since Molin Torchholder's death.

LUMM THE STAVER

One of the few noteworthy businesses in the Jeweler's Quarter is a humble shop operated by Lumm the Staver. Lumm makes barrels, hires himself out as a carpenter, and up until a short while ago, rented rooms to a handful of residents in order to make ends meet. His home was destroyed recently during a storm, forcing him and a handful of his surviving tenants to relocate. Lumm associates with a linguist, scrivener, and scholar known as Heliz Yunz. Despite his acerbic nature and haughty attitude, Yunz reads and writes letters for Sanctuary's illiterate citizens. His patience is thin, however, and he does his work grudgingly.

PEOPLE OF THE JEWELER'S QUARTER

Thieves and survivors are the most common character classes to come out of the Jeweler's Quarter. As there is little else to keep them occupied, many of the quarter's young men get their start as members of one of the district's street gangs. Though by no means akin to the Maze, the Jeweler's Quarter is still a tough place to live, and the people who call it home learn early on that life is far from fair.

THE DIAMOND

The Diamond is less a gem than a piece of cheaply cut glass. Situated near the southwest corner of the Old Jeweler's Quarter, the tavern occupies one of the few original buildings that did not succumb to the floods and fires of the Troubles. The Diamond's patrons consist mostly of ruffians who have nothing better to do than drink sour wine, suck on *opah* rags, and brawl with one another over harlots. One of the quarter's largest gangs, the Cutters, claims the dive as its headquarters. The tavern's owner, a stringy-looking Ilsigi known only as Karis, doesn't approve of his clientele, but he is smart enough to keep his mouth shut when the gang and its affiliates are present.

COPPER CORNER

Copper Corner was once the Central Merchant's Quarter of Sanctuary, dominated by coppersmiths and other metalworkers. Since the days of Rankan occupation, it has included much of what was once the Eastern Merchant's Quarter. The Path of Money, the Court of Arms, and the Street of Goldsmiths have been all been folded into Copper Corner as well. The quarter is defined by the Path of Money on its northern border, the Corridor of Steel to the east, the Wideway to the south, and the Processional to the west. For all its size and reputation, Copper Corner's population is comparatively low. Though a handful of metalworkers still call the place home, there aren't nearly as many as there were when Ranke held sway.

The only thing keeping Copper Corner from declining into a slum similar to the Hill is the fact that most residents are willing to take violent action in order to keep undesirable types out. Independent militias formed of hired mercenaries and thugs patrol the Processional side of the quarter. Funded by a loose confederation of noble families who wish to keep property values high in Copper Corner, these militias (called "Peacekeepers") are often given leave by the Guard to do whatever they wish, so long as their activities appear to have some modicum of legality. Although Peacekeeper patrols rarely wander the length of the quarter, the east half of Copper Corner is appreciably safer than it might be otherwise.

Copper Corner's streets and alleys are relatively clean and safe, even after dark. This sense of security increases the closer one gets to the Processional—at least until the militias take notice and make it their personal business to shake you down in order to see if you really belong there or not. Citizens caught in the west end of Copper Corner after dark can find themselves beaten and sometimes robbed by the Peacekeepers, unless they can prove that they are a member of a noble's household, a resident of Copper Corner, or are otherwise expected by someone of even minor influence. Daytime visits to Copper Corner rarely end with such interrogations, but the Peacekeepers are careful to make sure that their presence is noticed.

The architecture of Copper Corner is reminiscent of Sanctuary's golden days. Edifices and homes near the Processional are strongly built, and are often fortified with iron gates and guard animals. As one ventures farther east toward Pyrtanis, the structures show increased signs of age and vacancy. Homes constructed of cracked and weatherworn adobe are common. Residents of Copper Corner's east end who can afford to renovate their homes with stone and wood generally do so, sometimes one stone at a time.

THE INN OF SIX RAVENS

Midway toward the Processional along the Street of Glass sits the Inn of Six Ravens. Because of its reputation for security, cleanliness, and

COPPER CORNER NATIVES

Although the eastern end of Copper Corner is nearly as wealthy as Pyrtanis street, the western portions are dominated by the wealth that trickles down from the nobles who call the Processional their home. Characters living in Copper Corner are typically savants with some valuable skill, as few others would be able to afford the price of their lodgings. Fighters and those who are skilled with arms may very well find a job with the quarter's Peacekeepers. Thieves will doubtless find a number of tempting homes to rob, so long as they can avoid notice or capture by the Corner's paid patrols. Rumor holds that at least one mage makes his home in Copper Corner, but none can say for sure which stone-faced manse is his. For those citizens caught in the Corner after hours by wandering Peacekeepers, a quick wit (and polished Bluff and Diplomacy skills) are probably the only hope.

exorbitant price, it is one of the most respectable inns in Sanctuary. The Six Ravens is well equipped to serve anyone with money enough to pay the room rate up front, and stable his animals besides. A high stone wall surrounds the inn's grounds, hiding the relative luxury of the place from passersby. A stable, a small courtyard complete with fountain, and a closed iron gate locked from the inside are only a few of the inn's attractive features.

It is said that the Inn of Six Ravens is a place where a rich man might lodge his wife, daughter, or favorite mistress without ever worrying for her safety or virtue. Beyond the richness of the inn's interior accommodations, this has much to do with the security of the place, for a host of trained guards (each armed, lightly armored, and liveried in green) secures the inn. These men are purported to be trained soldiers who demonstrate an amount of professionalism that Copper Corner's Peacekeepers lack.

THIBALT THE RANKAN

Some say Thibalt is the only true jeweler remaining in Sanctuary. Though likely a falsehood, the Rankan jeweler does little to discourage such talk, enjoying the attention and free publicity it provides. His richly appointed shop sits undisturbed near the west end of Copper Corner, just shy of the Processional. He sees few customers these days, but the ones paying him regular visits are wealthy enough to pay for his skill. Much of Thibalt's work involves gemstones and jewels. He knows his way around precious metals, too, but he prefers the cold portability of gems to spools of gold, silver, or platinum wire. For a price, he can appraise gems, cut or polish raw stones, and in a pinch, will be more than happy to pay a fraction of a stone's value to take it off a desperate thief's hands.

THE WIDEWAY

Stretching from the Prince's Gate at the eastern end of the city all the way to the banks of the White Foal River at its western edge, the Wideway is the longest and (at times) widest stretch of road in all of Sanctuary. Paved with cobblestones as it ranges from the Tween to the harbor, it transforms into a wide boardwalk as it passes the waterfront. The northern edge of the Wideway consists of salt-crusted homes near Pyrtanis, giving way to warehouses and waterfront shops and taverns when it nears the wharf.

In recent times, a bustling marketplace has sprung up along the Wideway. Thanks to the influx of trade from the Kingdom of Ilsig and Inception Island, the Wideway's market now rivals Sanctuary's farmer's

market in size and scope. Sanctans are all too happy to have another option when shopping for food and wares. The hustle and bustle of the crowd presents Sanctuary's roaches with new opportunities for crime, and as with any open-air market, cutpurses and other thieves abound. So, too, do the acts of minstrels, musicians, and acrobats, performing for bored shoppers in the hopes of snatching a few padpols for their troubles.

The largest of the city's trade complexes continue to be the governor's warehouses, nearly two blocks east of the fish market. The Irrune and their Sanctan bureaucrats oversee the trade done here by the ever-growing Ilsigi merchant fleet sailing from Ilsig and its colony on Inception Island. Despite the heavy presence of both the City Guard and the Palace's guards, a good deal of smuggling and black market transactions go on near the wharves.

At night, public lanterns (an Irrune innovation) light the Wideway. This makes the area safer than it was during the Rankan occupation, as well as providing a clear view of the city for ships arriving after sundown. Though the market shuts down at night, there is still a significant amount of foot traffic between the wharves and the waterfront's inns, taverns, and brothels.

THE BROKEN MAST

Supported by wooden beams descending into the murky water of the harbor, the Broken Mast hangs out over the water's edge. Though quite close to the stretch where Sanctuary's fishermen tie their boats, fishermen rarely patronize the tavern. A dark and imposing structure, its patrons include sailors, smugglers, and pirates. Mrsevan seafarers with knotted fists and surly faces come and go from the tavern at all hours, as do gaudily-dressed foreigners, thick-bladed swords and knives hanging from their broad belts. Inside, the atmosphere is dim and gloomy, the air polluted with *krrf* smoke. Rumor has it that Sanctans who venture too close to the Broken Mast are sometimes pressed into service aboard foreign ships, never to be seen again.

THE FISH MARKET

The Fish Market operates along the Wideway, north of the Empire Wharf, just as it has since the time of the Rankan occupation. Fishermen and their families bring their hard-caught bounty to the blood-slimed tables, offering the best the sea has to offer to the hungry folk of the city. As the fishermen sail with the tides, the Fish Market's peak times

PEOPLE OF THE PROCESSIONAL

One thing unites all of the Processional's residents: money. It costs a lot to live in this quarter, and only those who can afford it call the Processional home. Servants make up the majority of the quarter's poor and middle-class population, but even they regard themselves as being above many of Sanctuary's other residents. Those who don't live with their masters often make their homes in Copper Corner, Pyrtanis, or in the Shambles.

Characters who live in the Processional include many of the best-educated and wealthiest residents of Sanctuary, and most are nobles. Fighters (especially those working as guards for noble estates) and savants with a penchant for business are also common here. The occasional noble thief may go slumming in the Maze, pretending he isn't what he seems, but pity him if he's ever caught by his less-fortunate companions. The wealthy are also likely to crave power, and the Processional generates its fair share of mages and priests.

change depending on the season and time of day. Though the fishermen are skilled at their trade, the sea is fickle, and not every venture results in a good catch.

NERISIS

Nerisis is perhaps the most well-known barber in all of Sanctuary. Trimming hair and beards with a skill that belies his expansive size, Nerisis takes great pride in his work. A Twandan immigrant with a flair for the dramatic, he sings happily to his clients as his scissors and combs do their stylish work. Irrune law states that women may not cut the hair of men, nor can men cut or style the hair of women. Nerisis is only too happy to comply with the law, as his list of clients consists of some of Sanctuary's most successful merchants. Not even Irrune customs can put a dent in his rather sizeable business.

THE WHARVES

There are two wharves in Sanctuary—the Old Wharf and the Empire Wharf. The Old Wharf was built nearly two hundred years ago when the Kingdom of Ilsig first conquered the city. The sweat and blood of hundreds of Sanctans stains every foot of the Old Wharf, so much so that it is common practice for Wrigglie fisherfolk and sailors to solemnly refer to the wharf itself as “grandfather.” In their minds, the blood of enough Sanctans was spilled in the wharf's construction that it effectively unites all Wrigglies as defacto family. As sentimental as such proverbs are, stories of the atrocities committed by the city's Ilsigi overlords are still told to this day, intensifying distrust of the Ilsigis by Sanctuary's citizens.

Though rarely spoken of by city bureaucrats, the old hatreds manifest in some of the city's regulations directly involving maritime trade. For example, Ilsigi ships cannot dock at the Old Wharf out of respect for the Sanctans who built it under Ilsigi whips. The public reason for this obscure law is that the Old Wharf is worn and in disrepair, and the amount of cargo loaded onto and off of Ilsigi ships in recent years might cause more damage to its failing structure. This is a preposterous excuse, given that the Empire Wharf is in a similar state of disrepair, yet Ilsigi captains and merchants continue to see it as a courtesy that is their due.

Ranke constructed the Empire Wharf during their occupation of the city. As an important port, Rankan politicians felt a second wharf would increase trade in the region, as well as allow imperial naval vessels a secure place to dock. While Sanctan citizens shouldered much of the labor, the empire rightfully employed them, paying them for their labor. Once completed, the Empire Wharf proved to be quite popular. Its advanced construction, matched with the ingenuity of the Rankan engineers who led the project, resulted in a durable wharf that served Sanctuary for many years.

Despite its improved architecture, the Empire Wharf is now in bad shape thanks to the frequent storms that plagued the city preceding the Troubles. And although the Irrune are by no means lovers of the sea, they recognize that brisk trade increases Sanctuary's wealth, and have decreed the wharves be restored. Thus far, progress has been slow, owing to the increased maritime trade both from the Kingdom of Ilsig and from its client, Inception Island.

THE PROCESSIONAL

The Processional, Sanctuary's main thoroughfare, is the city's high-rent district. Beginning at the Wideway, it runs north at a gradual incline until it reaches the Processional Gate, and the city has taken great care to preserve the splendor of the Processional through the years.

Though the Troubles left a terrible mark on the quarter's rich homes and affluent residents, the damage was not nearly as bad as it could have been, since many of the city's wealthiest citizens collaborated with Dyareela's cultists in the Convulsions' earliest days.

The Processional's boundaries extend several blocks to the east and west of the street. The closer to the Palace one gets, the more opulent the homes become. Few shops have storefronts here, and those that do cater only to those with enough money to afford their wares. Beyond the Processional itself, the homes become less glamorous. Expensive restaurants, street-side cafes, and shops are more common in these back alleys, like hidden gems among the smaller homes and estates.

As on the Wideway, public lanterns light the Processional. As well, the City Guard mercilessly patrols the street at night in search of burglars and scofflaws, and most residents (especially those who reside close to the gates of the Palace) keep armed guards on their payroll. Merchants and nobles of both Rankan and Ilsigi extraction rarely leave the safety of their homes without an escort, and locals say that some of the larger homes employ magical wards to keep intruders at bay. Few streets in Sanctuary are as safe.

THE QUALIS GROVE

One of the Processional's upscale cafes is the Qualis Grove. An outdoor eating spot with a garden atmosphere, its clientele includes merchants, minor Wrigglie nobles, and the occasional palace aristocrat. Surrounded by an iron fence and patrolled by guards, the Qualis Grove offers a peaceful spot for the Processional's residents to enjoy conversation over a carafe of fine wine. The grounds of the cafe are complete with lush hedges, topiary sculptures, and hanging vines forming generous curtains of green leaves. The price of a meal at the Qualis Grove is prohibitive to most of Sanctuary's citizens, but the cafe's guards will turn away any customer that lacks the proper bearing and manner of a noble (even those that can afford the menu).

THE MAZE

When people think of Sanctuary, they invariably think of the Maze. The Maze is a central component of the city's west side, but though the seediest part of the city, it is far from being the slum that rumors and legends make it. The Maze is roughly defined by Stink Street on the west, Shadow Street on the east, Tanner's Row to the north, and Straight Street to the south. It is a roughshod part of town consisting of weathered buildings and shacks built above the leavings of previous generations.

The streets and alleyways of the Maze are in constant flux, rarely staying the same for more than a month at a time. Getting lost in the Maze is not only possible but entirely likely, even for folk who claim to know it well. The constant development of new or recycled buildings gives the place a cobbled-together appearance where consistent landmarks are scarce. Those Sanctans who live in the Maze on a day-to-day basis are accustomed to the constant changes visited upon it. Collapses, fires, floods, and other such disasters are regular dangers here, and constantly drive the shifting streets and sudden appearance of new shacks.

Most locals shy away from the Maze, and for good reason. Even those who call the quarter home are wary when venturing out after dark, and rarely will they do so alone. There is little to be gained by tempting fate except for those who are themselves hunting for victims, but even this is risky, as the hunter can easily become the hunted in one of the Maze's many dead ends and cul-de-sacs. Screams issued in the Maze fall on deaf ears, and the city guard never ventures there unless the circumstances are extraordinarily dire. The ruling Irrune seem to appreciate the Maze's

NAVIGATING THE MAZE

The Maze is a treacherous place of shifting alleys and hidden avenues. Only the folk living here know their way around, and even they are careful to stick to well-traveled routes. For people who have never set foot in it, the Maze can be dizzying, as there are few obvious landmarks among the clutter and crowding of the makeshift houses overrunning the quarter. The Maze's reputation is intimidating all by itself, adding another level of stress when someone attempts to get from one point to another.

Whenever a character enters the Maze with a particular destination in mind, he must make a Knowledge (local) check. The check DC depends on how long it has been since the character was last in the Maze, as listed on **Table 1-3: Navigating the Maze**. For every hour the character spends searching for his destination, he gains a +2 circumstance bonus on his Knowledge (local) check. Other modifiers also apply as described on **Table 1-4: Maze Navigation DC Modifiers**. Leaving the maze (which is to say, finding a safe route out) requires the same check.

This check can only be rerolled once the allotted time has expired, and even then, the character must start all over again. You cannot take 10 or take 20 on this check. At the GM's discretion, a roll of 1 on this check results in a complication, which might include natural hazards (such as a collapsing building), adversaries (such as a gang of robbers or a pack of hungry dogs), or additional time wasted in search of the destination.

Characters searching within the maze should expect to face increasingly numerous (and probably dangerous) random encounters depending on how long their search lasts. GMs can tailor such encounters to the party, or see *Shadowspawn's Guide to Sanctuary* for further ideas.

TABLE 1-3: NAVIGATING THE MAZE

Last Time in the Maze	Maze Navigation DC
One day	15
One week	20
One month	25
Three months	30
Six months or more	35
Never	40

TABLE 1-4: MAZE NAVIGATION DC MODIFIERS

Knowledge (local) DC Modifier	Condition
+5	Destination is obscure (example: the Paddling Duck tavern)
-5	Destination is well-known (example: the Vulgar Unicorn)
+5	Navigating the Maze after dark
-5	Moving at half speed
+0	Moving at normal speed
+10	Moving at twice normal speed



anarchy, however, as it suits their sense of propriety rather well. The citizens of the Maze adhere to no government or law, unless it is the unwritten code of survival that rules these streets.

Unlike Sanctuary's other quarters, the Maze is wholly complete, a microcosm unto itself. The Maze's economy is independent from the rest of the city, based almost entirely on the profits of illicit trade, barter, and extortion. There are always small shops and storefronts in the Maze, but they come and go quickly. These businesses sell just about anything, including many commodities not normally available in other parts of the city. The real trick to shopping here is finding what you need, which isn't always easy unless you know the streets particularly well.

THE VULGAR UNICORN

The Vulgar Unicorn is probably the most famous establishment in the maze. It is a tavern, bar, brothel, and inn all at once—a gathering place for the most influential of the city's criminal subculture and

SO, YOU WANT TO BE FROM THE MAZE...

Living in the Maze is dangerous. People residing here rarely venture out in broad daylight, preferring to confine their activities to the relative anonymity of the shadows. Thieves comprise the majority of Maze-born characters, with fighters and survivors running a close second. Stealth is key to surviving in the Maze, for moving from one street to the next without being noticed can often mean the difference between life and death. Second only to remaining unseen and unheard is the art of maintaining a flawless awareness of your surroundings. Spot and Listen are especially important in this regard, as ambushes in the cramped confines of the Maze are frequently deadly.

larcenous elite. The clientele is not always sophisticated, and the menu never was impeccable, yet the place serves a valuable purpose to anyone who is looking for a safe place to discuss business. No quarter is asked nor given, but brawls rarely break out here. The Vulgar Unicorn is essentially sacred ground, and few violate it.

Since the time of the Rankan occupation, the Vulgar Unicorn has relocated on at least four occasions due to fire, storm, flood, and unrest. Longtime proprietor One-Thumb is long gone, replaced by a thin and ill-tempered fellow folks call the Stick. From time to time, the Stick claims to be the owner of the Vulgar Unicorn, but how he came into possession of the place isn't certain. His sullen demeanor and ill temper suit the establishment well enough, and he keeps an uneasy peace between the Unicorn's often unruly customers.

MADAME PERSPECIA'S

With the Street of Red Lanterns' business in decline, the city's prominent flesh merchants relocated to the Maze. Madame Perspecchia's is one example, being a rather successful brothel existing somewhere to the northwest of the Vulgar Unicorn. Though it doesn't claim to be the equal of legendary brothels such as the Aphrodesia House or the Lily Garden, Madame Perspecchia's manages to fill an important niche in the Maze's economy. Many of the girls who work for Perspecchia are addicted to *krrf* or, more commonly these days, *opah*.

THE PADDLING DUCK TAVERN

One of the Maze's more obscure watering holes is the Paddling Duck Tavern. Named for the twisting street that it sits upon, the Paddling Duck is everything that the Vulgar Unicorn is not. Situated in a seemingly small two-story building, the few S'danzo that still reside in Sanctuary frequent this place. Some claim a S'danzo fortuneteller lives in the apartments above, though she sees few *suvesh* clients. The

tavern is larger than its compact exterior might suggest. Inside, the air is thick with sweet incense and the exotic smells of S'danzo cuisine. Thick tapestries of colorful cloth hang on the walls, and doors feature the traditional S'danzo beads. Non-S'danzo are encouraged to leave, though not violently so. They are instead shunned and ignored by staff and patrons, and are served poorly (if served at all). Most sensible people, fearing S'danzo curses, avoid the Paddling Duck entirely, preferring the dubious hospitality of the Vulgar Unicorn and other establishments.

THE SHAMBLES

The Shambles is a place of strong odors, where several tanners and dyers do business in the quarter. Once one gets used to the smell, the few charms of this ramshackle quarter become clear to anyone willing to look close enough. West of the Maze, south of the Bazaar, and east of the White Foal River, poverty and squalor define the Shambles. Though not the poorest part of town (that dubious honor belongs to the Hill), signs of people living a hand-to-mouth existence can be seen everywhere. Beggars congregate at Shambles Cross searching for a handout from passersby, children play in the gutters, and ratcatchers sell rodents two for a padpol.

Much of the architecture in the Shambles consists of adobe and wooden structures. Many of these homes and shops show signs of damage, and only a few have weathered well over the past few decades. Water and fire have taken their toll, especially with the quarter's proximity to the flood-prone White Foal River. New construction springs up every now and then, but the people of the Shambles make do with what the gods give them, and can rarely afford to improve their lot.

Older Shambles residents recall tales of corpses walking through the streets and alleyways of the quarter, and of a vampire woman who lived near the White Foal and used its currents to dispose of her victims. Though the walking dead have long passed on to one end or another, Sanctuary's citizens live on in the shadows of the past. The youth of the Shambles listen intently to these tales, only half disbelieving, while the men and women who survived such times compare them (sometimes favorably) to the Convulsions and the Dyareelan excesses that accompanied them.

With Ranke's departure from Sanctuary, the Shambles became home to countless immigrants and laborers. During the time of rebuilding, when the city erected new walls and the Troubles had not yet been foreseen, the atmosphere was light and full of hope. There was work to be had, Ranke had retreated, and freedom had never been so sweet. The drought, flood, famine, and disease of later years killed any optimism that the people of the Shambles might have cultivated, but the exotic and ethnic flavor lent to the quarter by its many immigrants remains to this day.

BEZUL THE CHANGER

Bezul is a pawnbroker living and working on the border of the old West End and the Maze, at the end of Wriggle Way. His shop is easy to find, given its location and the incessant honking of the many geese he keeps as guard animals. In his late thirties, Bezul is a pale and often disheveled-looking Wriggler who is notorious in the Shambles for his good-natured integrity, his well-stocked shop, and the vast stores of trivial knowledge he possesses. Bezul's wife, Chersey, aids in the running of his shop. She is often cheerful and optimistic, willing to lend an ear to a customer for either sad or happy tales.

Every inch of Bezul's shop contains a slew of goods, from boots and clothes to old swords and lanterns. Customers can find nearly anything on his shelves, and Bezul's ever-changing stock holds commonplace, useful, and just plain odd items. Bezul rarely questions customers looking to

SHAMBLES CHARACTERS

Characters who live in the Shambles are typically lower or middle class folks just trying to get by. They encompass all character classes, though magic-using characters are rare among them. Thieves and survivors are common, as are savants and fighters. The ethnic breakdown is relatively diverse, with a good number of Twandan refugees, Ilsigi expatriates, and Aurveshan laborers living in the quarter, alongside many other cultures from all over the world. And, of course, Wrigglies.

trade or sell items in his shop, and criminals often use him as a fence for stolen goods of low to moderate value. In addition to buying and selling unique items, Bezul also acts as a moneychanger and banker.

Given the amount of valuables and money kept in the shop, security is of paramount importance. During the day, Ammen and Jopze, two ex-soldiers, guard the place. At night, a flock of geese serve as sentinels in the fenced yard between the shop and Wriggle way. Bezul's family, including his mother, brother, and his two small children, live in the shop as well.

FROG AND BUCKET

The Frog and Bucket is a Shambles tavern sitting a short distance from Bezul's changing house. Consisting of a decaying two-story building, the Frog and Bucket isn't a respectable drinking establishment by any means. This sour reputation is due in part to the tavern's association with Makker, a known criminal and *opah* dealer who lives in relative comfort above the tavern. Drinks include cheap wine and a weak beer brewed on the premises.

FISHERMAN'S FOOTBRIDGE

The Fisherman's Footbridge (rarely used by fishermen) spans a major sewage channel passing west in a thick, slow-moving current toward the White Foal River. The bridge, which is narrow and built from thick planks of wood, serves as a shortcut between the Shambles and the western side of the city, including Fisherman's Row, the farmer's market and caravan depot, and the Rumor of Heaven. Only one person can cross the bridge at a time, often with nose or breath (or both) firmly held to avoid the stinking reek from beneath it.

Citizens who do not wish to elbow their way through the Bazaar have the option of paying the bridgekeeper a padpol so that they can shave several minutes off their trip. The bridgekeeper is ostensibly a city employee, paid to collect the toll from crossings. Folk who cannot afford the toll can instead try to stretch across the ditch, but failure to do so carries dire and foul-smelling consequences. Most sensible folk either pay the toll or go the long way.

FISHERMAN'S ROW

In the 11th year after the Rankan withdrawal from Sanctuary, the melting of the interior snows caused both the Red and White Foal Rivers to flood. The catastrophic deluge literally washed away old Fisherman's Row along with Downwind. While the Downwinders fled to the Hill or left to eke a life from the mud of the newly-expanded Swamp of Night Secrets, the fishermen took their families, boats, and nets, and rebuilt their homes in what was once the southern portion of the caravan square, northwest of the Shambles. Though the storms devastated their community, their intimate familiarity with such disasters allowed them to bounce back with surprising speed.

The current site of Fisherman's Row is farther from the harbor than was the old Row. The homes are cobbled together from scrap wood, adobe, and whatever other materials the residents could salvage. A few of the newer buildings exhibit pieces of wood and debris taken from a strange vessel that beached itself on the shoals outside the harbor some months back. Nets, canvas, and boat hulls are scattered about, all in various states of disrepair. The smell of drying and smoking fish, filleted and laid out on racks, serves as a constant reminder of the community's purpose and profession.

The fisherfolk are a close-knit community, representing perhaps the strongest cultural bond in all of Sanctuary. For all they've been through in the past forty-odd years, the residents of Fisherman's Row persevere. During the daylight hours, while the men are out to sea, most women remain behind to care for their families and mend damaged nets. Though women sometimes take to the water with their husbands, it is considered bad luck to take a female onto any sort of vessel, especially if she is to be put to some kind of work typically thought of as the purview of men.

FARMER'S MARKET AND CARAVAN DEPOT

Sanctuary's largest open-air market lies due west of the Bazaar, and just inside the Gate of Triumph. Local farmers and herders come to the market on Orulsdays, Eshisdays, and Shiprisedays to sell their wares. Most produce is locally grown, with more exotic fare available in the Bazaar seven days a week. As far as price is concerned, however, the farmer's market can't be beat. Local vegetables and grains, much of which come in from Land's End and neighboring farms, are fresh and of good quality.

The caravan depot lies along the market's eastern border, near the western entrance to the Bazaar. Caravans from faraway lands come and go on an almost daily basis, bringing valuables and trade goods to Sanctuary's Bazaar. Exotic animals, silks, spices, and foods, as well as mundane items such as tools, clothes, ore, and lumber, are all imported to Sanctuary in copious amounts. City tax collectors wander the grounds, collecting tariffs and bribes in equal quantity.

While trade in the farmer's market and attached caravan depot is supposed to be above board and legal, a good deal of shady transactions go on every day. Smugglers earn a hefty profit bringing narcotics, slaves, and other goods of dubious legality to the city's marketplaces. These items aren't traded openly, for few merchants would be so brazen. The city's tax collectors ask few questions, and those that do can be easily answered by a few quiet coins. Though much illegal trade filters up to the Hill's infamous marketplace, the Crook, plenty happens in the caravan depot if one knows where to look and who to ask.

On occasion, the farmer's market and adjoining caravan depot are converted into a makeshift arena. The city erects stands along the perimeter of the field for the benefit of fans. Though these bleachers

DENIZENS OF THE BAZAAR

The people of the Bazaar come from a variety of different molds, and (depending on who you talk to) will be described as skilled crafters, savvy merchants, or capable thieves. Characters calling the Bazaar home are often thieves, savants, or survivors. Initiates set up stalls and tents, offering to read bones or cards for clients who want know what their futures hold. The ability to bargain is perhaps the most important skill one can possess in the Bazaar, and Bluff and Diplomacy are both highly-respected arts here. Craft skills are also significant, as many of the Bazaar's residents rely on their trade for their very survival.

aren't particularly safe (especially when full), mishaps are miraculously rare. The hosted sporting events are usually gladiatorial in nature, and draw large crowds from the city. The Irrune also race chariots and horses on off-market days.

Odds-makers, each competing fiercely with their peers for wagers, prowled the arena looking for folk willing to risk a padpol or two on a long shot bet. The most successful of these men and women employ bodyguards, lest they lose their purses (and lives) to unscrupulous would-be gamblers. The rest stay to the shadows, rarely noticed unless they stray too far into another bookie's territory.

THE SWAMP FERRY

At the western edge of the caravan depot, near the remnants of the old Downwind bridge, lies a makeshift dock made from warped wooden planks. Moored to the end of this dock on most days is a rickety raft festooned with cleats and fraying ropes. The pilot who steers this floundering vessel offers a trip to the Swamp of Night Secrets for anyone brave or foolhardy enough to pay him the padpol fare. Though the White Foal's current is not usually turbulent, taking a ride upon the ferry is risky. The 'NighTERS who live in the swamp make up the majority of the ferry's customers, using it to enter the city for trade.

THE BAZAAR

Like the 'Tween, Sanctuary's Bazaar is walled off from the rest of the city, but while the 'Tween is far from autonomous, the Bazaar is very nearly a small city in its own right. The four walls surrounding it date back to before the Rankan occupation. Residents of the Bazaar often jokingly refer to the walls as theirs, built to keep the rest of the city out. This is hardly true, yet it presents a valid point: the folk who live in the Bazaar do not easily identify with those who live in the surrounding city. Theirs is not precisely a siege mentality, however, as the rest of Sanctuary's population provides the Bazaar with a welcome source of income.

The walls around the Bazaar butt up against the Shambles to the south, the caravan depot to the west, the Palace to the northeast, and the city cemetery to the north. A small gate, referred to as the Common Gate, allows residents to enter or exit the Bazaar through the northern wall. City guards watch the Common Gate at all hours, and close and bar it at night when the Bazaar is officially closed to the public. Within the walls of the Bazaar lies a small city of semi-permanent dwellings, most consisting either in whole or part of a motley collection of canvas tents. The structures lining the crumbling walls are sturdier, many of them dating back to the Rankan occupation of Sanctuary.

Although it is only officially open for business during the daylight hours, the Bazaar never truly sleeps. Like a village within the city, there are people who live in the Bazaar who rarely (if ever) leave it. By day, the Bazaar is a combination of flea market, gourmet grocery, and import/export emporium. Shoppers can purchase nearly anything for a price if one cares to look for it. Food carts and stands thrive amidst the tented shops and emporiums, offering a variety of exotic breads, sweet meats, fruits, and beverages. While the cost of goods in other marketplaces throughout the city is cheaper by far, none have quite the variety that the Bazaar has.

For decades, the Bazaar held a large community of S'danzo. Their culture lent a distinctive flavor to its atmosphere, but their influence has long since passed into legend. Most S'danzo pulled up stakes and left Sanctuary in the summer of the city's 21st year for reasons unknown. The S'danzo who remained behind would say nothing except that their people had migrated to the south, where the weather was fine, the food was plentiful, and "gold can be found at the bottom of every stream."

The few S'danzo that remained in Sanctuary found themselves blamed for a plague that struck the city two years later. Those that could not hide were hunted down and killed by gangs of Dyareelan cultists, who put the better part of the Bazaar to the torch. Though a few S'danzo have returned to Sanctuary in the years since the Convulsions, the S'danzo population of the Bazaar isn't nearly what it was during the Rankan occupation. Other people, such as those of Twandan and Aurveshan descent, filled the cultural void left by the S'danzo exodus.

DAVAR'S FORGE

Davar is one of only five blacksmiths in Sanctuary, so his services are in high demand. From his shop along the Bazaar's northern wall, he provides quality services at reasonable prices to the Bazaar's residents. He also does work for Sanctans who live outside the Bazaar, but he is less likely to grant them the same discounts he gives his neighbors. Like many of the folk who live in the Bazaar, Davar views those who live outside its walls with a mixed amount of pity and disdain.

With thick, knotted arms that are seemingly longer than his legs, Davar looks like a man compressed. His black beard is streaked with gray, and is kept tied in three stiff braids. His well-maintained tools are typical of his craft, though his anvil makes an interesting diversion for anyone perceptive enough to notice it. The anvil itself is old, and marked on one side with a depiction of a shattered face that seems to bleed off the edges. Those folk familiar with S'danzo cards may recognize this symbol as the Face of Chaos.

In truth, Davar's forge sits in the exact spot that Dubro's did many years before, and the anvil he uses is the very one Dubro used. Angry Dyareelan gangs killed both Dubro and his half-S'danzo wife, Illyra, in Sanctuary's 23rd year. The anvil remained behind, claimed by a handful of would-be blacksmiths until Davar took possession of it.

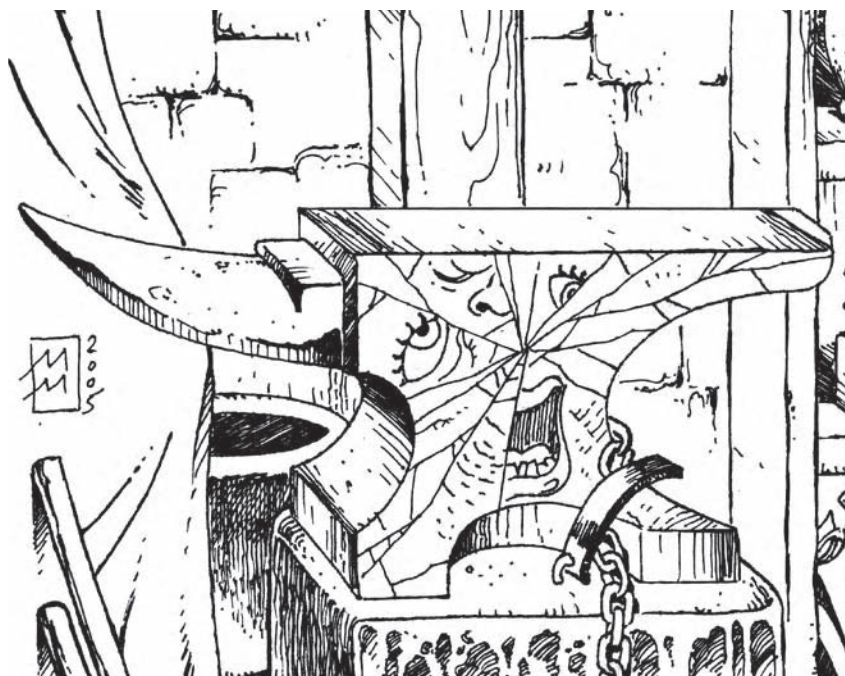
ONE-EYE REESCH

Folk looking for glass and metal containers eventually seek out One-Eye Reesch's large wooden stall in Sanctuary's Bazaar. Reesch is an elderly Ilsigi man with a single eye who was once a glass blower. His lungs lost their strength as he aged, but he continues to sell glassware imported from everywhere. Bottles and other vessels of glass and metal abound in his shop, as do goblets and metal lamps. No two items are the same shape, and each one is a tribute to the glass blower or metalworker's craft.

Reesch supplements the income he earns from glassware by selling fortune oils imported from Caronne and Aurvesh. Such oils reputedly bring luck when their fragrant smoke is inhaled—blue oil for money, red for true love, green to cure sickness, and black for reversing hexes. Whether they are effective or not is a matter of conjecture, but many people (especially One-Eye Reesch) swear earnestly that fortune oils work.

THE CEMETERY

Outside the city wall, near the Gate of Triumph, the crumbling monuments within Sanctuary's cemetery grow thick with lichens and weeds. In the two centuries since Sanctuary's founding, the Wriggie population buried their honored dead in the Ilsigi tradition within the cemetery's walls. Today, holes and pits pock the grounds, as the cemetery is unguarded and grave robbing is rampant. Few people bury their dead with any sort of valuables, knowing that fresh graves will only remain



undisturbed for a few scant hours before thieves defile them.. Grave robbing is a capital offense in Sanctuary, but violators are rarely caught. Even if they were, it is doubtful whether the ruling Irrune would deign to prosecute such crimes, given their own beliefs.

It is the lot of the poor and unlanded citizens of the city to find their final resting place in Sanctuary's cemetery. Members of the nobility have private tombs and monuments erected on their personal estates, and thus have no need to inter their bones alongside the city's common citizens. Solemn services are given for the dead here, and the names of the Ilsigi gods are invoked to guide and protect the souls of the departed. While prayers to Ils and Shipri are predominant at Sanctan funerals, silent pleas are also uttered to Shalpa in the hope of preventing a grave from being plundered.

The folk of Ilsigi are unique in Sanctuary for their burial practices. Rankan and Irrune cremate the dead, yet that is as close as the two cultures come to an agreement on funerary practices. The Irrune solemnly scatter ashes on the open plains, believing that the wind must spread their substance across the face of the world before they are reborn in some other form. Rankans, on the other hand, collect the ashes of their loved ones, place them into decorated urns, and keep them in an honored place within the home. They also keep items of value cherished by the departed, typically hiding them beneath flagstones or within walls.

THE RUMOR OF HEAVEN

The Irrune forbid open worship of gods within the city, forcing all religious practices outside the Gate of Triumph. There, makeshift temples, fanes, and altars stand on the edges of the General's Road and the Street of Red Lanterns, between the city walls and the two fords crossing the slow-flowing inland creek that swells with the occasional rains. Ironically, many of the brothels and gambling dens that once operated on the northern side of the Street of Red Lanterns have been co-opted by priests and their followers. This motley place of worship has been dubbed the "Rumor of Heaven" by more cynical Sanctans, yet the faithful of many cultures continue to congregate here to pray to their gods on holy days.

Before the Troubles, the western portion of the Rumor of Heaven was wooded and idyllic. Several small cottages and estates stood there,



including that of Kurd, the infamous Rankan vivisectionist. Following the Dyareelan occupation of Sanctuary, the city culled the woods to rebuild communities decimated during the purges. Only a few trees remain, most of them saplings, and they stand as mute testimony to the once-proud woodlands of the past.

THE STREET OF RED LANTERNS

The General's Road forks beyond the Gate of Triumph, with one path heading north and the other east. The eastern fork becomes the Street of Red Lanterns, once-famed home of Sanctuary's brothels and bordellos. Though it encompassed both sides of the street during the Rankan occupation of the city, the Red Lantern district has since split in half. What remains of the district is restricted to the southern half of the street, just north of the Palace wall, though even this is shrinking as brothels migrate to the Maze. With the establishment of the Rumor of Heaven, a strange dichotomy arose along the Street of Red Lanterns, as gamblers, drunks, and prostitutes rub shoulders daily with priests and laity.

Over four decades, the Street of Red Lanterns has shrunk from its former bawdy glory. The brothels, gambling houses, and taverns once standing north of the street are now gone, replaced by tenements, artisan shops, and the makeshift shrines and temples of the Rumor of Heaven. Many of the district's bordellos relocated to the Maze to avoid the Dyareelan chaos accompanying the Troubles. A few of the larger brothels (such as the Aphrodesia House and the Lily Garden) still remain, but both are under new management and are hardly representative of their past success.

Despite the ill fortunes the district has suffered, it would seem the Street of Red Lanterns is making a comeback. Part of this resurgence owes to the fact that the men of the ruling Irrune enjoy the pleasures of women just as much as the men of other cultures do. As well, though, the trade that has been rekindled between Sanctuary and Ilsig regularly fills the harbor with ships, and with scores of sailors who have been too long without a woman's touch. The Street of Red Lanterns is more accessible to these potential customers than the brothels that litter the winding alleys of the Maze.

The Irrune don't typically enjoy paying for anything, much less the intimate services of professional courtesans, yet the Street of Red Lanterns provides them with a convenient place to vent their sexual frustrations. The noted Irrune barbarian Ariz the Dragon is said to frequent the Lily Garden when he is in the city, though he has never paid a single padpol for the privilege. The women who entertain the Irrune have grown adept at separating men from their wealth, though, so these proud raiders typically end up paying one way or another.

THE APHRODESIA HOUSE

The Aphrodesia House still stands on the Street of Red Lanterns. Myrtis, the Aphrodesia's eternally lovely mistress, is gone, replaced by a young and vibrant Rankan lady who calls herself Thelene. Thelene aspires to return the Aphrodesia House to the prominence it held under Myrtis' guidance, but she has a long road ahead of her. The Lily Garden, which represents her only real competition here, has proved thus far to be a much more successful enterprise than the renovated Aphrodesia House. Despite this, Thelene enjoys the challenge.

It is uncertain how Thelene manages to keep her struggling bordello in business. Rumors suggest she has a powerful and wealthy benefactor somewhere in the city, some even stating that the crimelord Lord Night (believed to be Shumen Noordiseh) may be part owner of the house. If this is the case, it fairly ensures Thelene's eventual success, but regardless,

LIFE IN THE RED LANTERNS

Characters coming from the Street of Red Lanterns are a varied bunch. Those who frequent the fanes and temples of the Rumor of Heaven are often affiliated with the priesthood in some way, while those who dally in the brothels, taverns, and game houses to the south of the Rumor practice less wholesome occupations. Priests and godsworn are common here, especially those who worship the gods of the Ilsiigi pantheon. Because of the debauched establishments along the southern side of the street, fighters and survivors are also present in great numbers. The ladies employed by the Red Lanterns' flesh merchants typically have at least a single level of thief, though many are accomplished savants, amazingly good at what they do.

the Aphrodesia House remains a high-class establishment, only opening its doors to those customers wealthy enough to indulge in its distinguished list of services.

THE PALACE

The Governor's Palace has changed hands many times since Ranke held Sanctuary. Once home to Prince Kadakithis, it also housed the Beysa and her entourage, as well as providing a safe haven for Dyareelan cultists during the Convulsions. When Irrune raiders swept into Sanctuary at Molin Torchholder's request, their siege of the Palace left the Dyareelans holding it in disarray, unable to mount an effective defense. In the ensuing battle, the Palace burned, destroying nearly a third of the structure.

In the years since the Irrune occupation, the new masters of Sanctuary rebuilt the Palace, though it took several years to convince the Irrune that repairs were needed. Wrigglie carpenters, stonemasons, and engineers are a common sight on Palace grounds, and through their efforts, it is now whole again. Though hardly as luxurious as it once was, the Irrune occupying it don't seem to notice the lack of amenities.

Though Arizak rules Sanctuary, the true masters of the Palace are the Sanctans working within it. Many of the building's mysteries lie hidden, including secret and concealed doorways, unseen passages, and lost or forgotten storerooms filled with supplies, equipment, and other valuables. The Wrigglies of Sanctuary have revealed a secret or two to whatever group currently occupies the Palace, but there are many others they keep secret, faithfully passing them from one generation to the next.

Stone walls surround the Palace grounds, which are themselves enclosed by another series of fortifications. Since Ranke's sack, the city's leaders extended the walls around the granaries north of the Palace. Four gates allow access to the interior—two to the south (the Processional Gate and the West Gate), one to the northwest (the Headman's Gate, which leads to the Street of Red Lanterns), and one to the northeast (the Gate of the Gods, which exits onto the Avenue of Temples). The central parade ground, still referred to as Vashanka's Square, dominates the area just south of the Palace. Other structures within the walls include stables, barracks, armories, storage rooms, and guard houses. These are wooden buildings, built along the base of the enclosing walls.

THE HALL OF JUSTICE

The courts, bureaucracy, and laws of Sanctuary operate within the Hall of Justice, an impressive structure attached to the Palace. Its marble halls are as close as most of Sanctuary's citizens ever get to the Palace itself. The Irrune, lacking any kind of interest in complicated courtroom procedure, leave the administration of law to their Wrigglie subjects.

Vashanka's Square still serves as the site of public executions and other punishment, which always draws a crowd. The Irrune are every bit as brutal in their application of justice as were the Rankans and Beysibs before them, and they prosecute suspected cultists and other criminals with extreme

prejudice. An Irrune death sentence typically requires that the condemned be sewn into a cloth bag and trampled by mounted horses.

THE PROMISE OF HEAVEN

The Promise of Heaven and the adjoining Avenue of Temples stand upon the highest land in all of Sanctuary, higher even than the Governor's Palace. In Sanctuary's past, the Promise of Heaven and the Avenue of Temples housed the city's many altars. When Ranke seized the city, a temple to Vashanka was raised upon the Promise's grounds, near to the Temple of IIs. This sparked all manner of conflict between both gods and subjects, eventually culminating in the destruction of Vashanka's temple, and possibly precipitating Ranke's eventual demise.

Contrasting with the pious devotion of Sanctuary's citizens were the prostitutes who worked in the gardens at night. These women, not pretty or skilled enough to work on the Street of Red Lanterns, haunted the gardens for customers short on coin or too desperate to reach better mistresses elsewhere.

During the Convulsions, the Dyareelan cultists transformed the Promise of Heaven into a macabre place of evil. Here, they performed the worst of their excesses before the ruined temples of Sanctuary's traditional gods. Priests who could not escape, or who would not join with Dyareela's chosen, died slowly, along with anyone who dared to raise a voice in protest against the cult. In the end, their blasphemies saw Sanctuary's temples reduced to smoking ruins, for the Dyareelans allowed no other gods before the Mother of Chaos.

With the Irrune now in power, the Promise of Heaven is still deserted due to prohibitions against worship within the city's walls. The quarter is slowly returning to life, though, with the coming of the Sisters of Sabellia and a healer by the name of Pel Garwood. The dispossessed folk of the Hill can be found wandering the Promise as well, searching for valuables and victims in equal measure. Given its proximity to the Hill, the Promise of Heaven remains a dangerous place.

PEL GARWOOD'S SHOP

Pel is a healer and apothecary who set up shop in Meshpri's old temple, just off the Promise of Heaven. He is a relative newcomer to Sanctuary, and has cultivated a good reputation among citizens in need of healing. He provides cures and apothecary services in exchange for labor, especially when it relates to the restoration of Meshpri's temple. Due to the Irrune prohibition against practicing religion within the city walls, Pel seems reluctant to restore Meshpri's altar to its former glory.

THE SISTERHOOD OF SABELLIA

A group of female missionaries from Ranke recently arrived in Sanctuary. Though they worship the Rankan goddess Sabellia, they are not a proselytizing sect. Instead, they minister to Sanctuary's downtrodden, helping and healing folk in whatever way they can. The Sisterhood currently consists of five women, ranging in age from their early twenties to their middle fifties. They live within Sabellia's old temple

on the Promise of Heaven, and they work to restore the place to some modicum of its former glory. Sabellia is the arbiter of proper mortal and divine behavior, and as such, the sisters work to be the embodiment of such conduct.

THE HILL

The most dangerous of Sanctuary's environs is the expanse of slum known as the Hill quarter. Since Downwind's destruction, the Hill sprang into existence as a sprawling shantytown dominating much of the city's northeastern corner. The complex of slums and ghettos stand on what used to be the elite quarter of the city, between the Promise of Heaven and the city's northern wall. Several estates, including the original Land's End, once occupied the Hill's high ground. The foundations of these manors and villas now lie in ruins, providing some shelter to the beggars and miscreants that call the Hill home.

Prior to the flooding of Downwind, few people lived here, and none who lived here prior to the flood remain. Construction is considerably flimsier than elsewhere in the city, and consists of anything and everything that can provide some shelter from the elements. Locals claim there are several hidden entrances leading to the tunnels honeycombing the ground beneath the city, all said to grant Hillers the ability to move around Sanctuary at will while remaining hidden from prying eyes.

The Hill is dangerous—so much so that the city guard does not patrol here in anything less than pairs, or preferably trios. Anarchy reigns, life is cheap, and the hungry eyes of the dispossessed and unwanted search out anyone who does not belong. During the day, the Hill is a little less severe, but only the foolish or suicidal dare these streets after sundown. Several gangs of disaffected youths stake out territory on the Hill. They compete with one another for turf (often violently), or venture into outlying districts such as the Promise of Heaven or the Old Jeweler's Corner, terrorizing the residents there.

Of course, not all of the Hill's residents are criminals. Many want nothing more than to improve their lot (for they can hardly descend any lower). However, reality quickly quenches these hopes, for few ever escape the quarter's relentless poverty. The borderlands of the Hill, near Face of the Moon Street and Phoenix Lane, represent a sort of middle ground between the misery of the Hill and the rest of the city. They are still dangerous areas, especially after dark, but are more likely to see visitors from the other quarters of Sanctuary.

THE CROOK

The main marketplace in the Hill stands along a widely curving avenue of the same name that encircles the middle part of the district. Though more dangerous than the city's other markets, most Hillers come here for supplies. Anything can be had for a price in the Crook, and an extensive

(and quite illegal) slave market thrives here. Drugs, weapons, and stolen goods are also readily available along the Crook, but deals made on the Hill are notorious for turning sour at the last moment.

THE PHOENIX INN

The Phoenix Inn is a small and reputable establishment along Phoenix Lane—more a bed and breakfast than a true inn or tavern. Built upon the ruins of the original Land's End Estate, it was once the domain of the Vigeles clan in Sanctuary, but was destroyed and scavenged for stone when the newest of the city's walls were built. Latilla, the proprietor of the Phoenix, is in her middle-fifties and lives in the inn with her family. She is somewhat handy, and has a knack for fixing things.

THE BLACK SPIDER

A recent addition to the Hill is the Black Spider, and despite its location on the verge of Sanctuary's worst slums, it is quite possibly the finest weapons shop in the entire city. The proprietor, who calls himself Spyder, is obviously a wealthy businessman of some accomplishment, but it remains to be seen why he chose Face of the Moon Street on the Hill for his shop's location. The Black Spider is a two-story building that recently underwent extensive renovations. Spyder and his mysterious consort, a dark-skinned woman who never utters a word, take their evening meals on the deck above the shop's entrance.

The goods sold in the Black Spider are fine weapons imported from all over the world. Caronese small swords sit on display racks next to Mrsevanan boarding axes and Aurveshan war clubs. Even casual observers can find something of interest in one of Spyder's many display cases, although they may not be able to afford the prices he charges for such excellent and exotic weaponry. Spyder is all too willing to demonstrate the use of unfamiliar weapons, even to folk who are merely curious and unlikely to purchase anything at all. Such demonstrations make it obvious that he is a skilled warrior, a fact that discourages most casual thieves.

BEYOND THE CITY WALLS

Not all of Sanctuary's important locations lie inside the city's walls, and much of what makes the city unique can be found in the outlying territories. Adventures, as well as the occasional treasure, are there for the taking if one cares to search for it. Old estates, long abandoned by either Ilsigi or Rankan nobility, stand mute and empty in the uplands to the northeast and west of Sanctuary. Examples of such places include High Harbor View, as well as the Eaglenest, a haunted estate sacked by mercenaries several decades ago. Likewise, there are dozens of farming communities that are less than a day's ride from Sanctuary in any direction.

HÁLOTT'S TOWER

An empty and seemingly abandoned tower dating back to the Ilsigi occupation sits to the north of the Gate of Triumph, just off the General's Road. The tower isn't visible to travelers who stick to the roads, yet most of the city's residents have heard whispered tales of the place over a pint of ale or a glass of cheap wine. This tower is home to Hálott—a necromancer whose eyes and mouth are sewn shut. He comes and goes from his lonely tower, venturing into the city accompanied by his hideously misshapen (and depraved) lackey. He sometimes frequents the Vulgar Unicorn, though few patrons there are willing to strike up a conversation with him.

Hálott's tower is a vine-choked square constructed of gray stone. Though nearly four stories tall, the tower does not rise any higher than the nearby

THE HILLERS

Sanctuary's citizens despise Hillers, considering them to be unredeemable scum. Because of the intense prejudice, Hillers have little incentive to try to better their lots. Instead, they allow their bad reputations to work in their favor, taking to trades and occupations that best capitalize on the intimidating character of the Hill. Hiller PCs are often thieves or survivors, and few learn to fight in any kind of organized fashion, making Hiller fighters rare. Some merchants forced to relocate to the Hill from bankruptcy may have one or more levels in the savant class, reflecting whatever trade they practiced prior to becoming poverty-stricken.

trees. This ensures it remains unseen, unless someone specifically leaves the road in search of it.

THE LAND'S END RETREAT

The Land's End Retreat is 2 miles or so to Sanctuary's northeast, and though it shares the name of the old Land's End Estate that once sat near the Avenue of Temples, it is nothing like its namesake. Land's End is home to the last of Sanctuary's truly ethnic Rankans, pure-blooded imperials who fervently practice the doctrines of the declining empire, looking back on its former glory and dreaming of the day that it will return. The ranking family at the Land's End Retreat is the Serripines. Their pedigree is every bit as good as they claim, and predates the Rankan Empire by several generations. A handful of old-time, pre-imperial Rankan kings and princes are counted in the Serripines ancestry, and although the family has long been embroiled in imperial politics, they consider themselves above the relatively new aristocracy.

Vion Larris Serripines is the current elder of the Serripines clan, and holds authority over much of Sanctuary's Rankan community. Unswervingly loyal to the dying Rankan Empire, he waits for the day when its greatness will be restored. Until that time, he is content with his position as the city's most active merchant. Vion rarely leaves the Land's End Retreat, trusting instead in his agents and employees to get things done.

The Land's End Retreat consists of a large walled estate. Serfs living outside the estate walls work the farmland, producing large amounts of grain that is eventually sold at market in Sanctuary. Guards wearing the purple livery of the Serripines clan maintain the peace, and ensure that no one comes or goes without Vion Larris' express permission.

Many foolhardy thieves with visions of Rankan coronations have thought to steal into the retreat. Few, if any, return from such endeavors unscathed.

THE SWAMP OF NIGHT SECRETS

When the White Foal River flooded, it swept away the slums once called Downwind. Not the only prominent feature washed away by the flooding river, the swirling waters also destroyed Jubal's old mansion along with several other isolated estates that lay west of the city. The swamp has always been a feature of Sanctuary, but never before was it so great or expansive. Today, the Swamp of Night Secrets extends uninterrupted through the Great Morass and onward to the Hammer's Tail.

If Sanctans hate any single group more than the Hillers, it is the 'NighTERS—the filthy riff-raff that claim the swamp as their home. Many are descended from the residents of Downwind who refused to relocate to the Hill following the floods. They are filthy, their clothes and skin covered in the mud of their home. 'NighTERS rarely enter the city unless they have some urgent need or desire to trade something they found in the swamp for something else that will serve some immediate use. 'NighTER women are rarely, if ever, seen.

The 'NighTERS aside, the Swamp of Night Secrets is forbidding. There are many natural hazards that make traversing the mire risky. Quicksand, wasting diseases, strangling vines, poisonous snakes, and giant carnivorous crabs are only a few of the frightful things awaiting the traveler foolish enough to set foot in the swamp's stinking quagmire. Even given these hazards, the legends of lost treasure buried deep within ruined estates are all too common and alluring. While most such stories aren't credible, an occasional tale rings of enough truth to attract one or more fortune-seekers.





In *Thieves' World*, everyone is human. You won't find dwarves, elves, goblins or orcs on these streets. But even within the human standard, there is plenty of contrast. Wrigglies have little in common with Nisibisi, Cirdonians are nothing like the 'Nighsters. The Bazaar is filled with a clash of peoples from the world over. Individuals are also defined by their

backgrounds—how they were raised, what experiences they underwent prior to becoming a thief, warrior, and so on. This chapter presents two ways to ground your characters, describing where they came from (culture) and what they did (background). Taken together, they replace the standard racial options of the *PHB*.

THE CULTURES OF THIEVES' WORLD

Sanctuary is a refuge for some and a prison to others, and the winding streets of this "Thieves' World" are populated by folk from all cultures and occupations. Many of these immigrants come to Sanctuary to escape their pasts, while others are drawn to the city by its legendary freedom. Sanctuary is a true melting pot for peoples from across the known world.

Ilsigi ancestry colors the blood of the common people of Sanctuary, but Rankan, Irrune, and Beysib influences mark them thanks to generations of intermarriage. Few of the city's native residents possess pure blood, and those that do are often of exceptional birth or privilege. Many citizens enviously look beyond Sanctuary's crumbling walls, yearning to leave the city's poverty, corruption, and filth behind them. It is a rare Wriggie who makes such a journey, though, for most are too poor to attempt such an escape.

As a port city, Sanctuary sees many immigrants from distant nations with maritime traditions. The ships of Ilsig, both civilian and military, sail to Sanctuary's docks in order to trade and resupply. Likewise, merchants from Caronne, Mrsevada, Ranke, and Twand frequent Sanctuary, bringing both exotic goods and intrigue to the city. Caravans from distant lands cross the Gray Wastes to the north on their way through Sanctuary's gates, bringing a wealth of commodities and cultures with them.

The first thing you need to do when creating a character is to choose a culture. This choice represents the character's cultural roots, and may

influence his abilities and outlook. Culture may affect not only how he sees himself, others, and the world, but also how others view him. As in our own world, prejudice and intolerance are an ugly reality, and both are all too common in *Thieves' World*.

CULTURE NAME

This is a description of the culture, including overall personality of the people, and any issues regarding race relations and religious tendencies (if any).

PHYSICAL DESCRIPTION

This section lists the typical physical description of a member of this culture.

ETHNIC TRAITS

This section lists recommended cultural feats, as well as any special rules or modifiers for a character of this culture. While not all of the feats are required, a character's 1st-level human bonus feat must be selected from those listed under this heading. A character must still meet all prerequisites to take the selected feats.

Many ethnic traits give characters an ethnicity bonus on certain skill checks or saving throws. Though there are no nonhuman races in *Thieves' World* (and thus no such thing as racial bonuses in a standard *Thieves' World* campaign), ethnicity bonuses and the racial bonuses of a standard d20 game do not stack.

LANGUAGES

This section lists the languages every character of this culture can speak and understand (though literacy in these languages is not automatic). In addition, this section also lists the bonus languages a character of this culture can choose to learn. At 1st level, a character gains one additional language per point of Intelligence bonus. These points can be spent to allow a character to either speak a language, or to read and write it. To be completely fluent, a character must spend two points—one to speak the language, and one to be literate in it (though remember that some languages have no written form; see **Language and Writing** on page 12 for details).

COMMON CLASSES

This section lists character classes common to the culture in question.

AURVESHAN

Aurvesh is located between Sanctuary and Twand. It fell to Ranke around the same time that both Ilsig and Sanctuary were overwhelmed by the Rankan legions. The majority of the countryside consists of barren steppes, punctuated by verdant areas fed by rivers and streams. These green belts are renowned for their vineyards, and Aurvesh produces some of the finest wines in the world.

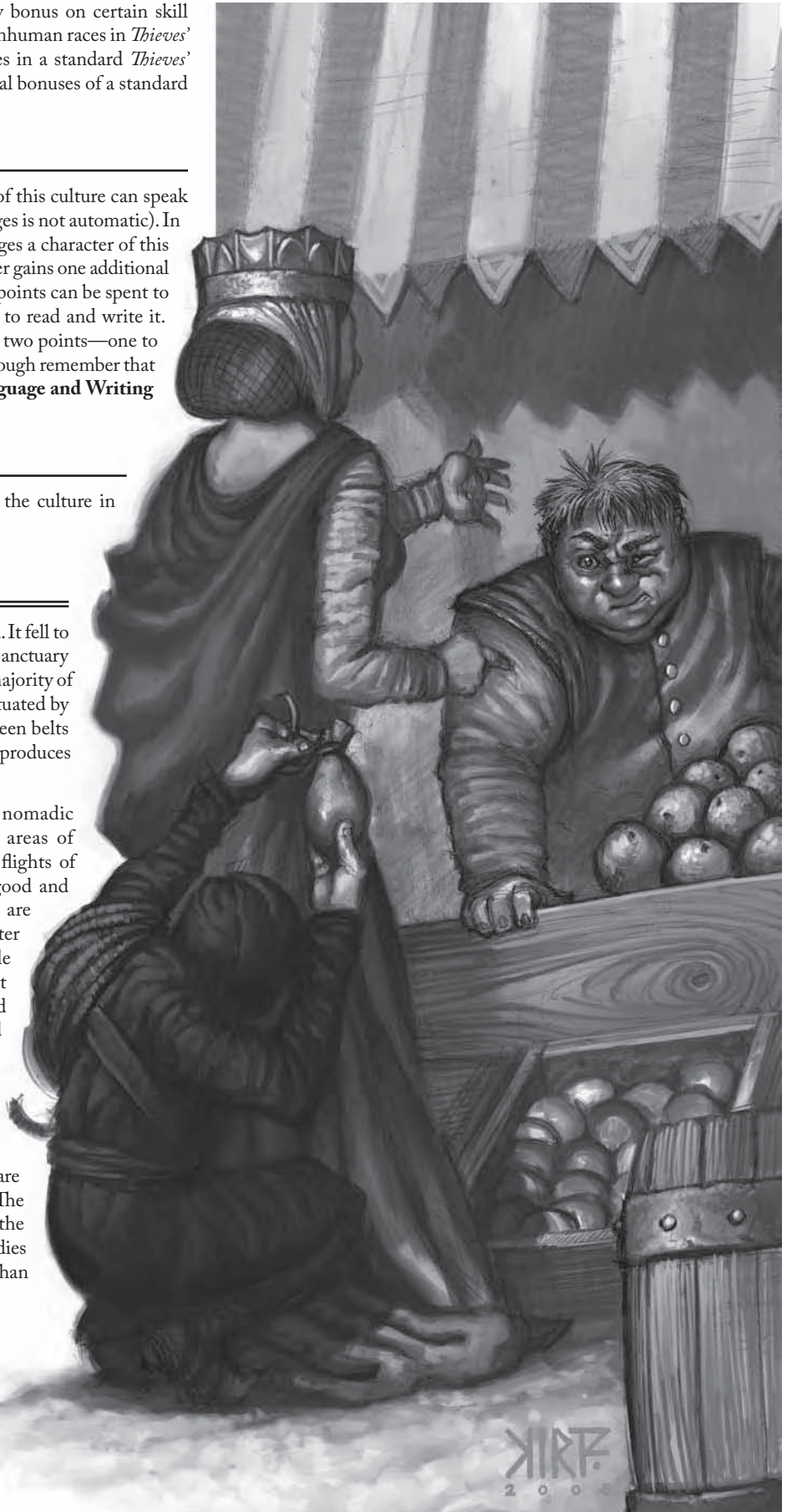
The people of Aurvesh are descended from nomadic tribes that eventually settled in the greener areas of their land. They are a mild folk, not taken to flights of fancy or extremes of emotion. They take the good and the bad with equal amounts of stoicism, and are unlikely to betray their inner feelings no matter what the circumstances. This leads some people to assume the folk of Aurvesh are unfriendly, but this is hardly the case. Hospitality is an honored tradition among the Aurveshan, who even extend such charity to their enemies.

PHYSICAL DESCRIPTION

The people of Aurvesh have a sallow cast, with pale blue or gray eyes and dark hair. Their faces are flat, with high cheekbones and pointed chins. The average Aurveshan is long-boned, and lanky to the point of being gangly. Even though their thin bodies give them the illusion of great height, Aurveshan men are rarely taller than 5 feet 9 inches.

COMMON CLASSES

The Aurveshan demeanor, which strikes many as emotionless and cold, fits well with occupations that often perform questionable deeds, and Aurvesh produces successful fighters, thieves, and (especially)





assassins. Aurveshan are drawn to such professions by their pragmatism, self-awareness, and self-control more than any apparent lack of conscience.

AURVESHAN ETHNIC TRAITS

In addition to the standard human traits, Aurveshans have the following traits.

CULTURAL FEATS

Select one of the following: Endurance, Iron Will, or Negotiator.

UNEMOTIONAL

A strong degree of self-control gives Aurveshan characters a +2 ethnicity bonus on saves against enchantment spells and effects. In addition, anyone attempting to use the Sense Motive skill against an Aurveshan character takes a -2 penalty on the check.

LANGUAGES

Aurveshan. *Bonus Languages:* Ilsigi, Raggah, Rankene, Trade Tongue, Twandan.

CARONNESE

Caronne is a decadent land of merchants, philosophers, and artists. They are an open-minded people who observe few taboos, and are considered wicked and depraved by the standards of more conservative nations. Accepting of nearly everything and anyone, they have but one prejudice as a people: magic.

The Caronnese abhorrence for sorcery originates in a long and brutal occupation by Enlibar. The wizards of Enlibar surpassed all other spellcasters in power (except perhaps for Enas Yorl and the very worst of the Nisibisi witches), and in as dark a period as the Dyareelan domination of Sanctuary (and one that lasted far longer), they made slaves of the Caronnese. When the Caronnese fought back, the Enlibar wizards brutally crushed them with terrible magic.

Enlibar's empire eventually declined, but Caronne's newfound independence lasted only until hungry Ranke turned its attention to the northwestern city, conquering quickly and completely. Finding the Caronnese taste in entertainment repulsive, Ranke suppressed the culture beneath the boot of an oppressive regime. Caronnese culture went underground, thriving there until Ranke withdrew its legions and left the beleaguered city to its own fate once more.

Despite their general mistrust of magic, Caronnese folk are open-minded and tolerant. Given their people's propensity for art and philosophy, they tend to romanticize things. They love and hate with equal intensity, leading others to see them as overly dramatic and given to sensationalism. Dueling is a popular pastime in Caronne, though such events rarely end in death or serious injury for either participant.

The Caronnese will trade anything, and they rarely do so without making a substantial profit. Caronne's principle exports include art objects, slaves, luxury goods, and drugs (the finest *krrf* available comes from Caronne, packaged like tea in large bricks).

PHYSICAL DESCRIPTION

The Caronnese are tall, lithe, and slender. Caronnese men are often nearly as tall as their Rankan counterparts, with the average male height about 5 feet 6 inches. Light skin is common, as are dark hair and eye

coloring. In dress they are flamboyant, and even the poorest Caronnese are conscious of fashion trends.

COMMON CLASSES

Trade runs in the blood of all Caronnese, and many of Caronne's best crafters and merchants are savants. Those Caronnese merchants who deal in contraband goods are often thieves as well. Most guards and soldiers who see service with Caronne are actually Mrsevadan mercenaries, making Caronnese fighters a rarity. Still, in a society rife with Machiavellian plots, there have been many notable and successful Caronnese assassins.

CARONNESE ETHNIC TRAITS

In addition to the standard human traits, Caronnese have the following traits.

CULTURAL FEATS

Select one of the following: Diligent, Negotiator, or Persuasive.

HAGGLER

The Caronnese are notorious for getting the better part of any deal. When buying or selling goods, a Caronnese character gains a +2 ethnicity bonus on Bluff, Diplomacy, and Profession (merchant) checks.

LANGUAGES

Caronnese, Trade Tongue. *Bonus Languages:* Cirdonian, Ilsigi, Mrsevadan, Nisi, Rankene.

CIRDONIAN

Cirdon is a northern country, conquered by Ranke many years ago, but even with the decline of the Rankan Empire, the Cirdonian people have yet to recover from the shame of conquest. As clients of Ranke, the Cirdonian people could never fully bring themselves to bend their knees to their aggressors unless honor and treaty demanded it, which was often the case.

The Cirdonians are a proud people, greatly concerned with personal honor, fealty, and familial obligations. They rarely abide false words, and prefer to speak their minds in all things. Though they are quite capable of wariness and are known to be selective with information, Cirdonians are most often blunt to a fault, often making them appear rude in polite company.

The toad-like fertility deity, Heqt, is worshiped fervently in Cirdon. She represents the harvest, and is the one who brings the spring rains to moisten the fields of the faithful. Heqt also vehemently opposes Dyareela.

PHYSICAL DESCRIPTION

Cirdonians are a large people, with broad faces and shoulders. Their pale skin never tans, but they sunburn easily. Despite their fair skin tones, nearly all Cirdonians have dark hair and eyes, though blue and green eyes are common among highborn Cirdonians.

COMMON CLASSES

Cirdonians are a rough and tumble lot, never afraid to get their hands dirty. Whether they find themselves performing physical labor, swinging a

HUMAN CHARACTERS

Regardless of culture, all characters in *Thieves' World* are human. In addition to the special features of her chosen ethnicity, a human character also gains the normal benefits of being human. These features are summarized here.

- *Medium:* As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- One bonus feat at 1st level, chosen from those listed under **Cultural Feats**.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- *Favored Class:* *Thieves' World* does not impose experience point penalties for multiclassing. Characters can freely multiclass without restriction.

weapon, or negotiating a trade agreement is of little consequence, so long as they get the job done. Most Cirdonians lean toward the fighter class, though those drawn to the wild places often find ranger a more suitable choice. Thieves are rare among the Cirdonians, and their priests almost all worship Heqt, spreading her gospel wherever they travel.

CIRDONIAN ETHNIC TRAITS

In addition to the standard human traits, Cirdonians have the following traits.

CULTURAL FEATS

Select one of the following: Endurance, Self-Sufficient, or Toughness.

FORTHRIGHT

Because they abhor deceit and dishonesty, Cirdonians find it difficult to lower themselves to lying. As such, Cirdonian characters take a -2 penalty on Bluff checks. Because they are known as an honorable people, however, they benefit from a +3 circumstance bonus on all Diplomacy checks when recognized as Cirdonians. In addition, Cirdonians are particularly perceptive when it comes to deception, gaining a +2 ethnicity bonus on Sense Motive checks.

LANGUAGES

Cirdonian. *Bonus Languages:* Aurveshan, Caronnese, Ilsigi, Rankene, Twandan, Yenized.

HALF-BEYSIB

The Beysibs are members of an ancient culture from across the sea, and at one time, they held sway in Sanctuary much as the Irrune do now. With the coming of these fish-eyed folk came the rare, yet unavoidable, mingling of blood between the Beysib and their human subjects. When the Beysibs finally abandoned Sanctuary, few of their kind willingly chose to remain, and the unfortunate half-blooded sons and daughters of human and Beysib couplings were left behind.

Those half-Beysib who are aware of their lineage typically keep their bloodline a secret from people they do not trust. While there are only a few folk alive who remember the Beysib occupation of Sanctuary, wild tales of the fish-eyed folk are all too common, and with such tales come distrust, fear, and superstition.

For more information on the Beysib race, see Green Ronin's *Shadowspawn's Guide to Sanctuary* and the *Thieves' World Gazetteer*.

PHYSICAL DESCRIPTION

Visually, there is little to distinguish a half-Beysib from a typical Wrigglic. Their skin tone is fair when compared to most of Sanctuary's denizens, but not nearly as light as is their Beysib forebears. Half-Beysibs have brown or green eyes, and light brown or dark blond hair. Their physical build is somewhat larger than average, and they appear sturdy in comparison to most pureblooded humans. The only distinctively inhuman traits most half-Beysib display are found in their eyes or on their hands and feet. Many of these people inherit a nictitating membrane—a second lens—that protects the eyes from harm. Likewise, most half-Beysibs have slight webbing between their fingers and toes.

COMMON CLASSES

The half-Beysibs of Sanctuary have little memory of their progenitors, except for the stories they hear told in half-whispers in a tavern's common room. Like the Beysibs themselves, half-Beysib excel at the quick actions and movements of the assassin and thief classes. They also make excellent fighters, and not a few half-Beysib initiates demonstrate a talent for sorcery.

HALF-BEYSIB ETHNIC TRAITS

In addition to the standard human traits, half-Beysib have the following traits.

CULTURAL FEATS

Select one of the following: Acrobatic, Athletic, or Lightning Reflexes.

NICTITATING MEMBRANE

Beysibs display a curious feature in the form of a nictitating membrane that can cover their eyes. This trait is passed on to their half-breed children as well, though it is rarely as well developed. When closed, this clear membrane allows a half-Beysib to protect his eyes from harmful environmental hazards such as smoke, irritating fumes, and harmful chemicals and poisons. Saving throws made by half-Beysib to resist the effects of such hazards receive a +4 ethnicity bonus. In addition, the webbing in their fingers and toes confers a +2 ethnicity bonus on Swim checks.

LANGUAGES

Sanctan. *Bonus Languages:* Beysin, Caronnese, Ilsigi, Rankene, Trade Tongue.

ILSIGI

The Kingdom of Ilsig was large in its glory days, almost an empire unto itself. Rankans held the Ilsigi to be a decadent society, viewing their indulgence in matters of the flesh as a weakness that made them susceptible to conquest. Ranke fought a long war with this rival civilization, eventually conquering them and gaining control over the mountainous frontier that separated both peoples. However, with Ranke's decline, Ilsig struggles to climb back to its former glory as a major power. Motivated by trade, Ilsig views Sanctuary as a rogue province populated by the descendants of slaves. As a result, Sanctuary continues to be a source of much intrigue for the Kingdom of Ilsig.

The people of Ilsig believe that the gods blessed them, making them superior to all other cultures. They are, after all, named for IIs, the supreme deity of their pantheon. While worship of the IIsigi gods is more personal in Sanctuary, religion is a vital component of the IIsigi state.

Ilsig imports most of its industrial capacity from client states and provinces, allowing the capital to focus on cultural development. Major exports include just about any commodity imaginable, and silks, spices, lumber, and goods wrought from gold and silver help to make Ilsig famous throughout the world.

PHYSICAL DESCRIPTION

Ilsigi people are stocky and round of head and face, with straight dark hair and swarthy complexions. Men are typically around 5 feet 6 inches tall, with women somewhat shorter. The skin of the IIsigi aristocracy tends to be lighter than that of the common people.

COMMON CLASSES

Savants, especially artists and crafters, are quite common in Ilsig. Priests of the IIsigi pantheon are a constant reminder of the inherent spiritual magic flowing through the world. As with any nation, Ilsig has its shadier side, making thieves another popular choice. Though IIsigi mages are a rare breed, there are still a number of initiates in Ilsig.

ILSIGI ETHNIC TRAITS

In addition to the standard human traits, IIsigis have the following traits.

CULTURAL FEATS

Select one of the following: Alertness, Iron Will, or Skill Focus.

SKILLED

At 1st level, IIsigi characters gain a total +3 ethnicity bonus on skill checks, which they can divide as they like between Craft, Knowledge, and Profession. For example, an IIsigi priest might take a +1 ethnicity bonus in Craft (alchemy) and a +2 ethnicity bonus in Knowledge (religion).

LANGUAGES

Ilsigi. *Bonus Languages:* Caronnese, Mrsevedan, Rankene, Sanctan, Trade Tongue.

IRRUNE

The Irrune are a tribe of continental raiders originally invited by Molin Torchholder to liberate Sanctuary from its Dyareelan oppressors. In return for this service, they have taken the city as their own, protecting it from other raiders and setting up an Irrune government of sorts within the Governor's Palace. Though the current masters of Sanctuary, their past was never so glorious.

A people at the cusp of civilization, the Irrune were forced from their ancestral lands by the Black-Toothed Horde—a vicious and destructive tribe of barbarians that would eventually sack Ranke. On the move, they adopted a nomadic lifestyle, gradually drifting north across the Rankan Empire. During these wanderings, they accumulated herds of horses and sheep, becoming some of the best animal handlers in the world.



Wherever the Irrune settled, Rankans or Nisibisi sought to use them as soldiers—fighting not as free men and women, but as mercenaries with no control of their destinies.

The Irrune eventually moved south, thinking to sack Sanctuary, but Molin Torchholder's diplomatic skills and quick wit convinced them to occupy the Gunderpah Hills instead. However, as the atrocities of the Dyareelan cultists mounted, Molin joined these barbarians in the hopes of convincing them to liberate the city. With the help of the raiders, Molin crushed the cultists and installed the Irrune as Sanctuary's new masters.

The Irrune do not believe anything of value should be bought. Instead, it is their duty to take valuables by force or to distribute them as gifts. In a perfect Irrune world, a strong war leader sends his people to raid, afterward distributing the loot to his subordinates. The Irrune's new connection to Sanctuary has seriously threatened the traditional values of the tribe, doing more harm to their internal cohesion than their forced migration ever did.

Marriage among the Irrune is an extended union between one man and a variable number of women, though most Irrune can scarcely afford more than one wife. Though both genders share responsibilities and near equality in most social contexts, raiding, reveling, and warfare are reserved for men. Irrune worship the deity Irunega after whom they are named, and Irunega is the only god permitted to be worshiped by the Irrune within Sanctuary's walls.

PHYSICAL DESCRIPTION

The Irrune are large and strong, with ruddy complexions and broad features. Blond, light brown, or golden-brown are common shades of both skin and hair among these people. Red-haired Irrune are seen as

god-touched in the eyes of their shamans (and thus their people). Eye color ranges from blue to gray to green. Irrune men tower above men of other cultures, with many well over 6 feet tall.

COMMON CLASSES

Barbarian is the most common choice of character class among the Irrune, though fighters are sometimes found among the better-trained members of the tribe. As well, these people have produced many great rangers, especially during the days of their great nomadic trek. Priests, while less common than barbarians and fighters, have a special place among the Irrune, and their perceived role as speakers and representatives of Irunega allow them to move at any level through their society.

IRRUNE ETHNIC TRAITS

In addition to the standard human traits, Irrune have the following traits.

CULTURAL FEATS

Select one of the following: Animal Affinity, Mounted Combat, or Toughness.

SADDLEBORN

Handle Animal and Ride are always class skills for an Irrune character. In addition, Irrune characters gain a +2 ethnicity bonus on Ride checks.

LANGUAGES

Irrune. *Bonus Languages:* Aurveshan, Ilsigi, Rankene, Sanctan, Trade Tongue, Twandan.



MRSEVADAN

Mrsevada is Caronne's cousin city in the north. Like Caronne, Mrsevada is an economic powerhouse that engages in trade with cities and countries across the continent. Unlike the Caronnese, who deal primarily in luxury goods, art objects, and decadent commodities, Mrsevadans traffic in weapons, armor, and mercenary services. The Mrsevadan navy itself is even for sale, and the country's ruling monarch has often sold his ships to the highest bidder.

The typical Mrsevadan is brash, belligerent, and easily offended, much like the red-and-black-plumed fighting cocks that have become the country's trademark. Many merchants have learned the hard way that diplomacy with Mrsevada can be costly and dangerous, as silver, gold, and threats of violence fuel the Mrsevadan economy in about equal measure. Ranke did not so much conquer Mrsevada as it simply bought the nation's loyalty.

Mrsevada is a coastal country, with a merchant fleet rivaled only by the Caronnese. The countryside is rocky and covered with iron-rich mountains. The city uses Caronne-imported slaves to mine these mountains for the metals it uses in the crafting of weapons and armor.

PHYSICAL DESCRIPTION

The Mrsevadan people are similar in appearance to the Caronnese, and to confuse the two is one of the best ways to pick a fight. Mrsevadan men are tall (about 5 feet 10 inches on average), with women often only a few inches shorter. Like the people of Caronne, they have light skin and dark hair and eyes. Despite (or perhaps because of) their temperament, Mrsevadans of both sexes are attractive and alluring. In dress, they are utilitarian, even though they are known for their long, distinctively patterned red and green robes.

COMMON CLASSES

Most, if not all, of Mrsevada's citizens have some manner of martial training, and many are fighters. Savants make up the majority of the country's smiths and merchants, who make and sell the weaponry for which Mrsevada is famous. Thieves are another popular choice in Mrsevada, and many expatriates ply their skills in foreign criminal enterprises.

MRSEVADAN ETHNIC TRAITS

In addition to the standard human traits, Mrsevadans have the following traits.

CULTURAL FEATS

Select one of the following: Athletic, Combat Reflexes, or Persuasive.

BRASH

Mrsevadans do not frighten easily or take threats lightly, and will rarely back down from a fight. Mrsevadans who are overcome by any fear effect are allowed a second Will save with the same DC. If this second save is successful, they become enraged instead of shaken, frightened, or panicked. An enraged Mrsevadan attacks the source of his fear unless he is somehow restrained, and he will remain enraged for as long as he would have been shaken, frightened, or panicked. An enraged Mrsevadan gains a +1 bonus on melee attack and damage rolls, but takes a -2 penalty to AC. At the end of this rage, the Mrsevadan becomes fatigued for 1 hour.

LANGUAGES

Mrsevadan. *Bonus Languages:* Caronnese, Ilsigi, Nisi, Rankene, Trade Tongue.

'NIGHTER

The people dwelling in the Swamp of Night Secrets, or 'Nighters as they are known in Sanctuary, originate from Wrigglie stock, though their city kin often view them as little better than filthy animals. In fact, when something goes wrong in the city, Sanctans typically are quick to blame 'Nighters first, fingering them as scapegoats for any random murder, theft, or other crime.

With the flooding of the White Foal River in Year 11 of Sanctuary's calendar, the river literally swallowed the shanties and shacks of Downwind. The 'Nighters are all that remains of the Downwinders who chose to stay in the aftermath of the flood. They live more or less peacefully in the depths of the Swamp, sustaining themselves on whatever they can catch and kill. They are Sanctuary's homeless, reviled by all and typically ignored until one passes by in the street or creeps in from the muck at the Swamp's edge.

PHYSICAL DESCRIPTION

The 'Nighters are of noticeable Wrigglie stock, yet they are always disheveled and dirty. Many have slight deformities or disfigurements, due to injury, neglect, or (some say) inbreeding.

COMMON CLASSES

'Nighters are a product of their environment, the Swamp of Night Secrets, and their experiences within the Swamp make them passable rangers. The swamp also teaches resiliency, creating 'Nighter survivors as well as the occasional barbarian. As well, they make excellent thieves, as most develop stealth skills dodging toughs, gangs, and thugs who seek to maim or kill them simply because of who they are.

'NIGHTER ETHNIC TRAITS

In addition to the standard human traits, 'Nighters have the following traits.

CULTURAL FEATS

Select one of the following: Athletic, Self-Sufficient, or Stealthy.

SWAMP WISE

The 'Nighter folk spend their lives within the Swamp of Night Secrets, and so have learned to survive in its foul waters. In any swamp terrain, 'Nighter characters gain a +2 ethnicity bonus on all Hide, Move Silently, and Survival checks.

LANGUAGES

Sanctan. *Bonus Languages:* Ilsigi, Irrune, Nisi, Rankene, Trade Tongue.

NISIBISI

The Nisibisi witches are said to have been Ranke's greatest enemies, and the two peoples were caught up in brutal warfare almost as soon as they first made contact. Some speculate that this ongoing conflict was the key reason for the empire's defeat—though some Sanctans know better. In fact, throughout the long conflict, even facing the likes of Tempus and the Stepsons, Nis could have held on against the empire indefinitely were it not for the Black-Toothed Horde who betrayed them, making an end to this people and its ancestral magic.

Not all Nis were witches, of course, and many among them rebelled against the rule of their witch masters. When Ranke eventually conquered these people, however, they cared little for the distinction between witch and nonwitch. The empire destroyed the race, salted their lands, and butchered everyone they found.

The few remaining Nisibisi are fugitives, always on the lookout for their enemies. Their people's sullied reputation serves as a constant reminder of the grave peril they face every day. They display a siege mentality, finding it difficult to trust outsiders (or even each other). They are almost universally vicious, willing to kill on a whim in order to protect themselves from perceived aggressors.

For as long as anyone can remember, Nisibisi culture has been synonymous with witchcraft. While not all Nisibisi are capable of using the dark arts of their parents, most living witches are of Nisibisi blood. It is rumored that several powerful Nisibisi artifacts were lost in the vicinity of Sanctuary, and many remaining witches see these rumors as a source of hope. With the decline of the Rankan Empire, they believe it possible for their people to rise once more.

PHYSICAL DESCRIPTION

Nisibisi are small of stature, rarely taller than 5 feet 6 inches. Their bodies are slight and athletic, and they are nimble and catlike in their movements. They have pale skin and dark hair and eyes. They do not tan, and those who cannot protect themselves from the sun typically have ruddy complexions as a result of sun-scarred skin.

Their fine features are exaggerated among the Nisibisi aristocracy, who have porcelain-white skin and raven-black hair and eyes. Those Nisibisi who still exist are careful to disguise their lineage, lest they attract unwanted attention and the death that claimed so many of their forebears.

COMMON CLASSES

Nisibisi excel at the practice of the dark, sinister professions, and great numbers of Nisibisi found their talents easily focused on the skills of the assassin or thief. Witchcraft is also strong in Nisibisi bloodlines, and the Nisibisi war witches are some of the most powerful spellcasters in the world. In the wilds of their homeland, many Nisibisi tribes reverted to a simpler form of life, with barbarians and rangers common among them.

NISIBISI ETHNIC TRAITS

In addition to the standard human traits, Nisibisi have the following traits.

CULTURAL FEATS

Select one of the following: Lightning Reflexes, Magical Aptitude, or Witchblooded*.

* See page 125.

CRUEL

The Nisibisi are known far and wide for their cruelty. When dealing with folk who know of their true lineage, Nisibisi characters gain a +3 circumstance bonus on Intimidate checks.

LANGUAGES

Nisi. *Bonus Languages:* Enlib, Ilsigi, Rankene, Trade Tongue, Yenized.

RAGGAH

The Raggah are a tribe of enigmatic desert horse-nomads who roam the Gray Wastes in small family bands. Since the death of Kemren (the Purple Mage) many years ago, it is a rare occasion when they venture into Sanctuary. When they do, they refrain from speaking in front of non-Raggah, and prefer to use their own sign language, pantomiming communication between themselves and strangers.

The servants of the Purple Mage were of Raggah descent, but in the years since his death, the tales of his fierce Raggah servants have slipped into obscurity. Though they seem extremely xenophobic, the Raggah are in fact a peaceful folk who merely wish to avoid unnecessary contact with people outside of their tribes (and who are happy to cultivate their darker reputation if it aids in this).

Their religious views are the primary reason behind the Raggah's secrecy. They believe they must remain pure in body, and so set themselves apart from the infidels of the world by hiding their bodies, faces, and true natures from sight. They speak no languages but their own, though most Raggah can understand spoken Ilsigi or Rankene perfectly. When they are with their own people, the Raggah are comfortable and well at ease. Laughter is a common sound in their camps at night as the people of the Gray Wastes enjoy the company of their own.

PHYSICAL DESCRIPTION

Most people have no idea what the Raggah truly looklike, since they typically wear robes of black, dark purple, or blue, and conceal their faces with veils, hoods, and other wrappings. Only their eyes (typically blue or green) are visible. Beneath their wrappings, Raggah have swarthy skin covered in black hair. A tall people, Raggah men average 5 feet 10 inches tall. A fact few outside the Raggah know is that both men and women favor tattooing, and both genders have many swirling tattoos in abstract designs.

COMMON CLASSES

The Raggah face suspicion and fear wherever they go. They make excellent assassins and thieves, and their fighters are some of the best in the deserts of the world. Given their ties to nature, it is unsurprising that many Raggah excel as rangers, and as a religious and mystical people, they have their share of priests and initiates.

RAGGAH ETHNIC TRAITS

In addition to the standard human traits, Raggah have the following traits.

CULTURAL FEATS

Select one of the following: Endurance, Mounted Combat, or Self-Sufficient.

DESERT RIDER

Ride and Survival are always class skills for Raggah characters. In addition, a Raggah character gains a +1 ethnicity bonus on Ride and Survival checks.

LANGUAGES

Raggah, Raggah Signing. *Bonus Languages:* Aurveshan, Ilsigi, Rankene, Sanctan, Trade Tongue.

RANKAN

Rankans are engineers and builders rather than philosophers, and this has colored their perception of other cultures for centuries. They have little in the way of native art, preferring instead to borrow from client nations, provinces, and city-states. Rankans have a reputation for being stubborn, and they rarely change their methods once they find a way of accomplishing a task efficiently.

Militarily speaking, Ranke has one of the most disciplined and competent fighting forces in the world. This army extended the borders of their empire from one end of the continent to the other, but it was this expansion that led in part to their eventual and tragic decline.

PHYSICAL DESCRIPTION

Rankans are tall and sturdy, but never stocky. Men average 5 feet 10 inches tall, while women are slightly shorter. Rankans find great beauty in blond hair and hazel eyes, though as a diverse empire filled with people from all over the world, the ideal Rankan changes the farther one moves from the capital.

COMMON CLASSES

Ranke is the seat of many powerful gods, making priests and godsworn exceptionally common among those of Rankan descent. Given the educated nature of most of Ranke's citizens, magic is also commonly practiced by Rankan mages and initiates. Despite the decline of the empire, Ranke remains a military nation, and serving as a fighter or ranger is an honorable calling. Rankans are a wealthy people, and Rankan nobles predominate in *Thieves' World*.

RANKAN ETHNIC TRAITS

In addition to the standard human traits, Rankans have the following traits.

CULTURAL FEATS

Select one of the following: Magical Aptitude, Negotiator, or Skill Focus.

LITERATE

It is a rare Rankan who is not taught to read and write their native language. Rankan characters are automatically literate in their native language of Rankene.

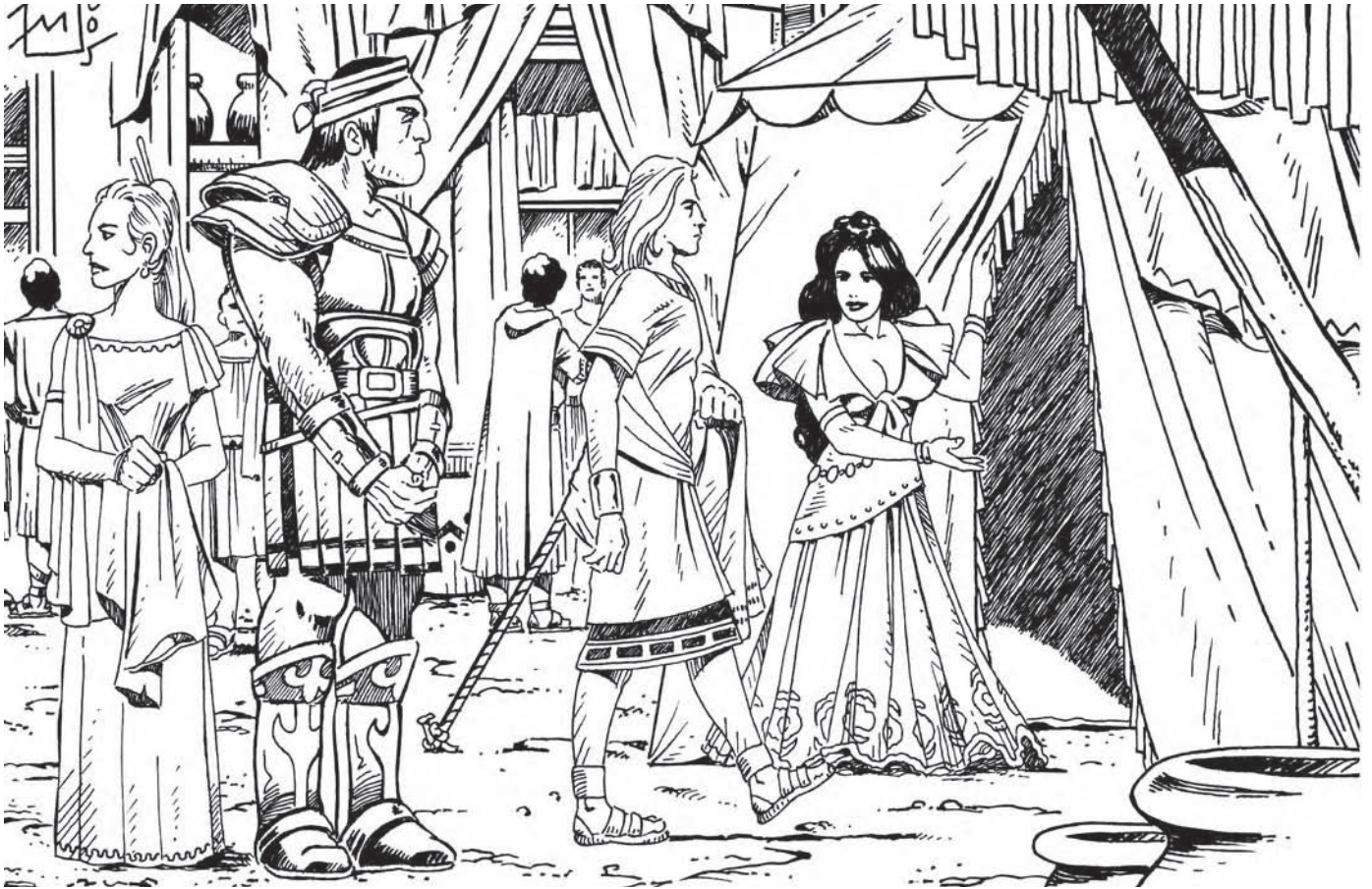
LANGUAGES

Rankene. *Bonus Languages:* Caronnese, Cirdonian, Ilsigi, Nisi, Twandan.

S'DANZO

The S'danzo are a dispersed people with a strong cultural identity, regardless of the fact that they have no homeland of their own. They are vagabonds and wanderers, mistrusted wherever they travel and frequently discriminated against (sometimes violently so). They worship no gods, preferring to practice a religion based mostly on superstition, luck, and the manipulation of fate.

S'danzo men and women rarely intermingle, and the sexes are strictly divided. Male S'danzo engage in "men's work," restricted to earning money through action alone, rather than producing items for sale or



engaging in a skilled trade. This frequently leads to lives of idleness and crime, doing nothing for their reputations. Women typically raise their families, making their livings by telling fortunes, soothsaying, and other (mostly fraudulent) “arts.”

Despite the fact that marriages between S'danzo men and women are rarely happy, the culture has managed to persist for centuries. It is a culture of ethnic purity, with custom demanding S'danzo marriages between S'danzo men and women. Relationships with non-S'danzo are a terrible disgrace, leading to shunning or even outright hostility. Male S'danzo have some leeway in this matter, as most men see all women as fair game for their romantic advances. Although the S'danzo are perfectly fluent in local languages, they often choose to speak their own language, unintelligible to *suvesh* (non-S'danzo). This allows them to communicate plainly with one another while excluding strangers from their conversations completely.

PHYSICAL DESCRIPTION

S'danzo are short, with round faces, dark eyes, and curly black hair. Young S'danzo women are beautiful and exotic, though they grow rounder with age. (It seems that with roundness comes rudeness as well.) S'danzo men have a penchant for seeing themselves as great lovers, and more than a few are both handsome and charming enough to make good on such claims.

COMMON CLASSES

The S'danzo reputation for thievery and deception is not entirely undeserved, for they make excellent thieves and assassins. S'danzo initiates practice their subtle magic as they tell the fortunes of their customers. Violent action against these vagabonds is common, and so fighters are

popular among S'danzo men who wish to defend their people against *suvesh* bigotry.

S'DANZO ETHNIC TRAITS

In addition to the standard human traits, S'danzo have the following .

CULTURAL FEATS

Select one of the following: Deceitful, Deft Hands, or Sighted*.

* See page 125.

GODLESS

Due to events within their cultural past, the S'danzo do not worship gods. Those S'danzo who choose to worship a god or divine patron are outcasts from their own kind, and may never develop any measure of ability with the Sight.

MISTRUSTED

Most other cultures see the S'danzo as vagabonds, liars, and thieves. When dealing with *suvesh* (non-S'danzo), S'danzo characters take a -2 penalty on Diplomacy checks when recognized as S'danzo.

HERITAGE OF DECEIT

It is for good reason that S'danzo are possessed of such a tarnished reputation among the other cultures of the world. As such, a S'danzo character gains a +3 ethnicity bonus on skill checks, which he can divide as he likes between any of the following: Bluff, Hide, Move Silently, or Sleight of Hand.

LANGUAGES

S'danzo. *Bonus Languages:* Caronnese, Ilsigi, Irrune, Rankene, Trade Tongue.

TWANDAN

During the Rankan Empire's height, Twand was a place of luxury and wealth visited by both nobles and commoners alike. Its capital, Dar, sat nestled upon the eastern coast of the continent, across the gulf from Ranke itself. Twand never exported anything of value, though it was made famous throughout Ranke by its delectable cuisine, cordial citizens, and pristine white sand beaches.

Twand suffered with the fall of the Rankan Empire, as travel virtually ceased. As much of Twand's food came from Ranke itself, famine wracked the countryside and disease decimated the population. With no other means of support, the Twandans migrated outward, leaving their ancestral lands in search of prosperity elsewhere. As a result, Twand has suffered more than Sanctuary since the empire's collapse.

The people of Twand are amazingly optimistic given their current predicament, which has seen many leave their homeland in search of better lives elsewhere. They are easy to smile and laugh, and are given to exuberant emotion and public displays of affection. Given their rural roots, many people consider them simple, but most Twandans are brighter than given credit for.

PHYSICAL DESCRIPTION

Twandans are broad-shouldered and big-boned, and even the women are less than delicate in appearance. They are some of the largest people on the continent, though this trait is exhibited more by their overall bulk than by their height. They tan well, and it is rare to find a Twandan whose bronzed skin hasn't seen a bit of sun. Hair color ranges from white-blond to light brown, with eye color tending toward brown and hazel.

COMMON CLASSES

Before the Rankan Empire's decline, most Twandans were professionals of one stripe or another, entertaining visitors or selling them local goods. Many Twandan savants possess keen knowledge and insight despite their reputation as being rural and uneducated, but some of Twand's less-fortunate citizens inevitably turned to thievery, often preying upon travelers to their land. Being large and able-bodied, Twandans also make good fighters, serving as high-spirited and hard-drinking mercenaries and soldiers under the banners of Ranke. Most recently, Twandan survivors have become more and more common, as their lands have ceased to profit from the regular visits of the Rankans.

TWANDAN ETHNIC TRAITS

In addition to the standard human traits, Twandans have the following traits.

CULTURAL FEATS

Select one of the following: Great Fortitude, Run, or Skill Focus.

HEAVYWEIGHT

Twandans are capable drinkers who are able to consume great quantities of alcohol before exhibiting any overt symptoms of drunkenness. This sturdiness and fortitude carries over to other toxins as well, and

Twandans receive a +4 ethnicity bonus on Fortitude saves against ingested poisons.

LANGUAGES

Twandan. *Bonus Languages:* Aurveshan, Cirdonian, Ilsigi, Rankene, Trade Tongue.

WRIGGLIE

Wrigglies are the native people of Sanctuary. Thanks to its being a veritable melting pot, Wrigglies are mutts in every sense of the word, embodying the traits and cultures of a dozen different ethnic groups. Over nearly two centuries, Sanctuary has been conquered, freed, and reconquered so many times that the mix of genotypes that make up the average Wrigglie is dizzying.

The term "Wrigglie" was originally an insult used to describe Ilsigis. However, in the time since Tempus and the Stepsons, Sanctuary's natives have come to use it as a way to distinguish themselves from the other ethnic groups that speak the Ilsigi tongue (though the proper term remains "Sanctans"). Between natives of Sanctuary, "Wrigglie" is often used as a term of endearment or affection. At the same time, it can be seen as a potent insult when used by people who aren't of Wrigglie extraction. More than a few fights have been picked over the indiscriminant use of the term.

PHYSICAL DESCRIPTION

Wrigglies come in all shapes and sizes, though on average, they are fairer, taller, longer, and blonder than Ilsigis, lending to a good deal of Rankan blood in their veins. Some can easily pass for pureblood Rankans, while many are much more Ilsigi in appearance.

COMMON CLASSES

Coming from all walks of life, the adaptable Wrigglies practice a wide range of professions. Sanctuary is known as *Thieves' World* for good reason, and thieves are anything but uncommon in the city's streets and alleyways. Many Wrigglies rely on force of arms or brute strength to survive, and so fighters and survivors also make up a good chunk of the city's population.

WRIGGLIE ETHNIC TRAITS

In addition to standard human traits, Wrigglies have the following traits.

CULTURAL FEATS

Select one of the following: Alertness, Maze Savvy*, or Skill Focus.

* See page 124.

JADED

Over the years, native Wrigglies have seen it all, from gods waging war in the skies, to the dead walking the streets of the Maze. This has left them numb to the unusual and able to accept fantastic things with a large amount of stoicism, granting them a +1 ethnicity bonus on all Will saves.

LANGUAGES

Sanctan. *Bonus Languages:* Sanctuary is a veritable crossroads that attracts folk from all across the known world. Because of this, Wrigglie characters

TABLE 2-1: QUICK CULTURES

Culture	Cultural Feat (Choose One)	Trait
Aurveshan	Endurance, Iron Will, Negotiator	Unemotional
Caronese	Diligent, Negotiator, Persuasive	Haggler
Cirdonian	Endurance, Self-Sufficient, Toughness	Forthright
Half-Beysib	Acrobatic, Athletic, Lightning Reflexes	Nictitating Membrane
Ilsigi	Alertness, Iron Will, Skill Focus	Skilled
Irrune	Animal Affinity, Mounted Combat, Toughness	Saddleborn
Mrsevadan	Athletic, Combat Reflexes, Persuasive	Brash
'Nighter	Athletic, Self-Sufficient, Stealthy	Swamp Wise
Nisibisi	Lightning Reflexes, Magical Aptitude, Witchblooded*	Cruel
Raggah	Endurance, Mounted Combat, Self-Sufficient	Desert Rider
Rankan	Magical Aptitude, Negotiator, Skill Focus	Literate
S'danzo	Deceitful, Deft Hands, Sighted*	Godless, Mistrusted, Heritage of Deceit
Twandan	Great Fortitude, Run, Skill Focus	Heavyweight
Wrigglie	Alertness, Maze Savvy*, Skill Focus (any)	Jaded

* New feats introduced in **Chapter Five**.

can choose any language as a bonus language, except for Enlib, S'danzo, and Yenized.

OTHER CULTURES

The cultures described in this chapter are but a sample of those present in *Thieves' World*, and you can develop others of your own or reference other volumes in Green Ronin's *Thieves' World* series. Other common cultures in and around Sanctuary might include the following.

BANMALTS

This seafaring people make their living by trading in foreign ports.

CADIS

A foreign country of which little is known. The descriptive "Cadite" is also used to describe someone of a lascivious mien, which may mean that people from Cadis are known for being promiscuous, perverted, and so on.

CLEEA

A country on the northeast coast of the continent that is famous for its navy.

ENLIBAR

An ancient and dead empire made famous for its magical steel.

TABLE 2-2: RANDOM HEIGHT AND WEIGHT

Ethnicity	Base Height	Height Modifier	Base Weight	Weight Modifier
Aurveshan, male	4 ft. 10 in.	+2d8	120 lb.	× (2d4) lb.
Aurveshan, female	4 ft. 5 in.	+2d8	85 lb.	× (2d4) lb.
Caronese, male	4 ft. 10 in.	+2d6	120 lb.	× (2d4) lb.
Caronese, female	4 ft. 5 in.	+2d6	85 lb.	× (2d4) lb.
Cirdonian, male	4 ft. 10 in.	+2d10	120 lb.	× (2d4) lb.
Cirdonian, female	4 ft. 5 in.	+2d10	85 lb.	× (2d4) lb.
Half-Beysib, male	4 ft. 10 in.	+2d10	120 lb.	× (2d4) lb.
Half-Beysib, female	4 ft. 5 in.	+2d10	85 lb.	× (2d4) lb.
Ilsigi, male	4 ft. 10 in.	+2d6	120 lb.	× (2d4) lb.
Ilsigi, female	4 ft. 5 in.	+2d6	85 lb.	× (2d4) lb.
Irrune, male	4 ft. 10 in.	+2d10	120 lb.	× (2d4) lb.
Irrune, female	4 ft. 5 in.	+2d10	85 lb.	× (2d4) lb.
Mrsevadan, male	4 ft. 10 in.	+2d10	120 lb.	× (2d4) lb.
Mrsevadan, female	4 ft. 5 in.	+2d10	85 lb.	× (2d4) lb.
'Nighter, male	4 ft. 10 in.	+2d10	120 lb.	× (2d4) lb.
'Nighter, female	4 ft. 5 in.	+2d10	85 lb.	× (2d4) lb.
Nisibisi, male	4 ft. 10 in.	+2d6	120 lb.	× (2d4) lb.
Nisibisi, female	4 ft. 5 in.	+2d6	85 lb.	× (2d4) lb.
Raggah, male	4 ft. 10 in.	+2d10	120 lb.	× (2d4) lb.
Raggah, female	4 ft. 5 in.	+2d10	85 lb.	× (2d4) lb.
Rankan, male	4 ft. 10 in.	+2d10	120 lb.	× (2d4) lb.
Rankan, female	4 ft. 5 in.	+2d10	85 lb.	× (2d4) lb.
S'danzo, male	4 ft. 10 in.	+2d10	120 lb.	× (2d4) lb.
S'danzo, female	4 ft. 5 in.	+2d10	85 lb.	× (2d4) lb.
Twandan, male	4 ft. 10 in.	+2d12	135 lb.	× (2d4) lb.
Twandan, female	4 ft. 5 in.	+2d12	95 lb.	× (2d4) lb.
Wrigglie, male	4 ft. 10 in.	+2d10	120 lb.	× (2d4) lb.
Wrigglie, female	4 ft. 5 in.	+2d10	85 lb.	× (2d4) lb.

ILBARS

These people are known for their metalsmithing.

SHERRANPIP

Little is known of this distant country (or possible island) except that it lies southeast of Sanctuary.

SUMA

Another mysterious locale, of which nothing is known.

TYRISIS-BEYOND-THE-SEA

This foreign city, location undetermined, is noted for its spices.

YENIZED

An ancient nation now divided between a number of Rankan provinces.

CHARACTER BACKGROUNDS

Every character has a lifetime of experience to draw upon, and not all of those experiences are based on their current character class. Backgrounds provide your character with additional class skills and a unique trait or ability. In addition to these tangible benefits, backgrounds also grant your character another level of depth and detail, determining the livelihood your character had before becoming an adventurer.

BACKGROUND NAME

A description of the background.

Age Modifier: Add this number to the character's starting age as described on the **Starting Age** sidebar on page 45.

BONUS SKILLS

This section lists skills that are common to a character with a background of this type. Select two of the listed skills during character creation. You gain a +2 bonus on all checks with these skills, and they always count as class skills for you. If the selected skill can't be used untrained, you must still have ranks in the skill in order to use it.

BACKGROUND TRAITS

This section describes any special rules governing the background and any other mechanical changes to the character.

ACADEMIC

You worked or studied among the ranks of the educated. As sage, scholar, student, or instructor, you pored over books and tomes, researching the



hidden mysteries of the world around you. Your studies may have involved mathematics, science, history, the obscure literature of ancient Enlibar, or any of a multitude of other subjects.

Age Modifier: +4

BONUS SKILLS

Select two skills from the following list: Concentration, Decipher Script, Heal, Knowledge (arcana), Knowledge (geography), Knowledge (history), Knowledge (nature).

ACADEMIC TRAITS

You gain a +3 bonus on any one Knowledge skill of your choice.

ACOLYTE

You are, or have been, in service to a church or temple. Such an occupation can be dangerous, especially in Irrune-occupied Sanctuary, where the rulers restrict worship within the city walls.

Age Modifier: +2

BONUS SKILLS

Select two skills from the following list: Concentration, Diplomacy, Heal, Knowledge (history), Knowledge (religion), Perform, Speak Language, Spellcraft.

ACOLYTE TRAITS

Choose a god or goddess from any pantheon. Your faith in your deity gives you strength. Once per day you may add a +1 bonus on any save you make, so long as you continue to revere and respect your god of choice.

ADVENTURER

As an adventurer, you are one of the brave (or foolhardy) souls who explore the vast untamed wilds of the world. You face danger on a daily basis as you crawl through subterranean corridors, comb ancient ruins for treasure and artifacts, and slay terrible beasts.

Age Modifier: +0

BONUS SKILLS

Select two skills from the following list: Climb, Jump, Knowledge (dungeoneering), Knowledge (geography), Search, Survival, Swim, Use Rope.

ADVENTURER TRAITS

Once per day, you may reroll any single Climb, Jump, Swim, or Survival check. You must accept the result of the second roll, regardless as to whether or not it succeeds.

APPRENTICE

You studied as apprentice to a spellcaster in your youth. Though you may not have pursued a career in magic, you are nonetheless familiar with the theory and practice of sorcery.

Age Modifier: +2

BONUS SKILLS

Select two skills from the following list: Concentration, Craft (alchemy), Knowledge (arcana), Speak Language, Spellcraft, Use Magic Device.

APPRENTICE TRAITS

Due to your previous training, you gain a +1 bonus on either spellcasting or ritualcasting checks (your choice). See **Chapter Eight: Sorcery** for more information.

ARISTOCRAT

You were born into a wealthy family, and have connections (however tenuous or estranged) to the nobility of your nation.

Age Modifier: +0

BONUS SKILLS

Select two skills from the following list: Diplomacy, Knowledge (history), Knowledge (nobility and royalty), Perform, Ride, Sense Motive, Speak Language.

ARISTOCRAT TRAITS

Your family's high status lets you start play with extra money: an additional 100 *shaboozh*. At least half of this extra wealth must be spent on starting equipment.

BANDIT

You began your life as a brigand, raiding caravans and waylaying travelers for their valuables. This has given you some knowledge of the world outside of Sanctuary, and you are more than likely a wanted criminal in one or more distant lands.

Age Modifier: +0

BONUS SKILLS

Select two skills from the following list: Appraise, Handle Animal, Hide, Intimidate, Move Silently, Ride, Spot, Survival.

BANDIT TRAITS

Due to your notoriety, you gain a +2 circumstance bonus on Intimidate checks made against characters who recognize you as a bloodthirsty outlaw.

BEGGAR

As one of the homeless, crippled, diseased, and destitute citizens of Sanctuary, you have been reduced to begging for scraps and padpols in the city's streets and alleyways.

Age Modifier: +0

BONUS SKILLS

Select two skills from the following list: Bluff, Disguise, Escape Artist, Hide, Knowledge (local), Move Silently, Spot, Survival.

BEGGAR TRAITS

Because you are used to eating less than your betters, you can survive on what others would consider minimal food. You gain a +3 bonus on Constitution checks to stave off the effects of starvation (see **Chapter Eight: Glossary** of the *DMG*).

STARTING AGE

As with other d20 settings, you should feel free to pick your character's starting age. However, if you prefer a random method for generating starting age, use the following. Remember, backgrounds also affecting starting ages as described in their entries in this chapter.

TABLE 2-3: STARTING AGE

Class	Starting Age
Assassin	1d6+15
Barbarian	1d4+15
Fighter	1d6+15
Godsworn	1d6+15
Initiate	1d4+15
Mage	2d6+15
Noble	1d4+15
Priest	2d6+15
Ranger	1d6+15
Savant	1d8+15
Survivor	1d4+15
Thief	1d4+15
Witch	1d4+15

BUREAUCRAT

You had a hand in the administration of the bureaucracy of a nation, city, town, guild, or other political organization. Though many positions of power are held by the aristocracy, you are living proof that not all those in power need be of noble blood.

Age Modifier: +2

BONUS SKILLS

Select two skills from the following: Bluff, Diplomacy, Gather Information, Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Sense Motive, Speak Language.

BUREAUCRAT TRAITS

You excel at oration and speaking to groups of people. You gain a +2 bonus on Bluff, Diplomacy, or Intimidate checks when attempting to change the attitudes of three or more individuals (see **Influencing NPC Attitudes** in **Chapter Four: Skills** of the *PHB*).

CONSTABLE

As a member of the city watch, the city guard, the Sharda, or some other peacekeeping organization, you patrolled the streets of your native city seeking to quell crime and protect the innocent. In a society as corrupt as Sanctuary's, the city watch can sometimes be as tainted as the criminals they seek to prosecute.

Age Modifier: +2

BONUS SKILLS

Select two skills from the following: Gather Information, Intimidate, Knowledge (local), Profession, Ride, Search, Sense Motive, Spot.

CONSTABLE TRAITS

The keepers of the law are accustomed to being lied to, and this makes them dubious of even the most credible tales or stories. Characters with this background gain a +2 bonus on Sense Motive checks made to determine if a subject is lying.

COURTIER

The wealthy and privileged seek out sycophants and servants to affirm their status, and at one time in your life, you were one of these courtiers. Whether a lowly page or a royal advisor, you ate and dressed better than most of Sanctuary's population could ever expect to.

Age Modifier: -2

BONUS SKILLS

Select two skills from the following list: Bluff, Diplomacy, Disguise, Gather Information, Knowledge (history), Knowledge (nobility and royalty), Perform, Sense Motive.

COURTIER TRAITS

You are courteous and well versed in etiquette and manners. As a result, you gain a +2 bonus on Diplomacy checks when you are among persons who recognize or value your excellent manners.

CRIMINAL

You are one of Sanctuary's many cockroaches, thugs, and cutpurses, and it is you and your kith that have given the city the nickname of "Thieves' World."

Age Modifier: -1

BONUS SKILLS

Select two skills from the following list: Appraise, Bluff, Disable Device, Forgery, Gather Information, Intimidate, Open Lock, Sleight of Hand.

CRIMINAL TRAITS

Suspicion runs high among thieves and scofflaws. Due to your familiarity with the tactics of Sanctuary's criminal element, you gain a +2 bonus on Spot checks made to detect attempts of thievery made against yourself or others.

DYAREELAN CULTIST

An insidious cult of Dyareela snatched you from the streets and trained you to serve the Mother of Chaos. Whether or not you gave your soul to the hermaphroditic goddess, you have been forever changed by your experiences.

Age Modifier: -2

BONUS SKILLS

Select two skills from the following list: Bluff, Concentration, Disguise, Hide, Intimidate, Knowledge (religion).

DYAREELAN CULTIST TRAITS

Choose one of the following.

- *Bruiser:* The first successful unarmed attack you make in combat deals lethal damage instead of nonlethal damage.

- *Honey:* When trying to change the attitude of a character ordinarily attracted to your gender, you gain a +2 bonus on relevant Charisma-based skill checks (see **Influencing NPC Attitudes** in **Chapter Four: Skills** of the *PHB*).

- *Watcher:* You gain a +1 bonus on Search and Spot checks.

ENTERTAINER

You are a physical entertainer—an acrobat, actor, dancer, musician, singer, jester, or minstrel. You may perform alone or as part of a group, either entertaining the masses for padpols in Sanctuary's bazaar, or playing for the wealthy Rankans who live at Land's End.

Age Modifier: +0

BONUS SKILLS

Select two skills from the following list: Bluff, Climb, Disguise, Escape Artist, Jump, Perform, Sleight of Hand, Tumble.

ENTERTAINER TRAITS

While performing, you are able to focus your attention on the conversations and actions of the audience around you. As such, you gain a +2 bonus on Gather Information and Listen checks made while seemingly engrossed in a performance.

ENTREPRENEUR

You were apprenticed in a skilled craft or trade (see the Craft and Profession skill descriptions in **Chapter Four** of the *PHB*). Though you may not be a master, your skills are nonetheless valuable in a society where having a saleable trade cannot be taken for granted.

Age Modifier: +2

BONUS SKILLS

Select two skills from the following list: Appraise, Concentration, Craft (any one), Diplomacy, Disable Device, Knowledge (architecture and engineering), Profession (any one), Use Rope.

ENTREPRENEUR TRAITS

You have an eye for fine work, and can easily assess the value of items related to your craft or profession of choice. This grants you a +2 bonus on Appraise checks made to determine the relative value or worth of items related to your chosen craft or profession.

FARMER

You have earned your living (though sometimes barely) from the very earth on which you stand. As a farmer, you are familiar with tilling the soil, planting crops, and harvesting the fruits of your labor.

Age Modifier: +0

BONUS SKILLS

Select two skills from the following list: Handle Animal, Knowledge (local), Knowledge (nature), Listen, Profession (farmer), Survival, Swim, Use Rope.

FARMER TRAITS

The weather is paramount to a farmer's livelihood, and you have learned to watch for signs of storm and drought. You gain a +2 bonus on all Survival checks made to predict the weather.

HEALER

You were trained in the healing arts, and are well versed in the use of herbal remedies and medicines. The value of your skills is beyond question, especially in the dangerous streets of Sanctuary.

Age Modifier: +2

BONUS SKILLS

Select two skills from the following list: Concentration, Craft (alchemy), Craft (herbalism), Diplomacy, Heal, Knowledge (nature), Sense Motive, Survival.

HEALER TRAITS

Your healing expertise allows creatures under your long-term care to regain their health more quickly than normal. If your Heal check is successful, the patient recovers 3 hit points per level for a full 8 hours of rest in a day, or 6 hit points per level for each full day of complete rest. Likewise, your patients regain 3 ability score points for a full 8 hours of rest in a day, or 6 ability score points for each full day of complete rest.

HERDER

Through long years of labor and experience, you can care for domestic beasts (sheep, cattle, pigs, goats, horses, and so on).

Age Modifier: -2

BONUS SKILLS

Select two skills from the following list: Handle Animal, Heal, Knowledge (nature), Listen, Ride, Spot, Survival, Use Rope.

HERDER TRAITS

Choose one type of animal, such as horses, cows, pigs, or dogs. Your specialized knowledge grants you a +2 bonus on Appraise, Handle Animal, Heal, and Knowledge (nature) checks when dealing with such creatures.

HUNTER

You are a skilled tracker and hunter, whether for food or sport. Whether a member of a society that survives by hunting or a daredevil who stalks dangerous prey for thrills, you can live comfortably in the wild.

Age Modifier: +0

BONUS SKILLS

Select two skills from the following list: Climb, Handle Animal, Hide, Knowledge (nature), Listen, Move Silently, Spot, Survival.

HUNTER TRAITS

Choose one type of terrain (forest, marsh, hills, mountain, desert, plains, or aquatic). By using natural camouflage and cover provided by this type of terrain, you are better able to remain undetected. This grants you a +2 bonus on Hide and Move Silently checks when you are in your chosen terrain type.

LABORER

You use your strength to accomplish simple tasks. You may have experience with construction, mining, woodcutting, or any one of a number of other occupations that require more brawn than expertise.

Age Modifier: -1



BONUS SKILLS

Select two skills from the following list: Climb, Craft (any one), Handle Animal, Jump, Knowledge (architecture and engineering), Profession (laborer), Use Rope.

LABORER TRAITS

You know how to use your strength to best advantage, and can lift and carry things that would otherwise be beyond you. When determining your carrying capacity, treat your Strength score as if it was 2 points higher.

MERCHANT

As a broker of goods and services, you might own a shop on Pyrtanis Street, drag a rickety cart to the bazaar every morning, or fence stolen goods in the Maze. You may also be a caravan master, traveling the world in search of profit and adventure.

Age Modifier: +1

BONUS SKILLS

Select two skills from the following list: Appraise, Bluff, Craft (any one), Diplomacy, Knowledge (geography), Knowledge (local), Profession (merchant), Sense Motive.

MERCHANT TRAITS

Profit has never been easy to come by in Sanctuary, and you have learned to drive a hard bargain as a result. You gain a +1 bonus on Appraise checks and a +1 bonus on Bluff and Diplomacy checks whenever you are buying or selling goods or services.

NOMAD

Like the Irrune or S'danzo, you wander the world as a homeless vagabond, shunning the permanency of cities and villages for the freedom the road provides.

Age Modifier: -1

BONUS SKILLS

Select two skills from the following list: Handle Animal, Hide, Knowledge (geography), Knowledge (nature), Move Silently, Ride, Spot, Survival.

NOMAD TRAITS

Due to your nomadic nature, you are better able to traverse difficult terrain with speed and efficiency. When traveling overland, you treat terrain type as one better than normal (treating trackless terrain as a road or trail, and a road or trail as a highway). Any creatures traveling with you move at the same improved overland speed.

PRIZEFIGHTER

Whether of your volition or as a slave, you have been trained you to fight for sport and the entertainment of others. Gladiatorial events are always popular, and your experience in the arena gives you an edge in single combat that many trained soldiers cannot match.

Age Modifier: +1

BONUS SKILLS

Select two skills from the following list: Balance, Bluff, Intimidate, Jump, Perform, Ride, Spot, Tumble.



PRIZEFIGHTER TRAITS

Due to your experience in the ring, you utilize the light armor favored by gladiators better than most. While wearing light armor, you gain a +1 insight bonus to AC against any one opponent. You can select a new opponent on any action.

PROSTITUTE

Whether man or woman, you have made your living selling your body to others in exchange for money or favors.

Age Modifier: -1

BONUS SKILLS

Select two skills from the following list: Bluff, Diplomacy, Disguise, Gather Information, Knowledge (local), Perform, Sense Motive, Sleight of Hand.

PROSTITUTE TRAITS

Your experience in carefully catering to the lusts of others has given you some skill at seduction. You gain a +2 bonus on Bluff and Diplomacy checks made to influence men or women who are attracted to you. You also gain a +2 bonus on Charisma-based checks made to glean information from customers while they are distracted by your affections.

SAILOR

You are one of the many seafarers who have made their home (or washed up) in the port city of Sanctuary. Sailors also include the fisherfolk of Sanctuary, who are virtually a culture unto themselves.

Age Modifier: +0

BONUS SKILLS

Select two skills from the following list: Balance, Climb, Jump, Knowledge (geography), Spot, Survival, Swim, Use Rope.

SAILOR TRAITS

You are especially sure-footed when navigating the rigging and masts of a ship or boat, and gain a +2 bonus on Balance and Climb checks made aboard ship.

SLAVE

Slavery is a fact of life in *Thieves' World*, and you are one of that industry's many victims. As such, another person or organization was once (or may still be) your master.

Age Modifier: +0

BONUS SKILLS

Select two skills from the following list: Bluff, Climb, Craft (any one), Escape Artist, Handle Animal, Knowledge (local), Perform, Profession (any one).

SLAVE TRAITS

Due to the cruel nature of slavery, you have become accustomed to pain and fatigue. When fatigued, you only take a -1 penalty on Strength and Dexterity, and you are able to recover from your fatigue after only 6 hours of complete rest instead of eight.

TABLE 2-2: QUICK BACKGROUNDS

Roll	Background	Bonus Skills (Choose Two)
01	Academic	Concentration, Decipher Script, Heal, Knowledge (arcana), Knowledge (geography), Knowledge (history), Knowledge (nature)
02-03	Acolyte	Concentration, Diplomacy, Heal, Knowledge (history), Knowledge (religion), Perform, Speak Language, Spellcraft
04-08	Adventurer	Climb, Jump, Knowledge (dungeoneering), Knowledge (geography), Search, Survival, Swim, Use Rope
09	Apprentice	Concentration, Craft (alchemy), Knowledge (arcana), Speak Language, Spellcraft, Use Magic Device
10	Aristocrat	Diplomacy, Knowledge (history), Knowledge (nobility and royalty), Perform, Ride, Sense Motive, Speak Language
11-13	Bandit	Appraise, Handle Animal, Hide, Intimidate, Move Silently, Ride, Spot, Survival
14-18	Beggar	Bluff, Disguise, Escape Artist, Hide, Knowledge (local), Move Silently, Spot, Survival
19-20	Bureaucrat	Bluff, Diplomacy, Gather Information, Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Sense Motive, Speak Language
21	Constable	Gather Information, Intimidate, Knowledge (local), Profession, Ride, Search, Sense Motive, Spot
22-23	Courtier	Bluff, Diplomacy, Disguise, Gather Information, Knowledge (history), Knowledge (nobility and royalty), Perform, Sense Motive
24-33	Criminal	Appraise, Bluff, Disable Device, Forgery, Gather Information, Intimidate, Open Lock, Sleight of Hand
34-35	Dyareelan Cultist	Bluff, Concentration, Disguise, Hide, Intimidate, Knowledge (religion)
36-40	Entertainer	Bluff, Climb, Disguise, Escape Artist, Jump, Perform, Sleight of Hand, Tumble
41-50	Entrepreneur	Appraise, Concentration, Craft (any one), Diplomacy, Disable Device, Knowledge (architecture and engineering), Profession (any one), Use Rope
51-57	Farmer	Handle Animal, Knowledge (local), Knowledge (nature), Listen, Profession (farmer), Survival, Swim, Use Rope
58-59	Healer	Concentration, Craft (alchemy), Craft (herbalism), Diplomacy, Heal, Knowledge (nature), Sense Motive, Survival
60-62	Herder	Handle Animal, Heal, Knowledge (nature), Listen, Ride, Spot, Survival, Use Rope
63-65	Hunter	Climb, Handle Animal, Hide, Knowledge (nature), Listen, Move Silently, Spot, Survival
66-70	Laborer	Climb, Craft (any one), Handle Animal, Jump, Knowledge (architecture and engineering), Profession (laborer), Use Rope
71-75	Merchant	Appraise, Bluff, Craft (any one), Diplomacy, Knowledge (geography), Knowledge (local), Profession (merchant), Sense Motive
76-77	Nomad	Handle Animal, Hide, Knowledge (geography), Knowledge (nature), Move Silently, Ride, Spot, Survival
78-79	Prizefighter	Balance, Bluff, Intimidate, Jump, Perform, Ride, Spot, Tumble
80-84	Prostitute	Bluff, Diplomacy, Disguise, Gather Information, Knowledge (local), Perform, Sense Motive, Sleight of Hand
85-87	Sailor	Balance, Climb, Jump, Knowledge (geography), Spot, Survival, Swim, Use Rope
88-92	Slave	Bluff, Climb, Craft (any one), Escape Artist, Handle Animal, Knowledge (local), Perform, Profession (any one)
93-95	Soldier	Climb, Handle Animal, Intimidate, Jump, Knowledge (history), Knowledge (nobility and royalty), Ride, Survival
96-100	Player's Choice	

SOLDIER

War is a fact of life in *Thieves' World*, and many are the men who have marched in the armies of the various empires that clash. Sanctuary provides many opportunities for people with martial skills, as well as a place to flee the horrors of battle. Whether you served as a mercenary, selling your sword to the highest bidder, or as a member of a standing army or militia loyal to a single country, you are trained in warfare.

Age Modifier: +1

BONUS SKILLS

Select two skills from the following: Climb, Handle Animal, Intimidate, Jump, Knowledge (history), Knowledge (nobility and royalty), Ride, Survival.

SOLDIER TRAITS

You are accustomed to wearing medium and heavy armor, and are better able to shoulder its burden. Increase the maximum Dexterity bonus of any medium or heavy armor that you wear by 1, and decrease that armor's armor check penalty by 1.



This chapter presents all of the character classes available in *Thieves' World*. The novels and stories of Sanctuary have always focused on unique and compelling characters—men and women defined as much by their flaws and problems as by their strengths and abilities. Shades of grey are the rule rather than the exception. Because *Thieves' World* has a different

flavor compared to many other fantasy settings, a different set of character classes are used to those presented in the *PHB*. Presented here are full details on new classes such as the assassin, godsworn, survivor, and witch, plus notes and modifications for those classes from the *PHB* suitable for a *Thieves' World* campaign.

GENERAL CLASS NOTES

Before selecting your character class and making your Sanctuary denizen, there are a few additions and modifications to the standard class format presented in the *PHB*.

MULTICLASSING

Versatility is a common characteristic in the people that populate Sanctuary. Those with the widest range of skills and abilities often are best suited to survive to see the sun rise again. To reflect this, characters in *Thieves' World* may multiclass freely. There are no favored classes, and characters never take experience point penalties when advancing in multiple classes.

REPUTATION

Every character class in *Thieves' World* has a Reputation bonus that increases as the character advances. A character with a high Reputation bonus is more likely to be recognized around Sanctuary than a character with a low Reputation bonus, and he can use that recognition to his advantage. For more details on Reputation, see page 128.

When characters take levels in multiple classes, add the Reputation bonuses for each class together, just as you would for base attack and saving throw bonuses.

STARTING FUNDS AND EQUIPMENT

Rather than gold, the characters of *Thieves' World* do most of their trading in shaboozh—large, square coins made of silver (at least in theory; see page 15). Shaboozh have the same buying power as the gold pieces in the *PHB*.

CLASSES WITH MINOR MODIFICATION

The following classes are only slightly changed from those in the *PHB*.

BARBARIAN

A Rankan noble or Caronese merchant might scoff at the notion of Sanctuary as a civilized place, but compared to some of the nomadic, primitive, and warlike settlements of the continent, the city is the epitome of culture and learning. From the nomadic Irrune to the Black Horde that destroyed the Nisibisi and the mountain tribes of the far north, barbarian cultures are just as numerous as more civilized societies. While they keep to their own lands and wars, more than one barbarian warrior has found

that the road to destiny leads through Sanctuary. For some, barbarism is more a state of mind than culture, and the harsh alleys and swamps of Sanctuary have birthed more than one 'city barbarian' whose upbringing has taught anger and strength rather than civilized manners. With their savage battle skills, keen senses, and blunt, no-nonsense approach to trouble, barbarians may in fact be better suited to the dangers of *Thieves' World* than the more restrained and civilized sellswords.

Jamie the Red was a notable barbarian of the Rankan era, a visitor from the Northern Mountains who quickly tired of city life. The violent and unhinged Cade was drawn to barbarism despite his 'civilized' birth in Sanctuary. In the modern era, the Irrune rule Sanctuary, and barbarians such as the scalphunting Kadasah and Ariz the Dragon are common sights in the city.

The barbarian class in *Thieves' World* is generally unchanged from the version presented in the *PHB*, except as follows.

CLASS FEATURES

ILLITERACY

The ability to read and write is rare in Sanctuary, but barbarians have an even harder time learning literacy than civilized folks. When choosing bonus languages due to a high Intelligence, barbarian characters may only choose the spoken forms of languages. This penalty only applies at character creation, and a barbarian may purchase the Read/Write Language skill normally (as a cross-class skill) whenever he gains a level.

REPUTATION BONUS

Barbarians use the following table to determine their Reputation bonus.

BARBARIAN REPUTATION BONUS	
Barbarian Level	Reputation Bonus
1-3	+0
4-7	+1
8-11	+2
12-15	+3
16-19	+4
20	+5

FIGHTER

Empires and history are not shaped by spells and subterfuge, but by war, weapons, and violence. Any commoner might pick up a knife or sword, but true power comes with skill and training in the ways of a weapon—and the willingness to use it. *Thieves' World* is also a world of soldiers, sellswords, mercenaries, gladiators, archers, bodyguards, and fighters of every kind. Fighters stand apart from common killers and brawlers due to their training and discipline; they are the few who both master the subtleties of combat and live through enough battles to put that training to use. And in Sanctuary, uses for martial skill are never hard to find.

Sanctuary in the Rankan era was a dangerous and violent city, filled with famous and infamous fighters—Critias and Straton of the Stepsons, Zalbar the Hell Hound, Jubal the slaver, and the gladiator followers of Chenaya. Though the city is no longer so dominated by warriors

USING NPC CLASSES

In addition to the classes presented in this chapter, *Thieves' World* uses all of the NPC classes presented in the *DMG* with the exception of the adept. Experts and warriors have the same Reputation bonus progression as thieves and assassins (+0 at levels 1-3, +1 at levels 4-7, and so on). Aristocrats have the same Reputation bonus as mages and godsworn (+0 at 1st level, +1 at levels 2-5, and so on). Commoners always have a Reputation bonus of +0 no matter what their level, though feats can alter this.

USING OTHER BASE CLASSES

Just because a character class isn't listed in this chapter doesn't mean that it can't be used in your *Thieves' World* campaign. GMs and players may wish to bring in classes from other d20 products to fit their vision of the game or their characters. Such characters will be unusual and unique—but then, that's true of any good *Thieves' World* character.

If you add base classes to your *Thieves' World* campaign, here are a few issues to keep in mind.

- *No alignments.* Any special class abilities based on alignments will need to be removed or heavily modified. If it's an ability based on a spell that no longer exists, consider replacing it with a similar spell listed in **Chapter Nine** of this book. Otherwise, a flat +2 bonus on checks with any two class skills is often a comparable substitute.
- *Reputation bonus.* If the class has many unusual or supernatural abilities, it should have a high reputation bonus progression, like the godsworn. If it's very subtle in its abilities, give it a low progression like the assassin. Otherwise, give it a medium progression like the savant.
- *Magic.* *Thieves' World* uses a very different magic system from the spell slot system of the *PHB* and most other fantasy settings. Try using one of the five spellcasting classes presented here, or build a new class's progression using those presented here as inspiration.

and soldiers, fighters like Raith of the Irrune, Spyder's agent Ronal, Sathentris, and Ariko still command respect and attention.

The fighter class in *Thieves' World* is the same as presented in the *PHB*, except as follows.

CLASS FEATURES

REPUTATION BONUS

Fighters use the following table to determine their Reputation bonus.

FIGHTER REPUTATION BONUS	
Fighter Level	Reputation Bonus
1-2	+0
3-6	+1
7-10	+2
11-14	+3
15-18	+4
19-20	+5

THIEF

It was the Rankan aristocracy who first called Sanctuary a “Thieves’ World”—a city of vice, theft, and every other crime imaginable. They were exaggerating, but not by much. Sanctuary is a city of opportunities and treasures, dangers and mysteries, where you are judged more by what you accomplish than by how you accomplish it. Every stripe of criminal can be found within the city—burglars and muggers, conmen and brigands, beggars and pimps. But just because a thief breaks a few laws (whether Rankan or Irrune laws) doesn’t automatically make her a villain or a hero. More than once, Sanctuary’s survival has owed much to the efforts of the thieves, pirates, and amoral adventurers that call the city home.

The most famous thief in Sanctuary’s history is, of course, Hanse Shadowspawn. Other notable thieves of the Rankan era include the minstrel Cappen Verra (a thief/savant) and the doomed One-Thumb. In the modern era, Hanse’s legend (and tutelage) guides the neophyte burglar Lone, while other thieves include the time-lost pirate Jerez Carmargen, the crimelord Shumen Noordiseh (Lord Night), Kaytin, and the treacherous cultist Leorin.

In *Thieves’ World*, the rogue class from the *PHB* is renamed the thief. The thief class is largely identical to the rogue of the *PHB*, except as follows.

CLASS SKILLS

Add Gamble (Wis)* to the thief’s list of class skills and remove Decipher Script.

* New skill introduced in **Chapter Five**.

CLASS FEATURES

REPUTATION BONUS

Thieves use the following table to determine their Reputation bonus.

THIEF REPUTATION BONUS

Thief Level	Reputation Bonus
1–3	+0
4–7	+1
8–11	+2
12–15	+3
16–19	+4
20	+5

NEW CLASSES

The following classes are new (or have been revised extensively) to make them appropriate to *Thieves’ World*. Note that some of these classes use a new average base save progression, in addition to the standard good and poor base save bonuses of the core rulebooks.

ASSASSIN

There are warriors who believe in honorable combat, in rules, in mercy. And then there are assassins, who believe only in winning. While a soldier trains in warfare and tactics, assassins train to kill any way they can—a sword in the chest, an arrow in the back, or a lethal dose of poison in their target’s wine. Assassins are not necessarily evil murderers, though; some kill for good reasons (or at least what they *believe* are good reasons), and in the dark streets of Sanctuary, it’s often hard to distinguish between the two. Mixing stealth and combat skills with expertise in poison and murder, a capable assassin would doubtless fall to a skilled fighter in a fair fight—but no capable assassin will get into anything like a fair fight if she can help it.

Notable assassins in the era of the Rankan occupation included Tempus’ daughter Kama and his sister Cime, the Nisibisi adventurer Mradhon Vis, and the elite swordswomen of the Harka Bey. In the modern era, the assassin-duelist Soldt uses his skills for (mostly) righteous purposes, but other assassins such as the hidden cultists of the Bloody Hand have no such qualms.

GAME RULE INFORMATION

Assassins have the following game statistics.

Abilities: Dexterity is crucial for many assassin skills, but Strength is equally important to the assassin who prefers to work at close range. Intelligence aids in crafting poisons and forging documents, while Charisma improves the assassin’s ability to influence others, to gain information, and to bluff sentries and victims alike.

Hit Die: d8.

Starting Shaboozh: 5d4×10 (125 sh).

CLASS SKILLS

The assassin’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Sense Motive, Speak Language (n/a), Spot (Wis) and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

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

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

CLASS FEATURES

All of the following are class features of the assassin.

WEAPON AND ARMOR PROFICIENCY

Assassins are proficient with all simple and martial weapons, with light armor, and with shields (except tower shields).

BONUS FEATS

At 1st level, and then at 4th level and every four levels thereafter (8th, 12th, and so on), an assassin receives a bonus feat in addition to any she

would normally receive. She must meet all the prerequisites for a bonus feat, and must select these bonus feats from the following:

Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Deceitful, Far Shot, Improved Critical, Improved Feint, Improved Initiative, Low Profile*, Point Blank Shot, Power Attack, Quick Draw, Stealthy, and Streetwise*.

*New feats introduced in **Chapter Five**.

SNEAK ATTACK (Ex)

Starting at 2nd level, the assassin gains the sneak attack ability. This is exactly like the rogue ability of the same name (see **Chapter Three: Classes** of the *PHB* for details). The extra damage dealt increases by +1d6 at 5th level and every three levels thereafter (8th, 11th, and so on). If an assassin has the sneak attack ability from another source (such as rogue levels), the bonuses on damage stack.

POISON USE (Ex)

At 3rd level, an assassin becomes adept at the creation and mixing of various poisons, while also developing a resistance to toxins. She gains a +2 bonus on all Craft (poison) checks, as well as a +2 bonus on Fortitude saves to resist poison.

KILLING STRIKE (Ex)

At 6th level, an assassin's sneak attacks become even more deadly, with the potential to mortally wound a target. Whenever the assassin's successful sneak attack deals enough damage to force the target to make a massive damage save (see page 126), the assassin adds her Intelligence bonus (if any) to the DC of the Fortitude save (normally DC 15).

When making a coup de grace attack, the assassin also adds her Intelligence bonus to the DC of the target's Fortitude save.

POISON EXPERT (Ex)

At 7th level, the assassin's skill with poisons improves even further. The assassin never risks accidentally poisoning herself when using poisons or applying poisons to weapons. The assassin's bonus on Fortitude saves to resist poison increases to +4.

SNIPER (Ex)

At 10th level, the assassin is adept at murder from a distance, and can kill as easily with a knife in the back or an arrow in the eye. The assassin may make a coup de grace attack with a ranged weapon, so long as she is within 30 feet. As with other coup de grace attacks, the target must be helpless.

POISON MASTER (Ex)

By 15th level, an assassin has perfected the deadly art of brewing and using poisons. When using Craft (poison) to mix poisons, the assassin can make two separate Craft checks per week (rather than one), and totals the results to determine how much progress has been made. However, if either Craft check misses by 5 or more, half the raw materials are ruined.

The assassin can also change the basic type of any poison she creates (inhaled, ingested, contact or injury) to any other type if she takes a -5 penalty on her Craft (poison) checks. As well, the assassin's bonus on Fortitude saves to resist poison increases to +6.

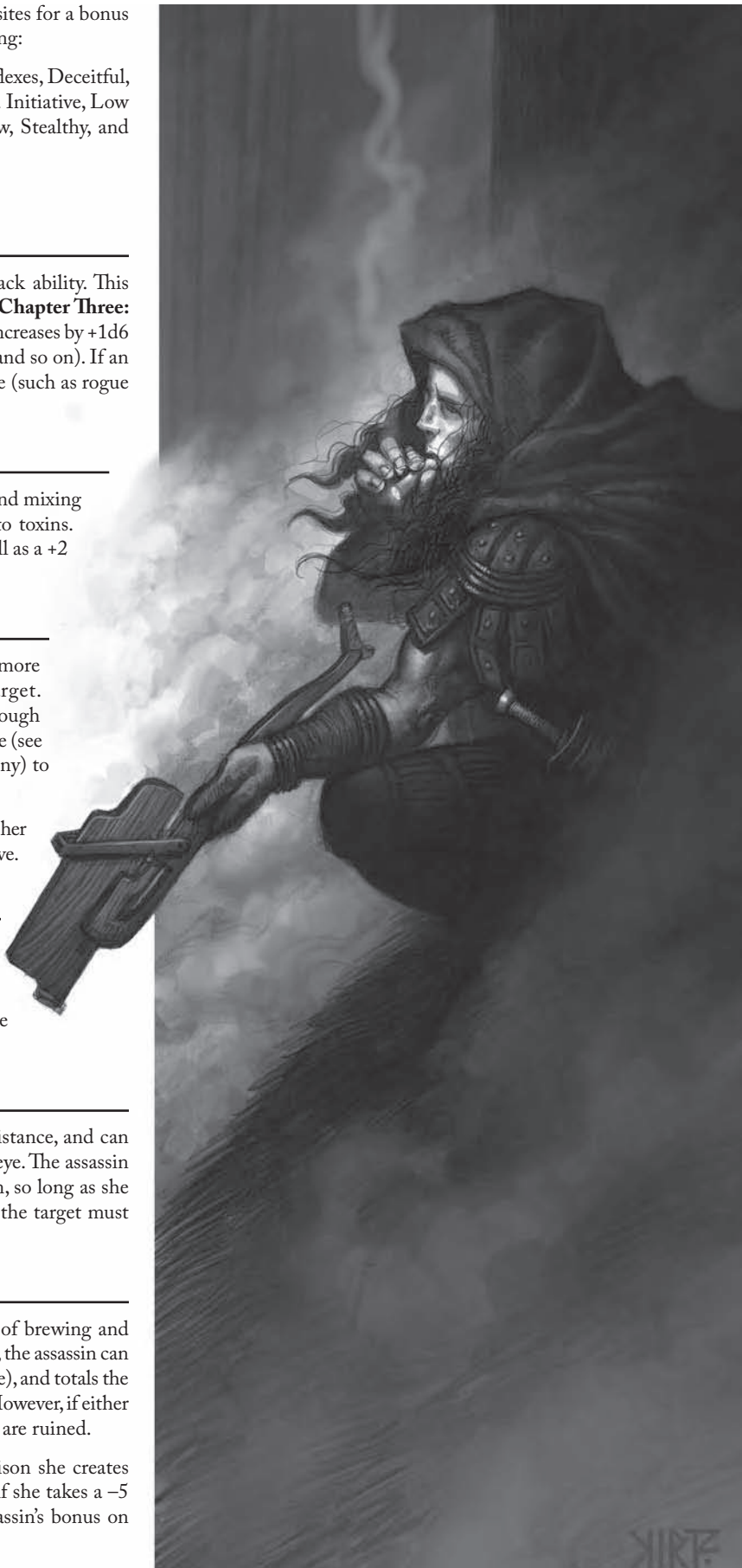


TABLE 3-1: THE ASSASSIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+2	+2	+0	+0	Bonus feat
2nd	+1	+3	+3	+0	+0	Sneak attack +1d6
3rd	+2	+3	+3	+1	+0	Poison use
4th	+3	+4	+4	+1	+1	Bonus feat
5th	+3	+4	+4	+1	+1	Sneak attack +2d6
6th	+4	+5	+5	+2	+1	Killing strike
7th	+5	+5	+5	+2	+1	Poison expert
8th	+6/+1	+6	+6	+2	+2	Bonus feat, sneak attack +3d6
9th	+6/+1	+6	+6	+3	+2	—
10th	+7/+2	+7	+7	+3	+2	Sniper
11th	+8/+3	+7	+7	+3	+2	Sneak attack +4d6
12th	+9/+4	+8	+8	+4	+3	Bonus feat
13th	+9/+4	+8	+8	+4	+3	—
14th	+10/+5	+9	+9	+4	+3	Sneak attack +5d6
15th	+11/+6/+1	+9	+9	+5	+3	Poison master
16th	+12/+7/+2	+10	+10	+5	+4	Bonus feat
17th	+12/+7/+2	+10	+10	+5	+4	Sneak attack +6d6
18th	+13/+8/+3	+11	+11	+6	+4	Death dealer
19th	+14/+9/+4	+11	+11	+6	+4	—
20th	+15/+10/+5	+12	+12	+6	+5	Bonus feat, sneak attack +7d6

DEATH DEALER (EX)

With sufficient experience, an assassin truly can become a master of death-dealing. At 18th level, an assassin can kill a helpless target quickly and efficiently without putting herself at risk. The assassin may make a coup de grace attack as a standard action (rather than a full-round action), and does not provoke attacks of opportunity for doing so. An assassin making a coup de grace with a ranged weapon

still provokes attacks of opportunity if she does so within an enemy's threatened space.

In addition, whenever the assassin deals enough damage to force a target to make a massive damage save (whether from a sneak attack or a normal attack), she adds twice her Intelligence bonus (if any) to the DC of the Fortitude save. This bonus replaces the similar bonus from the assassin's killing strike ability.

GODSWORN

The gods of *Thieves' World* are powerful entities, but by their nature, they cannot always act personally in the material world. The godsworn are a deity's rare mortal agents, near-avatars working to fulfill the agenda of heaven (or hell). Priests also act in their god's interests, but their primary task is to manage churches and guide worshipers in prayer. By contrast, the godsworn are warriors first and foremost, acting as the physical enforcers of their god's will. Even peaceful gods have warrior godsworn; they simply act as defenders of the faith rather than aggressors.

Some godsworn are loyal worshipers who eagerly accept the responsibility of power, while others carry that power unwillingly due to a curse or a god's arbitrary decision. A few godsworn do not even know that they work in a god's service, stumbling toward destiny guided by dreams and visions.

The Rankan era was a time when the gods interfered often in mortal affairs—a time when legends and demigods walked the streets of Sanctuary. The most famous of these was Tempus Thales, champion (sometimes reluctantly) of Vashanka, though he was far more powerful

than any other godsworn character. Others include the unbeatable Chenaya, the Storm Children Arton and Gyskouras, and the half-goddesses Mriga and Siveni. The gods are quieter in the modern era (or at least they seem to be), and no one bears their favor openly in Sanctuary. But as the cult of Dyareela returns under the guidance of the godsworn Tor'dan J'ardin, other gods may soon empower agents to act against the Bloody Hand.

GAME RULE INFORMATION

Godsworn have the following game statistics.

Abilities: Strength and Constitution are the most important abilities for the godsworn, aiding their melee combat power and increasing their hit points. A high Wisdom allows a godsworn to perform rituals more effectively, and is an important factor for many of his divine gifts.

Hit Die: d10.

Starting Shaboozh: 5d4 × 10 (125 sh).

TABLE 3-2: THE GODSWORN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+1	+1	+1	+1	+0	Spells, lesser gift
2nd	+2	+2	+2	+2	+1	Domain
3rd	+3	+2	+2	+2	+1	—
4th	+4	+2	+2	+2	+1	Lesser gift
5th	+5	+3	+3	+3	+1	—
6th	+6/+1	+3	+3	+3	+2	—
7th	+7/+2	+4	+4	+4	+2	Lesser gift
8th	+8/+3	+4	+4	+4	+2	—
9th	+9/+4	+4	+4	+4	+2	—
10th	+10/+5	+5	+5	+5	+3	Lesser gift
11th	+11/+6/+1	+5	+5	+5	+3	—
12th	+12/+7/+2	+6	+6	+6	+3	—
13th	+13/+8/+3	+6	+6	+6	+3	Greater gift
14th	+14/+9/+4	+6	+6	+6	+4	—
15th	+15/+10/+5	+7	+7	+7	+4	—
16th	+16/+11/+6/+1	+7	+7	+7	+4	Greater gift
17th	+17/+12/+7/+2	+8	+8	+8	+4	—
18th	+18/+13/+8/+3	+8	+8	+8	+5	—
19th	+19/+14/+9/+4	+8	+8	+8	+5	Greater gift
20th	+20/+15/+10/+5	+9	+9	+9	+5	Ascension

CLASS SKILLS

The godsworn's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis) and Swim (Str). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the godsworn.

WEAPON AND ARMOR PROFICIENCY

Godsworn are expected to fight for their deities, and are thus proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

The power of their gods also frees the godsworn from hindrances caused by wearing some armor. A godsworn can perform Known and Familiar rituals while wearing light or medium armor without taking the normal armor check penalties (see **Spellcasting in Armor** on page 142). Shields still impose their normal check penalty, and the godsworn incurs full armor check penalties if performing an Unknown ritual. A multiclass godsworn incurs full armor check penalties if performing rituals or casting spells gained from other classes, but not for those gained from her godsworn class. See **Chapter Eight: Sorcery** for more information on Known, Familiar, and Unknown rituals.

SPELLCASTING

Godsworn have the ability to cast priest spells, but only as rituals (see **Performing Rituals** on page 140). At 1st level, the godsworn learns one Known spell and one Familiar spell (see **Chapter Eight: Sorcery**), learning additional spells as he attains new levels as shown on **Table 3-3: Godsworn Spells**. In addition, a godsworn receives bonus spells per day if he has a high Wisdom score.

A godsworn also gets one domain spell of each spell level he can safely cast, starting at 2nd level. When a godsworn prepares a spell in a domain spell slot, it must come from his chosen domain (see **Domain**, following).

In order to cast a spell as a ritual, a godsworn must have a Wisdom score equal to at least 10 + the spell's level (Wisdom 11 for first-level spells, Wisdom 12 for 2nd-level spells, and so forth). The save DC for a godsworn's spells equals 10 + the spell's level + the godsworn's Wisdom modifier.

Whenever a godsworn learns a Known spell, he can select an entirely new spell or improve his knowledge of a Familiar spell. If he selects a new spell, he simply adds it to his list of Known spells. If he selects a Familiar spell, he instead notes that spell as Known rather than Familiar; he then selects a new spell to add to his list of Familiar spells. The godsworn must be able to perform any new Known or Familiar spells he selects, and new Known spells must be within his safe level limit (see **Spell Levels** in **Chapter Eight: Sorcery**).

Because the godsworn has only a limited understanding of ritual prayers and magic, he finds it difficult to perform any spells other than Known or Familiar spells. When casting an Unknown spell or using a magic item that provides access to a particular Unknown spell, the godsworn takes a -5 penalty on his ritualcasting checks.



LESSER GIFT

As the chosen agents of a deity, godsworn are blessed with abilities that even a priest of that god does not share. Some gifts are supernatural powers, while others are mundane benefits permanently learned or bestowed upon the godsworn. At 1st, 4th, 7th and 10th level, a godsworn selects one lesser gift from the list below. In some cases, a lesser gift may be selected multiple times, as noted in the description.

The list of lesser and greater gifts presented here is not exhaustive. GMs and players may wish to create custom gifts in order to better portray a character's unique powers or the particular methods of the god he follows.

- *Aura of Courage (Su)*: The godsworn is immune to fear (magical or otherwise). As well, each ally within 10 feet gains a +4 morale bonus on saving throws against fear effects. This ability functions while the godsworn is conscious, but not if he is unconscious or dead.
- *Bonus Feat (Ex)*: The godsworn may take any feat as a bonus feat, as long as he meets its prerequisites. This gift may be taken multiple times.
- *Channel Divine Power (Su)*: A godsworn may channel the power of his deity in the manner of a priest, although to a more limited extent. When taking this gift, the godsworn selects one use of the channel divine power ability (see the priest class feature on page 67), and can use that power as if he were a priest of half his godsworn class level.

This gift can be chosen multiple times, with the godsworn selecting a new use of the channel divine power ability each time. The godsworn can channel divine power a number of times per day equal to 3 + his Charisma modifier, no matter how many times he selects this gift.

- *Divine Health (Ex)*: The godsworn recovers twice as many hit points as he normally would after a night's rest. He is also immune to all natural diseases (but not supernatural diseases or infection; see page 127), and requires half as much sleep as normal. If you select this gift a second time, the godsworn no longer has to sleep, and recovers 1 hit point of damage per hour.
- *Divine Perception (Su)*: The godsworn's physical senses are sharper than those of normal mortals. He gains low-light vision and a divine bonus equal to his Constitution bonus (minimum +1) on all Listen and Spot checks. If the godsworn selects this ability a second time, he gains darkvision out to 60 feet.
- *Divine Protection (Su)*: The godsworn gains a divine bonus equal to his Wisdom bonus (minimum +1) on all saving throws.
- *Divine Shield (Su)*: The godsworn gains a constant deflection bonus to his Armor Class equal to his Wisdom bonus (minimum +1). This bonus applies even when the godsworn is sleeping or unconscious.
- *Mortal Might (Ex)*: The godsworn receives a +2 inherent bonus to one ability score. This gift can be chosen multiple times, but must be applied to a different ability each time.
- *Smite Enemy (Su)*: Once per day, the godsworn may smite an opponent with a melee attack. He adds his Wisdom bonus (if any) to his attack roll and deals 1 extra point of damage per godsworn level. This gift may be selected multiple times, granting an additional use per day each time.

DOMAIN

At 2nd level, a godsworn chooses one domain from among those belonging to his deity (see **Domains** in the priest class description, page 67). The domain gives the godsworn a domain spell at each level that

he can cast safely (added to his Known spells), as well as the domain's granted power. The granted powers of some domains require the use of the channel divine power ability; only godsworn who gain this ability as a lesser gift (see the previous page) can make use of these granted powers. If a domain power adds one or more skills to the godsworn's class list that are already on the list of godsworn skills, the character instead gains a +2 circumstance bonus on all checks using those skills.

GREATER GIFT

At 13th, 16th, and 19th level, the godsworn's patron god grants him a greater gift—a more powerful benefit or ability than the lesser gifts he already enjoys. The godsworn selects one greater gift from the list below. Alternatively, the godsworn may choose another lesser gift in place of a greater gift. Greater gifts cannot be chosen multiple times.

- *Animal Companion (Ex)*: The godsworn gains an animal companion of exceptional ability, bonded to him through the power of the god. The animal is usually one associated with the godsworn's patron deity in some way (such as Cheyana's hawk Reyk). Occasionally, though, a godsworn may bond to a more unusual (but still mundane) animal.

Godsworn with this gift use the normal rules for animal companions (see **The Druid's Animal Companion** in **Chapter Three: Classes** of the *PHB*), substituting godsworn levels for druid levels. A godsworn may choose a more powerful companion than usual, again using the rules in the *PHB*. If a godsworn releases his companion from service, or if the companion is slain, he may gain a new one by performing a ceremony requiring 24 hours of uninterrupted prayer.

- *Battle Fervor (Sp)*: The godsworn can concentrate as a standard action to fill his body with his god's might and power. Afterward, for 1 round per class level, he adds his Wisdom bonus (minimum +1) as a divine bonus on all attack and damage rolls, and as a dodge bonus to his Armor Class. As well, his base speed increases by +10 feet. The godsworn can use this gift a number of times per day equal to his Wisdom bonus (minimum once per day).
 - *Denial of Fate (Su)*: Anyone attempting to curse the godsworn gains a number of additional negative levels equal to the godsworn's Wisdom bonus (minimum +1). These levels are added to those the curse invoker would normally take, and affect even those who would not normally gain any negative levels for their justified curse. See **Curses** in **Chapter Eight: Sorcery** for more information.
 - *Divine Fortitude (Su)*: The godsworn recovers his Constitution bonus (minimum +1) in hit points every hour, and automatically stabilizes one round after being reduced to negative hit points. He also gains a +5 bonus on massive damage saves, is immune to infection (see page 127), and never suffers a severe injury due to a critical hit (see page 127). This ability stacks with the second selection of the divine health gift.
 - *Energy Resistance (Su)*: The godsworn gains resistance equal to 5 + his Wisdom bonus (if any) against all five energy types (acid, cold, electricity, fire, and sonic).
 - *Mount (Ex)*: The godsworn gains the service of an unusually intelligent, strong, and loyal steed. This mount is usually a heavy warhorse (such as Tempus' Trôs horse). Some gods may gift their agents with more unusual mounts such as camels or elephants, but only if appropriate to the godsworn's culture, the god's own tastes, and the GM's discretion.
- The godsworn's mount gains the same benefits as those of a paladin's mount (see **The Paladin's Mount** in **Chapter Three: Classes** of the *PHB*), substituting godsworn levels for paladin levels. However, the godsworn's mount is a living creature empowered by divine might, not a summoned celestial entity, and as such, it must be fed, groomed and

TABLE 3-3: GODSWORN SPELLS

Level	Base	—Spells—	
	Ritualcasting	Known ¹	Familiar
1st	+0	1	1
2nd	+1	1+1	1
3rd	+1	1+1	2
4th	+2	2+2	2
5th	+2	2+2	3
6th	+3	2+3	3
7th	+3	3+3	4
8th	+4	3+4	4
9th	+4	3+4	5
10th	+5	4+5	5
11th	+5	4+5	6
12th	+6	4+6	6
13th	+6	5+6	7
14th	+7	5+7	7
15th	+7	5+7	8
16th	+8	6+8	8
17th	+8	6+8	9
18th	+9	6+9	9
19th	+9	7+9	10
20th	+10	7+9	10

¹ In addition to the stated number of Known spells per day, a godsworn gets a domain spell for each spell level, starting at 2nd level in the class. The "+" numbers in the entries on this table represent those spells. For example, at 14th level, "+7" indicates that the godsworn knows all domain spells of up to 7th level. Domain spells are in addition to any bonus spells the godsworn may receive for having a high Wisdom score.

cared for as usual. Godsworn mounts are also less intelligent than a standard paladin's mount, with an Intelligence score 2 points lower than that of a paladin's mount of corresponding level.

- *Pinnacle of Perfection (Ex)*: The godsworn is a paragon of physical skill and ability. He adds a divine bonus equal to his Wisdom bonus (minimum +1) on all of his Strength-based and Dexterity-based skill checks. This bonus also applies to normal Strength and Dexterity checks (such as bashing down a door), but not to attack rolls, damage rolls, initiative, or any other combat-related checks.

ASCENSION (EX)

At 20th level, a godsworn transcends his humanity, becoming a demigod in his own right. His type changes to outsider (native), and he is no longer affected by spells and effects that target humanoids (such as *hold person*). He gains damage reduction 10/magic and spell resistance equal to his Wisdom score +10. As well, the godsworn no longer ages, but must still eat and breathe (though he need not sleep).

EX-GODSWORN

See the **Ex-Priests and Ex-Godsworn** sidebar on page 66.

INITIATE

An initiate practices the mystic arts, but not in the same way that a mage or witch does. While magic and witchcraft are distinct disciplines, the initiate follows her own unique path of sorcery, whether as a result of filling in gaps in training, the teachings of an esoteric arcane school, a power stemming from both internal and external sources, or some other reason. While mages study in ivory towers and witches turn their attentions to the power of their own blood, initiates take what they need from both disciplines, one spell at a time. Such disreputable sorcery wins them few allies, though, and to back up their spells, initiates rely on their skills and martial abilities. A jack-of-all-trades but master of none, the initiate gains a variety of abilities at the expense of a strong focus—but that flexibility can be a major benefit for one attempting to survive in the dangerous streets of Sanctuary.

Notable initiates of the Rankan era included Nikodemus of the Stepsons, Ischade’s treacherous apprentice Haught, and Strick the Spellmaster. A different man calls himself Strick in modern Sanctuary, but practices the same type of magic (see the spellmaster prestige class on page 112). Other initiates include Latilla and her children, the Rankan investigator Spyder, and G’han the Wanderer.

GAME RULE INFORMATION

Initiates have the following game statistics.

Abilities: Initiates rely on either Intelligence or Charisma for their spellcasting, and in turn as the key ability for their scholastic or social

skills. Dexterity is also important for initiates for defense, since they typically have low hit points and wear only light armor.

Hit Die: d6.

Starting Shaboozh: 4d4 × 10 (100 sh).

CLASS SKILLS

The initiate’s class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gamble (Wis), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), and Use Magic Device (Cha). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the initiate.

WEAPON AND ARMOR PROFICIENCY

Initiates are proficient with all simple weapons and light armor, but not with shields. An initiate is also proficient with one martial weapon of her choice.

TABLE 3–4: THE INITIATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+2	+2	+0	Spells, eclectic sorcery
2nd	+1	+0	+3	+3	+0	Bonus feat
3rd	+2	+1	+3	+3	+1	—
4th	+3	+1	+4	+4	+1	—
5th	+3	+1	+4	+4	+1	—
6th	+4	+2	+5	+5	+1	Signature spell
7th	+5	+2	+5	+5	+2	—
8th	+6/+1	+2	+6	+6	+2	Bonus feat
9th	+6/+1	+3	+6	+6	+2	—
10th	+7/+2	+3	+7	+7	+2	—
11th	+8/+3	+3	+7	+7	+3	—
12th	+9/+4	+4	+8	+8	+3	Signature spell
13th	+9/+4	+4	+8	+8	+3	—
14th	+10/+5	+4	+9	+9	+3	Bonus feat
15th	+11/+6/+1	+5	+9	+9	+4	—
16th	+12/+7/+2	+5	+10	+10	+4	—
17th	+12/+7/+2	+5	+10	+10	+4	—
18th	+13/+8/+3	+6	+11	+11	+4	Signature spell
19th	+14/+9/+4	+6	+11	+11	+5	—
20th	+15/+10/+5	+6	+12	+12	+5	Bonus feat

An initiate can cast spells while wearing light armor without taking the normal armor check penalty. If using a shield, medium armor, or heavy armor, the initiate takes the normal armor check penalties to spellcasting checks (see **Spellcasting in Armor** on page 142).

SPELLCASTING

Initiates have the ability to cast a small number of spells. At 1st level, the initiate learns one Known spell and one Familiar spell (see **Chapter Eight: Sorcery**), learning additional spells as she attains new levels as shown on **Table 3–5: Initiate Spells**. In addition, an initiate receives bonus spells per day if she has a high Intelligence score.

In order to cast a spell, the initiate must have a key spellcasting ability score (either Intelligence or Charisma; see the **Eclectic Sorcery** class ability on the next page) equal to at least 10 + the spell's level (Intelligence or Charisma 11 for first-level spells, Intelligence or Charisma 12 for 2nd-level spells, and so on). The save DC for an initiate's spells equals 10 + the spell's level + the initiate's Intelligence or Charisma modifier.

Whenever an initiate learns a Known spell, she can select an entirely new spell or improve her knowledge of a Familiar spell. If she selects a new spell, she simply adds it to her list of Known spells. If she selects a Familiar spell, she instead notes that spell as Known rather than Familiar; she then selects a new spell to add to her list of Familiar spells. The initiate must be able to perform any new Known or Familiar spells she selects, and new Known spells must be within her safe level limit (see **Spell Levels** in **Chapter Eight: Sorcery**).

The initiate cannot cast spells as rituals.

TABLE 3–5: INITIATE SPELLS

Level	Base Spellcasting	—Spells—	
		Known	Familiar
1st	+0	1	1
2nd	+1	1	1
3rd	+1	1	2
4th	+2	2	2
5th	+2	2	3
6th	+3	2	3
7th	+3	3	4
8th	+4	3	4
9th	+4	3	5
10th	+5	4	5
11th	+5	4	6
12th	+6	4	6
13th	+6	5	7
14th	+7	5	7
15th	+7	5	8
16th	+8	6	8
17th	+8	6	9
18th	+9	6	9
19th	+9	7	10
20th	+10	7	10



ECLECTIC SORCERY

The hallmark of the initiate is diversity, but the basic path of power she will walk is chosen early. An initiate chooses either Intelligence or Charisma as her key spellcasting ability. She makes this choice at 1st level and cannot change it later. No matter which ability score is favored, initiates may choose their Known and Familiar spells freely from both the mage and witch spell lists.

The drawback to the initiate's personalized knowledge is a lack of understanding outside her specific discipline. When using a spell-completion item (such as a scroll) or a spell-trigger item (such as a wand) that contains a spell not on her list of Known and Familiar spells, the initiate must treat it as an Unknown spell, even if that spell is present on the mage or witch spell lists.

BONUS FEATS

At 2nd level and every six levels thereafter (8th, 14th and 20th), an initiate receives a bonus feat in addition to those she would normally receive. She

must meet all the prerequisites for a bonus feat, and must select these bonus feats from the following:

Alertness, Combat Casting, Combat Expertise, Deft Hands*, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Magical Aptitude, Manhunter*, Negotiator, and Persuasive.

*New feats introduced in **Chapter Five**.

SIGNATURE SPELL

At 6th level, the initiate becomes exceptionally skilled at casting one of her Known spells. She gains a +4 circumstance bonus on her spellcasting checks when casting this spell, and casts it at +1 caster level. In addition, the spell is permanently modified by one of the following metamagic feats: Enlarge Spell, Extend Spell, Silent Spell, Still Spell or Widen Spell. This modification makes no change to the spell's level or Mana Threshold (see **Chapter Eight: Sorcery** for more information).

The initiate gains a further signature spell at 12th level and again at 18th level. She must modify a different Known spell each time.

MAGE

To the ordered mind of a mage, power comes from an external source—the mana permeating the fabric of both this world and the planes beyond. That power can be tapped with tools, formulae, and procedures, or it can be harnessed through skill, practice, and intellectual rigor. One might think this emphasis on study and book learning may leave mages physically weak and defenseless, unable to cope with the dangers and violence of *Thieves' World*. But magic is often a most lethal and

combat-oriented discipline—a path of fire and lightning and monster summoning. Little wonder that the Rankans set up their mageguild to train spellcasters for their armies, and though the Rankans are gone now, Sanctuary still plays host to many a mage. Whether known by the name of mage, magician, or wizard, these characters are often given a wide berth by the common folk of the city, who fear attracting their explosive attentions.

TABLE 3-6: THE MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+0	+2	+0	Spells, literacy, technique
2nd	+1	+0	+0	+3	+1	—
3rd	+1	+1	+1	+3	+1	—
4th	+2	+1	+1	+4	+1	—
5th	+2	+1	+1	+4	+1	Technique
6th	+3	+2	+2	+5	+2	—
7th	+3	+2	+2	+5	+2	—
8th	+4	+2	+2	+6	+2	—
9th	+4	+3	+3	+6	+2	—
10th	+5	+3	+3	+7	+3	Technique
11th	+5	+3	+3	+7	+3	—
12th	+6/+1	+4	+4	+8	+3	—
13th	+6/+1	+4	+4	+8	+3	—
14th	+7/+2	+4	+4	+9	+4	—
15th	+7/+2	+5	+5	+9	+4	Technique
16th	+8/+3	+5	+5	+10	+4	—
17th	+8/+3	+5	+5	+10	+4	—
18th	+9/+4	+6	+6	+11	+5	—
19th	+9/+4	+6	+6	+11	+5	—
20th	+10/+5	+6	+6	+12	+5	Technique

The most famous and powerful mage of the Rankan era was the shapeshifting Enas Yorl, but he did not study magic alone. Other notable mages were Lythande the Blue Star Adept, the notorious (and short-lived) Kemren the Purple Mage, and Randal Witchy-Ears of the Stepsons. Enas Yorl still lives in Sanctuary today, although he keeps a much lower profile, while Hälott the necromancer, Kusharlonikas and other mages attract the public's attention and fear.

GAME RULE INFORMATION

Mages have the following game statistics.

Abilities: Intelligence is the all-important ability for mages, as it governs their ability to cast spells and rituals and is also the basis for many of their skills. A high Constitution score helps the mage cast more spells and rituals without fatigue, and improves Concentration checks.

Hit Die: d4.

Starting Shaboozh: 3d4 × 10 (75 sh).

CLASS SKILLS

The mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Read/Write Language (n/a), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the mage.

WEAPON AND ARMOR PROFICIENCY

Mages are proficient with all simple weapons, but not with any type of armor or shield. Wearing armor of any sort impedes a mage's ability to cast spells (see **Spellcasting in Armor** on page 142).

SPELLCASTING

Mages have the ability to cast a wide variety of spells. At 1st level, a mage learns two Known spells and three Familiar spells (see **Chapter Eight: Sorcery**), learning additional spells as he attains new levels as shown on **Table 3-7: Mage Spells**. In addition, a mage receives bonus spells per day if he has a high Intelligence score. In order to cast a spell, a mage must have an Intelligence score equal to at least 10 + the spell's level (Intelligence 11 for first-level spells, Intelligence 12 for 2nd-level spells, and so on). The save DC for a mage's spells equals 10 + the spell's level + the mage's Intelligence modifier.

A mage can cast spells as rituals. If he does so, he uses the ritualcasting bonus listed in **Table 3-7** instead of the spellcasting bonus.

LITERACY

Mages are automatically literate in their native language. If a character is already literate in this language before becoming a mage, he gains no further benefit.

TECHNIQUE

While all mages follow the path of external magical knowledge, every mage pursues that power in his own unique way, depending on his



TABLE 3–7: MAGE SPELLS

Level	Base	Base	—Spells—	
	Spellcasting	Ritualcasting	Known	Familiar
1st	+1	+0	2	3
2nd	+2	+1	3	4
3rd	+3	+1	4	6
4th	+4	+2	5	7
5th	+5	+2	6	9
6th	+6	+3	7	10
7th	+7	+3	8	12
8th	+8	+4	9	13
9th	+9	+4	10	15
10th	+10	+5	11	16
11th	+11	+5	12	18
12th	+12	+6	13	19
13th	+13	+6	14	21
14th	+14	+7	15	22
15th	+15	+7	16	24
16th	+16	+8	17	25
17th	+17	+8	18	27
18th	+18	+9	19	28
19th	+19	+9	20	30
20th	+20	+10	21	31

intellectual gifts and the methods of his teachers. At 1st level, and then at 5th level and every five levels thereafter (5th, 10th, and so on), a mage chooses a technique from the list below, which modifies his spellcasting abilities or grants him new powers and benefits. Unless otherwise noted, a technique can only be chosen once.

The list of techniques presented here is not exhaustive. GMs and players may wish to create custom techniques in order to better portray a character's unique magical knowledge.

- *Arcane Defenses (Su)*: The mage is resistant to the spells and supernatural powers of others. He gains a +2 bonus on all saving throws against spells, spell-like abilities, and supernatural abilities. He also gains a +2 bonus to AC against any spells requiring attack rolls.
- *Destructive Power (Su)*: The mage is particularly skilled with damaging and destructive forms of magic. When casting any spell that deals hit point damage to one or more targets, the mage adds his Intelligence

SORCERY IN SANCTUARY

When a spellcaster casts a spell or enacts a ritual, she focuses loose sorcerous energy called mana, molding it to produce a desired effect. All spellcasters, however, are bound by the amount of the energy available in any particular area, being able to cast spells faster and with greater effect in areas rich with mana, or slower, even disastrously so, in places where it's depleted. **Chapter Eight: Sorcery** goes into further detail about these effects, but be sure to check with your GM to find out the current levels for your campaign.

bonus (if any) to the damage dealt. This extra damage applies only to the first successful attack of spells that create multiple rays or missiles (for example, *magic missile* or *scorching ray*), or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (for example, *acid arrow*).

- *Familiar (Su)*: The mage has the ability to magically bond with an animal, which can then aid him in various ways. In all other ways, this animal functions as the standard familiar (see the **Familiars** sidebar in **Chapter Three: Classes** of the *PHB*), including the cost in experience points should the familiar die or be dismissed.
 - *Focus Expert (Ex)*: The mage can gain greater than usual benefits from using foci (see page 153) while casting spells and rituals. He gains an additional +2 bonus on his casting checks when using a focus. If the mage has the Craft Focus feat, he spends just 75% of the normal experience point cost when creating a focus (though the cost in shaboozh is unchanged).
 - *Lore (Ex)*: The mage is an expert on not just magic but a wide array of mundane knowledge, stories, legends, unrelated facts, and other scholarly information. This technique works just like the standard bardic knowledge ability (see the bard class description in **Chapter Three: Classes** of the *PHB*), substituting mage class levels for bard class levels.
 - *Metamagic Expert*: The mage gains any one metamagic feat as a bonus feat. This technique may be chosen multiple times. Each time you select this technique, it applies to a new metamagic feat.
 - *Potent Magic (Su)*: The mage's spells are exceptionally difficult to dispel or negate. Whenever another character attempts to dispel one of the mage's spells using *dispel magic*, the mage adds his Intelligence bonus to the DC of the other character's level check to dispel the effect. Similarly, if a character readies an action to use a counterspell, the DC of the Spellcraft check to identify the mage's spell increases by the mage's Intelligence bonus.
 - *Sanctum (Su)*: The mage designates a particular building or location as his sanctum, to a maximum radius of 10 feet per class level. Within this sanctum, the mage receives a +2 bonus on all his spellcasting and ritualcasting checks (see page 139). The mage can only ever have one sanctum at a time. If forced to leave or move from his sanctum, he must attune a new location to his magic. This takes 24 hours and costs 100 shaboozh per mage level for special materials and ritual components.
 - *Specialist Mage (Su)*: The mage has a particular affinity with one school of magic (evocation or necromancy, for example), and can manipulate magic of that school more effectively than normal. The mage receives a +2 bonus on his spellcasting and ritualcasting checks when casting a spell or ritual from his chosen school, and casts those spells at +1 caster level. This technique may be chosen multiple times, but its effects do not stack. Each time, the mage must choose a different school of magic.
- Unlike the specialist wizard described in the *PHB*, the specialist mage has no prohibited schools of magic.
- *Spell Mastery (Su)*: The mage is particularly skilled at casting some of his spells. Choose a number of Known spells (not rituals) equal to the mage's Intelligence bonus. The mage gains a +2 bonus on his spellcasting checks when casting those spells, and casts them at +1 caster level (these bonuses stack with similar bonuses, such as from the specialist mage technique). This technique may be chosen multiple times, but its effects do not stack; the mage must choose a different set of spells each time.

NOBLE

Nobles are the social elite of *Thieves' World*. They have the money, the connections, and the charisma to move through court with grace and aplomb, dealing in rumors and secrets as some trade in luxury items and contraband. A master of social skills, a capable leader, political manipulator, and influential icon, the noble exploits his authority, expertly utilizing his position to maximize advantages for both his own pursuits and those of his allies. The noble can also apply these same talents to his comrades, goading them on to new heights of heroism, and urging them beyond their limitations.

Nobles are different from the aristocrat NPC class presented in the *DMG*. Members of this class develop and hone their interpersonal skills beyond those normally attained through simple mastery of the Diplomacy and Sense Motive skills. Where the aristocrat can represent minor functionaries, merchants, and lesser lords, the noble class covers expert courtiers, merchant princes, governors, and anyone else who develops the highest skills of command and leadership.

Despite its being a backwater city, Sanctuary has had its fair share of nobles appearing throughout both major eras. Kadakithis, of course, represents the iconic noble—an idealist who could nonetheless manipulate and coerce like the best Rankan diplomats. Shupansea (Kadakithis' consort and queen of the Beysib) was a multiclass noble, as was Molin Torchholder (also a witch and priest). Though the Irrune are generally barbarians, many among them qualify as nobles as well. Arizak has at least one level in noble, as does his second wife Nadalaya. As well, many of the lords at Land's End are of the noble class.

GAME RULE INFORMATION

Nobles have the following game statistics.

Abilities: Charisma is the most important ability for the noble, serving as the key ability for most of his skills and as the basis for nearly all of his class abilities. Martialy oriented nobles should emphasize Strength and Constitution, while socially inclined nobles need high Intelligence scores to expand their repertoire of skills, and Dexterity to help them avoid the knives of would-be assassins.

Hit Die: d8.

Starting Shaboozh: (4d4+10) × 10 (200 sh).

CLASS SKILLS

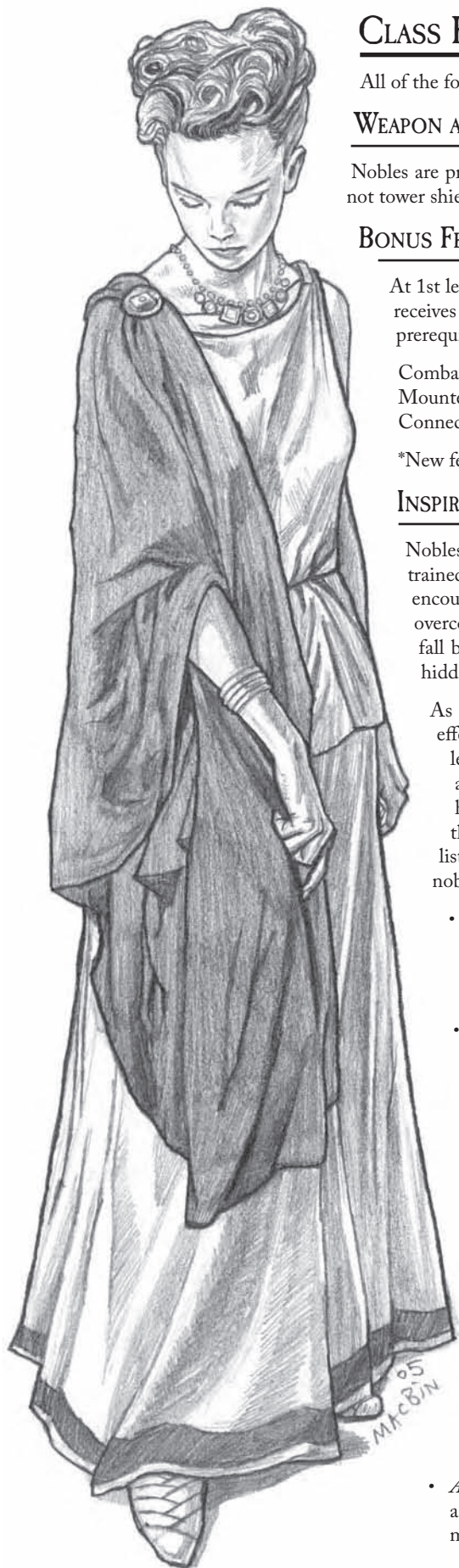
The noble's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Perform (Cha), Read/Write Language (n/a), Ride (Dex), Sense Motive (Wis), and Speak Language (n/a). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

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

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

TABLE 3-8: THE NOBLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+1	+1	+2	+1	Bonus feat, inspiration (courage)
2nd	+1	+2	+2	+3	+1	Diplomat, organize +3
3rd	+2	+2	+2	+3	+1	Inspiration (competence)
4th	+3	+2	+2	+4	+1	Resources
5th	+3	+3	+3	+4	+2	Bonus feat, inspiration (complacency)
6th	+4	+3	+3	+5	+2	Leadership, organize +4
7th	+5	+4	+4	+5	+2	Inspiration (confidence)
8th	+6/+1	+4	+4	+6	+2	Resources
9th	+6/+1	+4	+4	+6	+3	Inspiration (anxiety)
10th	+7/+2	+5	+5	+7	+3	Bonus feat, organize +5
11th	+8/+3	+5	+5	+7	+3	Inspiration (valor)
12th	+9/+4	+6	+6	+8	+3	Resources, legion of followers
13th	+9/+4	+6	+6	+8	+4	Inspiration (fear)
14th	+10/+5	+6	+6	+9	+4	Organize +6
15th	+11/+6/+1	+7	+7	+9	+4	Bonus feat, inspiration (zeal)
16th	+12/+7/+2	+7	+7	+10	+4	Resources
17th	+12/+7/+2	+8	+8	+10	+5	Inspiration (greatness)
18th	+13/+8/+3	+8	+8	+11	+5	Organize +7
19th	+14/+9/+4	+8	+8	+11	+5	Inspiration (heroics)
20th	+15/+10/+5	+9	+9	+12	+5	Bonus feat, resources



CLASS FEATURES

All of the following are class features of the noble.

WEAPON AND ARMOR PROFICIENCY

Nobles are proficient with all simple and martial weapons, with light armor, and with shields (but not tower shields).

BONUS FEATS

At 1st level, and then at 5th level and every five levels thereafter (5th, 10th, and so on), a noble receives a bonus feat in addition to those he would normally receive. He must meet all the prerequisites for a bonus feat, and must select these bonus feats from the following:

Combat Reflexes, Deceitful, Diligent, Distinctive Title*, Dodge, Fame, Investigator, Iron Will, Mounted Combat, Negotiator, Persuasive, Skill Focus, Toughness, Weapon Focus, and Well-Connected*.

*New feats introduced in **Chapter Five**.

INSPIRATION (EX)

Nobles are far more than simply landed gentry—they are leaders of nations and armies, trained from birth to command and motivate. Whether through speeches, deeds, words of encouragement, prayers, or simply sheer force of personality, a noble can inspire listeners to overcome adversity and excel in his service, or can demoralize them to the point where they fall before him. He can even inspire himself with his words in some cases, drawing upon hidden depths of character and resolve.

As a noble gains levels, he learns new ways to inspire those around him, and with new effects. Inspiration can be used a total number of times per day equal to the noble's class level + his Charisma bonus (if any), no matter what effect is being evoked. Inspiration is a language-dependant mind-affecting ability, and can only be used on targets who can hear the noble and who are within 30 feet (although affected targets who move out of this range remain affected). Unless otherwise noted, it takes a full-round action to inspire listeners, and the effects of inspiration last for a number of rounds equal to one-half the noble's class levels (minimum 1 round).

- *Courage*: At 1st level, a noble may bolster himself and all allies within range, resisting fear while fighting valiantly. The noble and his allies receives a +1 morale bonus on saving throws against charm and fear effects, and a +1 morale bonus on attack and weapon damage rolls.
- *Competence*: At 3rd level, a noble can coach and encourage an ally to succeed at a task. The ally must be within range and must be able to see and hear the noble, while the noble must be able to see his ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the noble's inspiring words. Certain uses of this ability might be considered infeasible at the GM's discretion (a noble delivering a rousing oratory in order to help a thief move silently, for example). The effect lasts as long as the noble concentrates and offers words of encouragement, up to a maximum of 2 minutes. The noble can't inspire competence in himself.
- *Complacency*: At 5th level, a noble may convince any number of targets to let down their guard for a time. The noble makes a Bluff or Diplomacy check, opposed by the targets' Sense Motive checks. For large groups, the GM may roll a single Sense Motive check, at his option. Affected targets take a -2 penalty on all Listen and Spot checks for a number of minutes equal to one-half the noble's class level.
- *Confidence*: At 7th level, the noble can steel the resolve of a number of allies within 30 feet equal to his Charisma modifier. Allies affected by this ability gain a +1 morale bonus on attack rolls, damage rolls, and saving throws. This is a language-dependant mind-affecting ability.
- *Anxiety*: At 9th level, a noble can demoralize any number of targets, leaving them distracted and unsettled. The noble makes a Bluff or Intimidate check opposed by each target's modified level check (1d20 + target's Hit Dice + target's Wisdom modifier + target's

modifiers on saves against mind-affecting effects and fear effects). Against large groups, the GM may roll a single modified level check, at his option. Affected targets take a –2 penalty on Reflex saves and a –1 penalty to Armor Class.

- *Valor*: At 11th level, a noble may help his allies shrug off fear and rise to the challenge at hand. As a swift action (see page 155), the noble may cancel all fear effects currently affecting himself and all allies within range. All affected characters also gain a +2 morale bonus on Will saves, or a +4 morale bonus on Will saves against fear effects.
- *Fear*: At 13th level, a noble can strike terror into any number of targets. The noble makes a Bluff or Intimidate check opposed by the targets' modified level check (1d20 + target's Hit Dice + target's Wisdom modifier + target's modifiers on saves against fear effects). Against large groups, the GM may roll a single modified level check, at his option. Affected targets become shaken for the duration of the effect.

By taking a –5 penalty on his Bluff or Intimidate check, the noble can attempt to simultaneously inspire anxiety and fear in his targets. This requires two uses of his inspiration ability for the day, but only requires one full-round action.

- *Zeal*: At 15th level, a noble can inspire passionate anger in himself and his allies. As a swift action, the noble grants himself and each ally a +2 morale bonus to Strength and Constitution, as well as a +5 bonus to base speed. However, all affected characters take a –4 penalty to AC. These bonuses and penalties stack with those from a barbarian's rage and similar abilities.

By taking a full-round action instead of a swift action, the noble can simultaneously inspire valor and zeal in himself and his allies. This requires two uses of the noble's inspiration ability for the day.

- *Greatness*: At 17th level, a noble may push a single listener to the point where she transcends her normal limits through sheer motivation. The listener gains a +2 morale bonus on all attack rolls, damage rolls, saves, skill checks, and casting checks. The target also gains 10 temporary hit points and casts any spells or rituals at +2 caster level. The noble cannot target himself with greatness.

At 20th level, the noble can affect two separate targets with a single use of this ability, as long as they are both within range.

- *Heroics*: At 19th level, a noble can inspire tremendous heroism in himself or a single ally. The target gains a +4 morale bonus on all saving throws and a +4 dodge bonus to AC.

DIPLOMAT (EX)

At 2nd level, the noble gains an intellectual edge over his political rivals. He can add his Intelligence bonus (if any) on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

ORGANIZE (EX)

Starting at 2nd level, the noble can use his talents to improve the efficiency of group efforts. Whenever two or more characters use the aid another action to improve a skill check, the noble may make the same check to lend advice and words of encouragement. If he succeeds, the character being aided gains a +3 bonus on the skill check. This bonus increases every four levels (6th, 10th, and so on) as indicated on **Table 3–8**. The noble may not use this ability for any skills only usable trained unless he has ranks in those skills, nor may he use it to affect attempts to aid another in combat.

RESOURCES (EX)

At 4th level and every four levels thereafter (8th, 12th, and so on), the noble gains a one-time quantity of standard goods and services with a value equal to 100 sh per class level. The noble need not take possession or make use of this equipment and services at once—the resources function as a line of credit from his family or government. The noble may “liquidate” any or all of his resources, but only for one-half the remaining value.

LEADERSHIP

At 6th level, the noble gains Leadership as a bonus feat. See **Chapter Four: Nonplayer Characters** in the *DMG* for details on this feat.

LEGION OF FOLLOWERS (EX)

At 12th level, the noble's fame and reputation attract even more retainers to his service. The noble adds his Charisma bonus (minimum +1) again to his Leadership score to determine how many followers he gains from the Leadership feat. This does not affect the level of the noble's cohort.

PRIEST

The gods of *Thieves' World* are not distant and unknowable entities, but make known their demands and manifest their powers in the material world every day—whether in the blessings upon a Rankan army squad or in the atrocities wrought by bloodthirsty cultists. Priests are the guardians and leaders of a god's worshipers, and work to advance their sect's plans and cement their social and political power. More than just religious diplomats and leaders, though, priests also control powerful sorcery in the form of prayers and ceremonies.

A priest's prayers are less flashy than a mage's spells, but they are equally effective in their own way, and the priest has the advantage of a church and its coffers behind her. At least, that *used* to be the case in Sanctuary, before the Irrune banished the gods and their churches to the city's outskirts. Now, priests must work for their congregations, their gods, and even for their personal income.

The most famous priest in Sanctuary's history was Molin Torchholder, who also possessed witchcraft powers and remarkable combat skills. Other

notable priests of the Rankan era included Abaris (founder of the Stepsons), Rashan the Eye of Savankala, and the ill-fated Harran. Molin Torchholder's death ushered in a new era in Sanctuary, which features priests such as the repentant Pel Garwood (a priest-savant), Zarzakhan the Irrune shaman, and the late (and unlamented) assassin-priest Strangle of the Bloody Hand.

GAME RULE INFORMATION

Priests have the following game statistics.

Abilities: Wisdom is the most important ability for a priest, as it governs her use of spells, rituals, and other divine powers. Charisma is also important for those powers, as well as for its effect on the priest's political and organizational skills. A high Constitution allows the priest to withstand the physical cost of casting spells and rituals.

Hit Die: d6.

Starting Shaboozh: 4d4 × 10 (100 sh).

EX-PRIESTS AND EX-GODSWORN

Priests and godsworn may take multiclass levels in other classes so long as they stay loyal to their gods. Godsworn who act against the wishes of their patron and priests who violate the tenets of their religion may be stripped of their divine powers and blessings. (Then again, they may not; the gods of *Thieves' World* are pragmatic, and may tolerate a degree of insubordination in an otherwise useful agent or acolyte.) A priest or godsworn might also choose to turn from their god, just as Pel Garwood rejected Dyareela. Likewise, characters may be stripped of their abilities if their patron god is diminished in some way, just as Tempus lost much of his power when Hanse defeated Vashanka with the aid of the Ilsigi gods. And sometimes gods just abandon their champions and priests for their own reasons, as when Siveni neglected Haran and her other priests. For any number of reasons, priests and godsworn might find themselves losing the abilities that set them apart from the rest of humanity.

An ex-godsworn loses his ability to perform rituals, his domain power, and any spell-like or supernatural gifts he has gained. He retains all of his mundane skills, feats and proficiencies, as well as any extraordinary gifts and the services of his mount or animal companion (if any). He may not progress any further as a godsworn of that patron.

An ex-priest loses the ability to perform rituals and cast spells, along with her domain powers and ability to channel divine power. She retains all of her mundane skills, feats and proficiencies. She cannot gain any further levels as a priest of the same god.

In order to regain the favor of their god, ex-godsworn and ex-priests must undergo an *atonement* ritual, performed by another priest or godsworn. The character then regains all of their former abilities, gifts, spells and rituals. If atonement cannot be made (no priest can be found, the god has been banished from this world, and so on) then more demanding measures may have to be taken to gain the god's attention and favor.

Alternatively, the character may approach a different god and swear allegiance, just as Tempus did with Enlil or Pel Garwood hopes to do for Meshpri. This is no easy task, however. The character must first find an existing priest of that god, petition for the right to worship (and possibly prove their devotion in some way), and then undergo an *atonement* ritual. If accepted by a new patron, a godsworn selects new gifts appropriate to that god (along with a new domain, if applicable), and regains the ability to perform the rituals he has already learned. A priest that changes allegiance regains her ability to perform the spells and rituals she has previously learned. She then chooses new domains and uses of divine power that best suit her new religion.

Priests and godsworn who join a new faith do so knowing that they might very well pay a price for their decision, however. The gods do not forgive betrayal easily, and are bound to retaliate in some fashion against a character who takes up a different faith.

TABLE 3-10: THE PRIEST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+0	+2	+0	Spells, domains, channel divine power
2nd	+1	+0	+0	+3	+0	—
3rd	+1	+1	+1	+3	+1	—
4th	+2	+1	+1	+4	+1	—
5th	+2	+1	+1	+4	+1	Channel divine power
6th	+3	+2	+2	+5	+1	—
7th	+3	+2	+2	+5	+2	—
8th	+4	+2	+2	+6	+2	—
9th	+4	+3	+3	+6	+2	—
10th	+5	+3	+3	+7	+2	Channel divine power
11th	+5	+3	+3	+7	+3	—
12th	+6/+1	+4	+4	+8	+3	—
13th	+6/+1	+4	+4	+8	+3	—
14th	+7/+2	+4	+4	+9	+3	—
15th	+7/+2	+5	+5	+9	+4	Channel divine power
16th	+8/+3	+5	+5	+10	+4	—
17th	+8/+3	+5	+5	+10	+4	—
18th	+9/+4	+6	+6	+11	+4	—
19th	+9/+4	+6	+6	+11	+5	—
20th	+10/+5	+6	+6	+12	+5	Channel divine power

CLASS SKILLS

The priest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Read/Write Language (n/a), Sense Motive (Wis), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

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

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

CLASS FEATURES

All of the following are class features of the priest.

WEAPON AND ARMOR PROFICIENCY

Priests are proficient with all simple weapons, but not with any type of armor or shield. Wearing armor of any sort impedes a priest's ability to cast spells (see **Spellcasting in Armor** on page 142).

SPELLCASTING

Priests have the ability to cast a wide variety of spells. At 1st level, the priest learns two Known spells and three Familiar spells (see **Chapter Eight: Sorcery**), learning additional spells as she attains new levels as shown on **Table 3–11: Priest Spells**. In addition, a priest receives bonus spells per day if she has a high Wisdom score.

A priest also gets one domain spell of each spell level she can safely cast, starting at 1st level. When a priest prepares a spell in a domain spell slot, it must come from one of her two domains (see **Domains**, following).

In order to cast a spell, a priest must have a Wisdom score equal to at least 10 + the spell's level (Wisdom 11 for first-level spells, Wisdom 12 for 2nd-level spells, and so forth). The save DC for a priest's spells equals 10 + the spell's level + the priest's Wisdom modifier.

Whenever a priest learns a Known spell, she can select an entirely new spell or improve her knowledge of a Familiar spell. If she selects a new spell or ritual, she simply adds it to her list of Known spells. If she selects a Familiar spell, she instead notes that spell as Known rather than Familiar; she then selects a new spell to add to her list of Familiar spells. The priest must be able to perform any new Known or Familiar spells she selects, and new Known spells must be within her safe level limit (see **Spell Levels** in **Chapter Eight: Sorcery**).

A priest can cast spells as rituals (and, in fact, is far better at casting them this way). If she does so, she uses the ritualcasting bonus listed in **Table 3–11** instead of the spellcasting bonus.

DOMAINS

In addition to her other spells, a priest chooses two domains from among those belonging to her deity. Each domain gives the priest a domain spell at each level she can cast safely (added to her Known spells), as well as a granted power. If a domain power adds one or more skills to the priest's class list that are already on the list of priest skills, the character instead gains a +2 circumstance bonus on all checks using those skills.

CHANNEL DIVINE POWER (SU)

At 1st level, a priest can call directly upon the attention of her god, channeling the deity's divine energy in a specific fashion. This is a form of prayer, but operates outside the normal scope of the spells and rituals



TABLE 3-9: THE GODS OF THIEVES' WORLD

Name	Portfolio	Domains
Allestina	Celibacy, inspiration, purity	Inspiration, Nobility, Truth
Amalur	Charity, good works, equality	Community, Desperation, Solace
Anen	Libations, grain, agriculture	Animal, Inspiration, Plant
Azyuna	Adultery, betrayal, treason	Betrayal, Subterfuge, Trickery
Death	Death, justice, order	Darkness, Death, Justice
Dyareela	Chaos, disease, madness, wickedness	Catastrophe, Disease, Madness
Eshi	Beauty, earthly love, sensuality	Beauty, Charm, Pleasure
Heqt	Protector of humanity, growth, health	Liberation, Plant, Travel
Ils	The Thousand Eyes, wisdom, trickery	Eloquence, Knowledge, Trickery
Irrunega	Justice, liberation, horses	Ancestors, Justice, Liberation
Larlerosh	Sea, hooks, nets	Animal, Snares, Water
Meshpri	Apothecaries, healing, home	Healing, Solace, Truth
Mother Bey	Agriculture, earth, royalty, serpents	Animal, Earth, Nobility
Porta	Bitch of the sea, demon-goddess	Destruction, Strength, Water
Sabellia	Community, healing, peace	Healing, Night, Protection
Savankala	Sun, life, heat, eagles	Fire, Justice, Sun
Shalpa	Him Whom We Do Not Name	Luck, Trickery, War
Shipri	Charity, hearths, mothers	Earth, Home, Protection
Sivini	Architecture, war, wisdom	Artifice, Knowledge, War
Sostreia	Goddess of Renewal, Underworld	Protection, Repose, Spirit
Theba	Downtrodden and destitute	Desperation, Healing, Protection
Thili	Hearth and marriage	Charm, Community, Home
Thufir	Pilgrims, trade, travel	Eloquence, Swiftmess, Travel
Vashanka	Violence, Storms, Warfare	Conquest, War, Weather
Weda Krizhtawn	The goddess of the sea	Community, Water, Weather

This is a condensed table listing the gods of *Thieves' World*. For more information on each, see **Appendix I**.

TABLE 3-11: PRIEST SPELLS

Level	Base	Base	—Spells—	
	Spellcasting	Ritualcasting	Known ¹	Familiar
1st	+0	+1	2+1	3
2nd	+1	+2	3+1	4
3rd	+1	+3	4+1	6
4th	+2	+4	5+2	7
5th	+2	+5	6+2	9
6th	+3	+6	7+3	10
7th	+3	+7	8+3	12
8th	+4	+8	9+4	13
9th	+4	+9	10+4	15
10th	+5	+10	11+5	16
11th	+5	+11	12+5	18
12th	+6	+12	13+6	19
13th	+6	+13	14+6	21
14th	+7	+14	15+7	22
15th	+7	+15	16+7	24
16th	+8	+16	17+8	25
17th	+8	+17	18+8	27
18th	+9	+18	19+9	28
19th	+9	+19	20+9	30
20th	+10	+20	21+9	31

¹ In addition to the stated number of Known spells per day, a priest gets a domain spell for each spell level, starting at 1st level in the class. The “+” numbers in the entries on this table represent those spells. For example, at 14th level, “+7” indicates that the priest knows all domain spells of up to 7th level. Domain spells are in addition to any bonus spells the priest may receive for having a high Wisdom score.

available to the priest. Channeling divine power does not require the priest to make any kind of casting check, but it can be done only a few times per day and invokes only a small number of specific effects. The priest selects one divine power from the list below, and gains the benefit of that power when channeling. The priest chooses another use of divine power at 5th, 10th, 15th and 20th level. Divine powers can only be chosen once.

Channeling divine power is normally a standard action that requires the priest to present a holy symbol or device and speak words of prayer (exceptions are noted below). A priest may channel divine power a number of times per day equal to 3 + her Charisma modifier.

Some domain-granted powers allow priests to turn or control elementals or other creatures. Such abilities are added to the possible ways in which the priest can channel divine power, as is any ability that refers to uses of the turn undead ability. The priest does not have to possess the turn undead ability as one of her means of channeling divine power in order to use these additional turning abilities. Each use of these abilities counts toward the priest's daily limit on channeling divine power.

The list of divine powers presented here is not exhaustive. GMs and players may wish to create custom powers in order to better portray a character's unique relationship with her god.

- *Banish Outsider:* The priest may banish demons and other extraplanar beings back to their plane of origin. This works in the same way as the turn undead ability of clerics in the *PHB*, but affects outsiders rather than undead. Any outsider affected by the turning attempt is banished to its home plane or world. If it has the ability to travel between planes, it cannot return to the material world for 10 rounds (1 minute). If the priest has at least twice as many levels as the outsider has Hit Dice, the outsider is destroyed rather than banished.
- *Commanding Presence:* The priest can call upon the power of her god to lend spiritual authority to her words and deeds. She adds a divine bonus equal to her Wisdom bonus on all her Charisma checks and Charisma-based skill checks for 10 minutes per priest level.
- *Divine Protection:* The priest can call upon her god to protect her and other nearby faithful. She and all her allies within 30 feet gain energy resistance equal to 5 + her Wisdom bonus against all five energy types (acid, cold, electricity, fire, and sonic), and a divine bonus on all saving throws equal to her Wisdom bonus. The benefit lasts for a number of rounds equal to the priest's level.
- *Guidance:* The priest can call upon the power of her god to guide her thoughts and deductions. She adds a divine bonus equal to her Wisdom bonus on all her Intelligence checks and Intelligence-based skill checks for 10 minutes per priest level.
- *Holy Vitality:* The priest can call upon her god to give her strength and vigor, especially in battle. She gains fast healing 1 and a natural armor bonus equal to her Wisdom bonus. The effects of this power last for a number of rounds equal to the priest's level.
- *Mighty Prayer:* The priest can draw upon her god's attention to ensure her prayers are answered. She gains a bonus on her spellcasting or ritualcasting check equal to her class level for the next spell or ritual she casts, and she casts that spell or ritual at +1 caster level. If the priest does not begin casting a spell or ritual within five rounds of channeling this power, the bonus is lost (but the priest still loses one use of her divine power for the day).
- *Resist Magic:* The priest can resist the spells and rituals of her enemies. She gains spell resistance equal to 10 + her Wisdom bonus, and gains a divine bonus equal to her Wisdom bonus on all saving throws made against spells, spell-like abilities and supernatural abilities. This benefit lasts a number of rounds equal to her class level.
- *Solemn Curse:* The priest can curse someone in the name of her deity for even more power. Once she channels divine power, she adds her Wisdom bonus on the next curse roll she makes, and gains only half as many negative levels as normal if her curse is successful (see **Chapter Eight: Sorcery** for more information on curses). If the priest does not curse another creature within 5 minutes of channeling this power, the benefit is lost (but the priest still loses one use of her divine power for the day).
- *State of Grace:* The priest can call upon her god to sharpen her senses and give her certainty in her actions. She gains a divine bonus equal to her Wisdom bonus on all her Wisdom checks and Wisdom-based skill checks for 10 minutes per class level. This does not affect her Will saves.
- *Turn or Rebuke Undead:* The priest may turn (repel) or rebuke (control) undead beings. This ability works exactly like the cleric ability (see **Turn or Rebuke Undead** in **Chapter Eight: Combat** of the *PHB*). When selecting this power, the priest must choose whether she turns or rebukes undead. This choice cannot be changed later.

RANGER

It's a wide, dangerous world outside the walls of Sanctuary, and those who brave that world can be just as dangerous. Rangers are warriors more at home in the wilderness than in towns and cities, and who have honed their survival skills to the same razor-sharp edge as their swords. Some rangers are trained specialists—guerilla fighters and special forces operatives held apart from common soldiers. Other rangers are born rather than made—characters who focused their martial talents in order to survive the hazards of their native environments. Rangers are less versatile and deadly in combat than a trained fighter, but they make up for this with their focused knowledge and noncombat training. Of course, those skills are not always of immediate use inside Sanctuary—but the wilderness is never very far away, even in the heart of this city.

The hard-bitten Samlor Hil Sant was a notable ranger of the Rankan era (who also possessed initiate levels), along with Illyra's half-brother Walegrin and the special forces of the Rankan 3rd Commando. In the modern era, the Irrune leader Arizak is a skilled ranger, although his injured leg has ended his time as a warrior. Other rangers include Ano Corlez and Balor of the Swamp of Night Secrets.

GAME RULE INFORMATION

The ranger class of *Thieves' World* is different than the one of the *PHB*, and the following game rules replace those of that class. Rangers have the following game statistics.

RANGERS WITHIN SANCTUARY

Because most *Thieves' World* campaigns take place within the urban environment of Sanctuary, rangers may not seem like a very attractive class at first glance. They shine in the wild places, but inside the walls of a civilized city their skills are out of place. Fighters are more robust in combat, while thieves have the skills and advantages often best suited to the urban sprawl.

But civilization is a relative term, and Sanctuary is a far cry from a modern metropolis. There are many wild and dangerous places within the city walls itself, any of which might see a ranger put his survival skills to good use. There are two rivers and the sea; there are the Swamp of Night Secrets and the tunnels under the city; there are groves of trees and stretches of uncultivated land scattered throughout Sanctuary. Venture no more than a mile outside the 'official' city limits and you find hills, forests, caves and ruins—locations that many Sanctans call home and travel to and from every day. It only takes one trip to Hâlott's tower at midnight, one chase through the forests around High Harbor View, or one desperate battle with cultists in the Swamp of Night Secrets to point out how much a ranger can accomplish in Sanctuary—and just how quickly 'civilization' can vanish in *Thieves' World*.



Abilities: A high Strength allows a ranger to maximize her melee potential, while Dexterity grants the same benefits to her ranged attacks. Wisdom is the key ability for a number of ranger skills, while a high Constitution supplements the ranger's lower Hit Die.

Hit Die: d8.

Starting Shaboozh: 5d4 × 10 (125 sh).

CLASS SKILLS

The ranger's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the ranger.

WEAPON AND ARMOR PROFICIENCY

A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

FAVORED ENVIRONMENT (Ex)

A ranger is adept at surviving and operating within a particular kind of environment (selected from the list below). Whenever the ranger is in that favored environment, she gains a +2 bonus on Hide, Listen, Move Silently, Search, Spot and Survival checks. She also gains a +2 bonus on appropriate Knowledge checks made regarding that environment.

FAVORED ENVIRONMENT

Environment	Example
Aquatic	Sea, underwater
Desert, cold	Tundra
Desert, temperate or warm	Badlands, sandy desert (the Gray Wastes)
Forest, cold or temperate	Forest
Forest, warm	Jungle
Hills	Rugged terrain up to 2,000 feet elevation
Marsh	Bog, moor, swamp (Swamp of Night Secrets)
Mountain	Rugged terrain above 2,000 feet elevation (the World Spine Mountains)
Plains	Farmland, prairie
Underground	Dungeons, caverns (the Bloody Hand tunnels)

At 5th, 10th, 15th and 20th levels, the ranger may select an additional favored environment and gain an identical bonus on skill checks in that

environment. In addition, each time the ranger gains a new favored environment, the bonuses in any one favored environment (including the one just selected, if so desired) increase by +2. For example, a 5th level ranger has two favored environments, with a +4 bonus on skill checks in one environment and a +2 bonus in the other. When she gains a third favored environment at 10th level, the bonus for one of those environments increases by +2. She could have a +6 in one environment and +2 in the other two, or +4 in two environments and +2 in the third.

TRACK

A ranger gains Track as a bonus feat.

COMBAT STYLE (EX)

At 2nd level, a ranger must select a combat style from those listed on the table below, gaining the indicated bonus feat. This choice affects the character's class features but does not restrict her selection of feats or special abilities in any way. A ranger need not meet the prerequisites to gain these feats.

COMBAT STYLE

Combat Style	Bonus Feat
Archery	Rapid Shot
Cavalry	Ride-By Attack
Assault	Cleave
Skirmish	Mobility
Two-weapon	Two-Weapon Fighting

The benefits of the chosen style apply only when she wears light or no armor. She loses all benefits of her style when wearing medium or heavy armor.

ENDURANCE

A 3rd-level ranger gains Endurance as a bonus feat.

TRAP SENSE

At 4th level, a ranger gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase to +2 when the ranger reaches 9th level, to +3 at 14th level, and to +4 at 19th level. Trap sense bonuses gained from multiple classes stack.

IMPROVED COMBAT STYLE (EX)

At 6th level, a ranger's aptitude in her chosen combat style (see previous) improves, granting her the indicated bonus feat. A ranger need not meet the prerequisites to gain these feats.

IMPROVED COMBAT STYLE

Combat Style	Bonus Feat
Archery	Manyshot
Cavalry	Trample
Assault	Great Cleave
Skirmish	Spring Attack
Two-weapon	Improved Two-Weapon Fighting

TABLE 3-12: THE RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+1	+2	+2	+0	+0	1st favored environment, Track
2nd	+2	+3	+3	+0	+0	Combat style
3rd	+3	+3	+3	+1	+0	Endurance
4th	+4	+4	+4	+1	+1	Trap sense +1
5th	+5	+4	+4	+1	+1	2nd favored environment
6th	+6/+1	+5	+5	+2	+1	Improved combat style
7th	+7/+2	+5	+5	+2	+1	Fluid movement
8th	+8/+3	+6	+6	+2	+2	Swift tracker
9th	+9/+4	+6	+6	+3	+2	Evasion, trap sense +2
10th	+10/+5	+7	+7	+3	+2	3rd favored environment
11th	+11/+6/+1	+7	+7	+3	+2	Combat style mastery
12th	+12/+7/+2	+8	+8	+4	+3	—
13th	+13/+8/+3	+8	+8	+4	+3	Camouflage
14th	+14/+9/+4	+9	+9	+4	+3	Trap sense +3
15th	+15/+10/+5	+9	+9	+5	+3	4th favored environment
16th	+16/+11/+6/+1	+10	+10	+5	+4	—
17th	+17/+12/+7/+2	+10	+10	+5	+4	Hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	+4	—
19th	+19/+14/+9/+4	+11	+11	+6	+4	Trap sense +4
20th	+20/+15/+10/+5	+12	+12	+6	+5	5th favored environment

As before, the benefits of the ranger's chosen style apply only when she wears light or no armor. She loses all benefits of her combat style when wearing medium or heavy armor.

FLUID MOVEMENT (Ex)

Starting at 7th level, a ranger may move through any of her favored environments with ease. Within those environments, the ranger can move through any kind of natural undergrowth or impediment (thorns and briars, rocky badlands, quicksand, coral reefs, thick jungle, and so on) at her normal speed and without taking damage or suffering any other impairment. However, hazards and obstacles created or enhanced by magic still affect her. In addition, rangers who favor aquatic environments may move an additional 5 feet with a successful Swim check. Rangers who favor mountains may move an additional 5 feet with a successful Climb check.

SWIFT TRACKER (Ex)

Beginning at 8th level, a ranger can move at her normal speed while following tracks without taking the normal -5 penalty. As well, she takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

EVASION (Ex)

At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

COMBAT STYLE MASTERY (Ex)

At 11th level, a ranger's aptitude in her chosen combat style improves again, granting her the indicated bonus feat. A ranger need not meet the prerequisites to gain these feats.

COMBAT STYLE MASTERY	
Combat Style	Bonus Feat
Archery	Improved Precise Shot
Cavalry	Spirited Charge
Assault	Improved Critical (applies to any nonlight melee weapon used)
Skirmish	Whirlwind Attack
Two-weapon	Greater Two-Weapon Fighting

As before, the benefits of the ranger's chosen style apply only when she wears light or no armor. She loses all benefits of her combat style when wearing medium or heavy armor.

CAMOUFLAGE (Ex)

A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

HIDE IN PLAIN SIGHT (Ex)

While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.

SAVANT

Not every problem, even in Sanctuary, can be solved with a blade or a spell, or by running away. While mercenaries and wizards often make the most visibly dangerous heroes (or villains), *Thieves' World* has always been a place where brains are at least as important as brawn (and are often much less likely to get you killed). Savants are characters who perfect their mundane skills and knowledge, and who prefer to think their way through trouble and adventure. From merchants to herbalists, interpreters to storytellers, the streets of Sanctuary have always played host to a wide variety of savants. Their stories and adventures are not always as blood-soaked and terrifying as those of fighters and thieves, but that's the way most savants like it. Given the opportunity, a savant prefers his adventures to be longer on profit and shorter on loss of life.

In the Rankan era, Sanctuary boasted such savants as Hakiem the storyteller, Illyra the half-S'Danzo seer (who also possessed witch levels), herbalist Alten Stulwig, and the chilling vivisectionist Kurd. Modern Sanctuary provides even more opportunities for savants to ply their trade and partake in adventure, with notable examples including Bezul the changer and the multi-lingual Dysan.

GAME RULE INFORMATION

Savants have the following game statistics.

Abilities: Intelligence is of primary importance for savants, acting as the key ability for many of their special abilities and skills (and increasing their ranks in those skills). Wisdom and Charisma are important to a number of savant skills as well, and those savants who get involved in dangerous adventures benefit from good Dexterity and Constitution scores.

Hit Die: d6.

Starting Shaboozh: 3d4 × 10 (75 sh).

CLASS SKILLS

The savant's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually), Listen (Wis), Perform (Cha), Profession (Wis), Read/Write Language (n/a), Search (Int), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the savant.

WEAPON AND ARMOR PROFICIENCY

Savants are proficient with all simple weapons and with light armor, but not with shields.

BONUS FEATS

At 1st level, and then at 4th level and every four levels thereafter (8th, 12th, and so on), a savant receives a bonus feat in addition to any he

would normally receive. He must meet all the prerequisites for a bonus feat, and must select these bonus feats from the following:

Alertness, Animal Affinity, Deceitful, Diligent, Fame*, Investigator, Iron Will, Leadership, Low Profile*, Manhunter*, Maze-Savvy*, Negotiator, Persuasive, Self-Sufficient, Skill Focus, and Well-Connected*.

*New feats introduced in **Chapter Five**.

TALENT

As a savant increases in level, he gains special talents that grant him new abilities or improve his existing skills and abilities. At 2nd level and every four levels thereafter (6th, 10th, and so on), a savant chooses a talent from the list below. Some talents may be selected multiple times, as noted in their description.

The list of talents presented here is not exhaustive. GMs and players may wish to create custom talents in order to better portray a character's unique skills and abilities.

- *Consummate Professional (Ex)*: The savant is known for his candor and bearing when it comes to business dealings. He gains a +2 bonus to all Profession checks. In addition, he gains a +1 bonus to his Reputation score.
- *Eidetic Memory (Ex)*: The savant has a near-foolproof memory for information, gaining a +2 circumstance bonus on all Knowledge checks. If the savant is the victim of any effect (magical or mundane) that alters memories, he adds his Intelligence bonus (if any) on his saving throw.
- *Good Fortune (Ex)*: A savant is simply luckier than the average citizen. Once per day, he may reroll any failed attack roll, saving throw, ability check, skill check, or other d20 roll. He must take the result of the reroll, even if it is worse than the original result.
- *Great Performer (Ex)*: The savant has an uncanny skill at performing in front of audiences. Choose one Perform skill. The savant may roll two dice and take the better result when making checks with this skill. In addition, the savant can bolster his companions when faced with grave danger. As a full-round action, the savant may make a Perform check against the save DC of the spell or effect afflicting an ally with 30 feet. For example, Corby, a stalwart thief, is crippled with fear, having failed a save against *cause fear*. The spell's DC is 13. To negate this spell, Corby must succeed on a DC 13 Perform check.
- *Healing Hands (Ex)*: The savant is a master of using mundane medicines and treatments, gaining a +2 bonus on Heal checks. When the savant uses the Heal skill to stabilize an unconscious character, that character also heals one hit point (a character can only receive this benefit once per day). When the savant uses Heal for long-term treatment of a patient, that patient heals an additional number of hit points each day equal to the savant's Intelligence bonus (minimum +1).
- *Intelligent Combatant (Ex)*: The savant uses his common sense and quick wits in combat, and can spot openings in an opponent's defenses. When in combat, the savant may use his Intelligence modifier instead of his Strength modifier on melee attack rolls, and may use his Intelligence modifier instead of his Dexterity modifier on ranged attack rolls. This does not affect his AC, initiative, damage rolls and bonuses, or any other function of Strength and Dexterity in combat, nor does it alter the Strength and Dexterity prerequisites for any combat-oriented feats.
- *Local Legend (Ex)*: The savant is particularly well-known for his skill and ability. Choose one Charisma-based skill; if the savant is recognized, the Reputation benefit for using that skill increases by +2 (see **Reputation**



TABLE 3-13: THE SAVANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+0	+2	+0	Bonus feat
2nd	+1	+0	+0	+3	+0	Talent
3rd	+2	+1	+1	+3	+1	—
4th	+3	+1	+1	+4	+1	Bonus feat
5th	+3	+1	+1	+4	+1	—
6th	+4	+2	+2	+5	+1	Talent
7th	+5	+2	+2	+5	+2	—
8th	+6/+1	+2	+2	+6	+2	Bonus feat
9th	+6/+1	+3	+3	+6	+2	—
10th	+7/+2	+3	+3	+7	+2	Talent
11th	+8/+3	+3	+3	+7	+3	—
12th	+9/+4	+4	+4	+8	+3	Bonus feat
13th	+9/+4	+4	+4	+8	+3	—
14th	+10/+5	+4	+4	+9	+3	Talent
15th	+11/+6/+1	+5	+5	+9	+4	—
16th	+12/+7/+2	+5	+5	+10	+4	Bonus feat
17th	+12/+7/+2	+5	+5	+10	+4	—
18th	+13/+8/+3	+6	+6	+11	+4	Talent
19th	+14/+9/+4	+6	+6	+11	+5	—
20th	+15/+10/+5	+6	+6	+12	+5	Bonus feat

on page 128). This talent can be selected multiple times. Each time, the savant applies it to a different Charisma-based skill.

- *Lore (Ex)*: The savant has an exceptional wealth of knowledge on a variety of topics, drawing information from books, personal experience, stories, legends, rumors, and many other sources. This talent works just like the standard bardic knowledge ability (see the bard class description in **Chapter Three: Classes** of the *PHB*),
- *Master Crafter (Ex)*: The savant can make items exceptionally quickly. At each level, the savant receives a number of craft points equal to his

Intelligence score. Whenever the savant uses the Craft skill to make any sort of item, he may spend a craft point rather than make a Craft check for a day's or week's work. The savant then resolves the Craft attempt as if he had taken 20 on the check.

The savant gains a new set of craft points every time he gains a savant level. Any unspent points from the previous level are lost.

- *Master Merchant (Ex)*: The savant is an expert at buying, selling and haggling. He receives a +4 bonus on all Profession (merchant) checks and on Diplomacy checks made to haggle or bargain. As well, the savant can raise or lower a price by a maximum 30% in each round of haggling, instead of the normal 25% (see **Haggling** on page 117).
- *Skill Mastery (Ex)*: The savant becomes so proficient in the use of certain skills that he can use them reliably even under adverse conditions. He selects a number of skills equal to 3 + his Intelligence bonus (if any). When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. The savant may select this talent multiple times. Each time, he selects a new set of skills.
- *Supportive (Ex)*: The savant has a gift for assisting others in difficult or complex tasks. If he successfully uses the aid another action to assist another character on a skill check, the savant gives that character a bonus equal to his own ranks in the skill (but not the applicable ability bonus or any other bonuses the savant might add to his own skill checks).

When the savant uses the aid another action in combat, his ally gains a bonus on attack rolls equal to the savant's own Intelligence bonus (if any).

USING SAVANTS

Like experts, savants can be just about any kind of character, from an entertainer to a shoemaker. This class offers flexibility, diversity, and interesting and unique abilities, but when compared to other character classes, they may seem lacking. Savants don't have overwhelming combat skills, or any particular knack for magic. In some respects, the savant may seem like a poor choice when measured against fighters, barbarians, and mages. However, *Thieves' World* stories are not about dealing 450 points of damage with a +6 keen vorpal greatsword, but rather subtlety, finesse, and skill. The people of these streets are the everyday common man who might run a successful business selling cure-alls and stumbles onto a slaving ring or a drug den or a band of cultists who meet in the alley behind his home. The savant class exists to replicate these sorts of everyman heroes. With access to a diverse skill assortment, you can create just about any kind of character you wish, and receive more benefits than you would have by playing an NPC class like the expert.

SURVIVOR

Life in Sanctuary is hard, as is life in the world beyond the city walls, and to survive it you must be harder still. Some make their way in this world with magic, vast wealth, or secret swordplay techniques—and some make it from day to day simply because they refuse to let the world beat them. Survivors are the hardy souls who take the worst that this city can throw at them and come back for more. And in a city that has seen Stepsons and wizard weather, the Bloody Hand and the walking dead, ‘the worst’ can be terrifying to contemplate. Survivors rely not on weapons, tricks, or networks of contacts, but on their own courage and determination, and on their hardy, battle-scarred bodies and fists. Some are criminals or bandits, some crafters or laborers, some explorers or adventurers—whatever it takes to put food on the table, a lock at the door, and the dangers of the world at arm’s length for one more night.

Notable survivors of the Rankan era include the young terrorist Zip, Enas Yorl’s associate Jarveena (a survivor/savant), and Ischade’s servants Sticho and Moria (a survivor/thief). In the modern era, the most noteworthy survivor is Cauvin, the stonemason and brawler who inherited the memories and responsibilities of Molin Torchholder. Other survivors include Kadithe Mur, Dace (who survived the Swamp of Night Secrets but not the temptations of *opah*), and the shapeshifting Aaliyah.

GAME RULE INFORMATION

Survivors have the following game statistics.

Abilities: Constitution and Wisdom are the survivor’s most important abilities, allowing him to withstand great amounts of physical

punishment and stand firm in the face of horror and danger alike. Wisdom also plays an important role for many of the survivor’s class skills. Brawling survivors rely on good Strength scores, while those who prefer to survive by avoiding trouble favor Dexterity.

Hit Die: d10.

Starting Shaboozh: 3d4 × 10 (75 sh).

CLASS SKILLS

The survivor’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the survivor.

WEAPON AND ARMOR PROFICIENCY

The street-fighting that most survivors end up engaging in at some point gives them proficiency with all simple weapons and light armor, but not with shields.

TABLE 3–14: THE SURVIVOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+2	+0	+2	+0	Bonus feats
2nd	+1	+3	+0	+3	+0	Fight or flight, bonus feat
3rd	+2	+3	+1	+3	+0	—
4th	+3	+4	+1	+4	+1	Bonus feat
5th	+3	+4	+1	+4	+1	Fight or flight, indomitable 1/day
6th	+4	+5	+2	+5	+1	—
7th	+5	+5	+2	+5	+1	Bonus feat
8th	+6/+1	+6	+2	+6	+2	No fear
9th	+6/+1	+6	+3	+6	+2	—
10th	+7/+2	+7	+3	+7	+2	Fight or flight, cling to life
11th	+8/+3	+7	+3	+7	+2	Indomitable 2/day
12th	+9/+4	+8	+4	+8	+3	—
13th	+9/+4	+8	+4	+8	+3	Too tough to die, bonus feat
14th	+10/+5	+9	+4	+9	+3	Fight or flight
15th	+11/+6/+1	+9	+5	+9	+3	—
16th	+12/+7/+2	+10	+5	+10	+4	Bonus feat
17th	+12/+7/+2	+10	+5	+10	+4	Never surrender
18th	+13/+8/+3	+11	+6	+11	+4	—
19th	+14/+9/+4	+11	+6	+11	+4	Indomitable 3/day
20th	+15/+10/+5	+12	+6	+12	+5	Fight or flight

BONUS FEATS

As he increases in level, a survivor gains a number of specific bonus feats to augment his street-level combat skills. He need not have any of the prerequisites normally required for these feats to select them.

- At 1st level, a survivor gains Improved Unarmed Strike and either Improved Damage Threshold* or Toughness as bonus feats.
- At 2nd level, he gains Endurance as a bonus feat.
- At 4th level, he gains Acrobatic, Athletic, or Self-Sufficient as a bonus feat.
 - At 7th level, he gains Diehard as a bonus feat.
 - At 13th level, he gains Great Fortitude, Iron Will, or Lightning Reflexes as a bonus feat.
 - At 16th level, he gains either Greater Damage Threshold* or Greater Toughness* as a bonus feat.

*New feats introduced in **Chapter Five**.

FIGHT OR FLIGHT (EX)

At 2nd level, the survivor starts perfecting his unarmed combat skills, rather than relying on weapons that might be stolen, invite attack from others, or provide evidence of wrongdoing to a suspicious city watch. The survivor learns the first aggressive or defensive combat technique from the list below. At 5th, 10th, 14th and 20th level, the survivor develops another technique. Each time, he chooses whether to learn an aggressive or defensive technique, taking the next available technique from that list.

- **Aggressive Techniques:** These techniques improve the survivor's unarmed strike damage.

1st: The survivor deals 1d6 points of damage (lethal or nonlethal) with an unarmed strike.

2nd: The survivor deals 1d8 points of damage (lethal or nonlethal) with an unarmed strike.

3rd: The critical threat range of the survivor's unarmed strikes increases to 19–20. This does not stack with similar improvements, like that from the Improved Critical feat.

4th: The survivor deals 1d10 points of damage or 2d6 points of nonlethal damage with an unarmed strike. As well, the survivor's unarmed attacks do triple damage on a critical hit, rather than double damage.

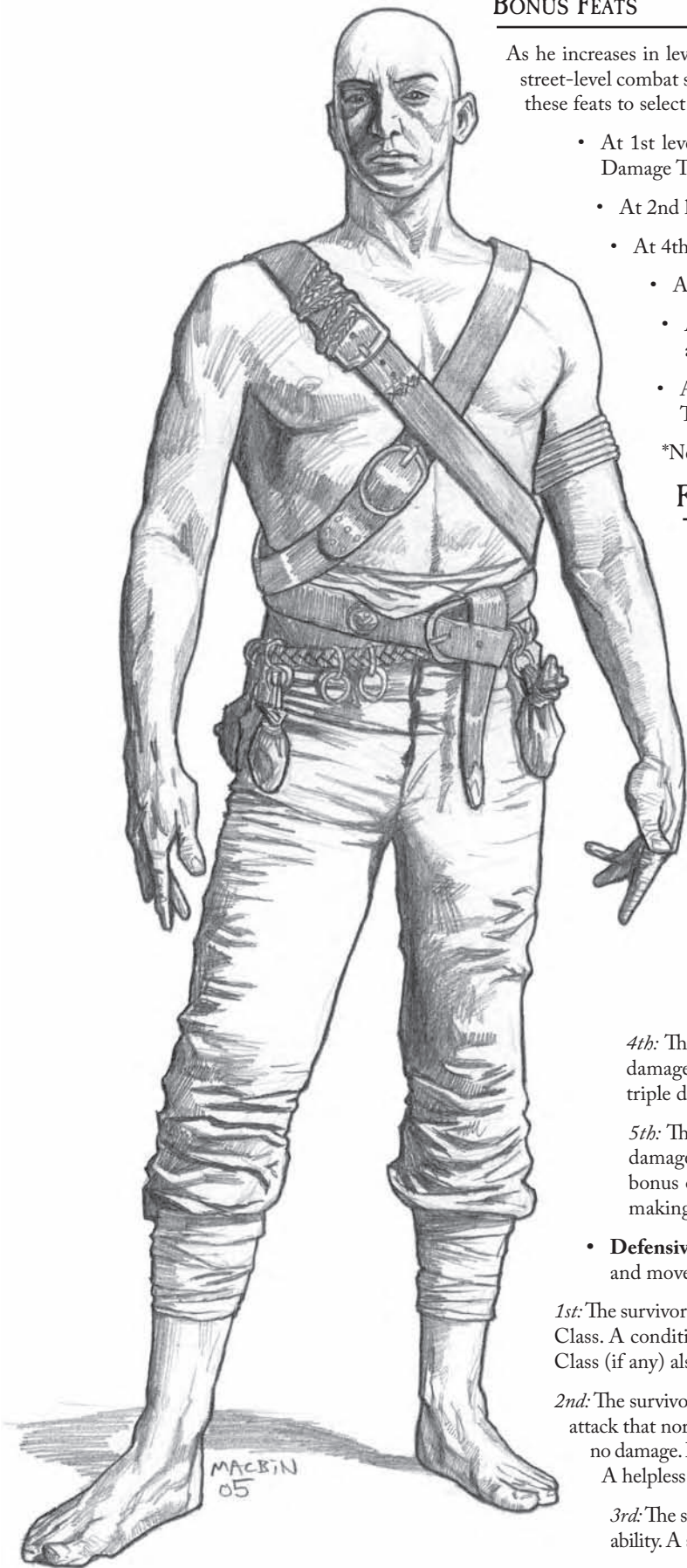
5th: The survivor deals 2d8 points of damage or 2d10 points of nonlethal damage with an unarmed strike. As well, the survivor gains a circumstance bonus on his attack rolls equal to his Wisdom bonus (minimum +1) when making an unarmed strike.

- **Defensive Techniques:** These techniques improve the survivor's Armor Class and movement.

1st: The survivor adds his Wisdom bonus (minimum +1) as a dodge bonus to his Armor Class. A condition that would make the survivor lose his Dexterity bonus to Armor Class (if any) also makes him lose dodge bonuses.

2nd: The survivor gains evasion. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the survivor instead takes no damage. Evasion can be used only if a survivor is wearing light armor or no armor. A helpless survivor does not gain the benefit of evasion.

3rd: The survivor's base speed increases by 10 feet, and he gains the uncanny dodge ability. A survivor retains his Dexterity bonus to AC (if any) even if he is



caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

4th: When fighting defensively the survivor gains an additional +2 bonus to his AC. As well, the survivor gains the improved evasion ability. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless survivor does not gain the benefit of improved evasion.

5th: The survivor's base speed increases by another 20 feet. As well, he gains double the normal benefits of cover and concealment when in combat. When he has concealment, attacks against the survivor have a 40% miss chance, and cover provides a +8 bonus to his AC.

INDOMITABLE (EX)

A survivor can resist hazards, poison, unusual attacks, and even magic through sheer willpower. When the survivor fails to make a saving throw, he can immediately reroll that save, adding his Wisdom modifier as a bonus on the second save attempt. He must take the result of the reroll, even if it is worse than the original result.

The survivor can use this ability once per day at 4th level, twice per day at 11th level, and three times per day at 19th level.

NO FEAR (EX)

At 8th level, the survivor becomes difficult to coerce. When another character attempts an Intimidate check against him, the survivor adds his total Will save bonus on his level check instead of just his Wisdom bonus.

CLING TO LIFE (EX)

At 10th level, a survivor can withstand injuries that would otherwise be fatal. Instead of dying when reduced to –10 hit points, the survivor only dies if reduced to negative hit points equal to his Constitution score. The benefits of the Diehard feat no longer apply once the survivor reaches –10 hp or less, but the survivor has a percentage chance to stabilize when reduced to negative hit points equal to his Constitution score. For example, a survivor with Constitution 16 would die only when reduced to –16 hit points, and has a 16% chance to stabilize rather than the normal 10%.

This ability cannot be used by survivors with Constitution 10 or less.

TOO TOUGH TO DIE (EX)

At 13th level, the survivor adds his Wisdom bonus (minimum +1) on his Fortitude saves against massive damage, resisting infection, or avoiding severe injury (see **Chapter Six: Supplemental Rules**).

NEVER SURRENDER (EX)

At 17th level, the survivor refuses to allow pain or injury to slow him down. He gains energy resistance against all five energy types (acid, cold, electricity, fire, and sonic) equal to his Wisdom bonus (minimum +1). As well, he gains a like amount of damage reduction. For example, a survivor with Wisdom 16 would gain energy resistance 3 and damage reduction 3/—.

WITCH

Some people are born with a talent for swordplay or smooth words; others are born with sorcery in their veins. Witchcraft is an innate power, drawing on natural and unnatural energies within a witch's very body and soul. Wild and capricious, it is little wonder that witchcraft—and the equally unpredictable witches who practice it—is feared by the common folk more than other forms of magic.

A witch's personality shapes her magic and vice versa, and the legends of mad witches driven only by their dark passions are true more often than not, especially when speaking of the Nisibisi. Then again, witchcraft is also at the core of the S'danzo talent for divination, and is a power that can heal and aid as well as destroy and reshape. Every witch practices her own unique art and follows her own personal goals. And especially in Sanctuary, a touch of madness is hardly enough to disqualify one from seeking power and adventure.

Sanctuary once played host to two of the world's greatest witches—the Nisibisi Roxane (Death's Queen), and the beautiful and cursed Ischade. Other less infamous witches of that era includes Hanse's lover Mignureal and her mother Moonflower. Notable witches of modern Sanctuary include Rime (who died at the hands of Spyder), the S'Danzo Elemi, and the amnesiac Naijen Mal.

GAME RULE INFORMATION

Witches have the following game statistics.

Abilities: Charisma is the most important ability for witches, as it governs every aspect of their ability to cast spells and rituals. Witches also benefit from a high Intelligence for their mundane skills, while good Dexterity and Constitution helps them survive combat.

Hit Die: d4.

Starting Shaboozh: 3d4 × 10 (75 sh)

CLASS SKILLS

The witch's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the witch.

WEAPON AND ARMOR PROFICIENCY

Witches are proficient with all simple weapons, but not with any type of armor or shield. Wearing armor of any sort impedes a witch's ability to cast spells (see **Spellcasting in Armor** on page 142).

SPELLCASTING

Witches have the ability to cast a wide variety of spells. At 1st level, a witch learns two Known spells and three Familiar spells (see **Chapter Eight: Sorcery**), learning additional spells as she attains new levels as shown on **Table 3–16: Witch Spells**. In addition, a witch receives bonus spells per day if she has a high Charisma score.

TABLE 3–15: THE WITCH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+0	+2	+0	Spells, witchcraft
2nd	+1	+0	+0	+3	+0	—
3rd	+1	+1	+1	+3	+1	—
4th	+2	+1	+1	+4	+1	—
5th	+2	+1	+1	+4	+1	Witchcraft
6th	+3	+2	+2	+5	+1	—
7th	+3	+2	+2	+5	+2	—
8th	+4	+2	+2	+6	+2	—
9th	+4	+3	+3	+6	+2	—
10th	+5	+3	+3	+7	+2	Witchcraft
11th	+5	+3	+3	+7	+3	—
12th	+6/+1	+4	+4	+8	+3	—
13th	+6/+1	+4	+4	+8	+3	—
14th	+7/+2	+4	+4	+9	+3	—
15th	+7/+2	+5	+5	+9	+4	Witchcraft
16th	+8/+3	+5	+5	+10	+4	—
17th	+8/+3	+5	+5	+10	+4	—
18th	+9/+4	+6	+6	+11	+4	—
19th	+9/+4	+6	+6	+11	+5	—
20th	+10/+5	+6	+6	+12	+5	Witchcraft

In order to cast a spell, a witch must have a Charisma score equal to at least 10 + the spell's level (Charisma 11 for first-level spells, Charisma 12 for 2nd-level spells and so forth). The save DC for a witch's spells equals 10 + the spell's level + the witch's Charisma modifier.

A witch can cast spells as rituals. If she does so, she uses the ritualcasting bonus listed in **Table 3–16** instead of the spellcasting bonus.

WITCHCRAFT

A witch's sorcerous powers are unique and personal, drawn from within and shaped by her personality and experiences. At 1st level, and then at 5th level and every five levels thereafter (5th, 10th, and so on), a witch chooses a witchcraft ability from the list below, which grants her new powers and benefits. Unless otherwise noted, a witchcraft ability can only be chosen once.

The list of witchcraft abilities presented here is not exhaustive. GMs and players may wish to create custom abilities in order to better portray a character's unique style of sorcery.

- **Ability Surge (Su):** The witch can call upon her internal power to fill her body or mind with sorcerous energy. Once per day, plus one additional time per five class levels, the witch gains a +2 enhancement bonus to a single ability score. Using this ability is a swift action, and the bonus lasts for a number of minutes equal to the witch's class level.
- **Arcane Endurance (Ex):** The witch is somewhat resistant to the physical and mental strain of casting spells and rituals. When the witch takes lethal damage from casting a spell or ritual, the damage is reduced by an amount equal to the witch's Wisdom bonus, down to a minimum of 1 point of damage.
- **Cursespeaker (Su):** The witch has a particular flair for cursing others. She adds her Charisma bonus on her curse roll when cursing another, and gains only half as many negative levels as normal if her curse is successful. (See Curses in **Chapter Eight: Sorcery**).
- **Embrace Power (Su):** The witch can feed off the energy of spells she counters, using it to bolster her body and mind. Whenever the witch successfully casts a counterspell (but not simply *dispel magic*), she absorbs the energy of the countered spell. As an immediate action (see page 155), she can use this energy to heal herself of damage equal to the countered spell's level, or to gain a bonus on her next spellcasting or ritualcasting check equal to the countered spell's level. The energy of the spell dissipates if not used by the witch's next turn.
- **Familiar (Su):** The witch has the ability to magically bond with an animal, which can then aid her in various ways. In all other ways, this animal functions as the standard familiar (see the **Familiars** sidebar in **Chapter Three: Classes** of the *PHB*), including the cost in experience points should the familiar die or be dismissed.
- **Force of Personality (Ex):** The witch's power expresses itself not just in spells and rituals, but in every interaction she has with others. She gains a circumstance bonus equal to her Charisma bonus on all her Charisma checks and Charisma-based skill checks (effectively adding her Charisma bonus twice on such checks).
- **Sacrificial Power (Su):** The witch can sacrifice animals or even humans to aid in her witchcraft. When performing a ritual (but not when casting a spell), the witch may kill one or more living, helpless creatures as part of the casting process. For each Hit Die of the creatures sacrificed (or for each character level of a human sacrifice), the witch either gains a +2 bonus on her ritualcasting check or increases the

TABLE 3-16: WITCH SPELLS

Level	Base	Base	—Spells—	
	Spellcasting	Ritualcasting	Known	Familiar
1st	+0	+0	2	3
2nd	+1	+1	3	4
3rd	+2	+2	4	6
4th	+3	+3	5	7
5th	+3	+3	6	9
6th	+4	+4	7	10
7th	+5	+5	8	12
8th	+6	+6	9	13
9th	+6	+6	10	15
10th	+7	+7	11	16
11th	+8	+8	12	18
12th	+9	+9	13	19
13th	+9	+9	14	21
14th	+10	+10	15	22
15th	+11	+11	16	24
16th	+12	+12	17	25
17th	+12	+12	18	27
18th	+13	+13	19	28
19th	+14	+14	20	30
20th	+15	+15	21	31

caster level of the ritual by +1 (maximum +20 caster level). The witch can sacrifice up to her class level in Hit Dice or levels; additional HD or levels have no effect on the ritual.

- *Self Mastery (Su)*: A witch can internally focus her power to a greater degree, giving her an exceptional ability to alter her own body and mind with her spells and rituals. When casting any spell or ritual with a range of personal, or when casting a touch spell upon herself, she gains a +2 bonus on her spellcasting or ritualcasting checks, and casts the spell or ritual at +1 caster level.
- *Unique Power (Ex)*: The witch's inner fire breaks down the normal divisions between witchcraft, magic, and prayer to shape her own unique power. When the character takes this ability, she adds to her spell lists a number of mage or priest spells (of any level) equal to her Charisma bonus. This ability does not grant her automatic knowledge of these spells; it simply modifies her spell lists. She can then learn those spells as she gains new Known and Familiar spells, or use spell-trigger magic items containing those spells. This ability can be chosen multiple times. Each time it is taken, the witch adds a new set of spells to her spell lists.
- *Unnatural Vitality (Ex)*: The sorcerous power running in her veins hones and strengthens a witch's body. She gains a +1 inherent bonus on Fortitude and Reflex saves, as well as one additional hit point whenever she gains a witch level. This benefit is retroactive, so that a witch who gained this ability at 10th level would gain 10 hit points immediately, as well as another bonus hit point whenever she attained another witch level.
- *Warding Aura (Su)*: The witch is resistant to the spells and supernatural powers of others. She gains a +2 bonus on all saving throws against spells, spell-like abilities, and supernatural abilities. She also gains a +2 bonus to AC against any spells requiring attack rolls.





Sanctuary is a melting pot of people, ideas, religions, and perspectives. Through the generations, rule of the city changed hands many times, from the Illsigi kings of antiquity to the recent occupation by the Irrune barbarians. And with each ruler, the city draws the desperate, the cursed,

the exiled, and the ambitious to try their luck in *Thieves' World*. This chapter offers a survey of some of the different kinds of characters one might find in Sanctuary, ranging from the adepts of the Blue Star to the corrupt rulers and criminal masterminds of the city's underworld.

ACOLYTE OF LIZERENE

A humble order, the acolytes of Lizerene devote themselves to the arts of healing through sorcery. While acolytes are eager to help those in need, few seek them out because each healing comes with a price—the risk of magical mishap, deformity, or aging that leaves an indelible scar on the patient. However, these healers ask no questions and operate in complete confidentiality. As a result, despite their reputation, they are never without work for long.

Priests are the most likely to advance into this prestige class, for their strong emphasis on ritual allows them to easily meet the ritualcasting requirement. Some godsworn turn to this order as well, but their martial tendencies often place them at odds with their commitment to heal and help. Witches may also turn to this path, drawing on the healing potential of their sorcerous power.

NPC acolytes are often loners, sometimes working as shepherds or herders. Those who seek more social settings are peaceful and avoid confrontation, favoring large cities, battlefronts, and other places where they can do the most good.

Hit Die: d6.

REQUIREMENTS

To qualify to become an acolyte of Lizerene, a character must fulfill all the following criteria.

Base Ritualcasting Bonus: +4.

Skills: Craft (herbalism) 6 ranks, Heal 9 ranks.

Feats: Self-Sufficient.

CLASS SKILLS

The acolyte of Lizerene's class skills (and the key ability for each skill) are Concentration (Con), Craft (herbalism) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (herbalist) (Wis), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the acolyte of Lizerene prestige class.

WEAPON AND ARMOR PROFICIENCY

Acolytes of Lizerene gain no new proficiency with weapons or armor. They are prohibited from using martial or exotic weapons (even those they may already be proficient with), but may use simple weapons. An acolyte who uses prohibited weapons takes a –4 penalty on spellcasting and ritualcasting checks for 24 hours.

SPELLCASTING

At 1st level and every odd-numbered level thereafter, an acolyte of Lizerene gains new Known and Familiar spells and an increase in caster level as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting class before becoming an acolyte of Lizerene, he must decide which class he adds the new level to for the purpose of determining new Known and Familiar spells.

TRANSFER LIFE ESSENCE (SU)

At 1st level, the acolytes of Lizerene begin to explore the secrets of their craft, learning how to use donated life energy to repair damage. To do so, the acolyte must brew a special draught of repair, requiring a successful DC 15 Craft (herbalism) check and the expenditure of raw materials equal to 25 sh per Hit Die of the creature used for the transfer. The subject to be healed drinks the draught, after which the acolyte draws the life essence from a donor creature (often an animal) at a rate of one Hit Die per standard action, temporarily storing it within himself. He must do so within 1 hour per level or the draught is wasted.

The donor creature takes 1 point of damage per Hit Die, which is transferred into the acolyte. The acolyte then touches the injured character to convert the stored life energy into healing power, curing 1 point of damage per Hit Die of the donor creature. The acolyte can cure a maximum amount of damage equal to his class level in a single day.

An injured character can consume more of the draught of repair in order to heal his injuries at a faster rate. Each dose beyond the first allows the subject to double the amount of healing he gains from the transferred life essence (so that two doses cures 2 points of damage per Hit Die of the donor creature, and so on). However, excessive use of the draught is not without risk. Every dose consumed beyond the first within 24 hours requires the subject to succeed on a Fortitude save (DC 15 + 2 per dose taken). On a failed save, the character permanently ages 2d12 years. For details on the effects of aging, see **Vital Statistics** in **Chapter Six: Description** of the *PHB*.

An acolyte can use this technique to repair ability damage at greater risk to the subject. Doing so requires two doses of the draught (which carries the standard risks as noted above), allowing the acolyte to heal 1 point of ability damage per 4 HD of essence transferred. For example, an acolyte could draw the life essence from four goats (1 HD each) to repair 1 point of ability damage, but the subject must succeed on a DC 19 Fortitude or age an additional 2d12 years.

ADVANCED HEALING (Ex)

The acolyte of Lizerene is extremely talented when it comes to finding and mixing ingredients to brew his healing draughts. At 2nd level, the acolyte adds a bonus equal to his class level on all Craft (herbalism) checks.

In addition, when using a healer's kit in conjunction with any convert spell or ritual (see **Chapter Nine: Spells**), the acolyte converts +1 point of lethal damage to nonlethal damage for every two levels in this class (+1 at 1st, +2 at 3rd, +3 at 5th, and so on) in addition to the normal bonus granted by caster level.

RAPID HEALING (Ex)

Wounded characters under the care of Lizerene acolyte heal faster and more completely than they otherwise would. Characters under the ministrations of an acolyte of Lizerene of 4th level or higher heal damage



at three times the normal rate, regaining 3 hit points per character level with a full night's rest, or 6 hit points per character level after a full day and night of bed rest (see the Heal skill description in **Chapter Four** of the *PHB*).

EXPERT HEALER (Ex)

At 5th level, the acolyte improves in his ability to remove injuries and afflictions. At his option, he may cure 2 hit points per Hit Die of life essence drawn with his transfer life essence ability. For example, an expert healer who draws life essence from a 3 HD light warhorse can cure 6 points of damage instead of 3 points. However, a patient affected by expert healing must make a Fortitude save (DC 20 + 5 per dose of the draught of repair taken) or gain a malady rolled or selected by the GM from those below. The effects of multiple failed saves stack.

EXPERT HEALER

Roll	Malady
01–10	Horrible scarring (–4 penalty on all Charisma checks and Charisma-based skill checks)
11–20	Twisted arms (–2 penalty on all attack rolls)
21–30	Twisted legs (–10-foot penalty to speed)
31–60	Physically age one category (maximum venerable)
61–70	Madness (–4 penalty on all Wisdom checks and Wisdom-based skill checks)
71–80	Idiocy (–4 penalty on all Intelligence checks and Intelligence-based skill checks)
81–90	Frail (–2 penalty on Fortitude saves)
91–100	Clumsy (–2 penalty on Reflex saves)

TABLE 4-1: THE ACOLYTE OF LIZERENE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+2	+0	+2	+0	Transfer life essence
2nd	+1	+3	+0	+3	+0	Advanced healing
3rd	+1	+3	+1	+3	+1	—
4th	+2	+4	+1	+4	+1	Rapid healing
5th	+2	+4	+1	+4	+1	Expert healer
6th	+3	+5	+2	+5	+2	Nullify poison
7th	+3	+5	+2	+5	+2	—
8th	+4	+6	+2	+6	+2	Destroy plague
9th	+4	+6	+3	+6	+3	—
10th	+5	+7	+3	+7	+3	Master healer

NULLIFY POISON (EX)

Acolytes have a broad knowledge of various herbal remedies capable of detoxifying poison. Starting at 6th level, the acolyte can treat a poisoned character, nullifying the effects of toxins before they ravage the subject's system. To do so, the acolyte must have a healer's kit and succeed on a Heal check (DC = the poison's save DC) before the target makes her saving throw against the poison's secondary effects. If the acolyte succeeds, the acolyte cures any ability damage already dealt by the poison and nullifies the poison completely.

DESTROY PLAGUE (EX)

At 8th level, the acolyte learns to apply the principles of his craft toward disease. When the acolyte makes a Heal check to treat a disease and successfully beats the disease's save DC, he completely eliminates the disease (as per the remove disease spell).

MASTER HEALER (EX)

At 10th level, the acolyte is peerless in his ability to remove injuries and afflictions. At his option, he may cure 3 hit points per Hit Die of life essence drawn with his transfer life essence ability. For example, a master healer who draws life essence from a 3 HD light warhorse can cure 9 points of damage instead of 3 points. However, a patient affected

TABLE 4-2: ACOLYTE OF LIZERENE SPELLS

Base Ritualcasting	—Spells— Known and Familiar
+1	+1 level of existing class
+2	—
+3	+1 level of existing class
+4	—
+5	+1 level of existing class
+6	—
+7	+1 level of existing class
+8	—
+9	+1 level of existing class
+10	—

by master healing must make a Fortitude save (DC 25 + 5 per dose of the draught of repair taken) or gain a malady rolled or selected by the GM from those listed under the expert healer ability (see previous). The effects of multiple failed saves stack.

BLUE STAR ADEPT

The Blue Star is an abstract force supported by a cabal of spellcasters who are all committed to opposing Chaos, and who vow to take part in the last battle at the end of all time. The soldiers in this war to come are the adepts of the Blue Star—spellcasters of incredible power who can tap into the source of the Blue Star and draw directly from its energies to aid in their fight against entropy.

There is much debate over the exact nature of the Blue Star, with some suggesting it to be the essence of an ancient god that evolved to some higher form. Others claim it is the philosophical embodiment of Law. Whatever the case, as the final battle between Chaos and Law looms, the Order of the Blue Star watches for viable candidates from their extradimensional fortress and academy—The Place That Is Not, a pocket plane where Law reigns and time ceases to flow.

Though eager to expand its numbers, the order is very selective, going so far as to extend invitations to new members rather than have prospective

candidates seek them out. Potential adepts must be skilled spellcasters, well versed in the lore of sorcery and planar relationships. Having some skill at arms is also necessary, as the Order expects its members to use whatever tools are necessary to overcome their enemies. Most adepts of the Blue Star begin their careers as mages or mage/fighter multiclass characters.

Blue Star adepts are mysterious, unusual, and unsettling, and all have tattoos on their brows as a sign of their allegiance. These tattoos are striking, eliciting fear and wonder from ordinary people. Their tattoos often interfere with adepts ever maintaining normal lives, preventing them from sharing meals or taking part in more...intimate...meetings. Despite these limitations, Blue Star adepts are not closely controlled by the order, set free to act in the world, honing their skills as spellcasters in preparation for the last battle.

Hit Die: d6.

TABLE 4-4: THE BLUE STAR ADEPT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+1	+2	+1	Blue Star tattoo, detect magic, link, secret, taboo
2nd	+1	+0	+2	+3	+1	Expanded knowledge
3rd	+2	+1	+2	+3	+1	Spell pool (1st)
4th	+3	+1	+2	+4	+2	Secrets of the star
5th	+3	+1	+3	+4	+2	Expanded knowledge
6th	+4	+2	+3	+5	+2	Spell pool (2nd)
7th	+5	+2	+4	+5	+3	Secrets of the star
8th	+6	+2	+4	+6	+3	Expanded knowledge
9th	+6	+3	+4	+6	+3	Spell pool (3rd)
10th	+7	+3	+5	+7	+4	Secrets of the star
11th	+8	+3	+5	+7	+4	Expanded knowledge
12th	+9	+4	+6	+8	+4	Spell pool (4th)
13th	+10	+4	+6	+8	+5	Secrets of the star

REQUIREMENTS

To qualify to become a Blue Star adept, a character must fulfill all the following criteria.

Base Spellcasting or Ritualcasting Bonus: +4.

Base Will Save: +5.

Skills: Knowledge (arcana) 9 ranks, Knowledge (the planes) 9 ranks.

Feats: Weapon Focus (any).

Special: You must be invited by the Order of the Blue Star and accept its offer of membership, after which the order whisks you away to The Place That Is Not. There, you study and train for a century, though only a year passes on the Material Plane and you do not age during this time.

CLASS SKILLS

The Blue Star adept's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Sense Motive (Wis), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Blue Star adept prestige class.

WEAPON AND ARMOR PROFICIENCY

Blue Star adepts gain no new proficiency with weapons or armor.

SPELLCASTING

At 2nd level and every level thereafter, a Blue Star Adept gains new Known and Familiar spells and an increase in caster level as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting class before becoming a Blue Star adept, she must decide

which class she adds the new level to for the purpose of determining new Known and Familiar spells.

BLUE STAR TATTOO (SU)

At the end of their apprenticeship, Blue Star adepts gain an unusual tattoo in the shape and color of a blue star on their foreheads. Aside from being a symbol of their allegiance to Law and their opposition to Chaos, it is the source of their power.



TABLE 4-3: BLUE STAR ADEPT SECRETS

Level + Int Modifier	Secret	Effect
2 or lower	Mastery	Gain 4 ranks of a skill in which the character has no ranks
3	Health	+3 hit points
4	Resolve	+2 bonus on Will saves
5	Initiate	+1 bonus on spellcasting or ritualcasting checks
6	Stamina	+2 bonus on Fortitude saves
7	Celerity	Base land speed increases by +5
8	Reflexes	+2 bonus on Reflex saves
9	Sight	Darkvision to 60 feet
10	Warrior	+1 bonus on all attack rolls
11	Magi	+2 bonus on spellcasting or ritualcasting checks
12	Anticipate	+1 dodge bonus to AC
13	Danger sense	+2 bonus on initiative checks, and +1 bonus on Listen and Spot checks
14	Insight	Gain one Known spell
15	Greater insight	Gain two Known spells
16	Shield	Gain damage reduction 2/—
17 or higher	Master	+4 bonus on spellcasting checks

At 1st level, the Blue Star tattoo functions as a magical focus. The adept must attune her focus, reaching out to the extradimensional center of power—The Place That Is Not. Focusing requires a successful DC 15 Concentration check (a full-round action that provokes attacks of opportunity). Once focused, the blue star tattoo flares to life and the adept remains focused until she expends her focus, falls unconscious, or goes to sleep.

When the adept expends her focus (a swift action), she gains an insight bonus on her next spellcasting check equal to her class level. A Blue Star adept can attune her focus as often as she likes, but each attempt after the first within an 8-hour period increases the Concentration check DC by +2. After 8 hours of rest, the DC drops back to 15.

A Blue Star tattoo brandished on the forehead is difficult to hide. Characters attempting to use the Disguise skill to conceal it take a –5 penalty on their checks.

DETECT MAGIC (Sp)

At will, a Blue Star adept can use detect magic, as the spell.

LINK (Su)

All Blue Star adepts have a psychic link with one another, allowing them to sense the presence and absence of their fellows. The adept's sense extends out to 100 feet per class level, so that a 13th level adept can sense when any other adept comes within 1,300 feet.

TABLE 4-5: BLUE STAR ADEPT SPELLS

Level	Base		—Spells—
	Spellcasting	Ritualcasting	Known and Familiar
1st	+1	+0	—
2nd	+2	+1	+1 level of existing class
3rd	+3	+1	+1 level of existing class
4th	+4	+2	+1 level of existing class
5th	+5	+2	+1 level of existing class
6th	+6	+3	+1 level of existing class
7th	+7	+3	+1 level of existing class
8th	+8	+4	+1 level of existing class
9th	+9	+4	+1 level of existing class
10th	+10	+5	+1 level of existing class
11th	+11	+5	+1 level of existing class
12th	+12	+6	+1 level of existing class
13th	+13	+6	+1 level of existing class

In addition, adepts in the range of each other's links share an instinctive sense for danger, such that any threat perceived by one is perceived by all. So long as they have line of sight to each other and are within the range of both their links, two or more Blue Star adepts cannot be flanked or caught flat-footed.

SECRET (Su)

All Blue Star adepts must conceal an important truth about themselves, selected at the time of their apprenticeship. Once selected, the adept must forever after guard this truth, for if knowledge of it surfaces, she loses her power, immediately becoming an ex-adept (see **Ex Adepts**, on the next page).

TABOO

Sacrifice is part of what it means to serve the Blue Star. At 1st level, an adept chooses a taboo—an inconvenience or something that restricts her freedom. Examples might include not eating (or not drinking) before a member of a particular gender, bathing only in cold water, abstaining from sex, sleeping only 4 hours per day, giving up alcohol, not eating meat, or any other moderate inconvenience as agreed upon by the player and the GM. Thereafter, the Blue Star adept must always abide by the restrictions set forth by the taboo. Breaking this taboo severs the adept's link with the Blue Star, and she loses access to the Blue Star tattoo ability and the spell pool ability. As well, the adept is prevented from focusing until she receives an atonement ritual.

EXPANDED KNOWLEDGE (Ex)

At 2nd level and every three levels thereafter, a Blue Star adept may swap any Familiar spell for another spell from any spell list, so long as the new spell is from the enchantment, evocation, or illusion school.

SPELL POOL (Su)

At 3rd level, the Blue Star adept can tap into the collective mind of her order and access spells she ordinarily could not. To do so, she must have an attuned

focus (see Blue Star Tattoo, previous). As a swift action, she can expend her focus and cast any 1st-level spell on the mage spell list as a Known spell. The adept may cast any 2nd-level mage spell at 6th level, any 3rd-level mage spell at 9th level, and any 4th-level mage spell at 12th level.

SECRETS OF THE STAR

At 4th level and every three levels thereafter, the Blue Star adept chooses one secret. To determine the secret, add her class level and her Intelligence modifier and compare the result to **Table 4-3: Blue Star Adept Secrets**. The adept may select the listed secret or any secret with a lower value, but may not choose the same secret twice.

CARONNESE MERCHANT

Caronne is a land motivated by greed and fueled by vice. The country is wealthy, due in no small part to its merchant guilds and the canny men and women who run them. Monetary wealth and success in business are two factors driving the majority of Caronnesse folk, and many claim the Caronnesse will trade anything for a profit. As a result, the merchants of Caronne are some of the most savvy traders in the known world.

Most Caronnesse merchants come from the ranks of the savant class, giving them a tremendous capacity for marketable skills. Thieves, with their keen ear for deception and shady deals, also make excellent Caronnesse merchants. Because of the Caronnesse distrust of sorcery, very few Caronnesse merchants come from magic-using backgrounds, and those that do tend to keep their abilities a secret.

The Caronnesse merchant NPC makes an excellent employer, often diversifying his interests into other financial arenas. As well, his interests are liable to clash with other merchants (Caronnesse or not), giving him reason to hire troubleshooters, guards, assassins, or thieves to even up the competition. Caronnesse merchant NPCs prefer to remain on their home turf, and they rarely travel unless they have a reason to do so that involves business.

Hit Die: d6.

REQUIREMENTS

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

Culture: Caronnesse.

Skills: Bluff 7 ranks, Diplomacy 7 ranks, Sense Motive 7 ranks.

Feats: Negotiator.

Special: To become a Caronnesse merchant, a character must first claim membership in one of the many Caronnesse trade guilds. In addition to an initial membership fee of 100 sh and annual dues of 50 sh, the merchant must tithe 10% of profits earned to his guild. The trade guild suspends the merchant's membership if his dues ever go unpaid. A merchant who continues to conduct business after his membership has been suspended or revoked may face stiff penalties, and can expect the guild to hunt him for his violations.

CLASS SKILLS

The Caronnesse merchant's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Profession (Wis), Read/Write Language (n/a), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Speak Language (n/a). See **Chapter Four:**

EX-ADEPTS

A Blue Star adept must retain a staunch loyalty to the order and the battle against Chaos. An adept who deviates from this path (by divulging her secret, for example) becomes an ex-adept. She may no longer advance in this prestige class, she loses access to all class features, and she gains the enmity of other Blue Star adepts (who have a starting attitude of hostile toward her). The adept can regain her status only by venturing to The Place That Is Not and subjecting herself to the order's justice, which may involve a quest, erasure of memory, or annihilation depending on the severity of the breach.

Skills in the PHB and Chapter Five: Skills and Feats in this book for skill descriptions.

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

CLASS FEATURES

All of the following are class features of the Caronnesse merchant prestige class.

WEAPON AND ARMOR PROFICIENCY

The Caronnesse merchant gains no proficiency with any weapons or armor.

COMMODITY EXPERT (EX)

At 1st level, a Caronnesse merchant chooses a type of saleable goods (legal or not), such as alcohol (ales, beers, spirits, wines), animals (domestic),



TABLE 4–6: THE CARONNESE MERCHANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+0	+2	+0	Commodity expert (first), hard bargain
2nd	+1	+0	+0	+3	+1	Black marketeer
3rd	+1	+1	+1	+3	+1	Commodity expert (second)
4th	+2	+1	+1	+4	+2	Friends in low places
5th	+2	+1	+1	+4	+2	Commodity expert (third)

animals (wild), arms and armor, art objects, books and tomes, drugs and narcotics, gems and jewelry, magic items, or slaves. The Caronnese merchant gains a +2 bonus on Appraise, Craft, Forgery, and Knowledge checks made in relation to goods of the selected type. At each odd level thereafter, the Caronnese merchant chooses another type of saleable good to specialize in, and has the skill bonuses for his previous expertise increased by +2.

For example, a 1st level Caronnese merchant might become an expert on arms and armor, gaining a +2 bonus on Appraise, Craft, Forgery, and Knowledge checks in relation to such goods. At 3rd level, he chooses a second area of expertise, this time picking slaves. When using the listed skills in relation to slaves, he gains a +2 bonus, while his commodity expert bonus with arms and armor increases to +4.

HARD BARGAIN (EX)

The merchants of Caronne are shrewd masters of negotiation, capable of selling sand to the Raggah (or so it's said). When disposing of treasure for profit (see **Selling Loot** in **Chapter Seven: Equipment** of the *PHB*), a 1st-level merchant can sell items for 55% of cost, rather than the standard

50%. At 2nd level and each level thereafter, the bonus increases by +5%, to a maximum of 75% at 5th level.

BLACK MARKETEER (EX)

The Caronnese have few social taboos or restrictions. As such, they are famous for their willingness to deal in commodities not normally legal in other areas of the world. At 2nd level, the Caronnese merchant gains a bonus equal to his class level on Bluff, Diplomacy, and Profession (merchant) checks made when buying or selling stolen or illegal goods. This bonus stacks with that of the haggler special ability (see page 35).

FRIENDS IN LOW PLACES (EX)

By the time the Caronnese merchant reaches 4th level, he has numerous business partners, contacts, and friends who have access to morally questionable goods. The Caronnese merchant can use these contacts to purchase illegal or contraband goods (including drugs and slaves) for a discount equal to his class level times 5 percent. Thus, a 4th-level Caronnese merchant can purchase krrf for 20% off the normal price.

CIRDONIAN CARAVAN MASTER

The northern country of Cirdon suffered many indignities over the years since Ranke conquered it. Never willing to admit defeat, its proud people remain stoic, even as the Rankan legions have slowly pulled back to their homeland. Though the Cirdonians gave up much in order to maintain their precarious freedom under Rankan rule, many Cirdonian merchants took to traveling abroad in order to escape from their oppressors, using their merchant skills to trade in countries and cities on opposite ends of the earth.

Cirdonian caravan masters are well able to defend themselves, and are often members of the fighter or ranger classes. Those who fervently worship Heqt might also have levels as one of the godsworn, and savants can make good use of their saleable skills as they guide caravans along the world's trade routes. The men and women of Cirdon have withstood much since their Ranke seized their homeland, making survivor a suitable choice as well.

NPC Cirdonian caravan masters are rarely in one place for long, since they go where their work takes them. Given the honorable nature of many Cirdonians, they are typically honest (though shrewd) in their business dealings.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Cirdonian caravan master, a character must fulfill all the following criteria.

Culture: Cirdonian.

Base Attack Bonus: +5.

Skills: Knowledge (geography) 8 ranks, Survival 8 ranks.

Feats: Endurance.

CLASS SKILLS

The Cirdonian caravan master's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Diplomacy (Cha), Gamble (Wis), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

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

CLASS FEATURES

All of the following are class features of the Cirdonian caravan master prestige class.

WEAPON AND ARMOR PROFICIENCY

Travelling and trading is the focus of the Cirdonian caravan master, not battle (although most who enter this class are already well prepared for it). The caravan master gains no proficiency with any weapons or armor.

CARAVAN DEFENSE (Ex)

Given enough time to prepare for an attack by bandits or other assailants, a Cirdonian caravan master can always formulate a defensive plan. If he has at least 5 minutes to give orders and arrange the caravan's wagons, dray animals, and defenders into protective positions, he can attempt an Intelligence check (DC 10 plus modifiers listed below).

CARAVAN DEFENSE

Terrain Type	Modifier
Terrain is desert, plains, or tundra	+4
Terrain is forest, moor, or swamp	+2
Terrain is jungle or mountains	+0

On a successful check, the Cirdonian caravan master grants anyone defending the caravan a competence bonus equal to his Intelligence bonus (if any) on all attack rolls, and a +1 deflection bonus to AC for the duration of the encounter.

SHREWD TRADER (Ex)

Long journeys through inhospitable lands have made the caravan masters of Cirdon savvy traders who rarely buy goods without careful thought and consideration. A 1st level Cirdonian caravan master adds his Wisdom bonus (if any) to Appraise and Diplomacy checks he makes when buying, selling, and negotiating the prices of goods.

OVERLAND NAVIGATION (Ex)

By 2nd level, a Cirdonian caravan master has seen a lot of the world, and spent time surviving on dangerous trade routes. He gains a bonus equal to his class level on all Knowledge (geography) checks and Survival checks made to avoid getting lost. In addition, he develops an uncanny sense of direction, and can always orient himself to north so long as he is under an open sky.

RUGGED (Ex)

Thanks to his time on the trade routes, the caravan master learns how to best handle dangerous weather. At 3rd level, he gains a bonus equal to his class level on the following checks: Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold his breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, Fortitude saves made to resist wind effects, Fortitude saves against the effects of traveling at high elevation, and other saving throws against environmental effects.

In addition, all creatures traveling with the caravan master (animals and passengers alike) receive one-half this bonus on the same checks.



LINGUIST (Ex)

At 4th level, the caravan master has a good enough knowledge of languages that he can get by even when speaking a tongue he doesn't fully understand. He gains Speak Language as a class skill. In addition, when the caravan master encounters a language he doesn't know, he may make a special Intelligence check (DC 20 – the target speaker's Intelligence modifier). If the check succeeds, the caravan master can communicate basic ideas and concepts, though complex sentences and conversations are still impossible.

ANTICIPATE AMBUSH (Ex)

Bandit attacks and ambushes are all too common on many of the major trade routes. His experience in dealing with such brigands eventually gives the Cirdonian caravan master the ability to think in much the same way they do, and he can often notice a potential ambush before it can be sprung. At 5th level, the Cirdonian caravan master receives a +4 bonus on Listen and Spot checks. In addition, he gains a +2 insight bonus on Initiative checks.

TABLE 4–7: THE CIRDONIAN CARAVAN MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+2	+0	+0	+0	Caravan defense, shrewd trader
2nd	+1	+3	+0	+0	+0	Overland navigation
3rd	+2	+3	+1	+1	+1	Rugged
4th	+3	+4	+1	+1	+1	Linguist
5th	+3	+4	+1	+1	+1	Anticipate ambush

CRIME LORD

It isn't surprising that men and women who want to achieve and maintain power in a less than legal fashion are cheaper by the dozen in *Thieves' World*. By treating crime as if it were a business, these organized criminals build a formidable power base that is just as authoritative as any legitimate enterprise. The crime lords who lead these organizations range from the lowly beggar king ruling a ragtag army on the Hill, to Lord Night himself, who controls his own organization from the halls of his richly appointed home. What unites these two disparate types of criminals is their ruthlessness and flagrant disregard for law.

Most crime lords are thieves who have gained the skills and expertise necessary to erect a criminal empire. Assassins can also rise to positions of power, often making room for themselves with a few well-placed murders. Occasionally, a powerful initiate or wizard takes on the mantle of a crime lord, wielding both arcane talent and a heavy hand.

NPC crime lords in Sanctuary typically work to take control of the city's extensive underworld. They specialize in some type of criminal enterprise, such as the importation of slaves or drugs, racketeering, corruption, smuggling narcotics, or gambling. They make excellent employers for characters who aren't finicky about the type of work they do, but also make formidable enemies, especially when they bring their full power to bear.

Hit Die: d6.

REQUIREMENTS

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

Skills: Bluff 10 ranks, Disguise 10 ranks, Hide 6 ranks, Move Silently 6 ranks.

Feats: Leadership, Low Profile*.

*New feat introduced in **Chapter Five**.

CLASS SKILLS

The crime lord's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (local) (Int), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

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

CLASS FEATURES

All of the following are class features of the crime lord prestige class.

WEAPON AND ARMOR PROFICIENCY

The crime lord gains no proficiency with any weapons or armor.

CRIMINAL PATH (EX)

At 1st level, the crime lord must choose a path that determines which special abilities he gains

as he advances. The paths are mutually exclusive, and a crime lord who chooses one can never gain the special abilities of the other.

- **Beggar King:** The beggar king is an outcast crime lord whose domain includes the reeking sewers, gutters, and alleys. Underhanded and vicious, he is never afraid to get his hands dirty as a means of keeping power. His tactics are well-known, allowing him to add a bonus equal to his class level on Intimidate checks.

A crime lord who chooses this path gains the following additional class skills: Climb (Str), Escape Artist (Dex), Intimidate (Cha), Listen (Wis), Sleight of Hand (Dex), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

- **Lord of Night:** This shadowy character's origins lie in the posh halls and mansions of Sanctuary's nobility. Using his wealth, influence, and business contacts, the lord of night secretly builds a criminal empire that may someday dominate the entire city. Though he is a ruthless criminal, the lord of night is tactful where the beggar king is crude. This allows him to add a bonus equal to his class level on all Diplomacy checks.

A crime lord who chooses the path of the lord of night gains the following additional class skills: Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Knowledge (nobility and royalty) (Int), Ride (Dex), and Speak Language (n/a). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

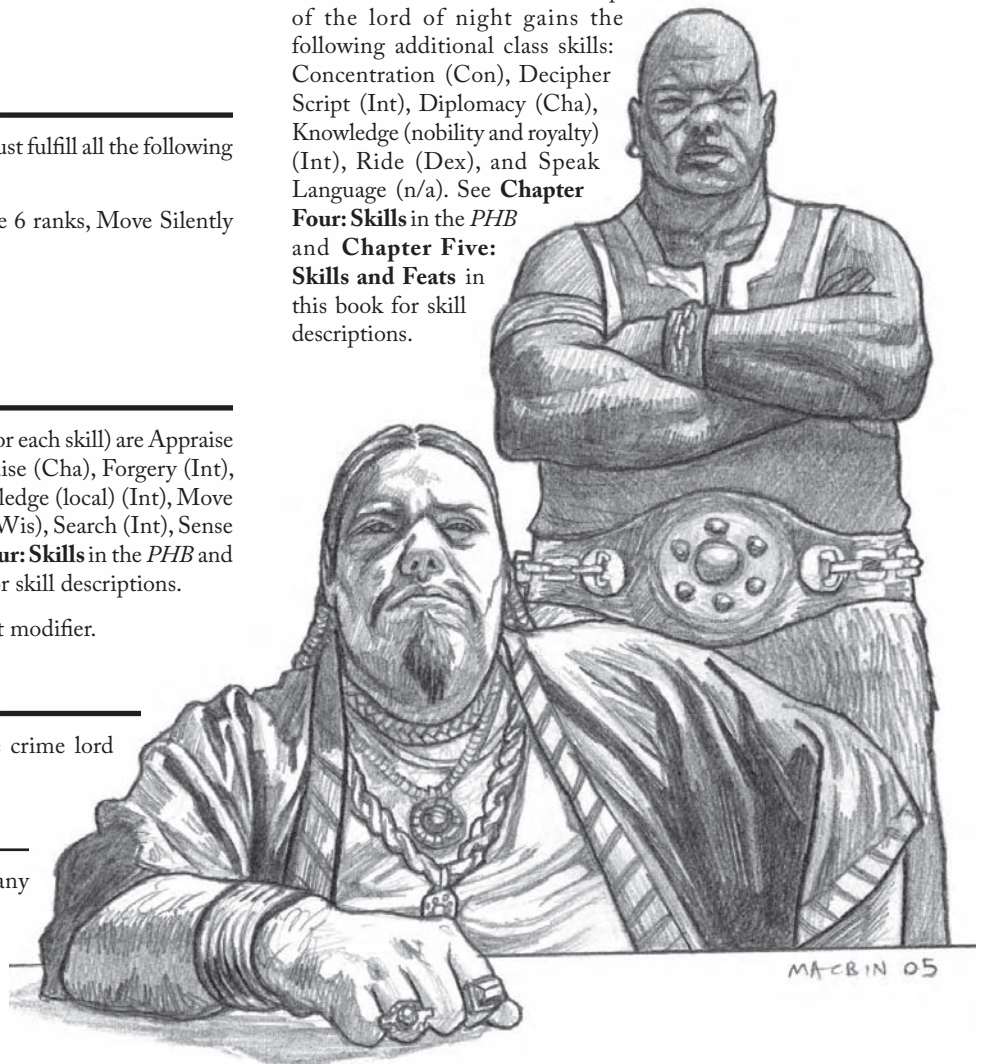


TABLE 4–8: THE CRIME LORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+2	+2	+0	Criminal path, alternate identity
2nd	+1	+0	+3	+3	+1	Information network, streetwise
3rd	+2	+1	+3	+3	+1	Bribes and coercion, uncanny dodge
4th	+3	+1	+4	+4	+2	Sneak attack +1d6
5th	+3	+1	+4	+4	+2	Lackeys, resources
6th	+4	+2	+5	+5	+3	—
7th	+5	+2	+5	+5	+3	Sneak attack +2d6
8th	+6	+2	+6	+6	+4	Improved uncanny dodge
9th	+6	+3	+6	+6	+4	—
10th	+7	+3	+7	+7	+5	Sneak attack +3d6

ALTERNATE IDENTITY (EX)

At 1st level, the crime lord develops an alternate identity by which his criminal persona is known throughout the city. So long as this secret is kept, no one suspects he and his alter ego are the same person. Any Reputation gained as the crime lord's level increases is tracked separately from any Reputation gained through the actions (either direct or indirect) of his alternate identity.

This alternate identity provides a number of advantages, first and foremost an anonymity that allows the crime lord to add a bonus equal to his class level on all Bluff and Disguise checks. In addition, the crime lord adds his alternate identity's Reputation score to his Leadership score when determining how many cohorts and followers he can recruit.

INFORMATION NETWORK (EX)

The crime lord has contacts and informants in the seediest parts of Sanctuary, and he can use his street level influence to tap these resources for information. From 2nd level, a crime lord gains a bonus equal to his class level on Gather Information and Knowledge (local) checks.

STREETWISE (EX)

The crime lord always has his proverbial ear to the street. Because of his intuitive grasp of crime and his intimate association with the wrong side of the law, he is a wellspring of knowledge, at least insofar as criminal endeavors are concerned. Beginning at 2nd level, the crime lord may make a special level check with a bonus equal to his crime lord level +

his Intelligence modifier to see whether he has knowledge or information that is relevant to historic or contemporary crimes, legendary criminals, criminal methods, or unique criminal opportunities to exploit. If the crime lord has 5 or more ranks in Knowledge (local), he gains a +2 bonus on this check. A crime lord may not take 10 or take 20 on this check; he either knows the information, or he doesn't.

BRIBES AND COERCION (EX)

Crime lords are good at getting people to do what they want, instinctively knowing every person's price. From 3rd level, when a crime lord uses Diplomacy to bribe an NPC, every shaboozh multiple beyond the first gives him a +4 bonus instead of +2. See **Diplomacy** on page 117 in this book for details on bribery.

UNCANNY DODGE (EX)

At 3rd level, the crime lord retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If he already has the uncanny dodge ability as the result of levels in a second class, the character automatically gains the improved uncanny dodge ability (see following).

SNEAK ATTACK (EX)

Starting at 4th level, the crime lord gains the sneak attack ability. This is exactly like the rogue ability of the same name (see **Chapter Three**:

STREETWISE

DC	Type of Knowledge	Examples
10	Common, easily known by a substantial number of Sanctuary's criminal population.	The names of the guards who patrol the Prince's gate during the early morning hours; which gangs control prominent portions of the city.
20	Uncommon but available, known by only a few of the city's criminals	An upstanding constable's penchant for taking bribes; rumors of a large gem that was last seen in the possession of a beggar on the Hill.
25	Obscure and hard to come by, known only to the elite of Sanctuary's criminal underworld.	A hidden entrance that allows access to the Palace; specific knowledge of the undercity's geography.
30	Extremely obscure knowledge, known by very few. Thieves and their ilk will often kill to keep this sort of information secret.	The true identity of Lord Night; the exact location of Shadowspawn's gold.

Classes of the *PHB* for details). The extra damage dealt increases by +1d6 at 7th and 10th level. If a crime lord has the sneak attack ability from another source (such as thief levels), the bonuses on damage stack.

LACKEYS (Ex)

At 5th level, the crime lord has improved his ability to attract loyal and capable followers. If on the beggar king path, he can assemble a veritable army of beggars to serve his needs and be his eyes and ears. He can do this a number of times per week equal to his Charisma bonus (minimum once per week). The number of beggars called together is equal to twice the number of 1st-level followers the crime lord is normally capable of leading.

If on the lord of night path, the crime lord can recruit a majordomo to do his bidding. This majordomo counts as the crime lord's highest level cohort, but is two levels higher than would normally be permitted by the lord of night's Leadership score. This cohort is loyal to the point that he will risk his life for his master. In the event the majordomo is killed, the lord of night must wait until he gains another level in the crime lord prestige class before recruiting a suitable replacement.

RESOURCES (Ex)

At 5th level, the crime lord can collect debts, call in favors, and cash in investments in order to pool together a small fortune. To do so, he must make a resource check (either a Diplomacy check if a lord of night or an Intimidate check if a beggar king). He then multiplies the check result by 100 to determine the number of shaboozh he collects in 2d12 hours. The crime lord can only attempt one resource check per week, and money not spent by the time of the next check is lost.

IMPROVED UNCANNY DODGE (Ex)

At 8th level, a crime lord can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies thieves the ability to sneak attack the crime lord by flanking him, unless the attacker has at least four more thief levels than the target has crime lord levels.

If a character already has uncanny dodge (see the previous page) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character.

GLADIATOR

Gladiatorial events are common in *Thieves' World*, especially in Ranke. Though some gladiators are slaves or convicts, many are free citizens who seek the mixture of fame, fortune, and adventure that only the arena floor can provide. Indeed, Ranke is home to hundreds of gladiatorial schools where men and women from all walks of life are taught to fight for the pleasure of a roaring crowd. Such schools are often expensive to attend, but they produce some of the greatest athletes in all of Ranke.

With their bonus feats, fighters make the best gladiators, though barbarians and survivors also have the mettle necessary to survive in the pits. Rangers and godsworn sometimes do well as gladiators, but few other classes have the combat abilities needed to survive Ranke's bloody arenas.

Many gladiators NPCs participate in local bloodsports, whether such events are kept public or private. Gladiators also serve as bodyguards for wealthy or influential folk, selling their services as thugs and mercenaries. High-level gladiators, or those too old to fight in the arenas, may found schools to train new gladiators.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +4.

Skills: Intimidate 4 ranks, Perform 2 ranks.

Feats: Weapon Focus (any martial weapon).

CLASS SKILLS

The gladiator's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

TABLE 4-9: THE GLADIATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+1	+2	+2	+0	+0	Armor optimization (AC bonus), fighter training
2nd	+2	+3	+3	+0	+1	Bonus feat
3rd	+3	+3	+3	+1	+1	Howls of lust and fury
4th	+4	+4	+4	+1	+2	Toughness
5th	+5	+4	+4	+1	+2	Bonus feat, retributive strike
6th	+6	+5	+5	+2	+3	Armor optimization (DR 2/—)
7th	+7	+5	+5	+2	+3	Toughness
8th	+8	+6	+6	+2	+4	Bonus feat
9th	+9	+6	+6	+3	+4	Nullify critical hit
10th	+10	+7	+7	+3	+5	Toughness

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

Gladiators are proficient with all simple and martial weapons, with light and medium armor, and with bucklers and light shields. Additionally, they gain Exotic Weapon Proficiency for the net.

ARMOR OPTIMIZATION (Ex)

At 1st level, a gladiator learns to maneuver his body so that his armor can deflect blows and absorb damage more effectively. At 1st level, this ability manifests as a dodge bonus to Armor Class equal to the gladiator's Intelligence modifier (minimum +1). At 6th level, this ability improves even further, providing the gladiator with damage reduction 2/—. Any condition that would cause the gladiator to lose his Dexterity bonus to Armor Class (if any) also makes him lose the dodge bonus and damage reduction granted by armor optimization. Armor optimization is only effective when the gladiator is wearing light or medium armor.

FIGHTER TRAINING (Ex)

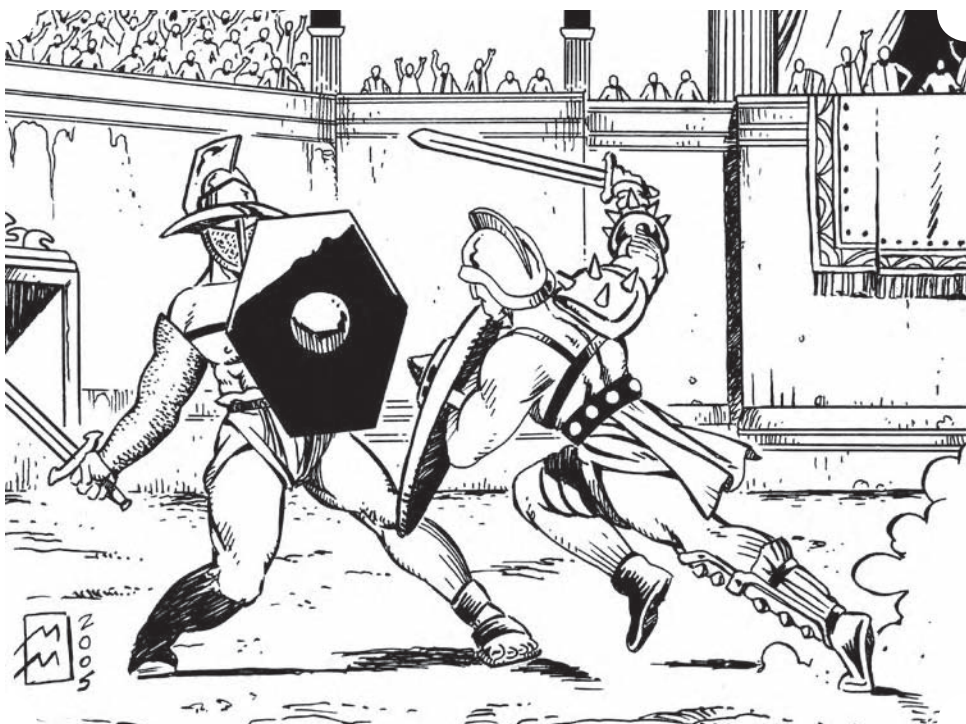
Levels in the gladiator prestige class are cumulative with fighter levels when determining the prerequisites for certain feats, such as Greater Weapon Focus and Greater Weapon Specialization.

BONUS FEAT (Ex)

At 2nd, 5th, and 8th levels, the gladiator gains a bonus feat in addition to any he would normally receive. He must meet all the prerequisites for a bonus feat, and must select these bonus feats from those noted as fighter bonus feats.

HOWLS OF LUST AND FURY (Ex)

Beginning at 3rd level, the screams, cheers, and taunts of a crowd can spur the gladiator to great accomplishments when he fights an opponent in a public arena. So long as the gladiator has an enthusiastic audience



of at least 50 people when he fights, he benefits from a morale bonus on damage rolls and saving throws. This bonus depends on the size of the crowd, noted on the **Howls of Lust and Fury** table.

TOUGHNESS

As the gladiator advances in level, he undergoes a strict regimen of physical conditioning. At 4th, 7th, and 10th level, he gains Toughness as a bonus feat.

RETRIBUTIVE STRIKE (Ex)

Wounded gladiators can draw inspiration from the pain they suffer. Beginning at 5th level, a gladiator can make a retributive strike once per day by channeling his pain, anger, and desperation into a single, powerful blow. The gladiator must have been damaged by a melee attack in the previous round, and must be at less than half his total hit points.

A retributive strike allows the gladiator to apply the amount of damage he has taken from any single melee attack within the past round as a bonus divided between his next attack and damage roll. He must allocate these bonuses prior to making the attack. The entire bonus can be applied to his attack roll, his damage roll, or divided up between the two in any way he sees fit.

Pathel, a Rankan gladiator, takes 7 points of damage from an attack. His hit points are below half his normal maximum, so he makes a retributive strike against his opponent. Before making his attack roll, he divides 7 points (the amount of damage he took) between his attack and damage rolls, allocating 4 points to his attack roll for a +4 bonus, and 3 to his damage roll, adding 3 points to damage if he hits.

NULLIFY CRITICAL HIT (Ex)

At 9th level, the gladiator becomes so used to pain and wounds that he can shrug off the effects of some critical hits. Whenever the gladiator is the target of a successful critical hit, he can attempt a Fortitude save (DC = the opponent's attack result). If successful, the gladiator negates the critical hit, taking only normal damage from the attack.

HOWLS OF LUST AND FURY

Level	—Crowd Size—				
	50–100	101–250	251–500	501–1,000	1,001+
3rd–4th	+0	+1	+1	+1	+2
5th–6th	+1	+1	+1	+2	+2
7th	+1	+1	+2	+2	+3
8th	+1	+2	+2	+3	+3
9th	+2	+2	+3	+3	+4
10th	+2	+3	+3	+4	+5

HAZARD MAGE

There are mages, and then there are mages. Hazard mages are among some of the best-trained mages in the land, capable of casting spells of incredible power. However, the real benefit mages gain from becoming a hazard mage is membership in the mageguild—an organization established by Ranke as it spread throughout the continent. Of course, with such organizations come bureaucracy, rivalries, and treachery that inhibits the organization's ability to influence the world in any significant way. In fact, during Sanctuary's worst crises, the mageguild rarely (if ever) intervened, not stirring from their compound during the mana drought, or even taking part in the city's defense as the Dyareelans seized it and sacrificed its citizens on their bloody altars. Still, hazard mages are very much a part of the world, occupying the upper levels of wizardry and rivaling even the Blue Star adepts in the sheer power and influence they wield.

Obviously, the vast majority of hazard mages come from the mage base class, though some multiclass initiate/mages also join their ranks. However, the high requirements prevent all but the most powerful spellcasters from gaining entry into this prestige class.

Hazard mage NPCs are generally arrogant, distancing themselves from lesser mortals to pursue the higher theories of magic unopposed. The sense of superiority is pervasive throughout the order, leading to some hostility between members and nonmembers. It is important to note that the mageguild includes many non-hazard mages, with these lower-ranking mages often studying and learning from their masters. These lesser members gain none of the benefits of the class's full guild member ability, but are also not required to pay dues, as someone within the organization sponsors them until such time that they are of sufficient skill to join.

Hit Die: d4.



REQUIREMENTS

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

Base Spellcasting Bonus: +12.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), any two metamagic feats.

Special: Must have trained as a mage in the mageguild.

CLASS SKILLS

The hazard mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the hazard mage prestige class.

WEAPON AND ARMOR PROFICIENCY

Hazard mages gain no new proficiency with weapons or armor.

FULL GUILD MEMBER (EX)

Hazard mages are all members of the prestigious mageguild that has institutions all over the world, from the heart of the Rankan Empire to the grimy streets of Sanctuary. Though the various enclaves are committed to the advancement of magic, there is some rivalry between them, with age-old grudges coloring the relationships between the mages of various cities.

Upon attaining 1st level in this class, a character is inducted by the mageguild into their order, and granted access to laboratories, libraries, magical supplies, and spells, all at reduced rates. Members are expected to pay 50 shaboozh each month in dues, but in exchange they may make use of any of the institution's facilities. This takes the form of access to libraries (granting the hazard mage a bonus equal to his class level on any Knowledge checks), access to an alchemist's lab (a +2 bonus on Craft [alchemy] checks), and discounted material components (1d4 × 10% off normal price). The mageguild also supplies discounted materials for crafting magic items. When making a new magic item, a hazard mage need only pay three-quarters of the item's listed cost to create.

The most important benefit of membership is improved access to spells. The mageguild has literally hundreds of spells in its archives, and all but the most powerful are available to members. The mageguild loans spells to its members (up to one Unknown spell per class level). Though the mageguild has many spells available for loan, demand from members is great. There is a base 100% chance that any given spell is in inventory, reduced by -5% per spell level. (See **Chapter Eight: Sorcery** for more information on Unknown spells and the *Thieves' World* magic system.)

A member can check the inventory once per day. If the spell is lost or destroyed, the member who last possessed the spell must replace it or pay a fine equal to the spell's level × 500 sh.

TABLE 4-10: THE HAZARD MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+0	+2	+1	Full guild member
2nd	+1	+0	+0	+3	+1	Fourth hazard power
3rd	+2	+1	+1	+3	+1	Third hazard power
4th	+3	+1	+1	+4	+2	Second hazard power
5th	+3	+1	+1	+4	+2	First hazard power

SPELLCASTING

At each level, the hazard mage gains new Known and Familiar rituals and an increase in caster level as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting class before becoming a hazard mage, he must decide which class he adds the new level to for the purpose of determining new Known and Familiar spells.

HAZARD

Starting at 2nd level, the hazard mage unlocks the higher realms of magic. As he progresses through the ranks of mastery (from Fourth to First), he may select one special ability from any of those listed here. Unless otherwise noted, each can be selected only once. All special abilities have a minimum cost of life energy, noted as a permanent reduction in hit points. Hazard powers affect only spells, not rituals.

- *Arcane Reach (Su)*: The hazard mage can use spells with a range of touch on a target up to 30 feet away. The hazard mage must make a ranged touch attack instead of a melee touch attack. Arcane reach can be selected a second time, in which case the range increases to 60 feet. This ability drains 3 hit points permanently each time it is selected.
- *Greater Casting*: The hazard mage can cast spells quickly. When casting a spell, the hazard mage's beginning mana pool starts at 10 instead of 0, so that when a hazard mage makes his first spellcasting check, he adds +10 to his result. (See **Chapter Eight: Sorcery** for information on mana and the *Thieves' World* magic system.) This ability drains 3 hit points permanently.
- *Mastery of Counterspelling*: When the hazard mage counterspells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely counterspelled. This ability drains 3 hit points permanently.
- *Mastery of Elements*: The hazard mage can alter an energy spell when cast so that it utilizes a different energy type than the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability drains 4 hit points permanently.
- *Mastery of Shaping*: The hazard mage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The hazard mage creates spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability drains 2 hit points permanently.

- *Planar Refuge*: When you select this ability, you create a local density fluctuation on the Astral Plane that precipitates the creation of a small demiplane. At first, the fledgling plane grows in radius at a rate of 1 foot per day to an initial maximum radius of 180 feet as it rapidly draws substance from the surrounding astral ectoplasm. Once the new demiplane reaches its maximum size, its growth rate decreases to only 1 foot per week (approximately a 50-foot increase in radius per year). Once your demiplane is created, you can travel to it using plane shift or gate.

You determine the environment within the demiplane when you create a planar refuge, determining factors such as atmosphere, water, temperature, and the general shape of the terrain. This power cannot create life (including vegetation), nor can it construct anything (buildings, roads, wells, dungeons, and so forth) or create lingering magical effects. You must add these details in some other fashion if you so desire.

You can't create a demiplane out of esoteric material, such as mithral or platinum; you're limited to stone and dirt. As well, you can't manipulate the time trait on your demiplane, which uses the same time as the Material Plane. You may select this ability multiple times, with each subsequent selection increasing the radius of your demiplane by 180 feet. This ability drains 4 hit points permanently each time it is selected.

- *Spell Power*: This ability increases the hazard mage's effective caster level by +1, for the purpose of determining level-dependent spell variables such as damage dice or range, and caster level checks. This ability drains 2 hit points permanently.

EX-HAZARD

Being a hazard mage requires absolute loyalty to the mageguild. Failure to pay dues, or committing any act that jeopardizes the guild results in the hazard mage being stripped of his membership (and possibly gaining the enmity of the rest of the guild). An ex-hazard mage loses the full guild member class feature but retains all other hazard mage abilities.

TABLE 4-11: HAZARD MAGE SPELLS

Level	Base Spellcasting Bonus	Base Ritualcasting Bonus	—Spells— Known and Familiar
1st	+1	+0	+1 level of existing class
2nd	+2	+1	+1 level of existing class
3rd	+3	+1	+1 level of existing class
4th	+4	+2	+1 level of existing class
5th	+5	+2	+1 level of existing class

HEALER OF MESHPRI

In Sanctuary's early days (prior to the depredations of the Dyareelans), the followers of Meshpri, the Ilsigi goddess of health and healing, ran an infirmary between the Wideway and the Street of Glass. Meshpri's adherents often consist of healers, midwives, and apothecaries. Those healers who truly seek to end (or at the least alleviate) the world's suffering often take it upon themselves to do so in Meshpri's name. Though they are rarely possessed of overt supernatural abilities, the healers of Meshpri are nonetheless touched in some way by their goddess, and include some of the most skilled healers in the world.

Priests of Meshpri commonly follow the path of the healer, and savants (with their broad range of skills) can easily develop the talents required to take up this class. Some rangers who practice the healing arts will choose to follow Meshpri, especially those with extensive knowledge of nature, herbs, and natural remedies.

It is wise for PCs to make the acquaintance of a healer of Meshpri, especially in a place as dangerous as Sanctuary. Such healers tend to practice their art away from the bustling center of the city, relying on their reputations to bring their patients to them. It is rare for healers of Meshpri to make enemies, though their penchant for tending to anyone in need can sometimes put them in the middle of other parties' conflicts.

Hit Die: d6.

REQUIREMENTS

To qualify to become a healer of Meshpri, a character must fulfill all the following criteria.

Skills: Craft (alchemy) 6 ranks, Heal 6 ranks, Knowledge (nature) 4 ranks, Knowledge (religion) 4 ranks.

Special: Must be a follower of Meshpri, having been inducted by a senior follower.

CLASS SKILLS

The healer of Meshpri's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

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

CLASS FEATURES

All of the following are class features of the healer of Meshpri.

WEAPON AND ARMOR PROFICIENCY

The healer of Meshpri gains no proficiency with any weapons or armor.

MESHPRI'S TOUCH (Su)

Once initiated as a healer of Meshpri, a character can manifest a portion of his goddess' love upon those he tends. The healer of Meshpri may add a bonus equal to his class level on any Heal checks he makes. In addition to the normal results of a successful Heal check, the healer can cure a number of hit points equal to his class level each day, either divided between separate uses of the Heal skill or applied to a single patient.

VOW OF MESHPRI (Su)

When initiated as a follower of Meshpri, the healer of Meshpri vows he will never willingly make or utilize any kind of poison. He must also promise to provide healing to all those who ask for his services. Though he may charge for those services, he must never ask a patient for more compensation than would be fair.

A healer of Meshpri who breaks his vow can never again gain levels in this prestige class. He can still utilize any class abilities gained, but should he choose to manufacture poisons, he takes a penalty on all Craft (poison) checks equal to the last class level he achieved prior to violating his oath. As well, a healer of Meshpri who has broken his vow takes the same penalty on all Heal checks if he ever charges a customer for healing. A healer of Meshpri can lose these penalties with an atonement spell.

MASTER HERBALIST (Ex)

In order to produce effective natural medicines, a 2nd-level healer of Meshpri learns to identify, cultivate, and apply a variety of herbs, roots, and other natural remedies. This provides the healer with a bonus equal to his class level on Craft (herbalism) and Knowledge (nature) checks that he makes to identify, harvest, and store healing herbs.

CREATE HEALING SALVE (Ex)

Using his knowledge of herbs and other natural medicines, a 3rd level healer of Meshpri can concoct salves and ointments that prevent infection and aid in the healing of wounds. He can gather enough healing herbs to create one application of healing salve per day. At every odd level beyond 3rd, the healer can create an additional application per day (two per day at 5th level, three per day at 7th level, and so on). Healing salve retains its effectiveness for one week, plus a number of days equal to the healer of Meshpri's class level.

When applied to a fresh wound, a single application of healing salve cures 1 hit point and doubles the subject's rate of natural healing for the next 24 hours (see the Heal skill description in **Chapter Four** of the *PHB*). A new application must be used each day.

CREATE ANTIDOTE (Ex)

When he reaches 5th level, a healer of Meshpri learns how to stave off the effects of poisons, venoms, and toxins by using locally available plants, roots, and herbs to concoct antidotes. The healer can gather enough supplies to brew a single dose of antidote per day. At every odd level beyond 5th, the healer can create an additional dose of antidote per day (two per day at 7th level and three per day at 9th level). So long as an antidote remains in a sealed container, it can retain its potency for up to a month, plus a number of weeks equal to the healer of Meshpri's class level.

When given to a character who has taken ability damage from a poison, a single dose of antidote will cure 1 point of ability damage. In addition, the healing rate for ability damage is increased by 1 point per day until completely healed.

Only one dose of antidote can be applied to a single patient. The effects of multiple doses do not stack.

CREATE ELIXIR (Ex)

Plagues and other maladies are all too common in Sanctuary. When the healer of Meshpri reaches 7th level, he learns to treat diseases and

infection with the proper application of brews and elixirs. To diagnose the disease or infection, the healer must first succeed on a Heal check (DC 25 – 2 per day of infection; the more advanced the disease, the easier it is for the healer to properly diagnose the symptoms).

Once diagnosed, the healer can gather enough supplies to create a single dose of elixir per day. Each dose is specific to a particular ailment and will not work to treat a different disease. In the case of a patient who is unlucky enough to be infected with two or more different diseases, the healer will need to make a dose of elixir for each individual malady. The healer can create one additional dose of elixir per day at 9th level.

When administered to a diseased or infected character, a properly brewed elixir will allow one additional saving throw per day against the effects of the disease or infection. This is treated like any other saving throw made against the disease, such that a separate Heal check can be made by the healer and substituted for the patient's Fortitude save. Multiple doses of elixir administered to the patient have no effect, unless they are treatments for a different disease.

A new dose of elixir must be created each day for each disease. Elixirs cannot be saved, and once brewed, must be used within 1 hour plus a number of hours equal to the healer of Meshpri's class level.

CREATE TONIC (EX)

When the healer of Meshpri reaches 9th level, his expertise at concocting potions and elixirs allows him to create tonics. Tonics are draughts that artificially enhance a person's natural abilities for a short period of time. Brewing a tonic is labor intensive, and the process takes two days to complete. The healer must specify ahead of time which ability the tonic will enhance. Once completed, the tonic can be stored for up to two days before it loses its potency.

When ingested, a tonic increases the ability score specified by the healer by +2 for 1 hour. Once the duration ends, the subject takes a –4 penalty to the ability in question for the next 1d6 hours.

CURE SERIOUS INJURY (SU)

With long-term work and effort, a healer of Meshpri can cure serious injuries (see **Chapter Six: Supplemental Rules**) or other instances of ability drain. To do so, the healer must tend to a patient for one week, at the end of which he makes a special Heal check. Depending on the result of this check, the healer restores some or all of the ability drain. The healer can take 10 with this check, but cannot take 20. See the following table for results.



The healer may continue to tend the patient, but for each week beyond the first, he takes a –5 penalty on the check.

HEAL CHECK

Result	Ability Drain Restored
20	1 point
25	2 points
30	Half the ability drain (minimum 2 points)
35	Three-quarters of the ability drain (minimum 3 points)
40	All of the ability drain

TABLE 4-12: THE HEALER OF MESHPRI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+2	+0	+2	+0	Meshpri's touch, vow of Meshpri
2nd	+1	+3	+0	+3	+0	Master herbalist
3rd	+1	+3	+1	+3	+1	Create healing salve
4th	+2	+4	+1	+4	+1	—
5th	+2	+4	+1	+4	+1	Create antidote
6th	+3	+5	+2	+5	+2	—
7th	+3	+5	+2	+5	+2	Create elixir
8th	+4	+6	+2	+6	+2	—
9th	+4	+6	+3	+6	+3	Create tonic
10th	+5	+7	+3	+7	+3	Cure serious injury

HELL HOUND

During the Rankan era, the Hell Hounds were some of the most feared warriors in all of Sanctuary. When the Prince was made Sanctuary's governor, five of these mighty warriors originally accompanied him to the city. In the years since, the imperial elite guard has returned to the Rankan capital, but their legacy remains. Men trained in their ways and tactics still survive within the borders of the empire, serving their new emperor's will with as much perseverance and loyalty as their predecessors did.

Given their capacity for combat, fighters and rangers are the most obvious starting point for the potential Hell Hound. Most Hell Hounds served as legionnaires in the Rankan army before being handpicked for service in the elite guard.

In the past, the Hell Hounds vigilantly patrolled the streets of Sanctuary, acting as both law enforcement and imperial emissary. In the modern day, they have no official presence in the city, but with Ranke's interest in Sanctuary's strategic importance, many expect that the city's streets may once again echo with the footsteps of these mighty warriors.

Hit Die: d12.

REQUIREMENTS

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

Gender: Male.

Base Attack Bonus: +8.

Skills: Gather Information 5 ranks, Intimidate 10 ranks, Knowledge (nobility and royalty) 5 ranks.

Feats: Combat Expertise, Dodge, Iron Will, Mobility.

Special: In order to take the Hell Hound prestige class, a character must have served in Ranke's military and received some recognition for his service. In short, a candidate can only become a Hell Hound with the emperor's blessing.

CLASS SKILLS

The Hell Hound's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nobility and royalty) (Int), Ride (Dex), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Hell Hound prestige class.

WEAPON AND ARMOR PROFICIENCY

The Hell Hound gains proficiency with all simple and martial weapons, and with all armor and shields.

FEARSOME REPUTATION (Ex)

In Sanctuary, the Hell Hounds were unforgiving and skilled opponents who were rightly feared by the populace. Because of this reputation, a Hell Hound's bonus on Intimidate checks from his Reputation benefit increases to +6 (see page 128).

UNTOUCHABLE (Ex)

Some see the Hell Hounds as fanatically loyal to their emperor; others describe them as merely serving with a dignity and honor befitting their station. Whatever the truth, a Hell Hound is notoriously difficult to coerce, gaining a bonus equal to his class level on Will saves against mind-affecting spells or effects.

PACK TACTICS (Ex)

Hell Hounds work well together in combat, fighting as a team rather than as individuals. From 2nd level, when fighting alongside at least one other Hell Hound, a Hell Hound gains a +1 morale bonus on his attack rolls. For every Hell Hound beyond the first, this bonus increases by +1, to a maximum of +5.

BONUS FEATS

Regardless of their exceptional abilities and prowess, Hell Hounds train to perfect their skills as they rise in level. Because of this constant self-improvement, a Hell Hound receives a bonus feat at 3rd level and every odd level thereafter. He must meet all the prerequisites for a bonus feat, and must select these bonus feats from those noted as fighter bonus feats.

UNCANNY DODGE (Ex)

At 4th level, a Hell Hound's training gives him an edge when fighting against multiple opponents. A Hell Hound retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

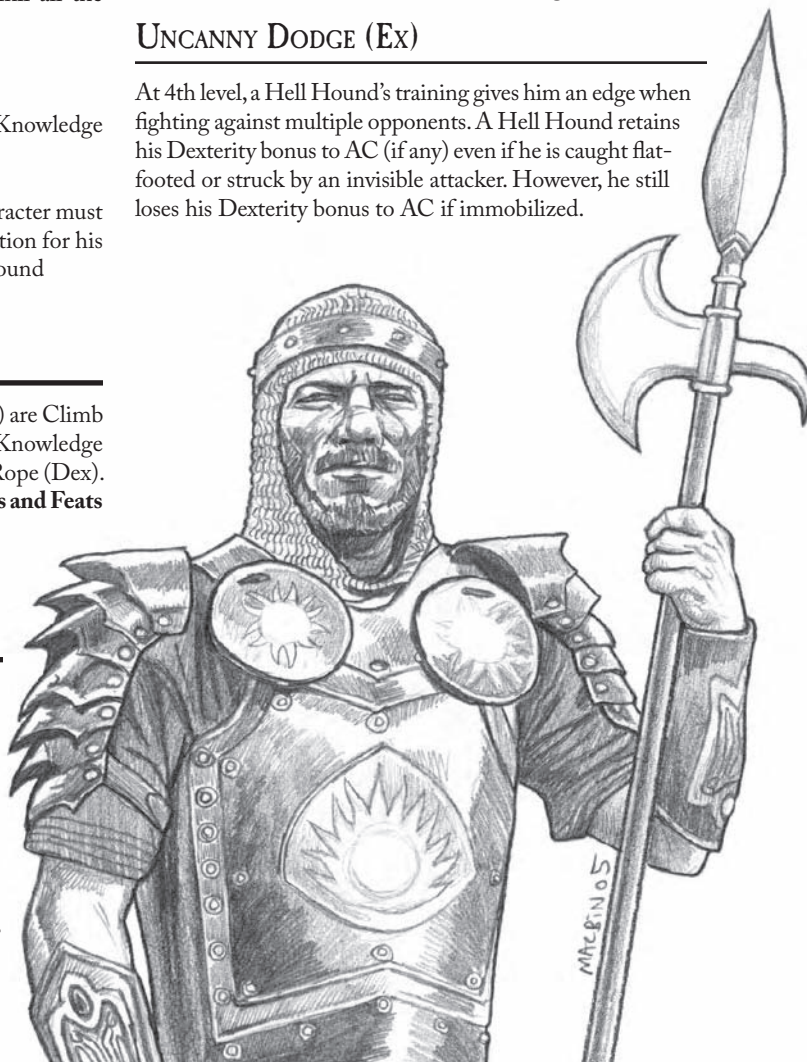


TABLE 4-13: THE HELL HOUND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+1	+2	+0	+2	+0	Fearsome reputation, untouchable
2nd	+2	+3	+0	+3	+1	Pack tactics
3rd	+3	+3	+1	+3	+1	Bonus feat
4th	+4	+4	+1	+4	+1	Uncanny dodge
5th	+5	+4	+1	+4	+2	Bonus feat
6th	+6	+5	+2	+5	+2	Armor specialization
7th	+7	+5	+2	+5	+2	Bonus feat
8th	+8	+6	+2	+6	+3	Improved uncanny dodge, suspicious
9th	+9	+6	+3	+6	+3	Bonus feat
10th	+10	+7	+3	+7	+3	Guard the sovereign

If he already has the uncanny dodge ability as the result of levels in a second class, the character automatically gains the improved uncanny dodge ability (see following).

ARMOR SPECIALIZATION (EX)

At 6th level, the Hell Hound chooses one specific type of armor (chainmail, full plate, padded, and so on). He can don this type of armor hastily (see **Chapter Six: Equipment** in the *PHB*) without taking the usual penalty to Armor Class or increasing his armor check penalty.

IMPROVED UNCANNY DODGE (EX)

At 8th level, a Hell Hound can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies thieves the ability to sneak attack the Hell Hound by flanking him, unless the attacker has at least four more thief levels than the target has Hell Hound levels. If a character already has uncanny dodge (see the previous page) from a second class, the character

automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character.

SUSPICIOUS (EX)

Hell Hounds are always ready for battle, expecting trouble from every direction. At 8th level, the Hell Hound can add his Wisdom modifier (if any) to his Initiative checks.

GUARD THE SOVEREIGN (EX)

As a standard action, a 10th-level Hell Hound may take a melee or ranged attack intended for someone else (whether by weapon or by a spell requiring an attack roll). The Hell Hound must have line of sight to the attacker, and must be within a distance of the target equal to his own land speed. The attacker may attempt a Reflex save (DC 10 + the Hell Hound's class level) in order to make the attack against his chosen target as normal. If this save fails, the attack is resolved as if it were against the Hell Hound.

IRRUNE RAIDER

The Irrune raider is an elite warrior of the Irrune people, able to move fast both on foot and on horseback. The Rankan Empire once employed many as mercenaries, and a few still perform such services in order to raid the loot and goods they feel is rightfully theirs. There are few who can boast the mounted accuracy of an Irrune raider.

Some of the boldest Irrune raiders are from the barbarian class. Many of the better-trained raiders are also fighters, rangers, or some combination of the two. Spellcasters of any stripe rarely take up this class.

Irrune raiders liberated Sanctuary from the Dyarelan cultists at Molin Torchholder's invitation. Since crushing the servants of the Mother of Chaos, the Irrune now control the city. However, not all of their number have adapted well to this new lifestyle, unaccustomed as they are to subtleties of trade (as compared to just taking what they need at sword point).

Hit Die: d10.

REQUIREMENTS

To qualify to become an Irrune raider, a character must fulfill all the following criteria.

Culture: Irrune.

Base Attack Bonus: +6.

Skills: Handle Animal 4 ranks, Intimidate 4 ranks, Ride 8 ranks.

Feats: Mounted Archery, Mounted Combat.

CLASS SKILLS

The Irrune raider's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Irrune raider prestige class.

WEAPON AND ARMOR PROFICIENCY

The Irrune raider gains proficiency with all simple and martial weapons and with light armor, but not with shields.

TABLE 4-14: THE IRRUNE RAIDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+1	+2	+0	+0	+0	Beneath an open sky, swift dismount
2nd	+2	+3	+0	+0	+0	Rage 1/day, spur mount
3rd	+3	+3	+1	+1	+1	Improved mounted archery, skilled rider
4th	+4	+4	+1	+1	+1	Horizon watcher, mounted rage
5th	+5	+4	+1	+1	+1	Rage 2/day, war leader

BENEATH AN OPEN SKY (Ex)

The Irrune have long traveled the world as nomads, and they are comfortable with the wide-open spaces of the plains and steppes. They tend to view large cities and other settlements only as targets of opportunity, and the confines of an urban environment make an Irrune raider cagey and temperamental. While in a city, the Irrune raider gains a +2 bonus on attack roles (as he is quick to lose his temper), but takes a -2 penalty to AC (as he is oblivious to the warren of sidestreets and dishonorable tactics used by the denizens of the urban sprawl).

SWIFT DISMOUNT (Ex)

Irrune raiders are at home on the back of a horse. They receive a +5 competence bonus on Ride checks made for a fast mount or fast dismount (see the Ride skill description in **Chapter Four: Skills** of the *PHB*).

RAGE (Ex)

At 2nd level, the Irrune raider gains the ability to rage once per day, then twice per day at 5th level. This is exactly like the barbarian ability of the same name (see **Chapter Three: Classes** of the *PHB* for details). If the



Irrune raider already has the ability to rage from another source (such as barbarian levels), he can rage one additional time per day.

SPUR MOUNT (Ex)

The Irrune are acknowledged to be masterful horsemen, and even the least experienced warrior knows how to get the most out of his mount. A 2nd-level Irrune raider can spur his mount to move faster than normal for a short period of time. If he succeeds on a DC 15 Handle Animal check, his mount's base speed increases by +10 feet for a number of rounds equal to the raider's class level plus his Charisma bonus (if any). This ability is usable once per hour without harming the raider's mount. For each additional use of the ability within that time, the Handle Animal DC increases by +5 and the mount must succeed on a Fortitude save against the same DC or take 1d6 points of nonlethal damage.

IMPROVED MOUNTED ARCHERY (Ex)

Most Irrune raiders are just as capable with their bows while mounted as they are standing on their own two feet. At 3rd level, the raider reduces the penalties for using a ranged weapon while mounted by 2 points. Thus, the penalty he takes while his mount makes a double move drops from -2 to 0, while the penalty he takes when his mount is running drops from -4 to -2.

SKILLED RIDER (Ex)

At 3rd level, the Irrune raider gains a bonus equal to his class level on all Ride checks.

HORIZON WATCHER (Ex)

Irrune raiders are at their best in open terrain. At 4th level, while in any relatively flat environment (such as desert or plains), the Irrune raider gains a +4 bonus on Spot and Survival checks.

MOUNTED RAGE (Ex)

When an Irrune raider reaches 4th level, he becomes less vulnerable while raging when mounted. When using the rage ability while riding a mount, he does not take the normal penalty to AC.

WAR LEADER (Ex)

When an Irrune raider reaches 5th level, the members of his tribe consider him to be a great war leader. Other Irrune warriors flock to his banner to become members in his personal war band, and he gains a number of followers as if he had the Leadership feat (see **Chapter Four: Nonplayer Characters** in the *DMG*). The Irrune raider's effective Leadership score equals his character level + his Charisma modifier + his Reputation bonus. If the Irrune raider already has the Leadership feat, he gains a +4 bonus to his Leadership score instead.

MISTRESS OF RED LANTERNS

Doxies and harlots are almost as common as thieves and footpads on the dirty and dangerous streets of Sanctuary. The mistress of Red Lanterns, however, is no ordinary prostitute. She did her time in the city's bars and back alleys, giving her the experience to maintain a business of satisfying Sanctuary's carnal desires. The mistress can recruit men and women who seek to legitimize their occupation, be they simple streetwalkers or high-class escorts.

Many thieves have the right tools to become a mistress of the Red Lanterns, developing the social interaction skills necessary to excel in this class. Initiates also possess the potential to gain access to this class, should their magical skills permit them to diversify a bit. The selection of skills offered by the savant class also makes a suitable background for the mistress of Red Lanterns, and rare nobles sometimes moonlight as madams for extra income.

Though the mistress takes her name from the Street of Red Lanterns, much of Sanctuary's prostitution trade has retreated to the Maze. Many run their own establishments (some of which require membership), while others require only money and a man's desire to spend it. NPC mistresses of Red Lanterns might hire player characters to perform security duties, or they may very well inquire as to whether a particularly handsome or winsome character is interested in a new line of work.

Hit Die: d6.

REQUIREMENTS

To qualify to become a mistress of Red Lanterns, a character must fulfill all the following criteria.

Gender: Female.

Skills: Bluff 7 ranks, Diplomacy 9 ranks, Perform 7 ranks.

Feats: Leadership.

CLASS SKILLS

The mistress of Red Lanterns' class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search

(Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

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

CLASS FEATURES

All of the following are class features of the mistress of Red Lanterns prestige class.

WEAPON AND ARMOR PROFICIENCY

The mistress of Red Lanterns gains no proficiency with any weapons or armor.

DEALING WITH MATURE SUBJECT MATTER

The *Thieves' World* anthologies can be quite graphic, depicting slavery, sex, drug use, torture and prostitution—all in explicit detail. And while entertaining reading, such subjects may not always be appropriate at the gaming table. For some groups, the darker overtones are acceptable as they evoke themes of the stories. But for many, such matters are best left out.

Before starting a *Thieves' World* campaign, the group should establish clear limits of acceptable subjects and behavior. You can assess individual issues separately, examining feelings about drugs, slavery, torture, brutality, and graphic violence, gauging the interest level in these particular areas. For some, prostitution may be fine so long as it is never coerced. Drugs may be taboo for some players, and so while such substances may exist in Sanctuary, they aren't appropriate as the adventure's centerpiece.

The goal of every roleplaying game is to have fun. So once you define the limits, you have to stick to them. Just because *Thieves' World* is home to nearly every vice imaginable, it doesn't mean they all have to be present in your games. Respect the comfort level of all the players, even if they are in minority, for mature subject matter is inflammatory enough majority should never rule.

TABLE 4-15: THE MISTRESS OF RED LANTERNS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+0	+2	+0	Alluring presence, Skill Focus
2nd	+1	+0	+0	+3	+1	Employees, preferred client
3rd	+1	+1	+1	+3	+1	Brothel
4th	+2	+1	+1	+4	+2	Preferred client
5th	+2	+1	+1	+4	+2	Bonus Feat
6th	+3	+2	+2	+5	+3	Preferred client
7th	+3	+2	+2	+5	+3	Famous brothel
8th	+4	+2	+2	+6	+4	Preferred client
9th	+4	+3	+3	+6	+4	Ear of kings
10th	+5	+3	+3	+7	+5	Preferred client



ALLURING PRESENCE (Ex)

The mistress of Red Lanterns perfects the art of attracting and seducing men. Using a combination of cosmetics, perfumes, clothing, and body language, she can draw the gaze of any man to herself, gaining a bonus equal to her class level on all Bluff, Diplomacy, and Perform checks. (This bonus applies against anyone ordinarily attracted to the female gender.)

SKILL FOCUS (Ex)

At 1st level, the mistress of Red Lanterns gains Skill Focus as a bonus feat. This feat must be applied to one of the following skills: Bluff, Diplomacy, Disguise, Gather Information, or Perform.

EMPLOYEES (Ex)

The mistress of Red Lanterns is a merchant who offers the services of the prostitutes in her employ to all manner of customers. Beginning at 2nd level, the mistress can recruit a number of prostitutes equal to her class level plus her Charisma bonus (if any). It is her responsibility to pay, protect, feed, and provide the proper accessories to her staff so that they can perform their duties. In exchange for these accommodations, the mistress makes a profit equal to 2 shaboozh per prostitute she employs per week.

PREFERRED CLIENT (Ex)

The mistress of Red Lanterns eventually gains one or more preferred clients. Some of these customers are influential or important in some way, including politicians, guards, merchants, criminals, and nobility. At 2nd level, and at every even level thereafter, the mistress gains a preferred client who is influential in some way.

Once per week, the mistress can call in a favor from a preferred client with a successful Diplomacy check. The mistress is not permitted to take 20 on this check, but she can take 10. The DC of the check depends upon the expense, legality, and likely danger of the favor she is requesting. A

relatively simple favor will have a DC as low as 10, while a dangerous or incredibly expensive favor might have a DC of 30 or higher.

On a successful check, the preferred client grants the mistress her favor, and she cannot call upon him for another favor for at least one month. If the check fails, the favor is not granted, as the client is either unable or unwilling to perform the requested task. The mistress can attempt to request another favor from the same client after a week has passed, but she cannot ask for the same favor from the same client more than once.

If the roll to gain a favor from a preferred client fails, the mistress of Red Lanterns has additional tools at her disposal: blackmail and extortion. At her option, she may attempt to blackmail a preferred client by threatening to expose a particularly embarrassing or scandalous piece of information (whether to family members, the public, or the law). Doing so allows her a second Diplomacy check with a +10 circumstance bonus, but such action completely alienates her preferred client. A preferred client who is plied in such a way is lost forever and cannot be replaced.

BROTHEL (Ex)

At 3rd level, the mistress of Red Lanterns amasses enough wealth and employees to open her own place of business. A brothel provides a relatively comfortable residence for the mistress' employees to live and work, and acts as a gathering place for customers who seek a higher class of entertainment. With the added living space and amenities provided by the brothel, the mistress is now able to hire or recruit a number of employees equal to twice her class level plus her Charisma bonus (if any), and her profits increase to 3 shaboozh per week per prostitute that she employs, even after living expenses and salaries are deducted.

In addition to being profitable, the acquisition of a brothel also allows the mistress an easy way to gather information from clients. By eavesdropping on conversations between customers, the mistress and her employees can often overhear valuable pieces of information and gossip. When attempting to learn a specific piece of information from her clientele, the mistress adds a bonus equal to her class level on Gather Information checks. This bonus only applies to Gather Information checks made within the brothel itself, and only one attempt can be made each night.

BONUS FEAT (Ex)

When the mistress of Red Lanterns attains 5th level, she may select a bonus feat. She must meet all the prerequisites for a bonus feat, and must select this bonus feat from the following:

Deceitful, Diligent, Distinctive Title*, Fame*, Investigator, Iron Will, Negotiator, Persuasive, or Well-Connected*.

*New feats introduced in **Chapter Five**.

FAMOUS BROTHEL (Ex)

Starting at 7th level, the mistress of red lanterns' brothel gains a reputation for pleasing its customers. The mistress is now able to hire or recruit a number of employees equal to three times her class level plus her Charisma bonus (if any), and her profits increase to 4 shaboozh per week per prostitute that she employs, even after living expenses and salaries are deducted.

EAR OF KINGS (Ex)

At 9th level, the mistress of red lanterns treats with such powerful clients that she commands great respect and authority from all levels of society. She gains a powerful contact (as adjudicated by the GM), who is forever after friendly toward the mistress.

MRSEVADAN SAILOR

The sailor mercenaries of Mrsevada are famous throughout the world for their violent tempers, their skill at brawling, and their penchant for selling out to the highest bidder. In fact, the formidable Mrsevadan navy is rumored to be for sale in its entirety, willfully serving whichever master pays its captains the most. The men sailing upon Mrsevadan ships are indicative of such a lifestyle, and there are few ports in the known world not playing host to one or more Mrsevadan crews at any given time.

Given their penchant for combat, it is likely that a level or two in the fighter class would serve a potential Mrsevadan sailor well. Thieves also do well as sailors, given their agility and physical skills, and it is likely that such a character might take a level or two in survivor as well.

Mrsevadan sailors are rarely in Sanctuary for long, a fact that no doubt makes the city's innkeepers and bartenders very happy. Heavy-drinking and short-tempered, Mrsevadan sailor NPCs are likely to hold grudges, provided they aren't too drunk to remember the cause of the disagreement the following morning.

Hit Die: d8.

REQUIREMENTS

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

Culture: Mrsevadan.

Base Attack Bonus: +2.

Skills: Profession (sailor) 2 ranks, Swim 4 ranks, Use Rope 2 ranks.

CLASS SKILLS

The Mrsevadan sailor's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Profession (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

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

CLASS FEATURES

All of the following are class features of the Mrsevadan sailor prestige class.

WEAPON AND ARMOR PROFICIENCY

Mrsevadan sailors are proficient with all simple weapons, plus the battleaxe, handaxe, net, and short sword. They are proficient with light armor, but not with shields.

MRSEVADAN NOTORIETY (Ex)

Mrsevadan sailors have quick tempers and a disturbing willingness to scrap. They gain a +2 bonus on all Intimidate checks.

SAILOR ABILITY

At 1st level and every odd level thereafter, a Mrsevadan sailor gains a sailor ability of his choice from among the following options. Each ability can be chosen only once.

- **Keen Eyes (Ex):** Sailors spend an inordinate amount of time scanning the horizon for land, vessels, and hazards. The keen eyes ability indicates the development of an exceptional visual awareness, and sailors who possess it gain a +5 bonus on Spot checks when at sea.
- **Master of Knots (Ex):** Ships are practically held together by rope, and keeping these lines organized, tethered, and maintained is an important task for much of any ship's crew. A sailor who is considered a master of knots has extensive knowledge or talent with the manipulation of ropes, especially in the tying of knots, shanks, and hitches. As such, he gains a +3 bonus on Use Rope checks.
- **Rigging Rat (Ex):** The rigging of a ship is composed of knotted rope ladders, masts, crossbeams, and sheets of canvas sail. Using these surfaces to move around above a ship's deck is an important skill learned by many sailors, but mastered by only a few. These agile rigging rats gain a +5 competence bonus on Climb checks when aboard ship.
- **Salt-Blooded (Ex):** Months aboard ship can acclimatize one to the sea, but only those sailors with a knack for living on the ocean can thrive without the solid feel of land beneath their feet. These men seem to have the very brine of the deep flowing through their veins, and are called salt-bloods by their fellows. Salt-blooded sailors benefit from a +5 bonus on Survival checks made at sea.
- **Sea Legs (Ex):** The surface of the ocean is rarely calm, and the waves that drive its tides can rock a ship like a toy in a washbasin. Rough seas can test the mettle of any sailor, but those who gain their sea legs find it an easy matter to keep their footing when the waters churn and boil. A sailor with the sea legs ability gains a +5 bonus on Balance checks while he is on a ship.



TABLE 4-16: THE MRSEVADAN SAILOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+2	+0	+0	+0	Mrsevadan notoriety, sailor ability
2nd	+1	+3	+0	+0	+0	Shipboard combat technique
3rd	+2	+3	+1	+1	+0	Improved unarmed strike, sailor ability
4th	+3	+4	+1	+1	+1	Shipboard combat technique
5th	+3	+4	+1	+1	+1	Brawler, sailor ability

- **Swimmer (Ex):** Most sailors know how to tread water, but not all are especially proficient at swimming. Choosing this ability grants the sailor a +3 bonus on all Swim checks.
- **Well-Traveled (Ex):** Sailors experience the vastness of the world as they journey from one edge of the globe to the other. Coming to shore in many foreign ports can introduce a sailor to new peoples, cultures, customs, and lands. When he chooses this ability, a sailor gains a +3 bonus on all Knowledge (geography) checks.
- **Shipboard Defense (Ex):** A sailor who takes this shipboard combat technique has learned to use the features of a ship for his own protection. By leaping over bulkheads or ducking behind solid objects such as masts and hatches, the sailor is better able to avoid harm. This provides him with a +1 dodge bonus to his Armor Class, so long as he is fighting aboard ship.
- **Spatial Awareness (Ex):** Because he is aware of his surroundings and the obstacles that certain shipboard features represent, the Mrsevadan sailor can often anticipate the actions of his foes. This spatial awareness grants him a +1 bonus on Initiative checks when fighting aboard his own ship.

SHIPBOARD COMBAT TECHNIQUE (EX)

At 2nd and 4th level, the Mrsevadan sailor becomes especially proficient at fighting while on board a ship. Each time he gains this ability, he may choose one of the following fighting techniques. These techniques may only be employed by a Mrsevadan sailor who is wearing light or no armor, and who is wielding light or one-handed weapons. If the same shipboard combat technique is selected at 4th level, the granted bonus is doubled.

- **Close-Quarters Fighting (Ex):** When fighting aboard a ship in cramped conditions (either on or below decks), a sailor with this ability gains a +1 bonus on attack rolls. This bonus also applies in other situations where close quarters or enclosed surroundings (a small corridor, a bustling tavern, a crowded marketplace, or a sewer tunnel) hamper movement.

IMPROVED UNARMED STRIKE (EX)

A Mrsevadan sailor is always ready for action—or at least for a good room-clearing brawl. At 3rd level, he gains Improved Unarmed Strike as a bonus feat.

BRAWLER (EX)

Mrsevadan sailors are said to be some of the hardest-hitting brawlers in the world, and they rarely hold back when attempting to lay an opponent low. At 5th level, the Mrsevadan sailor gains a +1 bonus on damage rolls for his unarmed strike.

NISIBISI WAR WITCH

Tensions between the Rankan Empire and their neighbors on Wizardwall grew for many years before finally exploding into open war. The legions of Ranke spilled into the mountains, buttressed by heroes like Tempus, Randal, the 3rd Commando, and the Stepsons. But this gathered host quickly met its match, for Wizardwall was a place of witches and of witchcraft. The Nis, a remote people with tainted blood, held this land and had no intention of relinquishing it to aggressive Ranke.

What the Rankans discovered was hell, pure and simple. At the heads of demonic and undead armies were the war witches, a group of terrifying spellcasters whose battle magic made them more than a match for the hazard mages who fought on behalf of the empire. The wars raged for years, with many starts and stalls. Despite the sheer ferocity of the war witches, Wizardwall would eventually fall, but not without first destroying the empire's soul.

The defeated Nis were eventually scattered throughout the world, concealing their identities as they infiltrated other cultures. Some, such as Roxane, had already gone ahead of Wizardwall's collapse to foment discord and misery within the empire. Ranke hunted down most of these exiles, but a few persisted, haunting the shadows as they plotted revenge for their people's destruction.

The Nisibisi war witch is a high-level prestige class, designed to fully develop a witch's combat abilities. As a result, most of these characters have several levels in witch. Many multiclass spellcasters can also advance in this class, especially those with some talent in witchcraft to begin with.

Though Ranke is still in decline and the Wizard Wars now history, Nisibisi war witches are not tolerated inside what's left of the empire. Where the Irrune and other tribes like them have conquered territory, war witches find little respite, with the barbarians proving just as superstitious as the Rankans. For the most part, war witches hide their talents, plotting revenge and awaiting the best opportunity to restore their people to their former glory.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Nisibisi war witch, a character must fulfill all the following criteria.

- **Ethnicity:** Nisibisi.
- **Base Spellcasting Bonus:** +6.

Base Ritualcasting Bonus: +6.

Skills: Knowledge (arcana) 12 ranks, Spellcraft 12 ranks.

Feats: Combat Casting, Spell Focus (necromancy).

CLASS SKILLS

The Nisibisi war witch's class skills (and the key ability for each skill) are Concentration (Con), Intimidate (Cha), Knowledge (all skills taken individually) (Int), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Nisibisi war witch prestige class.

WEAPON AND ARMOR PROFICIENCY

Nisibisi war witches gain no new proficiency with weapons or armor.

SPELLCASTING

At each level, a Nisibisi war witch gains new Known and Familiar spells and an increase in caster level as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting class before becoming a Nisibisi war witch, she must decide which class she adds the new level to for the purpose of determining new Known and Familiar spells.

BONUS FEAT

At 1st level and every three levels thereafter, the Nisibisi war witch gains a bonus feat. She can choose any metamagic or item creation feat (see **Chapter Five: Skills and Feats** for information on the feats available in *Thieves' World*). She must meet all the prerequisites for the bonus feat.

EXPANDED KNOWLEDGE (EX)

Part of what makes war witches so reviled is the surprising variety of spells and rituals they have at their disposal. At 2nd, 5th, and 8th level, the war witch expands her known spells, reflecting her commitment to protecting her homeland and destroying her enemies. She may add a number of spells from the mage spell list equal to her Intelligence modifier (minimum 1). In each instance, these spells must be ones she can safely cast. At 2nd level, she may select any spells up to 3rd level; at 5th level, any spell up to 6th level; and finally at 8th level, any spell she can safely cast.

WAR-TRAINED

War witches train to better combat their enemies, branching out into a number of areas to enhance their natural talents. Such experimentation sometimes leads to darker knowledge, including the arts of necromancy, demonology, and other foul practices. At 3rd, 6th, and 9th level, the war witch gains one war-trained ability from any of the following. War witches can select the same ability multiple times, gaining the listed additional effects.

- **Dark Ally:** The war witch may call a fiendish badger, bat, cat, dire rat, dog, horse (light or heavy), owl, raven, snake (Small or Medium



viper), or wolf to serve her. The war witch's fiendish servant gains HD and special abilities based on the war witch's character level (see the following table). Should her dark ally die, the war witch may call for another one after 30 days. The new dark ally has all the accumulated abilities due a servant of the war witch's current level.

If the war witch selects this ability a second time, she gains an additional dark ally. If she selects this ability a third time, she gains a number of dark allies equal to her Charisma modifier + 2 (minimum 2).

DARK ALLY

Character Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
12th or lower	+2	+1	+1	6	Empathic link, improved evasion, share saving throws, share spells
13th–15th	+4	+3	+2	7	Speak with war witch
16th–18th	+6	+5	+3	8	Blood bond
19th–20th	+8	+7	+4	9	Spell resistance

Character Level: The character level of the war witch.

Bonus HD: Extra d8 Hit Dice, each of which gains a Constitution modifier as normal. Extra Hit Dice improve the dark ally's base attack and base save bonuses, as normal.

Natural Armor Adj.: This is an improvement to the dark ally's existing natural armor bonus.

Str Adj.: Add this figure to the dark ally's Strength score.

Int: The servant's Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)

TABLE 4-17: THE NISIBISI WAR WITCH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+2	+1	+1	+1	Bonus feat
2nd	+1	+3	+2	+2	+1	Expanded knowledge
3rd	+2	+3	+2	+2	+1	War-trained
4th	+3	+4	+2	+2	+2	Bonus feat
5th	+3	+4	+3	+3	+2	Expanded knowledge
6th	+4	+5	+3	+3	+2	War-trained
7th	+5	+5	+4	+4	+3	Bonus feat
8th	+6	+6	+4	+4	+3	Expanded knowledge
9th	+6	+6	+4	+4	+3	War-trained
10th	+7	+7	+5	+5	+4	Bonus feat

The abilities mentioned in the “Special” column of the Dark Ally table are described below.

Empathic Link (Su): The war witch has an empathic link with her dark ally out to a distance of up to 1 mile. The war witch cannot see through the ally’s eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated, and the war witch has the same connection to a place or an item that the dark ally does.

Improved Evasion (Ex): If the dark ally is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful save and only half damage on a failed save.

Share Saving Throws: For each of its saving throws, the dark ally uses either its own base save bonus or the war witch’s, whichever is higher. The dark ally applies its own ability modifiers to saves, and it doesn’t share any other bonuses on saves that the war witch might have.

Share Spells: At the war witch’s option, she may have any spell (but not a spell-like ability) she casts on herself also affect her servant. The dark ally must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the dark ally if it moves farther than 5 feet away, and will not

affect the dark ally again even if it returns to the war witch before the duration expires. Additionally, the war witch may cast a spell with a target of “You” on her dark ally (as a touch range spell) instead of on herself. A war witch and her servant can share spells even if the spells normally do not affect creatures of the ally’s type (construct, magical beast, outsider, or undead).

Speak with War Witch (Ex): If the war witch’s character level is 13th or higher, she and the dark ally can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond (Ex): If the war witch’s character level is 16th or higher, the dark ally gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the war witch being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Ex): If the war witch’s character level is 19th or higher, the dark ally gains spell resistance equal to the war witch’s level + 5.

- **Death’s Mistress (Su):** The war witch gains impressive mastery over the forces of unlife, and can cast necromancy spells at +1 caster level. In addition, any of her spells that control undead affect 1-1/2 times the normal number of such creatures (so that she can control 6 HD of undead with animate dead, for example). If the war witch selects this ability a second time, she casts necromancy spells at +2 caster level and can control twice the normal number of undead. If she selects this ability a third time, she casts necromancy spells at +3 caster level and can control three times the normal number of undead.
- **Exploit Minions (Su):** Whenever a war witch with this ability casts a spell, she may redirect the price of the spell (see page 145) to any ally within 20 feet. Each time she selects this ability, its range increases by +20 feet.
- **Power Casting (Ex):** Once per day, the war witch may voluntarily take an additional 1d6 points of lethal damage when casting a spell to apply the effects of any metamagic feat she has access to, without altering the Mana Threshold of the spell. If the war witch selects this ability a second time, she may use it a number of times per day equal to her Charisma bonus (minimum once per day). If she selects this ability a third time, she may use it at will.
- **Summoner:** A war witch who selects this ability may cast summon monster or summon nature’s ally faster, making a spellcasting check each round. If she selects this ability a second time, all summon spells she casts are automatically extended (as per the Extend Spell feat)

TABLE 4-18: NISIBISI WAR WITCH SPELLS

Level	Base Spellcasting Bonus	Base Ritualcasting Bonus	—Spells— Known and Familiar
1st	+1	+0	+1 level of existing class
2nd	+2	+1	+1 level of existing class
3rd	+3	+2	+1 level of existing class
4th	+4	+3	+1 level of existing class
5th	+5	+3	+1 level of existing class
6th	+6	+4	+1 level of existing class
7th	+7	+5	+1 level of existing class
8th	+8	+6	+1 level of existing class
9th	+9	+6	+1 level of existing class
10th	+10	+7	+1 level of existing class

without affecting the spell's Mana Threshold. Finally, if she selects this ability a third time, all creatures she summons gain a +4 bonus to Strength and Constitution. These bonuses stack with those from the Augment Summoning feat.

- **Wild Shape (Su):** A war witch who selects this ability gains the ability to turn herself into any Small or Medium animal and back again. This is exactly like the druid ability of the same name (see **Chapter Three: Classes** of the *PHB* for details). The war witch may use this ability a number of times per day equal to her Charisma modifier (minimum 1). If she selects this ability a second time, she may wild shape into any Large or Tiny animal or plant creature. If she selects this ability

a third time, she may wild shape into a Small, Medium, or Large elemental (air, earth, fire, or water).

- **Witchfire (Su):** The war witch gains the ability to change spell energy into liquid fire, manifested as a bolt of raw magical energy. To do so, she must succeed on a Concentration check (DC 15 + 2 per additional time the ability is used per day past the first). If she fails the check, she must wait 24 hours before using this ability again. The bolt is a ranged touch attack with long range (400 feet + 40 feet/class level) that deals 5d6 points of fire damage. If the war witch selects this ability a second time, the damage increases to 10d6. If she selects this ability a third time, the damage increases to 20d6.

RAGGAH HORSEMASTER

The Gray Wastes are home to the Raggah tribes, small bands of desert nomads that breed some of the finest horses in the world. Their proximity to horses makes the Raggah exceptional riders, known far and wide for their martial skills while in the saddle. They are also more than capable with a sword, using deadly curved blades of terrible sharpness.

Most Raggah horsemasters have a few levels in ranger, though fighters can also gain entry to this prestige class. Unlike other uncivilized tribes, the Raggah have no innate superstition toward magic, and initiates and even godsworn sometimes take levels in this class.

The Raggah are rarely seen up close, as they are xenophobic and not inclined to speak with strangers. In the deserts northeast of Sanctuary, they are likely to be found defending their tribes. Quite often, though, small groups of Raggah can be seen in Sanctuary's bazaar, using their complicated language of hand signals to purchase goods to take back to their people.

Hit Die: d8.

REQUIREMENTS

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

Culture: Raggah.

Base Attack Bonus: +4.

Skills: Handle Animal 8 ranks, Ride 8 ranks, Survival 4 ranks.

Feats: Mounted Combat, Track.

CLASS SKILLS

The Raggah horsemaster's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Raggah horsemaster prestige class.

WEAPON AND ARMOR PROFICIENCY

Raggah horsemasters gain no new proficiency with weapons or armor.

EXCEPTIONAL MOUNT (Ex)

The horses of the Raggah tribes are some of the finest animals on the continent, partly because of their breeding but also by virtue of their incredible training. At 1st level, the Raggah horsemaster bonds with an exceptional light warhorse, which gains many improvements as the horsemaster advances in this prestige class. If the steed dies, the horsemaster may bond with another, but it takes two months or one level of advancement in this class (whichever is greater) to properly train a replacement steed.

TABLE 4-19: THE RAGGAH HORSEMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+2	+2	+0	+0	Exceptional mount, master of the saddle
2nd	+1	+3	+3	+0	+0	Desert tracking
3rd	+2	+3	+3	+1	+0	Bonus feat
4th	+3	+4	+4	+1	+1	—
5th	+3	+4	+4	+1	+1	Scimitar finesse
6th	+4	+5	+5	+2	+1	Bonus feat
7th	+5	+5	+5	+2	+2	Mounted attack bonus
8th	+6	+6	+6	+2	+2	—
9th	+6	+6	+6	+3	+2	Bonus feat
10th	+7	+7	+7	+3	+3	Track from the saddle



The horsemaster's steed gains the following benefits based on the character's class level.

EXCEPTIONAL STEED

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Special
1st–2nd	+2	+4	+1	Devotion, link
3rd–5th	+4	+6	+2	Evasion
6th–8th	+6	+8	+3	Improved speed
9th–10th	+8	+10	+4	Improved evasion

- **Exceptional Mount Basics:** Use the base statistics for a light warhorse, but make the following changes.

Class Level: The character's Raggah horsemaster level.

Bonus HD: Extra d8 Hit Dice, each of which gains a Constitution modifier as normal. Extra Hit Dice improve the exceptional mount's base attack and base save bonuses, as normal.

An exceptional mount uses the same base attack bonus and base save bonuses of a Raggah horsemaster of a level equal to the animal's HD. It gains additional skill points and feats for bonus HD as normal for a creature of the animal type (see **Chapter Seven: Glossary** of the *MM*).

Natural Armor Adj.: The number noted here is an improvement to the exceptional mount's existing natural armor bonus.

Str/Dex Adj.: Add this value to the exceptional mount's Strength and Dexterity scores.

Devotion (Ex): An exceptional mount gains a +4 morale bonus on Will saves against enchantment spells and effects.

Link (Ex): A Raggah horsemaster can handle his exceptional mount as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The Raggah horsemaster gains a +4 circumstance bonus on all Handle Animal checks made regarding an exceptional mount.

Evasion (Ex): If an exceptional mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Improved Speed (Ex): The exceptional mount's speed increases by 10 feet.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an exceptional mount takes no damage on a successful save and only half damage on a failed save.

MASTER OF THE SADDLE (EX)

Raggah horsemasters are legendary for their prowess in the saddle, far eclipsing even the Irrune. At 1st level, a Raggah horsemaster may add a competence bonus equal to his class level on all Ride checks he makes when riding a horse.

DESERT TRACKING (EX)

The Raggah horsemaster is a master of tracking game among the shifting sands of the Gray Wastes, and this expertise extends to the pursuit of quarry in any desert environment. At 2nd level, the Raggah horsemaster gains a competence bonus equal to half his class level on Survival checks made when tracking prey in a desert environment.

BONUS FEAT (EX)

At 3rd level and every three levels thereafter, the Raggah horsemaster gains a bonus feat. The Raggah horsemaster must meet all the prerequisites for a bonus feat, and must select these bonus feats from the following:

Alertness, Animal Affinity, Combat Reflexes, Mounted Archery, Quick Draw, Ride-By Attack, Self-Sufficient, Spirited Charge, Trample, or Weapon Focus.

SCIMITAR FINESSE (EX)

At 5th level, a Raggah horsemaster can use his Dexterity modifier instead of his Strength modifier on attack rolls while wielding a scimitar. He need not be mounted to gain this benefit, but he must be wearing light or no armor.

MOUNTED ATTACK BONUS (EX)

When he reaches 7th level, a Raggah horsemaster gains a +2 competence bonus on attack rolls made while wielding a one-handed weapon, so long as he is mounted.

TRACK FROM THE SADDLE (EX)

A Raggah horsemaster of 10th level can track quarry even while riding his horse. When doing so, he can move at half his mount's normal speed with no penalty on the Survival check to track, at his mount's normal speed with a –5 penalty on the check, or at up to twice his mount's normal speed with a –20 penalty on the check.

RANKAN LEGIONNAIRE

The armies of Ranke have long been the benchmark by which all others are judged. Using its legions of well-trained soldiers, archers, and cavalry, Ranke nearly brought the entirety of the known world to its knees. The soldiers of Ranke are highly motivated, well equipped, and willing to fight for their emperor without question or complaint. Even with its decline, Ranke still maintains several legions in top condition. As the empire continues to expand its power base in the region, it is likely that Sanctuary has not seen the last of Ranke's military.

Nearly all Rankan legionnaires are fighters, though characters from any class can qualify so long as they are Rankan citizens.

NPCs hailing from the Rankan legions are rare in Sanctuary, though several of those that reside in Sanctuary are old-timers who served in the legions during Ranke's heyday. Many of these are veterans who have seen action in the wars against the Nisibisi, and who will tell a good tale to anyone for the price of a drink.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +2.

Special: Rankan Citizenship. To become a member of the Rankan legions, a character must be a naturalized citizen of Ranke in good standing.

CLASS SKILLS

The Rankan legionnaire's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), and Swim (Str). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Rankan legionnaire prestige class.

WEAPON AND ARMOR PROFICIENCY

Rankan legionnaires are proficient with all simple and martial weapons, with all types of armor, and with shields.

ESPRIT DE CORPS (Ex)

The effectiveness of the Rankan legionnaire is enhanced when he fights as part of a group. When fighting alongside a group of five or more allies, the Rankan legionnaire gains a +2 morale bonus on all attack rolls and a +2 morale bonus on all Will saves.

ISSUED EQUIPMENT (Ex)

At the time of a legionnaire's enlistment, Ranke issues him a dagger, a heavy steel shield, a short spear, a short sword, a breastplate, and two uniforms. This equipment is the property of the Rankan Empire, and it is the sole responsibility of the legionnaire to care for and maintain it.

A legionnaire whose equipment is lost or stolen may replace it at a 50% discount off the normal price for such equipment, but may face serious penalties for losing his gear (as determined by the GM). Characters in possession of a legionnaire's stolen equipment (whether they know its origins or not) will typically be accused of impersonating a legionnaire, and may face slavery if in an area where imperial power still holds sway.

FORCED MARCHING (Ex)

The legions of Ranke are fast to react to threats against the empire, and they are often forced to march long distances with little rest. When a 2nd-level Rankan legionnaire performs a forced march (see **Chapter Nine: Adventuring** in the *PHB*), he gains a +5 bonus on all Constitution checks that he makes to avoid the effects of fatigue. Additionally, he halves any nonlethal damage taken due to a failed Constitution check during a forced march.

FORMATION DEFENSE (Ex)

Rankan units fight in tight formations, using their heavy shields to defend themselves and their comrades against enemy attacks. At 3rd level, when fighting in a formation equipped with heavy shields, the overlapping defenses of his allies increases the Rankan legionnaire's shield bonus by +2, as well as providing a +1 bonus on Reflex saves.

TACTICAL ASSAULT (Ex)

With enough time to analyze his tactical situation on the battlefield, a Rankan legionnaire can formulate a plan of attack and communicate it



TABLE 4–20: THE RANKAN LEGIONNAIRE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+1	+2	+0	+0	+0	Esprit de corps, issued equipment
2nd	+2	+3	+0	+0	+0	Forced marching
3rd	+3	+3	+1	+1	+0	Formation defense
4th	+4	+4	+1	+1	+1	Tactical assault
5th	+5	+4	+1	+1	+1	Commander

to his troops and allies. Doing so requires a full-round action spent in giving commands and detailing his plans. Once this is accomplished, the legionnaire's allies gain a morale bonus on attack rolls and skill checks equal to the legionnaire's Intelligence bonus +1 (minimum +1). This morale bonus lasts for a number of rounds equal to the Rankan legionnaire's Charisma bonus (minimum 1 round). A tactical assault can be made once per day.

COMMANDER (EX)

A Rankan legionnaire who attains 5th level has proved his worth and loyalty to the empire many times over. In addition to gaining Leadership as a bonus feat, he also gains a +4 bonus on all Bluff, Diplomacy, and Intimidate checks he makes to influence the troops under his command.

SACRED BANDER

Sacred bands are groups of mercenaries, soldiers, and warriors who fight together under the banner of shared dedication. Broken up into pairs, they draw strength in the heat of battle from the bond they share. This bond is deeper than blood, deeper than emotion—a truly powerful connection which strengthens both individuals. Whether male or female, there must always be two sacred banders fighting side by side, since many of the bonuses and abilities they get apply only when both are present.

Any combat-oriented class such as fighter, ranger, or survivor can easily take up the sacred bander prestige class. It is also possible for thieves to work their way into a unit of banders, so long as they can meet the requirements.

The Stepsons are an excellent example of the sacred bander creed in action. Though that fabled mercenary band is long gone in the modern day, people still tell tales of their exploits with a mixture of hatred, awe, and nostalgia. There are countless other bander groups, some of which may pull into town looking for work, to restock their supplies, or to cause trouble.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +6.

Feats: The character must have at least three feats that can be taken as fighter bonus feats (whether taken as bonus feats or regular feats).

Special: To become a sacred bander, a character must first forge a permanent mental and emotional connection with another sacred bander. Both characters must pledge their eternal commitment and allegiance to one another, and must take part in some sort of bonding ceremony (a blood-oath for fighting compatriots, a wedding for banders united romantically, and so on).

CLASS SKILLS

The sacred bander's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), and Swim (Str). See **Chapter Four:**

TABLE 4–21: THE SACRED BANDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+1	+2	+0	+0	+0	Sacred bond, courage of the spirit +2
2nd	+2	+3	+0	+0	+0	Coordinated offense
3rd	+3	+3	+1	+1	+0	Improved aid +1
4th	+4	+4	+1	+1	+1	Watch my back
5th	+5	+4	+1	+1	+1	Dedicated defense +1
6th	+6	+5	+2	+2	+1	Improved aid +2
7th	+7	+5	+2	+2	+2	Courage of the spirit +4
8th	+8	+6	+2	+2	+2	United onslaught
9th	+9	+6	+3	+3	+2	Improved aid +3
10th	+10	+7	+3	+3	+3	Dedicated defense +2

Skills in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacred bander prestige class.

WEAPON AND ARMOR PROFICIENCY

The sacred bander is proficient with all simple and martial weapons, with all armor, and with shields.

SACRED BOND (Ex)

A sacred bander's connection to his compatriot is such that each gains an unprecedented insight into the other's behavior, demeanor, and health. So long as they are within 10 feet of each other, two pledged sacred banders always knows each others' current hit point totals and whether either suffers from poison, disease, or curse. In addition, a sacred bander can sense the location of his compatriot at any distance, even if the compatriot has total concealment or is invisible.

COURAGE OF THE SPIRIT (Ex)

At 1st level, the sacred bander gains inner strength from his compatriot's presence. When within 10 feet of his compatriot, he gains a +2 bonus on all Will saves. This bonus increases to +4 at 7th level.

COORDINATED OFFENSE (Ex)

Sacred banders are quick to react to danger in tandem. Starting at 2nd level, a pair of sacred banders act on the same initiative count, using the higher initiative roll.

IMPROVED AID (Ex)

At 3rd level, when a sacred bander uses the aid another action to aid his compatriot, he adds a +3 bonus on the attack roll or to his compatriot's AC. This bonus increases to +4 at 6th level, and to +5 at 9th level.

WATCH MY BACK (Ex)

At 4th level, the sacred bander can help his compatriot overcome coordinated attacks. So long as both sacred banders are in adjacent squares and are able to react (not disabled or caught flat-footed), neither can be flanked.



DEDICATED DEFENSE (Ex)

When fighting side-by-side, sacred banders can shield each other from incoming attacks. At 5th level, a pair of sacred banders in adjacent squares gain a +1 bonus to their Armor Class (increasing to +2 at 10th level).

UNITED ONSLAUGHT (Ex)

At 8th level, the passion of battle fills sacred banders. When attacking an opponent that previously damaged him or his partner, the sacred bander gains a +2 morale bonus on attack and damage rolls against that opponent. This bonus lasts until one or the other successfully hits or damages that opponent. If either sacred bander takes damage again from the same target, they regain the bonus on attack and damage rolls.

S'DANZO FORTUNETELLER

Like the Nis, the S'danzo have magical blood in their veins (or at least the women do). Manifesting as brief flashes of insight, these moments of prescience allow many S'danzo to catch glimpses of the future. These can be unsettling, but most S'danzo accept this as part of their heritage. A few, however, embrace this ability and use it to extend their awareness into possible futures and make predictions based on these visions. These women are known as the Sighted, or more commonly, as seers and fortunetellers.

Only S'danzo can gain entry into this prestige class, (though at the GM's discretion, Nis characters might be allowed to access the Sighted feat and then advance into this class). Though witchcraft is a part of fortunetelling, not all fortunetellers are practicing witches. Many fortunetellers begin as thieves, or as multiclass survivors. Though S'danzo fortunetellers come

from many walks of life, none ever originate among priests or godsworn. The S'danzo are wholly atheistic, and to deviate from this results in losing the Sight.

When the S'danzo lived in Sanctuary, they made their living foretelling the future of the city's people. While distrusted, these seers were turned to for guidance in Sanctuary's times of need. The S'danzo thrived for a time alongside Rankans, Beysibs, and Wrigglies, but then they vanished, fleeing the coming storm of the Dyareelans. Though a few authentic seers remain in Sanctuary for reasons of their own, many more pretenders claim to have the blood, but these are often little more than frauds telling fortunes in the old S'danzo haunts.

Hit Die: d6.

REQUIREMENTS

To qualify to become an S'danzo fortuneteller, a character must fulfill all the following criteria.

Gender: Female.

Ethnicity: S'danzo.

Skills: Gather Information 4 ranks, Sense Motive 4 ranks.

Feat: Sighted.

CLASS SKILLS

The S'danzo fortuneteller's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Decipher Script (Int), Gather Information (Cha), Hide (Dex), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the S'danzo fortuneteller.

WEAPON AND ARMOR PROFICIENCY

S'danzo fortuneteller's talents lie in seeing the future, not in combat. Any substantial martial prowess a fortuneteller has is going to be gained from other class experience, not through this one. They gain no new proficiency with weapons or armor.



SUDDEN INSIGHT (Su)

On occasion, the forces of fate manifest themselves in those sensitive to them. These moments are sudden flashes where the fortuneteller's personality and awareness retreats and she blurts out a truth regarding some future occurrence. The fortuneteller has no control over this ability; fate surfaces when it wills. Once per week, the GM will offer some tidbit of cryptic advice, often something useful for circumventing an unforeseen difficulty to come. For example, the fortuneteller might advise her companions to carry specific supplies, to bring along a particular animal, or perhaps to keep a weapon handy. The S'danzo fortuneteller gains one additional use of this ability at 4th level and every two levels thereafter.

Alternatively, the fortuneteller may call upon fate and use one of her remaining uses of sudden insight for the week (if any). Doing so grants the character a +1 insight bonus on her next attack roll, saving throw, skill check, or ability check.

GREATER SIGHT (Ex)

The S'danzo fortuneteller improves her ability to see the future, and is capable of calling upon the Sight as needed. At 2nd level, her bonus on Sense Motive checks increases to +3. In addition, each daily use of augury beyond the first increases the DC by +2 instead of +5 (see the Sighted feat on page 125).

FOCUS (Su)

From 3rd level, the S'danzo fortuneteller is constantly aware of patterns around her, allowing her to catch jumbled glimpses of the future. To use this ability, she opens herself up to the threads of destiny, becoming supernaturally focused. She must make a DC 15 Concentration check (a full-round action that provokes attacks of opportunity). Once focused, information about people, places, and objects comes to light, allowing her to pick the threads that apply to her. She remains focused until she expends the focus (a swift action), becomes unconscious, or goes to sleep.

The fortuneteller can regain her focus as often as she likes, but each attempt beyond the first increases the Concentration check DC by +2. After 8 hours of rest, the DC drops back to 15.

PRECOGNITIVE SIGHT (Su)

At 3rd level, a fortuneteller can expend her focus to gain an insight bonus equal to one-half her class level on any one attack roll, damage roll, saving throw, or skill check.

DIVINE (Sp)

At 3rd level, whenever the S'danzo fortuneteller uses her greater sight ability, she can cast divination instead of augury.

READ OBJECT (Sp)

Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. Starting at 4th level, the fortuneteller can read the patterns flowing about her to learn something about a particular object and its last owner. To do so, she must expend her focus and touch the object. Each minute that she touches the object, she must succeed on a Concentration check (DC 15 + 2 for each previous minute spent in concentration). The amount of information revealed depends on how long she studies a particular object.

1st Minute: Last owner's ethnicity or race.

2nd Minute: Last owner's gender.

TABLE 4–22: THE S'DANZO FORTUNETELLER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+1	+2	+0	Sudden insight 1/week
2nd	+1	+0	+2	+3	+1	Greater sight
3rd	+1	+1	+2	+3	+1	Focus, precognitive sight
4th	+2	+1	+2	+4	+1	Divine, sudden insight 2/week
5th	+2	+1	+3	+4	+2	Read object
6th	+3	+2	+3	+5	+2	Sense psychic impressions, sudden insight 3/week
7th	+3	+2	+4	+5	+2	Greater precognitive sight
8th	+4	+2	+4	+6	+3	Immune to surprise, sudden insight 4/week
9th	+4	+3	+4	+6	+3	Unravel secrets
10th	+5	+3	+5	+7	+3	Perpetual awareness, sudden insight 5/week

3rd Minute: Last owner's age.

4th Minute: Last owner's background (see page 44).

5th Minute: How last owner gained and lost the object.

6th+ Minute: Next-to-last owner's ethnicity or race, and so on.

The power always correctly identifies the last owner of the item and the original owner (if the power is kept active long enough). However, there is a 10% chance that one former owner will be randomly skipped by this ability, and thus not identified.

This ability will not identify casual users or creatures simply in possession of an object as former owners of that object (such that items stolen, then resold by a particular thief will not reveal that thief as a former owner). An owner is defined as anyone who has used an object for its primary purpose (successfully attacking with a weapon, activating a magic item, and so on.)

An object without any previous owners reveals no information. You can continue to run through a list of previous owners and learn details about them as long as the power's duration lasts. If you use this ability additional times on the same object, the information yielded is the same as if you were using the ability on the object for the first time.

SENSE PSYCHIC IMPRESSIONS (Sp)

Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. To the trained fortuneteller, these impressions can give a picture of the location's past. A 5th-level fortuneteller can expend her focus to gain a psychic sense of the history of a given location.

The types of events most likely to leave psychic impressions are those that elicit strong emotions—battles and betrayals, marriages and murders, births and great pain, or any other event where a single emotion dominates. Everyday occurrences leave no residue for a fortuneteller to detect.

The vision of the events is dreamlike and shadowy. The fortuneteller does not gain special knowledge of those involved in the vision, though she might be able to make out large banners or other writing (if she can read the appropriate language).

Beginning with the most recent significant event at a location and working backward in time, the fortuneteller senses one distinct event for every 10 minutes she maintains concentration, if any such events exist to be sensed. Her sensitivity extends into the past a maximum number of years equal to 100 × her Wisdom bonus (minimum 100 years).

GREATER PRECOGNITIVE SIGHT (Su)

At 6th level, the fortuneteller can better utilize her expanded awareness. Whenever she expends her focus, she gains an insight bonus equal to her class level on any one attack roll, damage roll, saving throw, or skill check.

IMMUNE TO SURPRISE (Ex)

At 8th level, the S'danzo fortuneteller is constantly aware of her surroundings. From this point forward, she can always take an action during a surprise round unless she is somehow restrained or otherwise prevented from doing so.

UNRAVEL SECRETS (Sp)

Starting at 9th level, the fortuneteller can elevate her mind to see the greater pattern of fate, cogitating on countless impressions and predictions. This ability gives the fortuneteller an uncanny and accurate vision about a target humanoid's nature, activities, and whereabouts. To use this ability, the fortuneteller must have personally met the target creature or gained awareness of it through other magical means (such as her read object ability). She must then expend her focus. After using this ability, she is exhausted until she rests for 8 hours, and may not regain her focus for one week.

When she uses this ability, she learns the following facts about the subject.

- Its name, ethnicity, background, and character class.
- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Any significant activities or actions the subject has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells or rituals it cast, items acquired, and items left behind (including the location of those items).

This ability can defeat spells or rituals that normally obscure scrying or similar spells. A S'danzo fortuneteller can attempt a level check (DC 10 + caster level of the creator of the obscuring effect) to defeat these sorts of otherwise impervious defenses. Epic effects that obscure divinations automatically defeat this ability.

PERPETUAL AWARENESS (Su)

At 10th level, the S'danzo fortuneteller is constantly aware of her surroundings, the ebb and flow of fate, and the ever-changing possibilities of reality. As a result of this heightened awareness, the fortuneteller gains a permanent +2 insight bonus to AC and on Reflex saves. In addition, she can expend her focus to add a bonus equal to her character level on any single attack roll, saving throw, ability check, or skill check, or to AC for 1 round.

EX-S'DANZO FORTUNETELLERS

Part of being a fortuneteller is a staunch denial of the gods, an adherence to the belief that fate is external to the gods' will. Whether or not a S'danzo actually believes the gods exist or not is a personal and individual choice. However, any open worship of a god immediately severs the Sight. S'danzo fortunetellers who advance into the priest or godsworn classes immediately become ex-fortunetellers, and lose access to the Sighted feat and all fortuneteller class abilities.

SPELLMASTER

Known for their distinctive shock of white hair, spellmasters are agents for good—magicians who use sorcery to improve the lives of the people around them. Having no interest in personal power, they oppose curses, necromancy, and other forms of black magic. By their good works, they change the atmosphere of their chosen community, bringing hope where before there was none. A spellmaster selects a city and makes it his, establishing a network of loyal followers who share his vision of virtue. Unfortunately, these good spellcasters are rare, each passing on what he knows only to his successor. Because some never get that chance, the number of spellmasters steadily dwindles.

Characters with levels in initiate make the best spellmasters, though a few levels of thief or fighter can never hurt. Other classes can also meet the prerequisites (albeit at higher levels), so that witches, mages, and even priests can turn to this class if they feel the calling. The spellcasting or ritualcasting requirement excludes all nonspellcasters from advancing into this class.

NPC spellmasters typically set up shop in the worst parts of town, protected by sworn followers who share their vision. Many of these minions started with ignoble professions, but reformed when they met their master. Shortly after establishing himself, the spellmaster uses word of mouth to make his presence known in the city, drawing all manner of afflicted people to his domicile. Fair, genuine and good, spellmasters soon earn the loyalty and protection of their community.

Hit Die: d8.

REQUIREMENTS

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

Base Spellcasting or Ritualcasting Bonus: +3.

Skills: Diplomacy 9 ranks, Knowledge (local) 9 ranks, Sense Motive 9 ranks, Spellcraft 6 ranks.

Special: The candidate must be found worthy by another spellmaster and then accept the task of following in his master's footsteps. In addition, a new spellmaster must choose a particular city to commit himself to, and cannot change this city once selected. If he ever abandons his chosen city, he immediately becomes an ex-spellmaster.

CLASS SKILLS

The spellmaster's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

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

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

Spellmasters gain no new proficiency with weapons or armor.

COST OF MAGIC (Ex)

All spellmasters must pay a price for their abilities. This takes the form of a least curse affecting appearance, but not a curse affecting saves or skill

TABLE 4-23: THE SPELLMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+2	+0	+2	+0	Cost of magic, distinctive appearance, encouraging words, lore
2nd	+1	+3	+0	+3	+1	Exchange malady (least), Leadership
3rd	+2	+3	+1	+3	+1	Reduce unworthy curse
4th	+3	+4	+1	+4	+1	Exchange malady (common)
5th	+3	+4	+1	+4	+2	Trustworthy
6th	+4	+5	+2	+5	+2	Exchange malady (potent)
7th	+5	+5	+2	+5	+2	Dispel magic
8th	+6	+6	+2	+6	+3	Exchange malady (mighty)
9th	+6	+6	+3	+6	+3	Greater dispel magic
10th	+7	+7	+3	+7	+3	Lift curse

checks (see page 148 for more information on curses). Work with your GM to determine a curse appropriate for your character.

DISTINCTIVE APPEARANCE (Ex)

At 1st level, the spellmaster's hair turns completely white, imposing a -2 circumstance penalty on all Disguise checks.

ENCOURAGING WORDS (Ex)

Spellmasters are skilled at winning the hearts and minds of those they meet by knowing what to say and when. Starting at 1st level, the spellmaster can add his Intelligence bonus as an insight bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

LORE (Su)

Though their exact number is uncertain, there are a limited number of spellmasters in the world, and before a spellmaster can retire, he must transfer his mantle to another. At 1st level, a new spellmaster gains the memories of the spellmaster who came before him. The spellmaster can draw upon this store of memories for knowledge and legends regarding various topics, just as a bard can with bardic knowledge (see **Chapter Three: Classes** of the *PHB*). The spellmaster adds his level and his Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

EXCHANGE MALADY (Su)

Spellmasters alleviate suffering. Though they lack the ability to remove an affliction entirely, they can often exchange one affliction for another. In most cases, this applies to common cosmetic issues such as an unseemly wart, premature graying, and similar nonlethal but potentially embarrassing difficulties. The spellmaster simply exchanges the troublesome malady for another one of the same potency. For example, a spellmaster can remove a mole from the end of a person's nose by making it reappear elsewhere on the body.

Spellmasters can also use this ability to exchange one curse for another of the same potency. As a guideline, use the curses listed in **Chapter Eight: Sorcery** to determine appropriate levels of maladies. The spellmaster may exchange least maladies at 2nd level, common maladies at 4th level, potent maladies at 6th level, and mighty maladies at 8th level. The act of exchanging a malady takes 1 minute, though the effects do not appear for 24 hours. The spellmaster may use this ability a number of times per day equal to one-half his class level.

In order to exchange a malady, the target must be willing and must offer something of value to the spellmaster. The list price of the good offered is unimportant so long as the item is something important to the subject of the exchange. For instance, a poor commoner with only four chickens to his name may offer one chicken as payment, but a wealthy merchant would pay much more. The GM adjudicates appropriate payment on a case-by-case basis.

LEADERSHIP

At 2nd level, the spellmaster gains Leadership as a bonus feat. If he already has this feat, he instead gains a +2 bonus to his Leadership score.

REDUCE UNWORTHY CURSE (Su)

Spellmasters are vigilant defenders of the innocent, championing them where they can. Curses, especially those cast on innocent people, are the most profane use of mana, and so spellmasters remove such curses whenever they can. Starting at 3rd level, the spellmaster may expend one use of his exchange malady ability to reduce a curse on a target with



minor guilt or less by one step. The spellmaster cannot use this ability on any target whose guilt is major or significant (see **Chapter Eight: Sorcery** for more information on curses). Reducing a curse requires 1 minute of concentration.

TRUSTWORTHY (Ex)

As word gets out about the spellmaster and his work, locals become friendly, even going out of their way to help him. From 5th level, this grants the spellmaster a +3 bonus on Diplomacy and Gather Information checks made in his chosen city.

DISPEL MAGIC (Sp)

In his crusade to better the lives of the people in his chosen city, a spellmaster learns to use sorcery against sorcery. At 7th level, the spellmaster may expend one use of his exchange malady ability to cast dispel magic (as the spell) as a swift action. Caster level equals the spellmaster's character level.

GREATER DISPEL MAGIC (Sp)

At 9th level, the spellmaster is adept at shutting down another's ability to manipulate magic. By expending two uses of his exchange malady ability, the spellmaster may cast greater dispel magic (as the spell) as a swift action. Caster level equals the spellmaster's character level.

LIFT CURSE (Sp)

At 10th level, the spellmaster can remove curses altogether. By expending one use of his exchange malady ability, he may remove any curse bestowed on a target whose guilt is minor or less. Furthermore, he can reduce a curse's potency on any character (regardless of guilt) by two steps if the subject genuinely regrets the actions that led to the curse.

EX-SPPELLMASTERS

A spellmaster's life represents a commitment to the innocent, to furthering good, and to improving lives in his chosen city. Failing in his persistence to these things can result in him being stripped of his powers. Any spellmaster who uses sorcery (magic, witchcraft, or prayer) to harm another person immediately becomes an ex-spellmaster, losing all class abilities until he atones.

Many spellmasters grow weary of their mission, having seen too much suffering and evil. In this case, they can voluntarily retire, but not before they transfer the mantle to another willing subject. When he does so (see **Lore**, above), the spellmaster exchanges all levels in this prestige class for those of a class in which he already had levels. Thus a 5th-level mage/10th-level spellmaster who gives up being a spellmaster becomes a 15th-level mage once he finds a worthy candidate to succeed him.

ADAPTING PRESTIGE CLASSES

Even with the many prestige classes presented here, no book can cover all the various characters that have lived or practiced their trade in Sanctuary. However, there are literally hundreds of prestige classes found in other d20 sourcebooks, many of which are perfect for *Thieves' World*. For the most part, you can use these classes with little adaptation, though there are a few things to keep in mind.

NO ALIGNMENTS

Any special class abilities based on alignment must be removed or heavily modified. If it's an ability based on a spell that no longer exists, consider replacing it with a similar spell listed in **Chapter Nine** of this book. Otherwise, a flat +2 bonus on checks with any two class skills is often a comparable substitute.

REPUTATION BONUS

If the class has many unusual or supernatural abilities, it should have a high Reputation bonus progression like the Blue Star adept (see page 82). If it's more mundane and subtle in its abilities, give it a lower progression like the acolyte of Lizerene. If the prestige class falls somewhere in the middle, give it the intermediate Reputation bonus progression of the Hell Hound.

MAGIC

Thieves' World uses a very different magic system from the spell slot system of the *PHB* and most other fantasy settings. As a result, any magic-using class will need to be rebuilt to fit the *Thieves' World* system.

All prestige classes that advance spells per day will instead advance spells Known and Familiar (and increase caster level) as if attaining a level in a previous spellcasting class. As well, prestige classes that advance spells per day of an existing arcane spellcasting class use a good spellcasting progression (as a mage) but gain no ritualcasting progression in the prestige class (they continue to cast rituals using their existing ritualcasting bonus). Prestige classes that advance spells per day of an existing divine spellcasting class use a good ritualcasting progression (as a priest), but gain no spellcasting progression in the prestige class. Prestige classes that advance spells per day of any existing class use an average spellcasting and ritualcasting progression (as a witch). Use the prestige classes in this chapter as guidelines.

For prestige classes that gain bonus spells (such as the dragon disciple), the character may add those bonus spells to their spells or rituals (choosing whether to add them as Known or Familiar), but they do not improve their spellcasting or ritualcasting progressions. For prestige classes that actually supply their own spells and spell progression, give them good spellcasting progression (as a mage) if they are arcane-oriented or good ritualcasting progression (as a priest) if they are divine-oriented.

DMG PRESTIGE CLASSES

The following are specific notes that apply to the prestige classes found in the *DMG*.

ARCANE ARCHER

Thieves' World does not use elves or other races, so this class is inappropriate for the setting as written. You can use this class with some alteration, however, changing the racial requirement to a cultural one instead. Consider changing the name to Nisibisi archer, replace the racial requirement with Nisibisi ethnicity, grant the prestige class the Reputation bonus progression of the Cirdonian caravan master (see page 86), and replace the spellcasting prerequisite with the following:

Base Spellcasting Bonus: +1.

ARCANE TRICKSTER

You can use this prestige class with slight modification. Remove the alignment prerequisite, then give the class the Reputation bonus progression of the Cirdonian caravan master (see page 86). This class has a good spellcasting progression but no ritualcasting progression. Spellcasting advancement is unchanged.

Add the following requirements:

Base Spellcasting Bonus: +6

Spells: Must have mage hand as a Known spell.

ARCHMAGE

The hazard mage on page 92 replaces the archmage.

ASSASSIN

The assassin base class on page 52 replaces the assassin prestige class.

BLACKGUARD

The godsworn base class on page 54 replaces the blackguard prestige class.

DRAGON DISCIPLE

You can use this prestige class with some modification. The class gains the Reputation bonus progression of the Blue Star adept (see page 82). Bonus spells are unchanged, with spells gained as either Known or Familiar spells at the player's option. Replace the spellcasting requirement with the following:

Base Spellcasting Bonus: +1.

DUELIST

This prestige class needs no changes and is very suitable for *Thieves' World*. The class gains the Reputation bonus progression of the Hell Hound (see page 96).

DWARVEN DEFENDER

Thieves' World does not use dwarves or other races, so this class is inappropriate for the setting as written. You can still use this class with some alteration, however, changing the racial requirement to a cultural one. Consider changing the name to Rankan defender, replace the racial requirement with Rankan ethnicity, and grant the prestige class the Reputation bonus progression of the Hell Hound (see page 96).

ELDRITCH KNIGHT

This class gains the Reputation bonus progression of the Blue Star adept (see page 82), and has a good spellcasting progression but no ritualcasting progression. Spellcasting advancement is unchanged.

Base Spellcasting Bonus: +6.

HIEROPHANT

Because of this class's reliance on alignments and divine spellcasting, this class is not appropriate for *Thieves' World*.

HORIZON WALKER

You can use this prestige class with slight modification. The class gains the Reputation bonus progression of the Cirdonian caravan master (see page 86). The Aligned (Planar) option for planar terrain mastery is unavailable in *Thieves' World*.

LOREMASTER

This class is replaced by various prestige classes presented in this chapter, though it is still a viable option in itself. This class gains the Hell Hound's Reputation bonus progression (see page 96), and has average spellcasting and ritualcasting progressions. Spellcasting advancement is unchanged. Replace the spellcasting requirement with the following:

Base Spellcasting Bonus: +3.

Base Ritualcasting Bonus: +3.

Spells: Must have 6 different divination spells as Known or Familiar spells, including one Known spell of at least 3rd level or higher.

MYSTIC THEURGE

The nature of *Thieves' World's* magic system makes this class unnecessary.

SHADOWDANCER

This class gains the Reputation bonus progression of the Cirdonian caravan master (see page 86).

THAUMATURGIST

You can use this prestige class with some modification. The class gains the Reputation bonus progression of the Blue Star adept (see page 82), and has average spellcasting and ritualcasting progressions. Spellcasting advancement is unchanged.

ADAPTING ADVANCED CLASSES

In addition to the classes presented in this book, Green Ronin Publishing offers a number of other classes as found in the **Master Class** series and in the upcoming *Advanced Class Compendium*. Tips for adapting some of these classes for *Thieves' World* follow.

ASSASSIN

For *Thieves' World*, use the assassin described on page 52.

AVATAR

You can use this class with some modification. Avatars serve the various temples throughout the Known World, especially in remote places like Azehur (see *Thieves' World Gazetteer* for details), but they are just as likely to work for temples of other states and city-states with a strong religious strain. The class gains the godsworn's reputation bonus and spell progression. As there are no alignments in *Thieves' World*, the avatar is not bound by concepts of good and may summon any creatures with its spells. Note that spell-like abilities gained from this class do not require the character to draw mana into his mana pool.

CAVALIER

As a heavily armored mounted warrior, the cavalier does not seem especially appropriate to this setting. However, with some modifications, you can create a mighty mounted warrior akin to this class. Cavaliers in *Thieves' World* are more like the Roman legionary cavalry or cataphract heavy cavalry of the late Empire. These noble warriors of the landed Rankan aristocracy serve as an important component to the imperial armies. To adapt this class, cavaliers gain the mage's reputation.

HOLY WARRIOR

The godsworn base class described on page 54 replaces this class.

NOBLE

The noble base class described on page 63 replaces this class.

PSYCHIC

This class could work in *Thieves' World*, but given that these characters do not have to draw mana in the same way that spellcasters do, they may have some slight advantage. Psychics gain reputation as fighters. Experiment with the psychic's abilities to ensure that the character is balanced against those presented in this book. For more information, see Green Ronin's *Psychic's Handbook* or the *Advanced Player's Manual*.

SHAMAN

The shaman base class could work in this setting with some adjustment. Shamans could be primitive priests of the Cantal Plains barbarians—Jamie the Red's people—or even used to depict the priests of Irrunega. Shamans gain the priest's spellcasting progression.

WITCH

The witch base class described on page 77 replaces this class.



Heroic sorcery and swordplay may be the stuff of thrilling tales, but they often don't do much to pay the rent or put food on the table. Most of the heroes of *Thieves' World* are normal men and women, who have to pay attention to the practical concerns of life as well as acquiring legendary weapons and the favor of the gods. Sanctuary is a do-it-yourself kind of city, where magic and luxury are rarities. If your roof needs fixing or your wounds need binding, someone's going to have to work at it. In the long run, it's often cheaper to do your own work, and to hire your services out for the going rate. Or, of course, you could use your skills to liberate the wealth of others and put it to better use...

SKILLS

While the *PHB* does a great job of putting an action-adventure spin on skills (focusing on things like thievery), a *Thieves' World* campaign allows for further options regarding 'ordinary' activities. This section presents new uses for skills that let mundane ingenuity and ability become as important as magic or combat for solving problems—and that are somewhat less likely to get you killed.

NEW SKILL

The following new skills are available in a *Thieves' World* campaign.

GAMBLE (Wis)

Use this skill to win money in a game that involves both skill and luck. Sanctans play a wide variety of such games, usually using cards or dice, although domino and tile games are also popular. Games involving only luck (such as tossing a coin) or skill (gladiatorial combat) don't involve Gamble checks.

Check: To join or start a game, a character must first pay a stake. The character sets the stake if she starts the game, while the GM sets it if the character joins a game. The other participants also pay a stake, which may be equal to the player's stake or a different amount, depending on the rules of the game.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. If there are many NPCs participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus on the check.

If the character beats all other participants, she wins and claims all the stakes in the game. Otherwise, the gambler with the highest check result claims the prize pool.

- **Cheating:** A skilled character can attempt to cheat while gambling to improve her chances. To cheat, a character must make a Bluff check as a free action before making her Gamble check. This Bluff check is opposed by the Sense Motive checks of the other gamblers. If the Bluff check succeeds, the character gains a +2 circumstance bonus on her Gamble check. If the Bluff check fails, the attempt to cheat did not gain the character any benefit; if the Bluff check fails by 5 or more against any opposing Sense Motive check, that gambler spots the character's cheating and reacts accordingly.

Action: A Gamble check requires anywhere from a few minutes to an hour, depending on the game being played.

Try Again: No, unless the character wants to put up another stake.

Special: A character can't take 10 or take 20 when making a Gamble check.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Gamble checks.

READ/WRITE LANGUAGE (NONE; TRAINED ONLY)

Action: Not applicable.

Try Again: Not applicable. There are no Read/Write Language checks to fail.

Literacy is much rarer in *Thieves' World* than in many other settings. Few people know how to read even their own native tongue, let alone other languages. The Read/Write Language skill doesn't work like a standard skill, but as follows.

- A character does not automatically know how to read and write his native language.
- Each written language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.
- A character never makes Read/Write Language checks; he either knows how to read and write a specific language or doesn't.
- To be able to speak a language that the character can read and write, he must take the Speak Language skill for the appropriate language.
- When a character gains bonus languages due to a high Intelligence, he can choose whether he learns a written form or a spoken form of that language. Learning both counts as two bonus languages.

See the sidebar on page 119 for details on the languages of *Thieves' World*.

Special: Mages, Nobles, and Rankan characters are automatically literate in their native language. Barbarians cannot choose written forms of languages as bonus languages.

EXISTING SKILLS

The following benefits and uses for existing skills are available to characters in a *Thieves' World* campaign.

CONCENTRATION

This skill is particularly useful for staying focused on the long and difficult process of performing rituals.

Synergy: If you have 5 or more ranks in Concentration, you get a +2 bonus on ritualcasting checks.

CRAFT

All of the Craft specialties in the *PHB* are available for *Thieves' World* characters. Most people in Sanctuary prefer simple but effective equipment over expensive and ornate items. If they must spend their last shaboozh on something, they want it to work.

- **Craft and Currency:** The economy of Sanctuary is based on the shaboozh, a large silver coin with the buying power of the gold piece in the *PHB*. The equivalent to the silver piece is the padpol, except that there are 16 padpols to the shaboozh rather than ten, but there is no equivalent to the copper piece. (See **Sanctan Economics** on page 15 for details.) However, when calculating Craft checks and results, use the system of 100 copper = 10 silver = 1 gold. The coins are different, but the costs are abstracted to maintain balance.

- **Alchemy:** While obvious magic is rare in Sanctuary, many Sanctans create or use alchemical items like glue, naphtha, or acid. Characters with the Mundane Alchemy feat (see page 124) can create alchemical items without being able to cast spells. Some natural alchemical items (such as antitoxin) can also be created with the Craft (herbalism) skill, but at a -5 penalty on the Craft check. A list of available alchemical items and their Craft DCs can be found in **Chapter Eleven: Equipment**.

- **Herbalism:** In the low-tech world of Sanctuary, knowledge of herbs, natural remedies and plant properties is invaluable. A skilled herbalist can prepare elixirs and drugs that can assist in treating wounds, give strength to the weary, ease childbirth, or silently kill. A list of herbal substances and their Craft DCs can be found in **Chapter Eleven: Equipment**.

- **Poison:** The dangerous art of brewing and using poisons is not at all uncommon in Sanctuary, although most poisons are illegal in both the Rankan and modern eras. Poison-makers risk their own lives when they create their concoctions; any time a character rolls a 1 on a Craft (poison) check, he accidentally poisons himself with that substance (even unfinished). While many poisons use plant toxins, others are based on animal venom, minerals, or even more unusual substances. Some poisons can be created with the Craft (herbalism) skill, but at a -5 penalty on the Craft check. A list of poisons and their Craft DCs can be found in **Chapter Eleven: Equipment**.

Synergy: If you have 5 ranks in Knowledge (nature), you get a +2 bonus on Craft (herbalism) checks.

DIPLOMACY

Money talks, especially in Sanctuary. The art of diplomacy is often assisted by the application of cold hard cash (or undertaken for the purpose of keeping your cold hard cash).

- **Haggling:** The delicate art of convincing a merchant that you have just enough coin to pay for his wares (but not as much coin as he'd like you to have), haggling is nearly compulsory in the markets of Sanctuary. When a character is haggling, you make a Diplomacy check opposed by the merchant's Profession (merchant) check. If the seller has no ranks in Profession (merchant), or if you are attempting to purchase information or other nonmercantile goods, use opposed Diplomacy checks. The merchant's attitude toward the customer gives him a modifier on his check.

DIPLOMACY

Merchant's Attitude	Modifier
Hostile	+5
Unfriendly	+2
Indifferent	—
Friendly	-2
Helpful	-5

Note that a merchant's attitude will not necessarily be in evidence during a haggling session. A merchant who resents a character's apparent wealth, station, or ethnicity may well appear helpful, but his underlying unfriendly attitude will determine how willing he is to cut the customer a good deal.

Initially, the GM will set the price of an item (or group of items if the character is attempting to secure the lot with a single transaction) at between 80% and 130% (d6+7) of normal market value. (A PC



merchant sets the price for his goods within the above range.) There is no fixed pricing for commodities in an economy like Sanctuary's, and even a PC who trips across a bargain needs to negotiate in order to not seem overeager to buy (thus inspiring the vendor to possibly raise the price).

The spread between the opposed checks determines the flat percentage change (maximum 25%) in the initial offer after a bout of haggling. If the checks are equal, the merchant stays firm on his best price (or doesn't recognize that he's selling for less than he might otherwise get). If the character's check beats the merchant's check by 5, he talks the merchant down 5%. If the merchant beats the PC's check by 12, he ups the price 12% after taking offense at the character's brazen attempt to deal him down (or because he thinks he recognizes an easy mark).

Whether he was successful or not on the opposed check, the character can buy the item at the finalized price, or can continue to make checks (effectively trying to reopen a new round of haggling). Add the result of each additional check (whether an increase or decrease) to the previous adjustment. However, if the PC ever fails two successive checks (regardless of how successful his previous checks were), his insistence on driving an even harder bargain has affronted the merchant so much that he refuses to sell to the PC at any price.

Haggling is not mind control, though, especially when PCs are involved. A PC customer can always refuse to buy the item at the suggested price, and a PC merchant can always choose not to sell it after all.

- **Bribery:** Offering money can often give a bonus on a character's Diplomacy check. Before making the check, the character can make an offer (in shaboozh) to the NPC he is attempting to sway. If the offer is equal to the NPC's character level + Wis modifier (minimum 1), then the character gains a +2 bonus on his next Diplomacy check against that NPC. For every full multiple of the base amount, the character gets an additional +2 bonus on his next Diplomacy check, to a maximum of +10. The character usually has no way of knowing how much to offer the NPC, or how effective the bribe will be.

Example: Buendia decides to bribe a sentry to let her into the Palace grounds for a few minutes, offering him 10 shaboozh for the privilege. The guard is a 4th-level warrior with Wisdom 10, so level + Wisdom bonus equals 4. For every full multiple of 4, Buendia gains a +2 bonus on her next Diplomacy check, so her offer of 10 shaboozh gives her a +4 bonus. The extra 2 shaboozh are wasted (though the guard is unlikely to tell her he would have settled for eight).

In some cases, an NPC may demand a bribe in order to render his services, or even just to listen to what a character has to say. When an NPC requires a bribe, the bonus for the bribe is reduced by -2 (though still to a maximum of +10). As well, the character's Diplomacy check automatically fails if the bribe isn't large enough.

Some (rather rare) NPCs may be insulted by a bribe offer, such that their attitude changes one step for the worse. Others may report the character to the watch or governing authorities (though the complaint will probably be laughed off).

- **Synergy:** If you have 5 ranks in a Profession skill, you get a +2 bonus on Diplomacy checks when haggling for services or items relating to your profession (such as a sailor buying a ship).

HEAL

Healing magic is very rare in *Thieves' World*, so most people must rely on the treatments and secrets of mundane healers and herbalists.

- *Treat Infection*: Characters may make a DC 15 Heal check to clean a potentially infected wound, which takes 10 minutes. If an infection takes root, the character may treat the sufferer just as if she was treating a disease. See page 127 for more information on infections.
- *Treat Slow Poison*: Characters may use Heal to treat those affected by slow-acting, long-term poisons like arsenic. This works just as if the sufferer was afflicted with a disease. See **Chapter Eleven: Equipment** for information on slow poisons.

SPEAK LANGUAGE

The Speak Language skill works as it does in the *PHB*, but uses a different set of languages. (See the **Languages of *Thieves' World*** sidebar.)

Speaking a language gives a character no knowledge of how to read or write that language. That requires the Read/Write Language skill (see page 117)

SPELLCRAFT

This skill is especially useful for quickly shaping and directing the sorcerous power in spells.

Synergy: If you have 5 or more ranks in Spellcraft, you get a +2 bonus on spellcasting checks (see page 139).

USE MAGIC DEVICE

This skill is rare in *Thieves' World*, but not unknown. Quick-minded characters like Cappen Verra has turned their will toward magic and escaped to tell the tale. However, the skill works slightly differently than it does in the *PHB*, due to the nature of the *Thieves' World* magic system (see **Chapter Eight: Sorcery** for more information).

Whenever a character makes a successful Use Magic Device check for an item that allows the user to cast a spell (such as a wand or scroll), the number rolled on the d20 is also used as the number rolled for the spellcasting check. The character adds her Charisma bonus and any casting bonus she may have on the check, and accumulates a mana pool as usual. On a failed Use Magic Device check, the character makes no progress with the item, and her mana pool is halved. If the Use Magic Device check is successful but the d20 roll is within the failure range for the region's mana level, then the amount on the die is subtracted from the mana pool as normal (and may create a risk of spectacular failure).

There is one strong advantage to Use Magic Device, and that is its speed. When you use a magic item blindly, you don't bother to activate it safely. Characters making Use Magic Device checks always treat the spells within the item as Known, rather than Familiar or Unknown. Characters

LANGUAGES OF THIEVES' WORLD

Thieves' World is a place rich with many cultures, each with their own unique language or dialect. Only some languages have a written form. For more information, see **Language and Writing** on page 12.

LANGUAGES

Language	Culture/Country of Origin	Written?	Alphabet
Aurveshan	Aurvesh	Yes	Aurveshan/Enlib
Beysin	The Beysib	Yes	Beysin
Caronnese	Caronne	Yes	Ilsig
Cirdonian	Ciridon	Yes	Enlib
Enlib	Enlibar*	Yes	Enlib
Ilsigi	Ilsig	Yes	Ilsig
Irrune	The Irrune	No	—
Mrsevadan	Mrsevada	Yes	Ilsig
Nisi	The Nisibisi	Yes	Enlib
Raggah	The Raggah nomads	No	—
Raggah signing	The Raggah nomads	No	—
Rankene	Ranke	Yes	Rankene
Sanctan (Wrigglie)	Sanctuary	No	—
S'danzo	The S'Danzo	No	—
Sherranpip	Sherranpip	Yes	Sherranpip
Trade tongue	Rankan/Ilsigi hybrid	No	—
Twandan	Twand	Yes	Rankene
Yenized	Yenized	Yes	Yenized

* Dead language, rarely spoken.

with their own spell and ritualcasting abilities may occasionally prefer to make fast-but-risky Use Magic Device checks to use an item, rather than spend long rounds or minutes preparing to use a magic item containing an Unknown effect.

Emulate Race and Emulate Alignment are not used in *Thieves' World* campaigns. All other aspects of the skill work as written in the *PHB*.

FEATS

Characters in *Thieves' World* have access to most feats from the *PHB*, as well as several new feats presented here.

Many of the base classes and prestige classes of *Thieves' World* gain bonus feats as they gain levels. If the campaign allows additional feats from other sourcebooks, the GM can consider whether those feats should be added to the bonus feat list of any classes.

MISSING FEATS

The following feats are not used in *Thieves' World*: Extra Turning, Improved Familiar, Natural Spell, Quicken Spell, and Spell Mastery.

METAMAGIC FEATS

The metamagic feats in the *PHB* require some adaptation before they can be used with the *Thieves' World* magic system (see **Chapter Eight: Sorcery**). The following changes apply to all metamagic feats.

Rather than requiring higher-level spell slots, metamagic feats increase a spell's effective level, thus increasing Mana Threshold (MT) and price. Every +1 spell slot increase becomes a +1 increase in effective spell level (whether cast as a spell or a ritual). For instance, a 3rd-level spell modified by the Maximize Spell feat (which normally requires a spell slot three levels higher), is instead treated as a 6th-level spell in terms of MT (70) and price (6 hp).

Modifying a spell with metamagic feats is a free action taken as part of the initial casting. A character can apply metamagic feats to any of her Known or Familiar spells (but not to Unknown spells), whether cast as a spell or a ritual.

If a metamagic feat increases the effective level of a Known spell beyond the character's safe level limit (see **Chapter Eight: Sorcery**), it still counts as Known for the purpose of casting time and does not require extra actions to cast. However, to cast the spell, the character pays a price in lethal damage (rather than nonlethal damage) equal to the spell's effective level.

All of the metamagic feats in the *PHB* are available to *Thieves' World* characters, except for the Quicken Spell feat. Instead, characters can use the Instantaneous Casting feat (see page 123) when preparing spells in advance for faster casting.

NEW FEATS

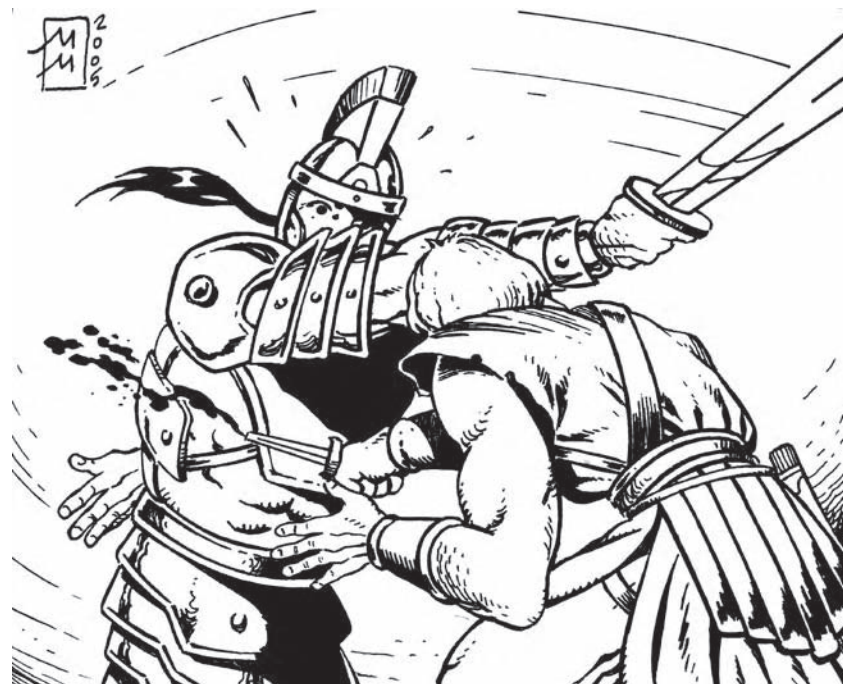
The following new feats are available to characters in a *Thieves' World* campaign. For feats that affect a character's spellcasting ability, see **Chapter Eight: Sorcery** for information on the mana pool, Mana Threshold (MT), and the *Thieves' World* magic system.

AGILE RIPOSTE

Prerequisites: Dex 13, Dodge.

Benefit: Once per round, if the opponent you designated as the target of your Dodge feat makes a melee attack or melee touch attack against you and misses, you can make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously. This attack counts against your normal limit of attacks of opportunity for the round. You can't use Agile Riposte more than once per round, even if you have the Combat Reflexes feat.

Special: A fighter may select Agile Riposte as one of his fighter bonus feats.



AUGMENT RITUAL [GENERAL]

You can more easily augment your rituals with metamagic feats.

Prerequisite: Any metamagic feat, base ritualcasting bonus +6, caster level 6th.

Benefit: When using a metamagic feat to augment a spell cast as a ritual, you treat the augmented spell as one level lower than it would otherwise be. For example, a silent *summon monster I* cast as a ritual would still be treated as a 1st-level spell.

Special: You can gain this feat multiple times. Its effects stack. For example, taking this feat a second time allows you to apply two effective levels of metamagic feats to a spell cast as a ritual without altering the spell's MT.

CRAFT FOCUS [ITEM CREATION]

You can create magic foci to assist in the casting of spells or rituals.

Prerequisite: Caster level 3rd.

Benefit: You can create a focus to give a bonus on spellcasting or ritualcasting checks, so long as you meet the prerequisites (see page 153 for information on foci). Crafting a focus takes one day for each 1,000 sh in its base price. The base price of a focus is its casting check bonus squared \times 1,000 sh. To craft a focus, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. An existing item, such as a weapon or piece of jewelry, can be crafted into a focus. The object must be worth a minimum of 100 sh for every +1 bonus the focus grants, and weapons and armor must be masterwork items. The cost of the object is a separate expense over the base cost of the focus.

CRIPPLER'S EYE [GENERAL]

You have a knack for targeting an opponent's vulnerable areas and weaknesses.

Prerequisites: Wis 11, base attack bonus +4.

Benefit: When you inflict a severe injury on an opponent (see page 127) with a melee or ranged weapon, you roll twice on **Table 6-1** to determine which ability is drained, then choose the result you prefer.

Special: A fighter may select Crippler's Eye as one of his fighter bonus feats.

DEBILITATING STRIKE [GENERAL]

Your sneak attacks inflict dirty, ragged wounds that are prone to becoming infected.

Prerequisites: Base attack bonus +4, sneak attack +1d6.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound very likely to become infected. Each wound dealt in this manner increases the DC of the Fortitude save made to resist infection by +2, assuming your opponent needs to make that save after the encounter (page 127). This increase also applies to the DC of saves made to throw off an infection if the target succumbs.

TABLE 5-1: NEW FEATS

Feat Name	Prerequisites
Agile Riposte ¹	Dex 13, Dodge
Augment Ritual ³	Any metamagic feat, base ritualcasting bonus +6, caster level 6th
Craft Focus	Caster level 3rd
Crippler's Eye ¹	Wis 11, base attack bonus +4
Horrific Blow	Wis 13, Crippler's Eye, Power Attack, base attack bonus +8
Debilitating Strike	Base attack bonus +4, sneak attack +1d6
Distinctive Title	Reputation bonus +3
Extra Channeling ³	Ability to channel divine power
Extra Spells ²	Base spellcasting or ritualcasting bonus +1
Fame	—
Hasten Ritual	Base ritualcasting bonus +12
Greater Toughness	Con 17, Toughness
Improved Channeling	Ability to channel divine power
Improved Damage Threshold	—
Greater Damage Threshold	Con 17, Improved Damage Threshold
Instantaneous Casting	Base spellcasting or ritualcasting bonus +6
Interrupted Casting	Concentration 8 ranks, base spellcasting bonus +1
Life-Fueled Casting	Concentration 6 ranks, Heal 3 ranks, base spellcasting or ritualcasting bonus +1
Low Profile	—
Manhunter	—
Maze-Savvy	You must be a native Sanctan, or must have successfully navigated the Maze at least once
Mixed Ancestry ⁴	—
Mundane Alchemy	Int 13, Craft (alchemy) 4 ranks
Multitalented ⁴	—
Perform Spell	Perform (any) 12 ranks, Base spellcasting bonus +5
Ritual Emphasis	Base ritualcasting bonus +1
Greater Ritual Emphasis	Ritual Emphasis, base ritualcasting bonus +4
Ritual Specialization ²	Base ritualcasting bonus +10
Rushed Casting	Key casting ability 15, base spellcasting bonus +5
Scribe Matrix	Caster level 3rd, base ritualcasting bonus +3
Sighted ⁴	S'danzo
Streetwise	—
Touch the Otherworld	Knowledge (arcana) 6 ranks, base spellcasting or ritualcasting bonus +3
Well-Connected ²	—
Witchblooded ⁴	Cha 13

1 A fighter may select this feat as one of his fighter bonus feats.

2 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new contact, spell, or selection of spells.

3 You can gain this feat multiple times. Its effects stack.

4 You may select this feat only at 1st level.

DISTINCTIVE TITLE [GENERAL]

Your fame has lent you a title or sobriquet, further impressing those who have heard of you.

Prerequisite: Reputation bonus +3.

Benefit: You gain an additional name, title or nickname, like Tempus Thales (the Riddler) or per-Arizak (the Dragon). When another character recognizes you due to your reputation (see page 128), your Reputation benefit on Bluff, Diplomacy, Gather Information, Intimidate and Perform checks against that character increases to +6. Characters can possess honorifics and titles without this feat, but gain no mechanical benefit for them.

Normal: A character normally receives a +4 benefit to applicable skills if recognized by virtue of his reputation.

EXTRA CHANNELING [GENERAL]

You can channel your deity's power more often than normal.

Prerequisite: Ability to channel divine power.

Benefit: Each time you take this feat, you can use your ability to channel divine power an additional four times per day.

Normal: Without this feat, a character can typically channel divine power a number of times per day equal to 3 + Charisma modifier.

Special: You can gain this feat multiple times. Its effects stack. Each time you take the feat, you can channel divine power four additional times per day.

EXTRA SPELLS [GENERAL]

You have learned more spells than normal.

Prerequisite: Base ritualcasting or spellcasting bonus +1.

Benefit: You gain either one additional Known spell, or a number of additional Familiar spells equal to your key spellcasting ability bonus (minimum of 1).

Special: You can gain this feat multiple times. Each time you select it, you gain either an additional Known spell, or a number of Familiar spells equal to your key spellcasting ability bonus.

FAME [GENERAL]

You are more well-known or infamous than normal.

Benefit: Your Reputation bonus increases by +3.

Special: No character except a crime lord can select both the Fame feat and the Low Profile feat. A crime lord can take both feats, but must select a different alternate identity for each (as each identity tracks Reputation separately).

GREATER DAMAGE THRESHOLD [GENERAL]

You can shrug off the worst attacks.

Prerequisite: Con 17, Improved Damage Threshold.

Benefit: Your massive damage threshold (see page 126) increases by +6. This benefit stacks with the effects of Improved Damage Threshold.

Special: You can gain this feat multiple times. Its effects stack.

GREATER RITUAL EMPHASIS [GENERAL]

You are skilled at casting rituals.

Prerequisite: Ritual Emphasis, base ritualcasting bonus +4.

Benefit: You gain a +2 bonus on all ritualcasting checks.

Special: The bonus gained from this feat replaces the bonus gained from Ritual Emphasis.

GREATER TOUGHNESS [GENERAL]

You are hard to injure.

Prerequisite: Con 17, Toughness.

Benefit: Gain +10 hit points.

Special: You can gain this feat multiple times. Its effects stack.

HASTEN RITUAL [GENERAL]

You can cast spells as rituals quickly.

Prerequisite: Base ritualcasting bonus +12.

Benefit: When casting a spell as a ritual, you make ritualcasting checks as if they were spellcasting checks. However, in exchange for sloppy casting, the range for spectacular failure doubles. For example, if a priest with this feat casts *convert light wounds* as a ritual in a normal mana field, he makes a ritualcasting check every round instead of every minute, but with a risk of spectacular failure if he rolls a natural 10 or less.

HORRIFIC BLOW [GENERAL]

You can land blows so powerful that an opponent may suffer multiple traumatic injuries.

Prerequisites: Wis 13, Crippler's Eye, Power Attack, base attack bonus +8.

Benefit: When you inflict a severe injury on an opponent (see page 127), you roll twice on **Table 6-1** and apply both results, either draining two ability scores by 2 points or one ability by 4 points.

Special: A fighter may select Horrific Blow as one of his fighter bonus feats.

IMPROVED CHANNELING [GENERAL]

Your displays of divine power are more potent than normal.

Prerequisite: Ability to channel divine power.

Benefit: You channel divine power as if you were one level higher than you are in the class that grants you the ability.

IMPROVED DAMAGE THRESHOLD [GENERAL]

You are remarkably tough, and much harder to take down or badly injure than normal.

Benefit: Your massive damage threshold (see page 126) increases by +3.

Normal: A character has a massive damage threshold equal to his current Constitution score.

Special: You can gain this feat multiple times. Its effects stack.

INSTANTANEOUS CASTING [GENERAL]

You can cast a prepared spell with a moment's thought.

Prerequisite: Base spellcasting or ritualcasting bonus +6.

Benefit: When preparing a spell ahead of time (see page 147), you can complete the casting process by meeting the MT instead of pausing and holding the effect before meeting the MT. The finished spell or ritual effect is then locked and held as normal, and you pay the normal price for casting. Later, you can unleash the spell or ritual as a swift action, but you pay the same price again at that point. Whether fully or partially prepared, you can still only prepare a number of spells or rituals equal to your key spellcasting ability bonus.

Normal: A character without this feat can prepare spells ahead of time, but still needs to make casting checks as a standard action to fill her mana pool and finish casting at a later point.

INTERRUPTED CASTING [GENERAL]

You can skip one or more rounds while casting a spell to take other actions without losing the spell.

Prerequisites: Concentration 8 ranks, base spellcasting bonus +1.

Benefit: When casting a spell, you can skip rounds between casting checks in order to do something else. At the end of every round in which you do not make a casting check, subtract the spell level from your mana pool. For example, if you stop during the casting of a *convert serious wounds* spell (3rd-level) to hold off an enemy, you lose three points of mana from your pool each round you fail to make a spellcasting check. If your mana pool is reduced to a negative number due to interrupted casting, you suffer a spectacular failure (see page 143). Only spells can benefit from this feat. Spells cast as rituals can never be interrupted and then successfully restarted.

Normal: Without this feat, characters who stop casting a spell to perform another action lose the spell and must start again.

LIFE-FUELLED CASTING [GENERAL]

You can sacrifice your own health or vital energy in order to cast spells more quickly.

Prerequisites: Concentration 6 ranks, Heal 3 ranks, base spellcasting or ritualcasting bonus +1.

Benefit: If a successful casting check still leaves you under a spell's Mana Threshold, you may voluntarily take additional lethal or nonlethal damage to finish casting the spell or ritual. You take an amount of damage equal to the difference between the spell or ritual's MT and your current mana pool. If casting a spell within your safe spell limit, the extra damage you take is nonlethal. If the spell's level is higher than your safe level limit, you take lethal damage. If you are still alive and conscious after taking this damage, your mana pool increases to match the MT, and the spell or ritual takes effect.

You cannot take less damage when using this feat than the difference between the MT and your mana pool; you either take enough damage to complete the casting or take none at all. For example, if the Mana Threshold of a spell you cast is 40 and your pool stands at 28, you either take 12 points of damage (lethal or nonlethal depending on the level of the spell) to finish casting the spell in this interval, or you take no damage and must spend at least one more round making casting checks.

Using Life-Fuelled casting is a free action made as part of a casting check. Although you take damage as a result, this damage does not require you to make Concentration checks to avoid losing the spell.

LOW PROFILE [GENERAL]

You are less well-known than normal (usually because you prefer not to be recognized).

Benefit: Your Reputation bonus decreases by -3 (to a minimum of +0).

Special: No character except a crime lord can select both the Fame feat and the Low Profile feat. A crime lord can take both feats, but must select a different alternate identity for each (as each identity tracks Reputation separately).

MANHUNTER [GENERAL]

You can track down the location of missing persons, wanted individuals or other characters within Sanctuary or another city.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as every time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check and the number of checks required to track down your quarry depend on the community size and the conditions.

COMMUNITY SIZE

Community Size	DC	Checks Required
Thorp, hamlet or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

CONDITIONS

Conditions	DC Modifier
Every three people in the group being sought	-1
Every 24 hours the quarry has been missing or sought	+1
Quarry is lying low or avoiding detection	+5
Quarry matches the community's primary or secondary cultural demographic	+2
Quarry does not match the community's primary or secondary cultural demographic	-2
Quarry is obviously nonhuman or unusual	-2
Quarry's Reputation bonus	+ varies

Sanctuary is a small city, so tracking someone down requires 2d4 Gather Information checks with a DC of 15. Its primary cultural demographic is Wriggle, with the Ilsigi a secondary cultural demographic, as are Rankans (in the Rankan era) and the Irrune (in the modern era). Other cities and towns within *Thieves' World* will have different cultures and demographics as determined by the GM.

If you fail a Gather Information check, you can retry after 1 hour of questioning. The GM should roll the number of checks required secretly, so that you don't know exactly how long the task will require.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: If you have 5 ranks in Knowledge (local) you gain a +2 bonus on the Gather Information check to use this feat. You can cut the time between Gather Information checks in half (30 minutes), but you take a -5 penalty on the check.

MAZE-SAVVY [GENERAL]

You are familiar with the Maze, and find it a simple matter to navigate its ever-changing streets and alleyways.

Prerequisite: You must be a native Sanctan, or must have successfully navigated the Maze at least once.

Benefit: You gain a +2 bonus on all Knowledge (local) checks made when you navigate the Maze. Additionally, you may take 10 on such checks.

Normal: You may not take 10 on Knowledge (local) checks made when navigating the Maze.

MIXED ANCESTRY [GENERAL]

Your parents were of different cultures, and you exhibit the features of both.

Benefit: You may select two cultures during character creation, gaining the special features and languages of both. The character's bonus human feat can be chosen from either culture's list.



Normal: A character may select only one culture at character creation.

Special: You may select this feat only at 1st level.

MUNDANE ALCHEMY [GENERAL]

You can create alchemical items despite your inability to cast spells.

Prerequisites: Int 13, Craft (alchemy) 4 ranks.

Benefit: You can use the Craft (alchemy) skill to make items like antitoxin or alchemist's fire, even though you cannot cast spells. Your Craft checks use the same DCs, modifiers and costs as those of characters with the ability to cast spells and rituals.

Normal: Only characters with the ability to cast spells or rituals can make items using Craft (alchemy).

MULTITALENTED [GENERAL]

You have experience with more than one background.

Benefit: You may choose two backgrounds during character creation, gaining the traits of both backgrounds. You are still restricted to choosing two skills, but may choose from either background's skill list.

Normal: A character may select only one background during character creation.

Special: You may select this feat only at 1st level.

PERFORM SPELL [GENERAL]

You can conceal the casting of your spells through a performance.

Prerequisite: Perform (any) 12 ranks, Base spellcasting bonus +5.

Benefit: Any time you use the Perform skill in front of a crowd, you may simultaneously make a spellcasting check. To do so, make a Perform check (with a +2 bonus if you have 5 or more ranks in Bluff). Any member of the audience may attempt a Sense Motive check opposed by your Perform check result. If they succeed, they know you work magic in with your performance (and may get an attack of opportunity against you if applicable). Otherwise, they remain unaware.

Special: When casting spells in this way, you take a -5 circumstance penalty on spellcasting checks made to draw mana and meet the casting threshold.

RITUAL EMPHASIS [GENERAL]

You are skilled at casting rituals.

Prerequisite: Base ritualcasting bonus +1.

Benefit: You gain a +1 bonus on all ritualcasting checks.

RITUAL SPECIALIZATION [GENERAL]

You specialize in casting a particular ritual.

Prerequisite: Base ritualcasting bonus +10.

Benefit: Select one Known spell. When you cast this spell as a ritual, you roll two ritualcasting checks per casting time increment and sum the results.

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

RUSHED CASTING [GENERAL]

You can cast a spell or ritual more quickly than usual, but with diminished effect.

Prerequisites: Key casting ability 15, base spellcasting bonus +5

Benefit: Instead of having to meet the Mana Threshold of a spell in order to cast it, you can release it early with diminished strength and effect. For every 5 points below the required MT of the spell (round up), you cast the ritual or spell at –1 caster level (to a minimum of 1st level) and reduce the save DC (if any) by –2. For example, a character casting *bold monster* (5th level, MT 60) as a 10th-level caster could choose to release the spell with just 47 mana in her pool (13 under the MT, for a factor of 3). By doing so, her caster level would drop to 7th, and the DC of the Will save would decrease by –6.

There are limits to rushed casting. If your caster level is reduced to 0 or less, the spell fails. As well, you cannot release the spell until you have at least half the required mana in your mana pool. Finally, you take the full amount of nonlethal or lethal damage from casting the spell, whether you release it early or cast it normally. You cannot rush the casting of a spell that has been enhanced with a metamagic feat. Any attempt to rush the casting of such a spell fails automatically. You cannot use this feat when casting spells as rituals.

SCRIBE MATRIX [ITEM CREATION]

You can scribe a matrix that keys a ritual's effect to a certain area.

Prerequisites: Caster level 3rd, base ritualcasting bonus +3.

Benefit: You can create a matrix that will cause a 6th-level or lower spell effect to take place under a certain set of circumstances (see **Chapter Eight: Sorcery**). Scribing a matrix takes one day for each 1,000 sh in its base price. The base price of a matrix is its spell level × its caster level × 50 sh. To scribe a matrix, you must spend 1/25 of this base price in XP and use up raw materials costing one-half this base price. Any matrix that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the matrix.

SIGHTED [GENERAL]

As a S'danzo with the Sight, you have the rare ability to read signs and portents, interpret omens, and catch glimpses of the future. Though your ability is untrained and less than reliable, it can occasionally provide beneficial help or insight into a situation.

Prerequisite: S'danzo.

Benefit: You have an uncanny ability to predict the future. This sixth sense grants a +1 insight bonus on Sense Motive checks.

In addition, you gain the ability to cast *augury* as a spell-like ability, at a caster level equal to your character level. To do so, you must focus your mind (which takes 1 minute) and succeed on a DC 20 Concentration check. You may use this ability multiple times per day, but each time beyond the first increases the Concentration check DC by +5. If you fail a Concentration check, the paths of the future are too muddled for you to look again until 24 hours have passed.

Finally, whenever you use this feat, you are *fascinated* for 1d4 rounds while you concentrate on the vision. You take a –4 penalty on all skill checks made as reactions (such as Listen or Spot), though

any noticeable threat automatically breaks this effect and ends the *augury*.

Special: You may select this feat only at 1st level.

STREETWISE [GENERAL]

You know just where to go, where to look, and who to ask.

Benefit: You gain a +1 bonus on all Gather Information and Knowledge (local) checks. As well, you gain a +2 circumstance bonus on Diplomacy checks made when interacting with thieves, prostitutes, drug dealers, thugs, and other denizens of Sanctuary's extensive underworld.

TOUCH THE OTHERWORLD [GENERAL]

You can draw mana from the alien and unpredictable planes that touch upon the material world.

Prerequisites: Knowledge (arcana) 6 ranks, base spellcasting or ritualcasting bonus +3.

Benefit: Whenever you cast a spell or ritual, you can decide to draw mana from both the material world and the otherworldly planes. If you do, roll 1d6 each time you make a casting check and add it to your result. You also cast that spell or ritual at +1 caster level.

Drawing upon the planes has drawbacks, however. If your casting check falls within the failure range for the local mana level (see page 143), you diminish your mana pool by the number on both dice. If the spell or ritual is a spectacular failure (even if you only modified one casting check with extraplanar mana), the GM rolls twice on **Table 8–4: Spectacular Failures** and applies both results.

To use this feat when casting a spell, you must make casting checks as a full-round action rather than a standard action (though you gain the usual bonus on your casting checks for taking a full-round action; see page 140). To use this feat when casting a ritual, you must spend an additional casting increment (as defined for that ritual) in initial preparation.

WELL-CONNECTED [GENERAL]

You know many people and make contacts more easily than normal.

Benefit: You gain an additional contact, who can be brought into the campaign as normal (see page 129).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select the feat, you gain a new contact.

WITCHBLOODED [GENERAL]

You have been blessed (or perhaps cursed) with a talent for witchcraft. Unless properly tapped through training, this affinity can never be fully realized, yet you can still draw significant power from it by focusing your will.

Prerequisite: Cha 13.

Benefit: Once per day, you may add a +2 enhancement bonus to one ability score as a move action. This bonus lasts for a number of rounds equal to your current Charisma score. When the effect expires, the ability that received the bonus takes a –2 penalty until you rest for 8 hours. Class features (including spellcasting ability) or feats that require a minimum ability score are not usable while that ability is reduced to below that minimum score.

Special: You may select this feat only at 1st level.



CHAPTER SIX:
SUPPLEMENTAL RULES

While it provides many opportunities for excitement, *Thieves' World* is not your typical d20 fantasy setting. This is a world of gritty sword-and-sorcery adventure rather than high fantasy, and as such, it demands more dangerous and realistic rules than those in the *PHB*. In *Thieves' World*, combat is commonplace but deadly, and even experienced warriors like Kadasah or Critias take their lives in their hands every time they draw steel. Magical healing is rare and limited, and the survivors of a battle may still succumb to infection or suffer from a wound that never heals properly. Little wonder, then, that talking or thinking your way past your enemies is usually an attractive proposition. Many of the heroes of *Thieves'*

World use their social skills and fame to their advantage, exhausting those options before resorting to violence.

The following rules are designed to be seamlessly integrated into standard game play—adding material and ideas, rather than making you change lots of rules you already know and understand. The massive damage, severe injury, and infection rules make combat more dangerous, but still survivable for characters who are careful and skilled. The rules for reputation give characters a chance to develop their own personal fame and legends, and to enlist the aid of others when they most need it.

GETTING HURT

Sanctuary is a nasty place, and life is often bought and sold cheaply. This section covers new rules for massive damage, severe injury effects, and infection.

MASSIVE DAMAGE

No matter how experienced or skilled a character may be, a knife in the kidneys or an axe to the skull can still bring him down. Even someone as powerful as Tempus can be laid low by a single lucky shot. This vulnerability is reflected in the standard massive damage rule, which sets a level of damage to which any character might succumb. In *Thieves' World*, that threshold of damage is much smaller than in the standard rules of the *PHB*, but characters can still survive major amounts of damage—if they're lucky.

MASSIVE DAMAGE THRESHOLD

Every *Thieves' World* character has a massive damage threshold. Whenever a character takes this amount of damage (or more) from a single attack

(but not from multiple separate attacks, even if in the same round) he must make a massive damage save.

A character's massive damage threshold is normally equal to his Constitution score plus Size modifier (Fine -16, Diminutive -12, Tiny -8, Small -4, Medium +0, Large +4, Huge +8, Gargantuan +12, Colossal +16) plus his armor bonus (including magical enhancement) plus his natural armor bonus (if any). The Improved Damage Threshold and Greater Damage Threshold feats increase a character's massive damage threshold. If the character's Constitution score increases, so too does his massive damage threshold. Likewise, if his size is increased (by an *enlarge person* spell, for instance), his massive damage threshold increases accordingly.

MASSIVE DAMAGE SAVE

If a character takes damage equal to or greater than his massive damage threshold in a single attack, he must make a massive damage save. This is a DC 15 Fortitude save (some special abilities can increase this DC).

A successful save means that the character suffers no additional effects from the attack, other than the loss of hit points.

EFFECTS OF MASSIVE DAMAGE

A character who fails his massive damage save is immediately reduced to -1 hp and is dying. He immediately falls unconscious, and will continue to lose hit points unless stabilized (just as any character reduced to negative hit points).

Characters who are reduced to negative hit points are also at increased risk of suffering severe injuries or infected wounds (see below).

SEVERE INJURIES

Some injuries a character suffers are exceptionally dangerous, potentially leaving her lame, disfigured, addled, or crippled. These severe injuries can permanently reduce the character's capabilities and abilities, and are beyond the power of all but the most skilled physicians or healers to repair. Mor-am's hideous scars, Straton's weakened sword-arm, and Arizak's crippled leg are all examples of severe injuries from the *Thieves' World* anthologies.

RISKING AND RECEIVING A SEVERE INJURY

Characters risk severe injury whenever they are the recipient of a particularly powerful attack that overwhelms their ability to withstand pain and trauma. If an attack is a critical hit and the damage dealt by that critical hit is equal or greater than the target's massive damage threshold, the target has suffered a potential severe injury.

Before determining whether the attack caused a severe injury, the target must make her massive damage save as usual. She then makes a Fortitude save against the same DC (usually 15). If she is currently at negative hit points (due to failing her massive damage save or simply to accrued hit point loss), the DC of this second save increases by +5.

If the character succeeds in this second save, she avoids suffering any additional effects from the attack. If the save fails, she suffers a severe injury.

EFFECTS OF SEVERE INJURY

Severe injuries deal 2 points of ability drain to one of the character's ability scores, determined by rolling on **Table 6-1: Severe Injuries**. The ability score affected can also suggest the nature of the injury.

If the character is still engaged in combat, this reduction of an ability score can have immediate effects (such as to the bonus on melee attack and damage rolls caused by a loss of Strength). If the character's Constitution falls, she loses an appropriate number of hit points, which may be enough to kill her outright in the wake of the initial damage of the severe injury.

TREATING SEVERE INJURIES

One of the reasons severe injuries are so debilitating is because they cannot be treated by mundane medicines. Only magical effects that counteract ability drain, such as *restoration* or the special abilities of an acolyte of Lizerene (see page 80), can restore a character's ability scores and heal the severe injury. While such magic is not out of the reach of mortals, it is difficult enough that few priests or healers have the capability. Those who do are typically rare and scattered across the continent, such that finding one might be an adventure in itself.



TABLE 6-1: SEVERE INJURIES

1d6	Ability	Possible Reasons
1	Strength	Severed muscles in arm or leg; fractured vertebrae
2	Dexterity	Shattered kneecap; neural damage and loss of muscle control
3	Constitution	Punctured lung; crushed ribcage presses onto heart
4	Intelligence	Fractured skull; brain damage affects memory
5	Wisdom	Damage to eyes or ears; brain damage affects concentration
6	Charisma	Hideous scarring; brain damage causes personality changes

INFECTION

Just because a character survives combat does not mean he walks away unscarred and untouched. Even a skilled fighter might expect to suffer a few cuts and injuries in a battle. While these minor injuries aren't enough to impede a hardy warrior, they still carry a risk of infection—the wound suppurating with pus and corruption like Arizak's rotting and crippled leg. The more wounds and injuries a character suffers in a single battle (especially those wounds grievous enough to cripple him or knock him unconscious) the greater the risk that those wounds will become infected if not cleaned and treated by a healer.

RISKING INFECTION

Any character who takes more than a minor amount of hit point damage in a single combat encounter runs a risk of lingering injury. If a character loses a number of hit points in a single encounter equal to his massive damage threshold or higher, he is at risk of infection (even if those hit points were lost from several small attacks rather than one powerful one).

If a character is at risk of infection, he must make a DC 15 Fortitude save. There are a number of conditions that can increase the DC of this Fortitude save, all of which stack.

INFECTION MODIFIERS

Condition	DC Modifier
Character was reduced to negative hit points	Increase the DC by the number of negative hit points the character was reduced to before stabilizing
Character failed a massive damage save and was reduced to -1 hp	+2
Character suffered a severe injury	+5

If the save succeeds, the character's wounds are not exposed to infection. If it fails, his wounds become infected, but this is not immediately apparent. The GM should record the final save DC of the failed check to use later.

EFFECTS OF INFECTION

Infected wounds are hot, dry and painful; they swell up, ooze pus and mucus, and slowly corrupt the healthy flesh around them. Infection is treated like a disease (see **Chapter Eight: Glossary** of the *DMG*)—a noninfectious sickness that causes fever, pain and slow physical degradation. It has the following characteristics:

- *DC*: The same as the DC of the Fortitude save made to avoid getting infected in the first place.
- *Incubation*: One day.
- *Damage*: 1d4 Constitution. In addition, every time the character takes damage he must make another Fortitude save or take 1 point of Constitution drain.

Depending on the circumstances, the GM may rule the infection affects a different ability, such as Strength (debilitating weakness) or Wisdom

(fever). If so, the infection still causes 1 point of Constitution drain on a failed follow-up save.

As with a disease, a character must make two successful Fortitude saves in a row to throw off the infection.

MULTIPLE INFECTIONS

It's possible that some unlucky characters may develop two separate infections, due to fighting and being injured while already infected (perhaps unknowingly). If this occurs, the separate infections are combined. The DC of the combined infection is equal to the *higher* DC of the separate infections (as determined above) + 1. Combined infections deal 1d4+1 points of ability damage, but still only deal 1 point of ability drain. (If combining infections that deal different types of ability damage, alternate damage types each time damage is dealt.) The combined infection is treated as one case of infection for treatment.

Any time the character develops another infection, the DC of the infection is raised to the higher of the two DCs +1, while the ability damage increases by +1 again.

TREATING INFECTION

While it's a simple matter to clean and dress wounds immediately after a battle in order to avoid infection, it's a lot harder to treat and cure an infected wound after the infection has set in.

A healer can make a DC 15 Heal check within the first day of the infection's incubation (before the character risks taking ability damage) to treat and clean the wounds. This takes 10 minutes, and if the check succeeds, the infection is thrown off before it takes hold. A character with an infected wound can only be the subject of one such Heal check during this initial incubation period. In addition, a character with an infected wound who receives magical healing (including *convert light wounds* and other spells that convert lethal damage into nonlethal damage) in the initial 24 hours of incubation throws off the infection.

If the infection takes hold, a healer can attend to the character just as if she was treating a disease, substituting her Heal check result for the patient's Fortitude save result (see the Heal skill description in **Chapter Four** of the *PHB*).

Magic can also be used to treat infections. *Cure disease* will cleanse infection from a patient, while *restoration* can restore any ability drain. These are not very common spells, however, and most sufferers must be content with herbs, leeches, and soothing words to pull them through their ordeal.

REPUTATION

The stories of *Thieves' World* have always been about compelling and unique characters, and how those characters have changed the city around them. Sanctuary is a place where news travels fast, where a person quickly becomes known for their deeds and their failures, and where a good (or dangerous) reputation may be worth more than a sack of shaboozh. Characters like Shadowspawn, Ischade, Hálott, and Kadasah are justifiably famous in their respective eras, and the heroes of your *Thieves' World* campaign have the chance to be equally well-known—or equally feared.

Every character gains a reputation of some sort as his career progresses and his deeds are passed by word of mouth. This is expressed as a

Reputation (Rep) bonus. Reputation enhances noncombat interaction between characters by providing bonuses on certain skill checks. Those who recognize a character are more likely to help him or to do what he asks (provided the character's reputation is a positive one to the person in question).

While there is a positive function to Reputation, there are downsides. A high Reputation bonus makes it difficult for a character to mask his identity, which can be a problem if he's trying not to be noticed. It also poses a problem if the character's Reputation bonus is negative rather than positive. Everyone may know who he is, but that doesn't mean they respect or like him.

REPUTATION CHECKS

While a character might try to take advantage of his reputation from time to time, the GM usually decides when a character's reputation is relevant to an encounter or interaction. If so, the GM then makes a Reputation check for any NPCs that may be influenced in some fashion by the character's notoriety. When a Reputation check is made, the GM rolls:

1d20 + the character's Rep bonus + the NPC's Int modifier or Knowledge skill bonus + modifiers.

Reputation checks may be based on a pertinent Knowledge skill bonus instead of the NPC's Intelligence modifier if the GM feels it warranted. Within Sanctuary, most Reputation checks are made using Knowledge (local), especially in regards to characters that are native to the city or have been on the scene for several months or more. Other Knowledge skills may be applicable for outsiders, such as Knowledge (arcana) to recognize a famous mage.

The standard DC of a Reputation check is 25. If the NPC succeeds on the Reputation check, she recognizes the character. That recognition grants a Reputation benefit or drawback on certain subsequent skill checks, depending on the circumstances and how the NPC reacts to the character. The benefit or drawback applies for the duration of the encounter (so long as the NPC recognizes the character):

REPUTATION BENEFIT

When an NPC recognizes a character and has a positive opinion of his reputation, that character gains a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made against that NPC.

REPUTATION DRAWBACK

When an NPC recognizes a character and has a negative opinion of his reputation, the character takes a -4 penalty on Bluff, Diplomacy, Gather Information, and Intimidate checks made against that NPC. When an NPC recognizes a character, no matter what her opinion of him may be, that character takes a -4 penalty on Disguise checks made against that NPC.

REPUTATION MODIFIERS

As well as the base Reputation bonus that each class has (based on level and possibly altered with feats), characters can have their reputation modified in a number of ways. Such modifiers are temporary, depending on circumstances, recent events, and the character's actions. If circumstances change, so does the modifier. Savvy characters can work this to their advantage, maximizing their positive reputation or minimizing the impact of a negative reputation.

- *Signature Items:* Characters who stand out from the crowd are easier to notice. If a character uses an exotic weapon, outlandish tools, an impressive magic item, or even a particular style of mundane clothing (such as Tor'dan's orange cloak or Strick's white robes), he gains a +1 bonus on Reputation checks. Particularly flashy or impressive items, such as a flaming sword, grant a +2 bonus.
- *Deeds and Adventures:* Word gets around quickly in Sanctuary. A character who achieves some particularly impressive goal or performs a noteworthy deed (good or bad) receives a +2 bonus on all Reputation checks for one week. After the first week, this drops to a +1 bonus for another three weeks, before finally vanishing (after a month, a character's adventures are old news). This bonus can also apply when characters fail in their adventures, and their bad reputations precede them. If characters have multiple adventures in a short period, these bonuses stack (though they continue to drop by +2 every month).
- *New in Town:* A character who has newly arrived in Sanctuary takes a -2 penalty on Reputation checks. This penalty drops to -1 after the first month of her residency, and vanishes after two months in the city. This penalty applies even to characters who are famous outside Sanctuary; Tempus and Ischade had to earn their notoriety anew when they came to the city of thieves.
- *Hiding Your Deeds:* If a character successfully masks his identity with the Disguise skill, cunning, stealth, or even magic, then what he accomplishes while disguised doesn't affect his Reputation bonus or the details of his reputation. Likewise, an NPC cannot react to a character's reputation if that character is not recognized.

CONTACTS

In Sanctuary, it's not just what you know that's important, it's who you know—and how much they can help you. The characters of *Thieves' World* do not live in a vacuum, but rather in a thriving, dirty, busy city, full of people who can assist them with their specialist skills and knowledge. These contacts may lend their aid to characters for a price, or perhaps just out of friendship (though friendship often has its price as well). The following rules allow characters to define contacts that can assist with specialist skills and knowledge, and that give GMs an additional tool for bringing Sanctuary and its denizens to life.

OBTAINING & USING CONTACTS

A contact is a minor NPC that has a special bond with a character—a friend, business associate, former comrade-in-arms, or other acquaintance who can aid the characters outside of combat with their specialist skills and abilities. Characters in *Thieves' World* begin their careers at 1st level with one contact. A character gains an additional contact at 4th, 8th, 12th,

16th, and 20th level. The Well-Connected feat also adds to the number of contacts a character possesses.

Exactly who a contact is and what she can do is left undefined until the player chooses to bring the contact into the campaign. When a cryptic note in a dead language needs to be deciphered, a hiding place from the Bloody Hand must be found, or someone has to sneak into the Palace tonight, a player might choose to define one of his nonspecific contacts. At that point, the player and GM work together to define the contact, and the GM adds the friendly NPC to her notes. The characters can visit the newly defined contact immediately (if circumstances permit), and can consult her again in future if she proves useful.

Generally speaking, contacts are friendly NPCs who demand little if anything for their help. Some may charge for their services, but their Friendly attitude makes it easier to bargain for a lower price (see the Diplomacy skill on page 117 of this book). Others may request favors, or simply assist out of friendship. Characters who pester their contacts with regular demands and make no payment in return may find the NPC becomes less friendly over time. It's possible to lose a contact if the GM feels the connection has been abused.

MAJOR NPCs AS CONTACTS

In general, contacts are new NPCs, created on the spot by GM and player. As an alternative, you may wish to define specific NPCs from the *Thieves' World* stories as contacts. It makes the campaign that much more interesting if players buy their herbs and potions from Pel Garwood, or visit Spyder to obtain rumors and weapons. Letting the PCs rub shoulders with characters that the players have read about can help bring the city of Sanctuary to life.

If the GM decides to allow major NPCs as contacts, don't worry about the maximum levels and guidelines mentioned earlier. Instead, choose an appropriate NPC of the campaign's era and work out how and why the PC has a connection to that character. The following are some suggestions for NPC contacts of both major eras in Sanctuary.

- *Information Contacts:* Hakiem, Illyra, Hort, Cappen Verra; Bezul, Elemi, Taran Sayn.
- *Influence Contacts:* Walegrin, Molin Torchholder, Myrtis; Cauvin, Lord Mioklas, Magistrate Elisar.
- *Skill Contacts:* Dubro, Alten Stulwig, Meliot; Pel Garwood, Heliz Yunz, Lone.

If the GM decides not to allow major NPCs to be defined as contacts, never fear. There's nothing stopping your characters from making additional contacts (over and above those defined by the contacts rules) the old-fashioned way. Of course, finding those NPCs in the course of the campaign and making friends or business dealings with them requires a bit more legwork. As well, those NPCs are more likely to want a significant payment or favor for their aid—but that can be an interesting adventure in itself...



TYPES OF CONTACTS

Contacts in *Thieves' World* come in three different varieties: information contacts, influence contacts and skill contacts. The level of the contact is usually some fraction of the character's level, and increases proportionately as the character increases in level. The GM defines the contact's traits and details once the player defines her general type and purpose.

INFORMATION CONTACTS

Information contacts are useful because of what they know—secrets, rumors, and snippets of useful lore. They constantly listen out for such things, sometimes occupying positions of responsibility in Sanctuary; sometimes simply having a knack for being in the right place at the right time. If you want to find out where Hanse is hiding out, the patrol routes for the City Watch, or where Lord Night's *opah* supply is coming from, seek out an information contact.

A new information contact is usually a commoner or expert with one-third the character's class levels (minimum 1st level). In some cases, an information contact may have levels in PC classes (such as a friendly thief or a fighter in the Stepsons). Most information contacts spend their skill points on interaction skills such as Diplomacy, Gather Information, and Sense Motive.

INFLUENCE CONTACTS

Influence contacts are useful not so much for what they know as who they know—the favors they can call in and the strings they can pull for the character's cause. These contacts may not be powerful in and

of themselves, but are placed in positions where they can work their influence to best effect (an associate of the Beysa's entourage, for example, or a member of the watch with the ear of Magistrate Elisar). If you want someone to put in a good word for you with the Prince, arrange a meeting with Hálott, or obtain the aid of the city watch to rescue a friend from the tunnels of the Bloody Hand, an influence contact may be your best bet.

A new influence contact is usually an aristocrat, commoner or expert with one-quarter the character's class levels (minimum 1st level). In rare cases, an influence contact may have levels in PC classes, such as a neophyte priest in the Temple of Savankala. Influence contacts can possess any appropriate skills and feats.

SKILL CONTACTS

Skill contacts are useful because of what they do—the specialist skills, knowledge, or assistance they can provide. Skill contacts usually focus on one or two particular abilities—typically sensible and profitable skills that adventurers often neglect, but that can be surprisingly handy in the chaos of Sanctuary. If you need someone to read and translate a letter written in Nisi, repair your broken battleaxe, or unlock an antique strongbox, you should speak to a skill contact.

A new skill contact is almost always an expert with one-half the character's class levels (minimum 1st level). A particularly competent skill contact may possess savant or thief levels, or even levels in initiate or mage. Skill contacts usually have maximum ranks in one or two specialty skills, plus the Skill Focus feat for those skills.



CHAPTER SEVEN: EQUIPMENT AND RESOURCES

Thieves' World is a less technologically advanced place than the average fantasy campaign setting. It resembles an Iron Age or late-Bronze Age culture much more than a medieval world of castles and knights in shining armor. The folk of Sanctuary measure hours with sundials and hourglasses, not clockwork or machinery. They live without sewers, banks, or printing presses, but they can forge steel, blow glass, and craft crossbows and telescopes. Cultural development in *Thieves' World* has taken a much

different path than that of real human history. The world Sanctuary exists in is not our world and it developed in its own unique way. That stated, most of the items, weapons, tools, and magical equipment found in the *PHB* and *DMG* can be used in a *Thieves' World* campaign without changes. Some items may have a cruder or simpler appearance or construction, or be made from different materials like horn or bronze, but they have the same uses and mechanical features.

WEAPONS & ARMOR

All the simple and martial weapons in the *PHB* are available in *Thieves' World*.

Exotic weapons are particularly rare in Sanctuary. Any characters that regularly fight using exotic weapons gain a +1 bonus on their Reputation checks (see page 128). The dwarven waraxe, orc double axe, gnome hooked hammer and dwarven urgrosh are not available in *Thieves' World*, because there are no nonhuman races in the setting (though GMs may allow such weapons into their campaign with alternative names and descriptions). As well, the technology of *Thieves' World* is not advanced enough to make repeating crossbows.

Heavy armor is rare in Sanctuary, generally worn only by Hell Hounds or members of the Rankan military, and limited by the Iron Age equipment and skills of the setting. Even medium armor is an uncommon sight, and likely to be noticed. Most thieves and many fighters stick with light armor, which is inexpensive, allows mobility, and can be hidden under clothing if it's not too warm.

All of the light and medium armors in the *PHB* are available in *Thieves' World*, as is splint mail, banded mail, and all types of shields. Half-plate and full plate are not available.

DISGUISED WEAPONS

A skilled weaponsmith can modify a light melee weapon (of any type) to disguise its true nature. A dagger can be reworked to resemble a ladies' fan; a kukri can be turned into a large clasp; a small shield becomes a serving tray. You get a +5 circumstance bonus on your Sleight of Hand check when attempting to conceal a disguised weapon.

You add the disguised quality to a weapon after it is created. Disguising a weapon costs 250 sh (or 5 sh for a single unit of ammunition), and requires a DC 15 Craft (weaponsmith) check. Disguising a double weapon costs 500 sh. The cost in raw materials is one-third of the given amount.

SPECIAL MATERIALS

While iron and steel are the norm, there are other more unusual substances used for forging weapons and armor in the world. Adamantine, darkwood, cold iron, mithral, and alchemical silver are all available for use in *Thieves' World* campaigns. In addition, another type of material exists for making weapons (but not armor).



ENLIBAR STEEL

It was Walegrin, half-brother of Illyra, who rediscovered the secret of Enlibar steel—a special alloy created by the savants of the centuries-gone Enlibar Empire. Famed for its strength, Enlibar steel's secret involves the addition of metal that had already been enhanced by powerful magic. This magical energy is bound directly into the steel, making it exceptionally strong and hard. As well, when forged into a weapon, Enlibar steel's energies protect the wielder from hostile magic.

Weapons fashioned from Enlibar steel ignore the first 10 points of hardness when sundering weapons or attacking objects (treat any item struck with an Enlibar steel weapon as if its hardness was 10 points lower, minimum 0). Green sparks spray from the weapon whenever it makes such an attack. This benefit is not gained when attacking another item made of Enlibar steel, as the magical energies cancel out.

A character wielding a weapon made of Enlibar steel gains a +2 resistance bonus on all saving throws against spells, spell-like abilities, or supernatural effects. The character must actually be holding or gripping the weapon to gain this bonus.

While the qualities of Enlibar steel are derived partially from magic, the metal itself is not intrinsically magical (although it can be enhanced as normal). Weapons of Enlibar steel do not have a magical aura or bypass damage reduction, and they continue to provide their benefits in areas where magic is negated or suppressed.

Enlibar steel is so costly that weapons made from it are always of masterwork quality (and thus have a +1 enhancement bonus on attack rolls). Only melee or thrown weapons can be crafted from Enlibar steel.

Weapons made with Enlibar steel cost +4,500 sh more than usual (including the masterwork component), and have 25% more hit points than normal. Enlibar steel has 30 hit points per inch of thickness and hardness 15.

TOOLS AND EQUIPMENT

There's much more to life in Sanctuary than combat and danger. Characters face a wide variety of challenges and tasks, and in turn can buy many different tools to aid them. While the crafters and savants of *Thieves' World* may lack the most advanced technologies, they display immense ingenuity in working with the materials and tools available to them.

All of the mundane tools and gear in the *PHB* are also available in *Thieves' World*, although in some cases the items are more practical than polished. Rather than a fountain pen, for example, a Sanctan savant writes with a goose-feather quill and octopus ink. These changes have no mechanical effect or drawbacks, but are purely a matter of flavor.

ALCHEMICAL ITEMS

While true magic is foreign and dangerous in the eyes of most Sanctans, alchemy is a relatively common craft in the city (and one which nonspellcasters can practice with the Mundane Alchemy feat). Alchemists may not be exactly regarded as reputable, but they are at least permitted to practice their craft relatively unmolested.

All alchemical items from the *PHB* are available in *Thieves' World*, with the exception of sunrods, thunderstones and tindertwigs. The following item is also available:

COINS AND CURRENCY

When buying items from the *PHB* or other sourcebooks, you'll need to convert prices into Sanctan currency (see page 15). As a general rule:

1 shaboozh (sh) = 1 gold piece and 1 padpol (pd) = 1 silver piece

If an item has a price in copper pieces in the *PHB*, it costs 1 padpol in *Thieves' World* (Sanctuary isn't a cheap place to live). Alternatively, you may be able to buy multiple small items for a single padpol.

FLASH POWDER

Magnesium, metal shavings, and other materials are packed tightly into a cloth bag, small enough to hide up a sleeve. When thrown into a fire, the powder ignites with a flash. Anyone within 10 feet of the fire must make a DC 15 Fortitude save or be dazzled for 1d3 rounds. Sightless creatures are not affected, nor is the person using the powder (who knows to shut her eyes). A bag of flash powder costs 40 sh and requires a DC 15 Craft (alchemy) check to construct.

HERBS

Using the Craft (herbalism) skill, characters can prepare a wide variety of medicines, drugs and nonmagical potions.

ALUM

Powdered alum is a common tool of the harlots of Sanctuary. Some wags even say the Red Lanterns would grow substantially dimmer without it. When used, it disguises the user's lack of virginity. A single package of alum, used over the course of a week, provides a +4 alchemical bonus on the user's Profession (prostitute) checks for that week.

CYLANTHA

Cylantha is a very powerful soporific, so strong that it can keep the imbiber asleep for days. It is slow-acting, taking effect 1 hour after being consumed, and is usually mixed with wine to disguise the unpleasant taste.

A single dose of powdered cylantha forces the imbiber to make a DC 20 Fortitude save 1 hour after taking it. If the check fails, the victim falls asleep over the course of a few minutes (if not sleeping already), slumbering so deeply that she cannot be roused for one day. At the end of that day, she can attempt a DC 15 Fortitude save to wake up. If unsuccessful, waking up on the second day requires a DC 10 Fortitude save, while waking is automatic after the third day of sleep. Upon waking, the imbiber is fatigued for 5 minutes.

CITRUS AND CITRUS ESSENCE

Any thief worth the name knows to buy an orange, lemon, or other citrus fruit from the marketplace before going thieving. Crush the fruit to squeeze out the juice, then smear the juice on your skin and clothes. This disguises your body odor, and makes it a little harder for dogs and other animals to track you by scent. A piece of citrus fruit usually costs a padpol (more out of season). The effects of the juice last for 1 hour, during which any creature with the scent ability takes a -1 penalty on Survival checks made to track you.

A far more useful substance is citrus essence, a concentrated mix of juices, herbs, and oils. Citrus essence is not spread on your skin, but sprinkled on your trail. When dogs or animals are following your scent and are exposed to a patch of citrus essence, it overpowers their sense

of smell, causing them to lose the trail. The animal must then make a DC 15 Survival check in order to pick up your trail again. A single vial has enough essence to cover a 5-foot square area, and its effects last 8 hours.

DALIN

This herb is a foolproof 'morning after' contraceptive for women. A vial contains enough for a week's use.

HEALING HERBS

With little access to healing magic, the herbalists of *Thieves' World* have developed a vast library of herbs, tinctures and infusions that can be used on minor illnesses or major injuries. They include:

Agris (for stomachache), Dograya (strengthens the heart), Gernay (for constipation), Ginseng (energy and stamina), Melles (chest pains), Rose and grain (slows bleeding), Stypia (headaches), Yarrow root (painkiller)

These and other herbs are the staples found in a healer's kit, along with bandages and tools. Herbalists can make such kits for later use or for sale if they wish.

STIBIUM

When prepared and mixed with wine, this herb becomes a kind of 'truth serum'. The consumer becomes suggestible and inclined to say whatever springs to mind. She must make a DC 13 Fortitude save or be affected for 1d3 hours. During this time, anyone interacting with the imbiber gains a +2 bonus on Bluff, Diplomacy and Intimidate checks made against her.

Stibium becomes more potent if left to infuse with the wine for a long period. If left for a week before use, the Fortitude save DC increases to 14. If left for a month, the Fortitude save increases to DC 14 and the bonus on Bluff, Diplomacy and Intimidate increases to +4.

Once ingested, stibium can be neutralized by chewing arthicum, a herb found in a healer's kit (this uses one charge from the kit).

TABLE 7-1: HERBS

Item	Cost	Craft (herbalism) DC
Alum	3 sh	10
Cylantha	50 sh	20
Cirtus essence	50 sh	20
Dalin	5 sh	10
Healer's kit	50 sh	20
Stibium	100 sh	25

TABLE 7-2: DRUGS

Item	Price	Fort DC (effects)	Fort save (addiction)	Withdrawal period	Withdrawal effects	Craft (alchemy) DC
Kleetel	30 sh	15	10	5 days	1d3 Wis, 1d3 Cha	15
<i>Krrf</i>	300 sh	18	15	2 days	1d3 Wis, 1d3 Con	20
<i>Krrf</i> variants	200 sh	15	10	5 days	1d2 Wis, 1d3 Con	20
Opah	200 sh*	20	20	1 day	1d2 to each ability	30
Smoking herbs	50 sh	10	—	—	—	15

* Opah is currently sold in Sanctuary for just 1 sh per rag. Lord Night and his followers are deliberately selling it for next to nothing, in the hope of addicting a large market quickly. Once enough people crave the drug, the price is bound to skyrocket. The cost to produce the drug is based on the price in the table.

DRUGS

Sanctuary is a city of vice and crime, much of which turns around a drug trade that flourishes despite being made illegal by both the Rankans and Irrune. In fact, drug use is becoming even more widespread in modern Sanctuary, controlled by Lord Night and his network of agents and pushers.

CREATING AND USING DRUGS

Drugs are created using a Craft (alchemy) check. While most drugs are made from herbs and natural substances, the treatment and preparation of those substances is a chemical process. Drugs are created in batches of ten doses at a time (using the listed price and Craft DC), which are then used and sold separately (usually for one-tenth of the total price).

Drugs generally create pleasant or exhilarating sensations that can last for minutes or even hours. For mechanical purposes, drugs provide a short-lived initial effect (positive) and a secondary effect (negative). When

a user takes a dose of a drug, she makes a Fortitude save to resist both effects. The user can choose to fail her save to enjoy the benefit of the drug, but in doing so, she automatically fails the save for the secondary effect as well. Some drugs also have side effects, which occur whether or not the user makes her Fortitude save.

Some drugs are addictive. Whenever the user takes such drugs, she makes a Fortitude save to avoid addiction. Addicts suffer withdrawal effects (ability damage) each time they go without the drug for a specific period, and make the same Fortitude save at a -4 penalty each time. If an addict succeeds on two Fortitude saves in a row, she throws off the addiction, but risks addiction as usual if she starts using again.

Drugs are considered poisons for the sake of treatment, or the use of spells like *neutralize poison*.

KLEETEL

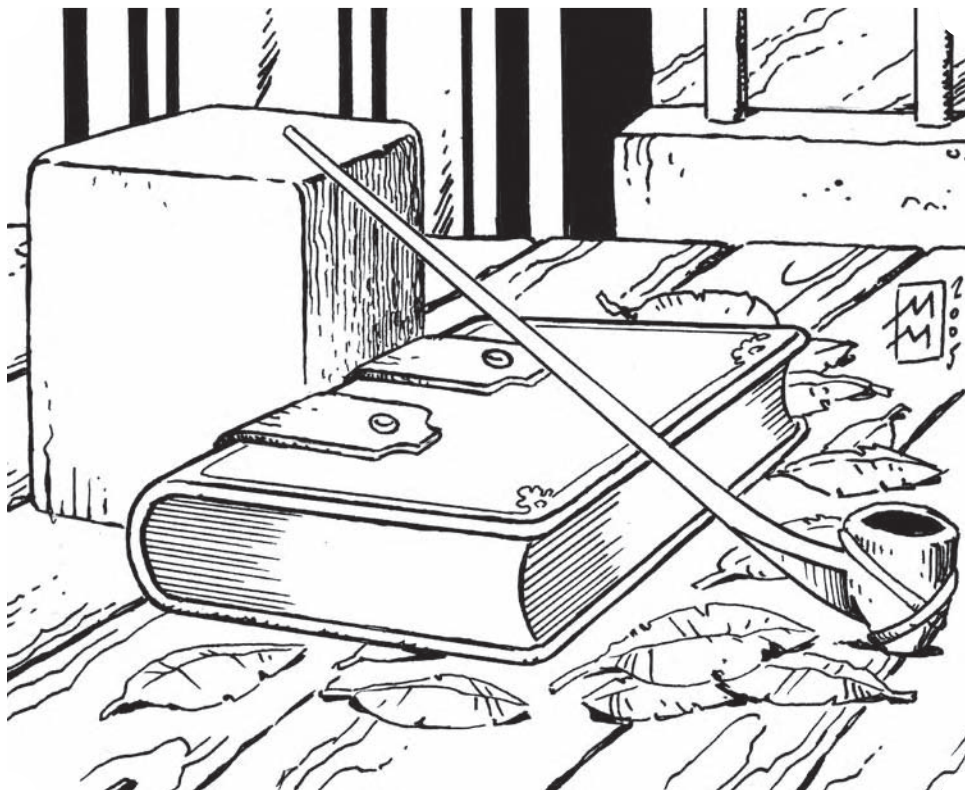
Kleetel is a plant that grows in the Swamp of Night Secrets and similar areas. Users chew or smoke the dried and treated leaves. This addictive drug brings euphoria and energy, but also causes nausea, rotten teeth, and unpleasant body odor.

- *Initial Effect:* +2 alchemical bonus to Constitution for 2d4 minutes.
- *Secondary Effect:* -2 penalty on initiative checks and all saves for 1 hour.
- *Side Effects:* Anyone using kleetel more than twice in a day is nauseated for 1 hour.

KRRF

Krrf (more a growl than a word) was a widely popular (and quite illegal) drug in the Rankan era, and is still used in the Irrune era. Smoked in pipes or snorted like snuff, it gives the user a sense of power and euphoria, as well as muffling physical and emotional pain.

- *Initial Effect:* +2 alchemical bonus on all attack rolls, saves, ability checks, and skill checks for 2d4 minutes.
- *Secondary Effect:* Once the benefits fade, the user is fatigued for 1d3 hours.



- *Side Effects:* If you take more than one dose of *krrf* in a day, the benefits only last for only 1d4 minutes, and you are left exhausted until you sleep for 8 hours.

There are also lesser variants of *krrf*, such as dust or ghasa. These are much less enjoyable and effective, but also cheaper and less addictive. The initial effect of these variants only lasts for 1 minute.

OPAH

A new drug of the Irrune era, opah is a crystallized version of *krrf*, and its trade is a fast-spreading cancer in the city. Opah is hard to make, but because a small amount of *krrf* makes a lot of opah, it can be surprisingly inexpensive. Like *krrf*, it is a powerful euphoric and stimulant.

Opah is sold in 'books'—bundles of ten small rags permeated with the drug (1 dose per rag). Users generally soak the rag in alcohol or honey to dissolve the drug (water won't work), then drink the result. Alternatively, the rag can simply be held against the tongue for a faster, more intense rush, but this quickly causes damage and ulcers around the mouth. Opah is highly addictive and highly illegal.

- *Initial Effect:* +2 alchemical bonus on all attack rolls, saves, ability checks, and skill checks for 1d4+1 minutes.
- *Secondary Effect:* -2 penalty on initiative checks for 1 hour. Once the benefits fade, the user is fatigued for 1d3 hours.
- *Side Effects:* If you take the drug directly, rather than dissolving it, the DC of the Fortitude saves to resist the effects and to avoid addiction increase by +2, but the effects last for an additional 1d4 minutes and there is no initiative penalty.

SMOKING HERBS

A variety of relaxing smoking herbs—tobacco, marijuana, and others—have been popular in Sanctuary for decades. Unlike addictive drugs like *krrf* and opah, these drugs are not illegal in either era of play. Smoking herbs dull pain and leave the user uninhibited and personable, but also impulsive and unfocused.

- *Initial Effect:* +1 alchemical bonus on Fortitude saves, Charisma checks, and Charisma-based skill checks for 1d4+1 minutes.
- *Secondary Effect:* 1 point of Wisdom damage, recovered normally.

POISONS

A variety of poisons see use in Sanctuary, whether in the hands of street thieves or powerful aristocrats. GMs can also use poisons from other d20 sourcebooks, after deciding on a suitable Craft (poison) DC for creating it.

COADJUTANT POISONS

A skilled poisonmaker can make a coadjutant version of any poison. This process turns a poison into two separate compounds, each harmless. Only when exposed to both substances is the victim affected by the poison. This allows tactics such as putting one part of the poison in the dinner you share with your victim and a group of witnesses, then serving only him the second part in a glass of wine.

A coadjutant version of a poison is identical in all respects to the standard version, but the Craft DC to make the poison increases by +5. The victim

TABLE 7-3: POISONS

Poison	Craft DC	Type	Initial Damage	Secondary Damage	Price
Nitharit	20	Contact DC 13	0	3d6 Con	650 sh
Sassone leaf residue	20	Contact DC 16	2d12 hp	1d6 Con	300 sh
Malyss root paste	20	Contact DC 16	1 Dex	2d4 Dex	500 sh
Terinav root	25	Contact DC 16	1d6 Dex	2d6 Dex	750 sh
Striped toadstool	15	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 sh
Arsenic	15	Ingested DC 13	1 Con	1d8 Con	120 sh
Swamp moss	15	Ingested DC 14	1d4 Int	2d6 Int	125 sh
Oil of taggit	15	Ingested DC 15	0	Unconsciousness	90 sh
Lich dust	20	Ingested DC 17	2d6 Str	1d6 Str	250 sh
Monkshood	25	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 sh
Cyanide	25	Inhaled DC 18	1 Con*	3d6 Con	2,100 sh
Black adder venom	15	Injury DC 11	1d6 Con	1d6 Con	120 sh
Centipede poison	15	Injury DC 11	1d2 Dex	1d2 Dex	90 sh
Bloodroot	15	Injury DC 12	0	1d4 Con + 1d3 Wis	100 sh
Greenblood oil	15	Injury DC 13	1 Con	1d2 Con	100 sh
Spider venom	15	Injury DC 14	1d4 Str	1d4 Str	150 sh
Beynit venom	20	Injury DC 16	1d6 Dex	2d6 Con	1,500 sh
Scorpion venom	20	Injury DC 18	1d6 Str	1d6 Str	200 sh
Kastor recinus	20	Injury DC 24	1d6 Str	2d6 Str	700 sh

*Permanent drain, not temporary damage.

makes his Fortitude saves as normal once exposed to both parts of the poison.

SLOW-ACTING POISONS

Not every poison takes effect instantaneously. Some of Sanctuary's thieves find it more convenient to be long departed before their victim shows a poison's effects. A skilled poisonmaker can make a slow-acting version of any poison—one that will not take effect for a day or more after exposure, and that has much longer-lasting effects than instantaneous poisons.

A slow-acting poison uses the rules for diseases (see **Chapter Eight: Glossary** of the *DMG*), rather than those for normal poisons. It keeps

the same Fortitude save DC as the original poison, but if the victim fails the Fortitude save, he takes the poison's initial damage one day after exposure. He then makes the same Fortitude save every day, taking the poison's secondary damage with each failed save. Only after making two successful Fortitude saves in a row does the victim throw off the poison's effects.

Other characters can make Heal checks to treat the victim as if he were suffering the effects of a disease. A *remove disease* spell will not cure him, but *neutralize poison* will.

Long-term poisons have the same Craft DC to make as normal versions, but their price is doubled (which affects how long it takes to make them, as normal).

MAGIC ITEMS

Magic items are a necessary part to developing characters and as such, they should be as available in *Thieves' World* as they are in other d20 games. Though characters are likely to accumulate magic items at the same rates as in other games, the magic items found will never be flashy or outrageous—such items are exceedingly rare and in high demand, if they even exist at all. If a weapon *is* magical, it doesn't have to seem such. It might be an example of incredible craftsmanship, or an artifact from an ancient civilization. The most obvious magic items such as flying carpets are more likely to be stolen, endangering their owners as others might just kill to get their hands on the item, and so even if available, few honest people want the trouble these items bring.

As a player, you can do your part to ensure *Thieves' World's* gritty atmosphere remains intact. If you acquire an *amulet of natural armor*, don't refer to it as such, but, for example, call it your lucky charm that you got from a wizard in exchange for some past service. Likewise, if you pick up a *cloak of resistance*, it might be an old garment left behind by the Beysib when they withdrew. In short, magic items should be special, have a history and be a part of the larger world.

BUYING & SELLING MAGIC ITEMS

Finding magic items for sale in Sanctuary is difficult. There are no shops where items are mass-produced and so one is more likely to stumble across an item rather than be able to buy it outright. There's not much of a market for magic items in Sanctuary. People with powerful items tend to hang on to them, while the common folk can't generally afford even simple items like potions. Characters that can create items generally prefer to use them rather than sell them, and likely find it difficult to locate a buyer who can afford such things anyway. Some priests may make items for the good of their parishioners, but it's not something most religions encourage. Those resources and prayers would be better served enlarging the power of the entire cult, not just the powers of a select few.

But just because there's not much market doesn't mean there's *no* market. This is Sanctuary, after all, and you can buy *anything* here if you look hard enough. During the Rankan era, the Mageguild had access to a large arsenal of magic weapons and items, and might continue to buy and sell if doing so is in the guild's best interests. Vashanka once created a Magic Weapon Shop in the Maze, and undoubtedly some of those cursed items remain in the current day. In the Irrune era, it's rumored you can buy magic weapons and armor from the Black Spider, while Hålott may be prepared to sell or even create other items—but may want more than simple shaboozh for his trouble.

APPROPRIATE MAGIC ITEMS

Good items to use in your *Thieves' World* games are any that grant bonuses on skill checks, saves, and attack rolls, or bonuses to AC (including basic magic weapons and armor, *amulets of natural armor*, *cloaks of resistance*, and so on). GMs should avoid handing out flashy items like a +2 *flaming longsword*; instead, a +3 *longsword* is a more reasonable example of what might be found in *Thieves' World*. For equipment referring to a monster or feature not present in *Thieves' World*, simply change the name. *Gauntlets of ogre power* might become *gauntlets of Strength*. Likewise, use *wands of acid arrow* or *sustaining spoon* instead of the specifically named spells and items found in the *DMG*.

INAPPROPRIATE MAGIC ITEMS

Not all items are appropriate to *Thieves' World*. The *wild armor* special property, dwarven plate, elven chain, *caster's shield*, the *anarchic*, *axiomatic*, *ki focus*, *spell storing* weapon properties, *dwarven thrower*, *oathbow*, any potion or oil based on a spell not listed in **Chapter Nine: Spells and Rituals**, rings of *minor spell storing*, *spell storing*, *major spell storing*, or *wizardry*, and any scroll, staff, or wand with a spell not listed in **Chapter Nine: Spells and Rituals** (and note that these items work differently in this setting; see **Chapter Eight: Sorcery** for details).





In the most general terms, sorcery represents the uncanny. Sorcery is the supernatural vehicle by which the impossible occurs. It is the province of mages and wizards, warlocks and witches, priests and shamans. They weave it, control it (or try to) and work miracles with it. When S'danzo fortunetellers read instruments of divination, they use sorcery. When Lalo breathed life into his paintings, creating the multicolored flies that the Wrigglies harvest to sell as dye, he used sorcery.

Gods, men, and monsters alike all make use of this inexplicable force, and while reserved for the few dedicated practitioners who master its use, sorcery remains a powerful force in the world—one that can be used both

for good (as in the case of Strick) and evil (as Roxane proved time and again). Throughout the anthologies of both incarnations of *Thieves' World*, magic has had a dramatic effect on the lives of Sanctans—plaguing the city with the walking dead, vomiting forth pillars of liquid fire to scorch the heavens themselves, and even calling forth the cult of the Dyareelans who sacrificed their victims on bloody altars to the hermaphroditic Mother of Chaos. The suspicion many harbor of workers of sorcery is well founded.

To capture the essence of magic as found in *Thieves' World*, this chapter presents a new magic system.

SOURCES OF POWER

Just as the tides drive the breakers crashing against Sanctuary's coastline, so too do the tides of magic send waves of sorcerous energy cascading across all lands. Magic ebbs and flows. It is not a constant force that wizards and their ilk tap whenever they wish, but one that follows patterns and cycles. It is manipulated by the gods, enhanced by divine will or shuttered against mortal misuse. This energy force abides by laws but is at the same time unknowable, changing, fickle. From this contrast, users of magic draw their energy, exploiting it to further their ends and accumulate knowledge and power.

There are many theories on the sources of magical power. Some suggest magic is nothing more than a field of energy that can be tapped to create impossible effects. Others suggest magic (or, rather, the ability to manipulate magical energy) stems from the syllables and sounds carried down from the language of creation. There are even those who suggest that magic comes wholly from within the individual. All spellcasters have their own theories, and though few agree, fewer still are foolish enough to discount the beliefs and techniques of their rivals.

DIVINE

Naturally, the gods are perhaps the most visible and significant sources of magic. Priests invoke their deities through prayer, and in exchange for their piety and mortal service, the gods bestow some of their power. However, though the gods wield great power, they are still bound by the same rules governing magic. Just as mages have a difficult time controlling magic in certain places and at certain times, gods suffer the same limits when bestowing power to their mortal servants. These limitations suggest that though the gods can grant magical energy, they do not create it.

In *Thieves' World*, there are many gods, with each society adapting deities to suit their needs, co-opting other gods for their own pantheons, or even altering the very nature of their gods' personas to match cultural expectations. The relationship between a mortal and a god is particular to the parties involved—always personal, unique, and with worship performed in some unusual manner.

EXTERNAL

As opposed to receiving magical energy from the gods, many spellcasters create magical effects through the careful practice of specific magical formulae. As a cook refers to a recipe to create a meal, a mage uses a particular set of invocations, gestures, and props to produce the desired effect. This source of power derives from the words used in the manifestation of spells. Certain phrases, syllables, and utterances derive from a root language—the source of all speech; the very words used to spark the creation of the world. A formulaic system would seem the best theory for defining the ultimate source of magical power were it not for witchcraft, which circumvents the necessity of learning specific magical recipes in favor of creating direct effects from the individual spellcaster's will.

INTERNAL

Of all the cultures mentioned in the anthologies, it is perhaps the Nisibisi who are the most feared and reviled, for they eschew the traditional methods of manipulating magic in favor of drawing their power directly from themselves. They do not pray to gods. They do not pore over old tomes. They cast spells through force of will alone, channeling the latent energy within to create magic effects that alter reality in subtle (or not-so-subtle) ways.

In addition to the notorious Nisibisi, another people naturally drawn to internal magical forms are the S'danzo. Like the Nisibisi, the S'danzo propensity for sorcery more commonly emerges in women, though the S'danzo's powers tend toward divination rather than the destructive or necromantic tendencies of Nis.

THIEVES' WORLD AND THE PHB

This chapter presents a new system for spellcasting in the d20 system with one goal in mind—reflecting the tone and flavor of the *Thieves' World* books above all other considerations. However, though the system for casting spells in Sanctuary is new, a majority of the spells you'll find in the *PHB* still exist in *Thieves' World*. Likewise, spell mechanics such as range, components, duration (except for spells cast as rituals), and magical effects are largely unchanged. Where changes do occur, we've rebuilt the spell and included it in **Chapter Nine: Spells**. In short, though *Thieves' World* presents the mechanics of a new magic system, that system should be a familiar and comfortable one for players and GM alike.

MANA

All three theories of magic fall under one general truism—sorcery requires mana to function. Mana is a raw magical energy existing everywhere at some level, but not uniformly. Some areas are rich in magical energy while others are nearly barren, and some points in time are clearly more potent sources of this energy than are others. Consider the period after the Nisibisi globes shattered during the Beysib occupation of Sanctuary. When Ischade and Randal sundered the artifact, all of Sanctuary was infused with incredible magical power. Spellcasters could cast spells to greater effect, and unusual creatures and unexpected happenings plagued the city. By contrast, when the Irrune liberated Sanctuary from the Dyareelan grip, they banned the practice of any religion within the city. Those wizards who had somehow survived were exiled, and magic seemed to be a thing of the past—something of legend, a force that no longer existed.



SORCERY

Sorcery is a general term used to describe any supernatural effect. Included in sorcery are the three main categories of spellcasting: magic, prayer, and witchcraft. Nearly all spellcasters fall into one of these three categories. Even spellcasters who merely dabble in magic (initiates and godsworn, for example), employ one of the overarching theories governing all spellcasting.

To call oneself a sorcerer is typically an act of obfuscation, whereby the spellcaster purposefully or ignorantly conceals the nature of his skills. There are, however, other forms of magic in *Thieves' World*. Logomancy (practiced by the Crimson Scholars) draws power from language, changing reality with the merest utterance (see *Shadowspawn's Guide to Sanctuary*). Likewise, many characters from the anthologies exhibit bizarre or unexpected powers. Thanks to a gift from Enas Yorl (and augmented by the gods), Lalo the Limner could breathe life into any of his paintings, whether summoning forth all the hate, sin, and depravity of the Vulgar Unicorn or simply creating flies from the full spectrum of colors. His skills and powers were beyond the capabilities of other sorcerers (and certainly lay outside the three archetypes of magic), effectively defining a unique form of magic outside the realm of comprehension for even the most talented spellcasters.

'Sorcerer' also connotes someone who mixes techniques. Witches never pray, just as wizards would never sully themselves by dabbling in witchcraft. And above all, no priest worth his salt would endanger his position in his church by practicing anything other than prayer. Still, the blending of techniques is possible, and as witchblood spreads with each generation, potential witches are often born who never conceive of the power that lives within them. The most notorious priest ever to live in Sanctuary, Molin Torchholder, was half-Nisibisi. However, to control his power he studied under Randal (the only mage ever allowed to become a Stepson), which suggests he probably learned a little magic as well. Molin is the exception, however, and to mix magic is generally frowned upon. To be called a sorcerer can be a terrible insult for a specific spellcaster, though despite the reservations and social repercussions, sorcery persists.

TECHNIQUES

In *Thieves' World* there are three techniques for casting spells. Though other forms of magic exist, these three methods encompass nearly all spellcasting in this setting. Each method represents different ways in which spells and rituals take effect. The three types of spellcasting include magic, prayer, and witchcraft.

MAGIC

Magic is sorcery as practiced by mages. These spellcasters rely on strict formulae and a careful balance of material ingredients to produce the desired effect. A mage sees magic as something existing within things, released and controlled by the use of spells. Considering the complexities of this technique, it takes an individual with a logically ordered and intelligent mind to successfully manipulate magic.

PRAYER

Prayer is sorcery as practiced by adepts, priests, and shamans. Unlike wizards, prayer-users rely on communication with an otherworldly being or source of magical energy. By communicating one's wishes to

the source, the source in turn creates the desired magical effect (or at least usually creates it). Prayer does not rely on complex formulae or practiced phrases to achieve results; rather, the spellcaster must know how to communicate his desires to the source in such a way as to achieve the desired end. Thus, wisdom, dedication, and piety are all traits required to succeed as a prayer-user.

WITCHCRAFT

The final sorcery technique is witchcraft, a much-reviled art employed by witches and warlocks, and made infamous by the Nisibisi witches of Wizardwall to the north. Where wizards draw magic from their environments and priests from their gods, witches rely on the power within themselves. Witchcraft is more exclusive than magic and prayer, requiring a special touch of witchblood in the veins in order to unlock its dark arts. It is theorized that witchcraft finds its roots in the Nisibisi people, obviously, but also within the atheistic S'danzo, who deny the power of the gods and see magic as a false path. Though S'danzo often do not cast spells in the manner of actual witches, their powers of prophecy, foresight, and divination are clear examples of their gift.

SPELLCASTING

Characters with the ability to cast spells may cast them as spells or as rituals. A spell is cast quickly for rapid results, but the caster is more limited in the spells he can cast. A spell cast as a ritual allows a spellcaster to cast spells above his normal limits (and to an often greater effect) at the expense of more time. Some spellcasters may only cast spells as rituals (such as the godsworn), while others cast spells more effectively in that way (such as the priest class).

THE CASTING CHECK

In order for a spellcaster to cast a spell, he must draw the requisite energy from the ambient mana field—the amount of magical energy available

to cast a spell. To do so, the spellcaster must determine whether he will cast the spell normally or as a ritual.

When you would cast a spell normally, roll a spellcasting check:

1d20 + your class spellcasting modifier + your key spellcasting ability modifier + any other applicable modifiers

When you would cast a spell as a ritual, roll a ritualcasting check:

1d20 + your class ritualcasting modifier + your key spellcasting ability modifier + any other applicable modifiers

Your class as described in **Chapter Three: Classes** determines your base spellcasting or ritualcasting bonus, just as it determines your base attack

TABLE 8-1: MANA THRESHOLDS

Spell Level	Spell or Ritual
0	10
1st	20
2nd	30
3rd	40
4th	50
5th	60
6th	70
7th	80
8th	90
9th	100

bonus and base save bonuses. Your class choice also determines your key spellcasting ability. A mage's key spellcasting ability is Intelligence, a priest's is Wisdom, and a witch's is Charisma. For example, a 3rd-level mage with a 15 Intelligence would roll a spellcasting check of 1d20 + 5 (+3 spellcasting bonus, +2 Intelligence modifier).

For multiclass spellcasters, the spellcasting bonuses and ritualcasting bonuses from different classes stack. For example, a sorcerer who is a 4th-level wizard and 7th-level witch has a total spellcasting bonus of +9 and a total ritualcasting bonus of +7. The key spellcasting ability of a multiclass character depends on the kind of spell cast. Thus, a mage 3/witch 3 uses his Intelligence modifier to cast *magic missile* (a mage spell) but his Charisma modifier to cast *convert light wounds* (a witch spell). Spells that appear on the lists of two or more of a character's classes use the higher ability modifier for casting checks.

Each spell has a Mana Threshold (MT). The Mana Threshold is the total amount of mana required for the spell to take effect. Each round, a character makes a spellcasting check (as described above) and applies the result toward the spell's MT by adding it to a mana pool. The action required for the check is the same as that listed as the spell's casting time. *Magic missile* has a casting time of 1 standard action, so a spellcaster who casts this spell makes a spellcasting check as a standard action.

If a casting check fails to meet or exceed the spell's MT, the character must continue to cast the spell on his following turns, adding the result of each subsequent check to his mana pool. Once the amount of mana accumulated in the mana pool exceeds the spell's Mana Threshold, the spell takes effect.

Alternatively, a character can cast a spell as a ritual. Instead of using the spell's casting time, the caster must spend a full minute (or the spell's full casting time, if higher) to cast the spell. At the end of this time, the

MANA POOL

Throughout this chapter, there are many references to mana pools. Essentially, whenever you take an action to cast a spell, you accumulate a variable amount of mana which is the result of your spellcasting or ritualcasting check. If the check is not enough to meet the Mana Threshold (MT) of the spell, the result becomes your mana pool. Each additional check result is then added to this pool until the total amount of accumulated meets or exceeds the MT of the spell you are trying to cast. You "empty" your mana pool to cast the spell, so when casting the next spell, your mana pool starts at 0.

character makes a ritualcasting check instead of a spellcasting check. As with spellcasting, if the caster fails to hit the spell's Mana Threshold with the first roll, the result of the check goes into his mana pool and he must spend another minute (or longer) making another ritualcasting check.

Note that certain die rolls have unusual results in spellcasting and ritualcasting. Just as a natural 20 represents a critical hit in combat, there are opportunities for critical successes and critical failures when making casting checks. The range of spectacular success or failure depends on the amount of free mana in the area. For more information, see **The Effects of Mana** on page 142.

MANA THRESHOLDS

All spells have a Mana Threshold determined by their level. The higher a spell's level, the more complex it is and the harder it is to cast, as shown on **Table 8-1: Mana Thresholds**.

Jaezel (a 4th-level mage) is in an alley, facing down two thieves seeking to take her necklace and perhaps her dignity. She decides to cast magic missile at the opponents, hopeful that she can incapacitate one and scare the other off. As a 1st-level spell, magic missile has an MT of 20. On her initiative count, Jaezel begins casting. She has a +4 spellcasting bonus and 16 Intelligence, giving her another +3 bonus on her spellcasting checks. She rolls a 15 for a total of 22—enough to cast the spell the first round.

TAKING MORE TIME

The rate at which you make spellcasting or ritualcasting checks depends on the listed casting time of the spell. In most cases, the listed casting time is 1 standard action, so that it takes a standard action to make a spellcasting check. Some spells (like *feather fall*) can be cast as a swift action, meaning you make the first spellcasting check as a swift action, then can make another check as a standard action in the same round (either to complete the spell if necessary, or to begin casting a new spell). At your option, you may cast a spell as a full-round action. Doing so adds a bonus on your check equal to your spellcasting modifier -5 (minimum 0).

PERFORMING RITUALS

Casting spells as rituals follows the same basic procedure as casting spells, but takes significantly longer. The godsworn casts spells only as rituals, while the priest and the witch are both better at casting spells as rituals. Unlike spells, once you begin to cast a ritual, you are committed to it. Doing anything else during the casting besides focusing your full attention on the ritual causes the spell to fail. There are many benefits to casting spell as rituals—effects last longer, spells are generally more powerful, and other characters employing the same ritual technique as you can assist in your casting.

RITUAL CASTING TIME

When you cast a ritual, you make a ritualcasting check once every minute (or once every increment of the spell's casting time, if longer). For example, when ritualcasting *summon monster I*, you make a ritualcasting check once per minute. *Hallow*, on the other hand, requires a ritualcasting check once every 24 hours (the spell's casting time).

In the case of Familiar and Unknown spells (see page 146), the minimum time for preparation equals the spell's casting time increment. For example, a Familiar *summon monster II* spell requires a full-round action of preparation, while a Familiar *hallow* ritual requires 24 hours of preparation.

RITUALS AND DURATION

Whenever you cast a spell as a ritual, you increase the spell's duration. Where a duration is indicated under the spell entry in the *PHB* or in this book, casting the spell as a ritual increases the duration increment to the next bracket (as shown on **Table 8–2: Ritual Durations**). Rounds become minutes, minutes become 10 minutes, 10 minutes become hours, and hours become days. Spells with durations longer than days are unchanged by being cast as a ritual.

Haaken, a 5th-level priest, casts bull's strength as a ritual. When successfully cast, the ritual grants the subject a +4 bonus to his Strength score for 50 minutes—the normal duration of bull's strength is 1 minute per level, but by being cast as a ritual, the duration is increased to 10 minutes per level.

COOPERATIVE CASTING

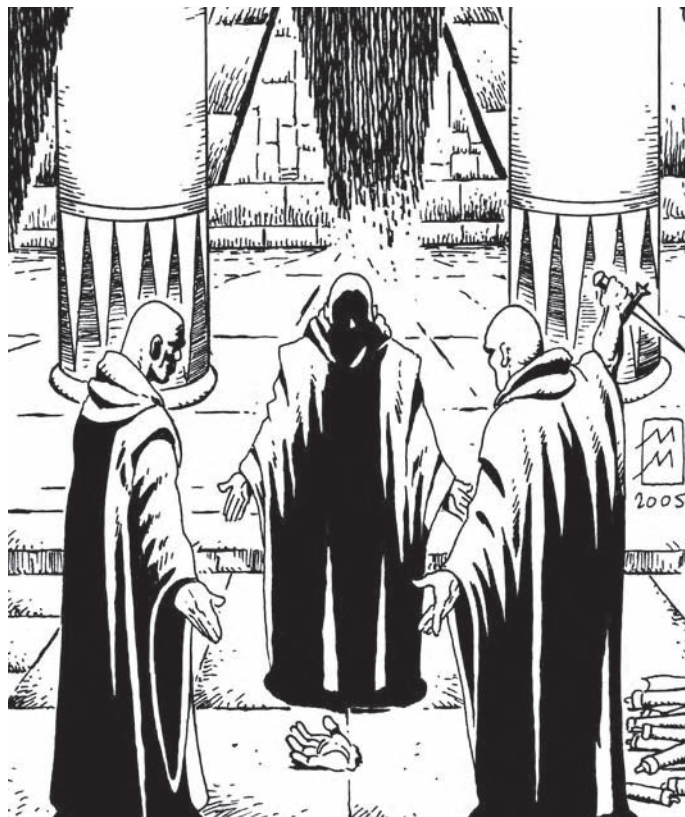
Another benefit to ritualcasting is that multiple spellcasters can work together to cast the ritual with greater success. To do so, all spellcasters must have the spell to be cast as a Known or Familiar spell. One of the spellcasters is declared the ritual leader, with a maximum number of additional participants equal to the ritual leader's key spellcasting ability modifier. Each time the ritual leader makes a check, every spellcaster involved in the ritual makes a check. Every successful additional ritual check adds a bonus on the ritual leader's check equal to the ritual participant's key spellcasting ability bonus + 2. Every failed additional ritual check imposes a –2 penalty on the ritual leader's check. At the end of the ritual, any damage resulting from casting the spell (see page 145) is divided evenly among all the participants. If the damage does not distribute evenly, the ritual leader takes any leftover damage.

CONCENTRATION

To cast a spell or ritual, you must concentrate. If something interrupts your concentration while you're casting, you must make a Concentration check or lose the spell or ritual. The more distracting the interruption and the higher the level of the spell or ritual you are trying to cast, the higher the DC. If you fail the check, you lose some of the accumulated mana in your pool.

INJURY

If you take damage while trying to cast a spell or ritual, you must make a Concentration check (DC 10 + points of damage taken + the level of the spell or ritual you're casting). If you fail the check, halve your current mana



pool (see the sidebar on this page). An event interrupts your spellcasting if it comes between when you start and complete a spell, or if it comes in response to your casting the spell (for example, an attack of opportunity provoked by the spell, or an attack made as a readied action).

Haaken is casting blindness/deafness (a 3rd-level spell with a 40 MT), and has accumulated 30 mana when he is hit by an arrow, taking 7 points of damage. He must succeed on a DC 20 Concentration check (10 + 7 damage + 3 for level) or have his mana pool drop from 30 to 15.

If you are taking continuous damage, half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

SPELLS

If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or halve your mana pool. If the spell affecting you deals damage, the DC is 10 + points of damage taken + the level of the spell you're casting.

HALVING YOUR MANA POOL

Whenever you are interrupted or distracted during the casting of a spell or ritual you do not lose the spell. Instead, you halve your mana pool. Simply divide your accumulated mana in two, rounding the result down.

TABLE 8–2: RITUAL DURATIONS

Spell Duration	Ritual Duration
Instantaneous	Instantaneous
Permanent	Permanent
Concentration	Concentration
Round	Minute
Minute	10 minutes
10 minutes	Hour
Hours	Days
Days or longer	Days or longer



If the spell interferes with you or distracts you in some other way, the DC equals the spell's saving throw DC (or the DC the spell would have if it allowed a save) + the level of the spell you're casting.

GRAPPLING OR PINNED

Because spells in *Thieves' World* often take longer to cast than under the normal *PHB* rules, it is usually impossible to cast spells while grappling or pinned (casting spells as rituals is always impossible in such circumstances). The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 20 + the level of the spell). If you succeed on the check, you may make one final spellcasting check to complete the spell. If you do not meet the spell's Mana Threshold, then the spell automatically fails.

VIGOROUS MOTION

If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the spell you're casting) or halve your mana pool.

VIOLENT MOTION

If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the spell you're casting) or halve your mana pool.

VIOLENT WEATHER

You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the spell you're casting. In wind-driven hail, dust, or debris, the DC is 10 + the level of the spell you're casting. In either case, you halve your mana pool if you fail the Concentration check. If the weather is caused by a spell, use the rules in the previously described Spell subsection.

CASTING DEFENSIVELY

If you want to cast a spell without provoking any attacks of opportunity during a particular round of casting, you must make a Concentration check (DC 15 + the level of the spell you're casting) to succeed. You lose the spell if you fail.

ENTANGLED

If you want to cast a spell while entangled in a net or by a similar magical effect, you must make a DC 15 Concentration check. You lose the spell if you fail.

SPELLCASTING IN ARMOR

Armor generally interferes with a spellcaster's ability to cast spells, reducing flexibility, awareness, and simply being cumbersome. When casting a spell that has somatic components (either normally or as a ritual), the caster applies the armor's armor check penalty on spellcasting and ritualcasting checks. If the spellcaster is not proficient with the armor, he applies twice the penalty.

TABLE 8-3: MANA LEVELS

No Mana																				
Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Low Mana																				
Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
Normal Mana																				
Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
High Mana																				
Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
Maximum Mana																				
Roll	1	2	3	4	5	6	7	8	9	10	11	12								

THE EFFECTS OF MANA

Whenever a spell is cast, the spellcaster is manipulating mana—a magical field of energy that ebbs and flows in all places and through all things. A spell is nothing more than mana that has been changed and molded through particular techniques to achieve a desired effect. Thus, a mage who casts a *fireball* spell draws from the same energy that a god bestows on the priest who seeks to heal an injured comrade. Mana is not unlimited, however. In some places, magical energy is in great abundance (most notoriously in the Nisibisi homeland), while in others, it is scarcely there at all. Furthermore, even places rich in magical energy do not remain so indefinitely. Excessive spellcasting drains free mana, depleting the resources to fuel future spells and rituals (as happened in Sanctuary after the Stepsons and Ischade faced off against Roxane in *Soul of the City*).

Mana is generally equally distributed throughout an area. There may be pockets of low mana and high mana within a specific location, but overall (and for the sake of simplicity), consider each region to have a constant mana level throughout. The GM will set the level of mana in a region based upon the style of campaign desired. For high-magic games where spellcasters have a great deal of power (such as during the early books of the first *Thieves' World* anthologies, or in the Time of Troubles between the classic era and the new era), the mana level might be set at high or even maximum. In a low-magic game where spellcasting is erratic, the gods virtually powerless, and the general atmosphere grittier than most d20 fantasy, the mana level might be set at low or even none. For most games, the default mana level will be normal (as it is assumed to be in this book), which is about the current level in the new anthologies.

A region's mana level determines the range for failure and spectacular success. To determine these ranges, determine the mana level for the location of your game, then reference **Table 8-3: Mana Levels**. Under each header is a range of 1 to 20 reflecting the die roll when you make a spellcasting or ritualcasting check. Where gray boxes are indicated, the casting check is a failure with the potential for spectacular failure. Where white boxes are indicated, the die roll is a success. Where black boxes are indicated, the die roll is a spectacular success. Always use the actual die roll before modifiers to determine the effect.

FAILURE AND SPECTACULAR FAILURE

Whenever the unadjusted roll of your casting check falls into the range of failure, you fail to control the mana, losing focus and allowing the energy you've harnessed to slip away. Subtract your unmodified die roll from your mana pool. If this brings your mana pool to a negative number (either because you've just begun casting the spell or because successive failures have depleted your mana pool over a number of rounds), the result is a spectacular failure.

A spectacular failure means the intended magic goes awry, usually with some small or minor effect. The magical field the caster tried to grasp and control snaps back, having an unpredictable effect on someone or something nearby. When a spectacular failure occurs, the GM can determine the result or the character can roll on **Table 8-4: Spectacular Failures**. In any event, the caster takes the normal nonlethal or lethal damage from casting the spell.

SUCCESS

If the casting check results in a success, add your check result (including all bonuses) to your mana pool as normal.

TABLE 8-4: SPECTACULAR FAILURES

d% Roll	Result
01	Random creature (including the caster) within range of the spell or ritual is affected by <i>insanity</i> (as the spell), as if cast at the caster's level.
02–05	Magical backlash stuns the caster for 1d6 rounds.
06–10	Spell or ritual instantly takes effect, but strikes the caster or an ally instead of the intended target, or a random target nearby if the caster was the intended recipient.
11–15	Wizard weather. A random atmospheric phenomenon occurs, such as a sudden downpour, a strong gust of wind, snow in summer, the skies raining frogs, or some other strange effect.
16–20	The failed spell kills a random animal (but not a familiar or animal companion) within 100 feet.
21–25	Failed casting imposes a –10 penalty on the caster's next casting check.
26–30	Weak effect. The caster's next successfully cast spell or ritual has a 50% chance of total failure.
31–35	A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the caster.
36–40	The ground convulses as if affected by an <i>earthquake</i> spell, centered on the caster and cast at the caster's level.
41–45	Failed casting imposes a –5 penalty on the caster's next three casting checks.
46–50	Spell or ritual's effect on the target is contrary to the spell's normal effect. (A <i>magic missile</i> could cure damage instead of dealing it, for instance.)
51–60	A random container within range of the spell explodes, dealing 1d2 points of damage to all creatures within 10 feet.
61–65	Failed casting imposes a –2 penalty on the caster's next ten casting checks.
66	Caster becomes cursed with a common curse (see page 148) as determined by the GM.
67–70	Caster becomes fatigued.
71–75	Caster becomes sickened for 1d10 rounds.
76–80	Diminished result. The next spell or ritual the caster successfully casts has all variable factors halved (including duration, area, range, damage, and so on).
81–85	Caster become nauseated for 1d10 rounds.
86–90	Caster becomes exhausted.
91–95	Future repercussions. The next spell or ritual the caster successfully casts automatically fails and results in a spectacular failure.
96–98	Spell goes awry and accidentally summons a creature. Roll 1d10. On a result of 10, nothing happens; otherwise, the die roll determines the type of <i>summon monster</i> spell used. The GM picks or rolls randomly for the specific creature summoned, which immediately attacks the creatures closest to it. It remains for a number of rounds equal to the caster level of the spellcaster who botched the spell.
99	Random bizarre occurrence as determined by the GM. See the <i>rod of wonder</i> entry or scroll mishaps in the <i>DMG</i> for possible outcomes.
100	Roll twice more, disregarding future rolls of 100.

CHANGING MANA FIELDS

A single mana field covers the entire world, but there are varying intensities within that field. The total mana field is subdivided into smaller mana fields, each of which can be visualized as a square approximately 7 miles on a side. In areas where multiple fields have the same intensity, the transition from one field to the next is not noticeable.

The natural tendency for a mana field is to be uniform in potency. When mana is used to cast a spell or ritual, it briefly depletes the area around the caster, but the surrounding mana rushes in to fill the vacuum. This continues until the mana field is drained. When a mana field is depleted in this way, it repairs itself by drawing on the adjacent fields, which spill into it to correct the damage done. The bordering fields are not affected unless there is a large disparity, such as when one field is two steps lower than all the fields around it.

For example, a field and its eight surrounding fields are all at high mana. A nasty battle between mages and witches drains the primary field to normal mana. Because the disparity is just one step, the eight surrounding fields do not change in intensity. However, the battle continues, further draining the primary field to low mana. Now, because the disparity is two steps, all eight of the adjacent fields drop from high mana to normal mana. The sixteen fields beyond, which remain at high mana, don't change. The war is particularly brutal, however, and drains all the mana in the field, reducing it to no mana. Now the eight fields surrounding it drop to low mana, while the sixteen fields beyond drop to normal mana.

The same holds true in reverse. As the field where the conflict was fought recovers naturally over time, it will increase to low mana. However, it will not affect the fields around it until the disparity is two steps. Thus, for the neighboring fields to recover to normal mana, the center field must be restored to high mana.

It takes a significant amount of spellcasting to drain a field of its mana, and such events are usually of great significance. The destruction of the Nisibisi globes caused a sudden surge and subsequent depletion of the field around Sanctuary for years until the Dyareelans seized the city. One can only imagine what Wizardwall might have looked like after the Rankan-Nisibisi wars. When running a *Thieves' World* game, it's best to maintain a constant level of mana, reserving changes in mana fields for significant campaign-shaping events.

SPECTACULAR SUCCESS

When the casting check results in a spectacular success, you immediately roll another spellcasting or ritualcasting check and add both results to your mana pool. (If you roll another spectacular success on the second roll, you may roll again.) This continues until you don't roll a spectacular success or until you meet the spell's MT.

In the example on page 140, Jaazel successfully cast a magic missile spell at one of the two thieves in the alley. In an area of normal mana, Jaazel's roll was simply a success. If she had rolled a 5 or less, she would have failed, and 19 or higher, would have had a spectacular success. On the following round, she decides to cast acid arrow at the second thief—a more complex spell with a 30 MT. Jaazel's initiative count comes up and she makes a spellcasting check, rolling a 10 plus modifiers (+7) for a total of 17. She does not have enough mana to cast the spell as a standard action (the casting time of the spell) this round. On the following round, she tries again, but this time rolls a 4, a failure! She subtracts the unmodified die roll from her mana pool, reducing

TABLE 8-5: SAFE LEVEL LIMITS

Caster Level	Safe Level Limit
1st–3rd	1st-level spells
4th–5th	2nd-level spells
6th–7th	3rd-level spells
8th–9th	4th-level spells
10th–11th	5th-level spells
12th–13th	6th-level spells
14th–15th	7th-level spells
16th–17th	8th-level spells
18th–20th	9th-level spells

her mana pool to 13. Undeterred, she tries on the third round, this time rolling a 19, a spectacular success. This takes her mana pool to 32, enough to cast the spell. However, had she been casting a more powerful spell, she could have immediately rolled again and added the number to her pool in the same round.

MANA AND PERMANENT SPELLS

As permanent spells tap the mana field indefinitely, they are also subject to the fluctuations that affect their casters. Where the mana field wanes, not only do spellcasters have a harder time casting spells and rituals, they have a harder time maintaining what would otherwise be permanent spells. For example, the wards that protected the mageguild in Sanctuary began to fail after the Nisibisi power globes were destroyed. This leached mana from the city, making the most ordinary spells difficult to cast and maintaining powerful spells nearly impossible. In theory, the same is true for spells with shorter durations, but the effects of a diminished field are negligible.

The maximum-level spell that can be cast with a permanent duration depends solely on the intensity of the mana field as described in the following table. Spells cast with permanent durations of a level above the maximum level allowed by the field have their duration reduced to 1 day per caster level. If an existing spell with a permanent duration is in an area where the mana field is suddenly reduced (so that permanent spells of its level cannot be cast within the field), the spell instantly drops its duration to 1 day per caster level. If the original caster level is not known, use the minimum safe caster level for the spell.

PERMANENT SPELLS

Intensity	Maximum Level of Permanent Spell
No	1st
Low	3rd
Average	5th
High	7th
Maximum	Any

OTHER SORCEROUS INFLUENCES

Magic, prayer, and witchcraft all rely on the ambient mana field that allows spells to function. And while individual spellcasters are able to manipulate mana fields to produce intended (or unintended) effects, there are other forces that can affect the intensity of mana and those who use it.

ASTROLOGICAL EVENTS

Many theorize that the movements of heavenly bodies can affect and control the intensity of a mana field just as they do the tides. Perhaps the most significant phenomenon is a solar or lunar eclipse. Spellcasters can sense the arrival of an eclipse in the same way that some can feel an old injury when a storm approaches. When the eclipse occurs, mana fields change erratically, usually increasing or decreasing their intensity. A solar eclipse diminishes the mana field by one step, while a lunar eclipse increases the mana field by one step. At the GM's option, other effects might also occur (the application of a specific metamagic feat to all spells cast, temporary hit points bestowed to specific types of creatures, odd weather, or any other strange phenomenon imaginable).

THE PLANES

The world in which Sanctuary lies is not the only world in existence. There are countless others, from the nearly identical to the completely alien—worlds filled with creatures whose very forms defy imagination. Spellcasters with the Touch the Otherworld feat (see page 125) can draw mana from these planes while also drawing mana from the Material Plane, thereby increasing the power of their spells and the speed with which they cast them.

The planes can also affect spellcasters in indirect ways, operating in a way similar to how the heavens seem to move. The planar realities shift and rotate in an inexplicable pattern—sometimes touching the Material Plane on their own, other times drawn by powerful sorcery such as a *gate* ritual. When two planes touch, they come into planar conjunction.

When a spellcaster is in proximity to a *gate* or another planar connection within a number of feet equal to his key spellcasting ability modifier × 10, he can draw mana from both worlds, making two checks and adding

the results together. In the very rare instance of three planes touching, he can make three checks. Instances of four or more planes touching are extraordinarily rare, and usually have some detrimental effect on the worlds involved (such as warping the mana field by increasing or decreasing it; see the **Changing Mana Fields** sidebar).

SPELL LEVELS

Just as with spells in the *PHB*, spells are organized by level, from 0 to 9th. However, a spellcaster in *Thieves' World* can only safely cast a spell he knows of a level equal to one-half his caster level (minimum 1st-level spells and rituals), as shown on **Table 8-5: Safe Level Limits**. The safe level limits allow a spellcaster to cast certain spells without risk of serious injury. However, with enough time and resources, a spellcaster can cast any spell or ritual he knows.

For multiclass spellcasters, the safe level limit depends on their highest-level spellcasting class, not the sum of all classes. For example, while an 11th-level mage can safely cast 5th-level spells or rituals, a 4th-level mage/7th-level witch could only safely cast 3rd-level spells or rituals.

THE PRICE

Every time you cast a spell, the act of working with mana drains you. When casting a spell within your safe level limit, the effects are minor, but casting spells or rituals above your level of mastery can have severe side effects. This threat to a spellcaster is called "the price". Normally, a spell that you can safely cast deals an amount of nonlethal damage equal to its level when the casting is complete (so that 1st-level spells deal 1 point of nonlethal damage, 2nd-level spells deal 2 points, and so on). Cantrips are a special case. You can freely cast a number of cantrips per day equal to your current key spellcasting ability modifier for that cantrip. Thereafter, each cantrip deals 1 point of nonlethal damage.



TABLE 8–6: FAMILIAR SPELL LEVEL LIMITS

Key Spellcasting Ability Modifier	Familiar Spell Level Limit
0	As safe level limit
+1	1st or as safe level limit
+2	3rd or as safe level limit
+3	4th or as safe level limit
+4	6th or as safe level limit
+5	7th or as safe level limit
+6 or higher	9th or as safe level limit

For example, a mage with a 15 Intelligence could cast two cantrips at no price, but a third cantrip would deal 1 point of nonlethal damage when cast.

If you cast a spell above your safe level limit, you take lethal damage equal to twice the spell's level. For example, a desperate 1st-level wizard who manages to cast *fireball* quickly enough to avoid being chopped to pieces by his foes takes 6 points of damage as the spell is cast.

If a character's caster level drops for any reason, his safe level limit drops accordingly. Those Known spells that can no longer be safely cast become Familiar spells instead (see the following).

If you cast a spell as a ritual, you halve all damage taken, regardless of whether the spell is within your safe level limit or not.

KNOWN AND FAMILIAR SPELLS

Though spellcasters in *Thieves' World* don't prepare spells in advance, there are limits to the number of spells they know well enough to cast without referring to a spellbook, prayer book, or scroll. As a result, most spellcasters have at least a small number of scrolls, magic tomes, and so on to refer to when needed. Naturally, as a spellcaster rises in power, so too do the number of spells she can recall at a moment's notice.

KNOWN SPELLS

All spellcasters, regardless of technique, know a fixed number of spells. A Known spell is one with which you are so familiar that you can cast it without any additional preparation or resources. Any spells on your spell list (of a level up to and including your safe level limit) can be Known spells.

For example, a 1st-level mage can select any 0-level or 1st-level spells as his Known spells, while a 15th-level witch can select any 7th-level spell or lower on the witch spell list as a Known spell. As a character advances in level and skill, the number of spells known increase (though these additional spells must abide by the character's safe level limits).

FAMILIAR SPELLS

A spellcaster also has a number of spells she knows well enough to be able to cast with a little extra effort. These are Familiar spells, requiring reference to scrolls, sacred texts, or spellbooks. In order to cast a Familiar spell, a spellcaster must quickly review the essential workings of the spell (in the case of a mage), attune the inner self (in the case of the witch), or say special invocations to her patron deity (in the case of the priest). This extra effort requires one standard action per spell level (or 1 full-round action per two spell levels) over and above the spell's normal casting

TABLE 8–7: FAMILIAR AND UNKNOWN SPELL/RITUAL PREPARATION

Spell/Ritual Level	—Preparation Time (Actions)—	
	Familiar	Unknown
0	—	1 full-round
1st	1 standard	2 full-round
2nd	2 standard or 1 full-round	4 full-round
3rd	3 standard	6 full-round
4th	4 standard or 2 full-round	8 full-round
5th	5 standard	10 full-round
6th	6 standard or 3 full-round	12 full-round
7th	7 standard	14 full-round
8th	8 standard or 4 full-round	16 full-round
9th	9 standard	18 full-round

time. Each round spent in preparation provokes attacks of opportunity. Thereafter, the spellcaster can cast the spell normally.

A Familiar spell can be any spell on your character's class spell list, but unlike Known spells, can be of a level up to your safe level limit or 1-1/2 times your key spellcasting ability modifier (whichever is higher). For example, a 1st-level mage with an 18 Intelligence could conceivably be familiar with a 6th-level spell (Int modifier $4 \times 1-1/2 = 6$). However, casting such a spell would deal 12 points of damage (enough to almost certainly kill the character) at the end of the casting.

UNKNOWN SPELLS

Though spellcasters work with Known and Familiar spells most often, they can also work with spells they have never before encountered. These spells are called Unknown spells. Ordinarily, spellcasters acquire Unknown spells from spellbooks, scrolls, prayer books, or from witnessing other spellcasters cast spells.

To cast an Unknown spell or ritual, you must have access to the spell. All spellcasting classes can access Unknown spells in written form (most commonly scrolls). In addition, a witch can cast an unknown spell by observing someone else casting the spell within a number of minutes equal to his Charisma modifier. In any event, a character must then review the spell by spending a number of full-round actions equal to twice the spell's level before attempting to cast it (0-level spells require one full-round action).

Each round spent reviewing the spell provokes attacks of opportunity (casting defensively does not apply to this period of review for an Unknown spell). Once a spell has been successfully reviewed, you can begin casting it as normal. If you like, you can delay the casting of an Unknown spell after reviewing it, up to a number of minutes equal to your key spellcasting ability modifier.

SPECIAL SPELLCASTING TACTICS

The essential practice of casting spells is quite simple, but in the thick of combat, spending 8 rounds to cast *mass charm monster* can be risky. Each round that the spellcaster spends manipulating mana to produce the desired effect means a round spent in danger as his enemies try to strike him down. In these instances, it is helpful for a character to cast spells with haste.

On the other hand, where casting a spell properly is deemed more important than the time spent to cast it, a spellcaster can slow the process down—taking more care with the casting to increase the chances of success.

CAUTIOUS CASTING

In situations where it is imperative for you to cast a spell but where time is not a factor, you can cast cautiously. One of the biggest dangers a caster faces in *Thieves' World* is the potential for spell failure, but to reduce the chances of botching a spell, you can reduce the failure range at the cost of drawing mana more slowly.

A character can reduce the failure range of a spell by an amount up to his base spellcasting or ritualcasting modifier (depending on how the spell is cast), to a minimum of 1. For every point by which a spellcaster reduces the failure range, he takes a -2 circumstance penalty on his casting check. Note that this penalty can reduce your casting check to 0 but not below 0.

Jaazel, if she has enough of a drop on her foes, could take her time and cast acid arrow cautiously. As her base spellcasting modifier is +4, she could reduce the range of failure by up to -4 (instead of failing on a roll of 1-5, she would fail only on a roll of 1). However, by doing so, she imposes a -8 penalty on her spellcasting checks.

HASTY CASTING

Whenever a character needs to cast a spell quickly, she can speed up the casting. Such efforts are considered sloppy by most spellcasters, as spells are more likely to fail or be lost to the slightest mistake. Still, in desperate or life-threatening situations, many spellcasters are willing to take the risk.

To cast a spell hastily, a spellcaster increases the failure range of a spell by a certain amount. For every point spent to increase the failure range, the spellcaster gains a +2 circumstance bonus on his casting check. The spellcaster cannot increase the failure range by more than his base spellcasting bonus.

Despite being struck by Jaazel's acid arrow, the thief is not down, but rather is racing for her, enraged. As he draws closer, dagger drawn, Jaazel decides to cast another acid arrow hastily. Her base spellcasting bonus is +4 and she is in a normal mana field, so she can increase her spell failure range from 1-5 to 1-9. By doing so, she gains a +8 bonus on her spellcasting check. Acid arrow has a 30 MT and she rolls an 18 on her spellcasting check—a total of 33 with her +7 spellcasting modifier and the bonus for hasty casting, allowing her to cast the spell in 1 standard action.

PREPARING SPELLS IN ADVANCE

Sometimes having a spell readied in advance is a good way to circumvent longer casting times. A spellcaster can start casting a spell in advance, storing the free mana in his mana pool. To do so, he begins to cast the spell as normal, but before he meets the spell's Mana Threshold, he must stop casting. (If the spell's mana threshold is exceeded, even accidentally, the spell is cast as normal.) Locking the spell into place, he records how much mana he has accumulated on his character sheet for the purpose of casting that spell.

A spellcaster can only prepare spells in advance that are within his safe level limit. As well, preparing spells in this way is time consuming, with each spellcasting check taking 1 minute to carefully draw mana



and ready the spell. If he so chooses, a caster can prepare another spell in advance (or the same spell a second time). A spellcaster can hold a number of spells in his mind equal to his key spellcasting ability modifier, so that a wizard with a 16 Intelligence can store three spells of any level he can safely cast in advance.

At any point, a spellcaster can retrieve a prepared spell from memory and ready it for casting. He makes a spellcasting check as normal, but now needs to only exceed the spell's remaining Mana Threshold in order to successfully cast the spell. A spellcaster can also choose to forget a spell previously prepared in advance if no longer needed, or if he wants to prepare another spell in its place.

Asher, an 8th-level priest with a 16 Wisdom, wants to prepare convert serious wounds (3rd level) in advance. The spell has a 40 MT and she has a +7 ritualcasting modifier (+4 class, +3 Wisdom). She spends 1 minute in concentration and rolls a 17 on her casting check, for a total of 24. Not wanting to risk accidentally casting the spell, she locks it into place with an accumulated mana of 24. Later in the day, one of her comrades falls. Asher recalls the convert serious wounds spell she has prepared and concentrates for 1 minute, but instead of needing a 40 total, she now needs to accumulate only the remaining 16 points of mana with her successive casting checks.

CHANGING SPELLS IN THE MIDDLE OF CASTING

Sometimes it's necessary to change a spell in the middle of casting it. For example, if you're preparing a *wall of fire* spell against a demon but your mage ally learns through casting a *burning hands* spell that the demon is resistant to fire, you may want to abandon the partially cast

wall of fire in favor of *cone of cold* instead. If so, any mana you have already drawn toward casting the initial spell is not a complete loss, but can be transferred to another spell instead. To do so, pay the price (lethal or nonlethal damage) of the original spell you had intended to cast, and halve your mana pool. The remaining mana can then be applied to the new spell you want to cast.

If you abandon an almost-complete high-level spell for a lower-level spell, it's possible that you might end up with enough mana in your newly-halved mana pool to cast the new spell automatically. If this is the case, you still need to make a casting check to complete the spell (and

might well decrease your mana pool, so as to have to make subsequent checks to complete the spell).

Saul has spent a round casting summon monster VI (MT 70), accumulating 34 points of mana. However, the lead fighter in his party takes a nasty hit and is reduced to 0 hit points. Saul switches spells to help his comrade, taking 6 points of nonlethal damage (Saul can safely cast the original spell) and halves his mana pool to 17. He chooses to cast cure serious wounds (a 3rd-level spell with an MT 40) instead, and needs to accumulate an additional 23 points of mana to complete the spell.

CURSES

Some of the most frightening magic of *Thieves' World* takes the form of curses—supernatural maladies that can affect even the most powerful mages and wizards. Enas Yorl, one of the greatest mages in all the world, suffered from a particularly nasty curse that condemned him to spend his life shifting from one ever-changing form to the next. In a world where even the lowliest beggar might hurl a vicious curse, to say that caution is advisable is an understatement. A knife in the back is almost always preferred to the straight confrontation, and every action must be weighed against the risk of raising the just ire of an affronted commoner.

By laying a curse, however, the curser gives something of himself to ensure that the offending person is properly punished for the perceived wrongdoing. Depending on the nature of the curse, the price can be quite severe to the person laying it, and this remains the primary reason that there aren't more cursed individuals roaming the world, condemned to a fate far worse than Hell or even torture by the Stepsons.

This section details how curses work in *Thieves' World*, how they affect characters, how to bestow them, and how to remove them.

TYPES OF CURSES

Curses are organized by intensity, ranging from least to greatest. Least curses include minor effects that are mere nuisances, such as an unseemly wart, excessive ear hair, weight gain or loss, and so on. Great curses are quite powerful, possibly resulting in a messy and sudden (or slow and lingering) death, a series of misfortunes that utterly destroy a person socially, or a run of bad luck that renders the victim too terrified to even go outdoors. Each degree of intensity is described below, though GMs are encouraged to come up with other suitable curses along the lines of those described here.

Regardless of its potency, no curse can affect the following characteristics: ethnicity, background, class choice, character level, experience points, direct reduction of hit points (though loss of Constitution is allowed), base attack bonus (though melee, ranged, and grapple attacks can all be individually targeted).

LEAST

This category of curses includes extremely minor effects, usually entailing some relatively insignificant physical malady or a small mechanical penalty.

- Wart, streak of white through the hair, unusual eye color, weeping eye, profuse ear or nose hair, the urge to spit while talking, acne, bad breath, runny nose, facial tics, and so on.
- Gain or lose 1d20 pounds.

- –2 curse penalty on checks with any one skill.
- –1 curse penalty on Fortitude, Reflex, or Will saves.

COMMON

Common curses are more than a simple nuisance, and can affect characters in potentially dangerous ways. These curses tend to affect certain sets of skills or a particular ability. Common curses affecting abilities have some accompanying outward effect as well.

- –2 curse penalty to Strength. Examples include a constant feeling of weakness, a loss of muscle (–3d6 pounds), or brittle bones.
- –2 curse penalty to Dexterity. Examples include constant tremors and shaking, a bad sense of balance, or slight vertigo.
- –2 curse penalty to Constitution. Examples include nagging cough, nausea, afflicted by parasites.
- –2 curse penalty to Intelligence. Examples include mild amnesia, easily distracted, constant fever.
- –2 curse penalty to Wisdom. Examples include a constant ringing in the ears, tunnel vision, or fugue.
- –2 curse penalty to Charisma. Examples include unsightly sores around mouth, nose, and hands, weeping eye, tendency to drool, stuttering, or depression.
- –4 curse penalty on checks with any one skill. For example, a wronged customer might level this curse on a merchant, imposing a –4 curse penalty on Profession (merchant) checks.
- Character loses the ability to see in color.
- Target gains an addiction to some mundane substance or activity (sweets or buying clothing, for example). The target's addiction has a withdrawal period of 5 days, a Fortitude save DC of 10, and deals 1 point of Wisdom damage and 1 point of Charisma damage on a failed save. See **Creating and Using Drugs** on page 134 for more information on addiction.
- Any two least curses (a –1 curse penalty on any two saves, weight gain and –2 curse penalty on checks with any one skill, and so on).

POTENT

Easily the most common curses leveled at serious offenders. Potent curses have the ability to affect the target in a significant way, hampering his ability to fight, cast spells, or invoke the gods. Potent curses can also affect the target's senses and health, eliminate the target's ability to feel, taste, or smell, afflict him with a mild disease, and many more possibilities.

- –4 curse penalty to any one ability score. These curses are more advanced forms of common curses, so a potent curse of weakness afflicts the target with a muscle loss and frail frame, while a curse of idiocy could strip memories and higher-order thinking from the target.
- –8 curse penalty on checks with any one skill. These are devastating, as they are often used to seriously hamper another's talents. This curse can curtail (or even destroy) a crafter's ability to create goods, ruin the business of a professional, or create phobias such as a fear of heights (a penalty on Climb checks), a fear of water (a penalty on Swim checks), and so on.
- –5 feet curse penalty to speed. Target gains a limp or mild arthritic pain.
- Target loses one of the following senses: taste, touch, smell. Losing these senses may carry additional effects, such as penalties on Search checks, Spot checks, the ability to notice poisoned food or drink, and others as the GM adjudicates.
- Target gains a disease with a Fortitude save of 15 or less (see **Chapter Eight: Glossary** in the *DMG*).
- **Equipment Loss:** The target loses a minor magic item or equivalent (GM's discretion and choice).
- *Poor Warrior:* –4 curse penalty on melee attacks, ranged attacks, and grapple checks.
- *Poor Spellcaster:* –4 curse penalty on spellcasting and ritualcasting checks.
- Target gains an addiction to a mildly addictive drug (kleetel or *krrf* variants) or some normally nonaddictive substance or activity (alcohol or sex, for example). For addictive substances and activities, the target's addiction has a withdrawal period of 5 days, a Fortitude save DC of 10,

and deals 1d3 points of Wisdom damage and 1d3 points of Charisma damage on a failed save. See **Creating and Using Drugs** on page 134 for more information on addiction.

- Any two common curses.
- Any three least curses.

MIGHTY

Reserved for those who truly deserve it, mighty curses have incredible effects. Though not directly lethal, they will often hinder or destroy a character's ability to deal with potentially lethal situations.

- –6 curse penalty to any one ability score. These curses are even more advanced forms of common curses, and are both debilitating and devastating. A mighty curse affecting a warrior's Strength score can effectively end his career, just as a one affecting Intelligence cripples a mage.
- –10 feet curse penalty to speed. Target gains a serious limp or moderate arthritic pain.
- Subject changes size, growing one size category larger or smaller. Such changes are never aesthetically pleasing, with the hideously twisted target also taking a –4 curse penalty to Charisma and a –5 foot curse penalty to speed for the new form.
- Target becomes deafened or blinded.
- Target gains any disease (see **Chapter Eight: Glossary** in the *DMG*).
- Target gains an addiction to a highly addictive drug (*opah* or *krrf*) or some form of socially forbidden behavior (sadism or masochism, for example). For addictive behavior, the target's addiction has a



withdrawal period of 5 days, a Fortitude save DC of 10, and deals 1d6 points of Wisdom damage and 1d6 points of Charisma damage on a failed save. See **Creating and Using Drugs** on page 134 for more information on addiction.

- *Mild Madness*: Each turn, the target has a 50% chance to act normally; otherwise he takes no action.
- Target changes gender.
- Target gains lycanthropy (see **Lycanthrope** in the *MM* for details)
- *Equipment Loss*: The target loses a medium magic item or equivalent, or has a minor magic item or equivalent permanently destroyed (GM's discretion and choice).
- *Inept Warrior*: -6 curse penalty on melee attacks, ranged attacks, and grapple checks.
- *Inept Spellcaster*: -6 curse penalty on spellcasting and ritualcasting checks.
- *Transformative*: This curse changes the target to another creature of the same type, either changing the appearance of a human character, or changing that character into another humanoid creature. This curse otherwise functions as *baleful polymorph*. Though *Thieves' World* does not have creatures such as goblins, you can use the transformative curse to effectively create them.
- Any two potent curses.
- Any three common curses.
- Any four least curses.

GREAT

The great curses are the stuff of legend, ranging from Enas Yorl's terrible burden of changing form randomly, to lethal curses that cause their



victims to simply waste away. Even such effects as Lalo's ability to paint a portrait's soul can be considered the effects of a curse of this level, for the "gift" certainly landed him in more trouble than it was worth. Because of their great power, curses of this magnitude can disrupt entire campaigns, and the GM has final say over their effects. In fact, it's often best if these curses are reserved only to spin new adventures, or as threats to be avoided.

- *Devastating Ability Loss*: A great curse can apply up to a -16 curse penalty to a single ability. Reducing an ability score to 0 (especially in a combat situation) very often spells the end of a character (see **Ability Score Loss** in **Chapter Eight: Glossary** of the *DMG*).
- -20 foot curse penalty to speed. One of the target's legs rots away, or his body is wracked with terrible pain.
- Target gains any disease (see **Chapter Eight: Glossary** in the *DMG*), but increase the save DC by +5.
- *Madness*: Target is permanently *confused*.
- *Equipment Loss*: The target loses a major magic item or equivalent, or has a medium magic item, two or more minor magic items, or equivalent permanently destroyed (all of this is at GM's discretion and choice).
- *Pathetic Warrior*: -10 curse penalty on melee attacks, ranged attacks, and grapple attacks.
- *Pathetic Spellcaster*: -10 curse penalty on spellcasting and ritualcasting checks.
- *Transforming*: This curse changes the target to another creature of the same or a similar type (so that humanoids can transform into monstrous humanoids or giants, but not into dragons or undead). Enas Yorl suffers from a particularly nasty version of this curse that forces him to change form at random, often many times per day.
- Any two mighty curses.
- Any three potent curses.
- Any four common curses.
- Any five least curses.

BESTOWING THE CURSE

In *Thieves' World*, anyone can bestow a curse. Anyone. The beggar you kick, the barmaid you stiff, the priest you knock down in the street—any of them can slap a curse on you that might just make you rue the day you were born. The threat of curses doesn't create a polite society, however, and in point of fact, Sanctuary is one of the nastiest places in the world to live.

But even though people do terrible things worthy of curses every day, certainly not everyone in this infamous city bears a curse. This is because bestowing a curse is never an act to be undertaken lightly. A curse can backfire, striking the curser or an innocent passer-by even if the target doesn't resist it. More than anything else, though, a curse drains something from the one who speaks it, leaving the laying of curses most often reserved for the dying or the mortally offended.

STEP ONE: TARGET

To bestow a curse, you must select a target. You cannot lay a blanket curse on a people, a city, or even one small group of soldiers. Each curse is specifically tailored to one individual.

TABLE 8-8: JUSTIFICATION MODIFIERS

Justification	Curse Roll Modifier
Baseless	-8
Minor guilt	-4
Major guilt	+0
Significant guilt	+4

STEP TWO: JUSTIFICATION

Not all curses are justified. Sometimes the cursing party believes that one person wronged them when, in fact, it was someone else. Likewise, dying in combat is not enough justification to lay a curse against your killer (especially if you initiated the combat or if you and your foe are both soldiers serving a cause). However, if a band of soldiers butchered your family without provocation while they forced you to watch, a curse would be more than justified.

The GM always secretly determines the justification of a curse. The justification determines the cost that the cursing character pays (see **Step Three**, following), so that the curser never knows for certain whether or not the curse will work, or even if it strikes the right party or not.

Justification has four levels. Baseless means there is no justification for the curse. Minor guilt means the target had a small part in bringing about the grievance, sometimes simply involving apathy on the target's part (witnessing a robbery and doing nothing about it, for example). Major guilt means the target had a direct hand in the circumstances leading to the curse, even if ultimate responsibility rests elsewhere (hired thugs following a crimelord's orders to kill a rival gang member's family, for example). Significant guilt means the offending party is the most responsible and most deserving of the curse.

The justification of the curse also modifies the curse roll (see **Step Four**) that ultimately affects the Will DC that the target of the curse must overcome to resist its effects. The modifiers are described on **Table 8-8: Justification Modifiers**.

STEP THREE: INTENSITY

Next, determine the curse's intensity (least, common, potent, mighty, or great). The intensity, like the justification, determines the cost to the character bestowing the curse. As well, there are limits to the intensity based on justification. A great curse against an innocent almost never works, for example.

STEP THREE: COST

Every curse exacts a price on the person bestowing it, in the form of negative levels. Depending on the desired intensity and the level of justification, there is a minimum number of negative levels the person bestowing the curse must gain. The negative levels can reduce the curser's effective level to 0 but not lower. If the negative levels exceed the current level of the curser, he cannot bestow the curse. If the negative levels exactly equal the current level of the curser, he dies even as the curse is laid.

These negative levels remain for as long as the curse is in effect, and it is only too possible to kill yourself while bestowing a curse. Once the curse is lifted or the cursed target dies (unless they die as a result

TABLE 8-9: CURSES BY JUSTIFICATION AND INTENSITY

Justification	—Minimum Negative Levels by Intensity—				
	Least	Common	Potent	Mighty	Great
Baseless	-4	-8	-12	—	—
Minor guilt	-2	-4	-8	-12	—
Major guilt	-1	-2	-4	-8	-12
Significant guilt	0	-1	-2	-4	-8

of being cursed) the negative levels disappear. For the minimum costs for curses, see **Table 8-9: Curses by Justification and Intensity**. The negative numbers indicate how many negative levels the person doing the cursing must gain. A "—" indicates that a curse combining the listed intensity and justification automatically fails.

STEP FOUR: CURSE ROLL

Once the intensity and justification of a curse have both been determined, the curser must make a curse roll, which is a modified level check:

$$1d20 + \text{character level} + \text{justification modifier} + \text{negative levels gained} + \text{circumstantial modifiers}$$

The justification modifier is as described on **Table 8-7: Justification Modifiers**. The negative levels refer to how many negative levels the character gained by making the curse.

Circumstantial modifiers are small adjustments made to the roll based on the circumstances of the curse. If the curse is a death curse (one in which a character dies in the laying of the curse), the curse roll gains a bonus equal to one-quarter the character's level. If the curser has some possession of the target's (such as an item or article of clothing), he gains a +2 bonus on the roll. If the curser has a piece of flesh (or a lock of hair or fingernail clippings), he gains a bonus equal to one-quarter the target's character level.

In both the above cases, the character bestowing the curse can alternatively choose to substitute the listed bonus for a like number of negative levels that would otherwise be gained (though the curser must always take at least one negative level). For example, a curse that would normally bestow four negative levels would bestow only two negative levels if the curser was in possession of the target's weapon or cloak.

The result of this check determines the DC for the curse. The curse's target immediately makes a Will save against that DC in order to resist the curse's effects. On a successful save, the curse does not take effect. On a failed save, the curse takes hold.

EXAMPLE CURSE

A drunk Irrune soldier backhands the daughter of a S'danzo fortuneteller with his mailed fist, breaking her neck. The enraged mother decides to lay a curse against the soldier. The soldier killed the girl because she would not consent to spending an evening between the sheets, but he was drunk and didn't realize he was wearing a mailed glove. The GM rules that the curse's justification involves major guilt. The S'danzo decides that the soldier should be forced to dwell on the indignity he attempted to inflict on her daughter, and so lays a mighty curse in which she will change his



gender to female. At a minimum, she must gain eight negative levels to lay this powerful curse.

The curser is 8th level. Because of its high cost, this curse will kill her (which is fine, for she believes she cannot live without her daughter). She rolls a 10 for her curse check, and adds the following modifiers: +8 for her level, +0 for major guilt, +8 for the negative levels, +2 for the death curse. Her total result is 28, a DC nearly impossible for the soldier to overcome. His Will save modifier is +0, so he has to roll a natural 20 to escape the curse's effects.

ESCAPING A CURSE

Once a curse is in effect, it is extremely difficult to remove it. A character is permanently affected by a curse until he can right the wrongs that landed him in his predicament in the first place. Certain forms of magic (see **Exchange Malady** in the **Spellmaster** prestige class entry, page 113) can modify existing curses, changing the nature of a curse to affect some other aspect of the target. There are other means, however, described as follows.

CHANGING THE CONDITIONS

If a character can somehow change the condition of the curse, she gains a new saving throw. Changing conditions can include recovering the piece of flesh, lock of hair, fingernail clippings, or article of clothing used to augment the curse. Likewise, if the afflicted character brings the true source of the offense to justice, the character can reroll the save with a bonus equal to his character level.

RIGHTING THE WRONG

Characters that were deserving of the curse can remove it by righting the wrong that led to their predicament. This is only possible if all parties involved are still alive. In the previous example, the afflicted soldier could not right his wrong because he killed the girl. However, if a curse's effect was brought on by theft, the afflicted character could simply return the object to the curser. The curser can voluntarily lift the curse at any time, but must be convinced to do so. However, if proper restitution can be made, this is often not that difficult, as permanent negative levels are sometimes as hard a burden to carry as the curse itself.

TIME

Sometimes, simply waiting the curse out will be enough. With the exception of dying curses, a curse ends if the curser dies or is killed. In the case of common and least curses, the effects simply fade after time, with least curses lasting for a number of months equal to the curser's character level, and common curses lasting for a number of years equal to the curser's character level. More powerful curses are otherwise permanent.

MAGIC ITEMS AND OTHER EQUIPMENT

Magic items are a big part of fantasy roleplaying games. As characters progress in levels, they need bigger and more powerful items to maintain the careful balance in their progression. However, because of the changes to the magic system designed to properly reflect the nature of magic in the novels, certain items work in different ways in a *Thieves' World* campaign.

The following sections discuss how specific groups of magic items from the *DMG* work in *Thieves' World*. When adapting items from other sources, use these as guidelines.

MAKING MAGIC ITEMS

Unless otherwise noted here, all rules for constructing magic items as described in the *PHB* and *DMG* are unchanged. The spellcaster must have the proper item creation feat and meet all the prerequisites defined by the item. A *ring of invisibility* still requires a 3rd-level caster, the *Forge Ring* feat, an *invisibility* spell, and 10,000 sh (replacing gp with sh) of raw materials. If the magic item requires a spell, it must be one

that can be cast safely. Thus, a 3rd-level mage could not provide the spell necessary to create a *wand of fireball* (as the *fireball* spell is not within his safe level limit).

When casting the spell that will go into an item, you make a ritualcasting check (not a spellcasting check) for each day of the item's construction. Apply this roll toward the spell's Mana Threshold. If you have not reached the Mana Threshold for the spell by the normal time it takes to manufacture the item (usually one day for each 1,000 sh of the base price), you extend the time it takes to create the item until the Mana Threshold is met.

SCROLLS

Scrolls in *Thieves' World* function in the same manner as those presented in the *DMG* (including requiring *read magic* or a successful Spellcraft check to decipher the scroll's writing), except as follows.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The user must have the spell on his or her class list. Note that *Thieves' World* does not make a distinction between arcane and divine forms of magic.
- The spell must be one that the caster can safely cast (see page 144–145 for **Safe Level Limits**).

If the user meets the requirements noted above and her caster level is at least equal to the spell's caster level, she can automatically activate the spell without a check. If she cannot cast the spell safely, then she has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Wisdom check to avoid a spectacular failure (see **Table 8–4: Spectacular Failures** on page 143). A natural roll of 1 always fails, whatever the modifiers. If the spell does not appear on the caster's class list, the spellcaster must cast the spell as an Unknown spell (see **Unknown Spells** on page 146).

- **Casting Check:** Once the activation conditions are determined, the spellcaster can cast the spell from the scroll as she normally would (either using spellcasting or ritualcasting), based on her level of knowledge of the spell. She must spend the requisite number of rounds in study if the spell is familiar or unknown to her.
- **Determine Effect:** A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level for the character who scribed the scroll to safely cast the spell (see **Table 8–5: Safe Level Limits** on page 144) unless the creator specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

STAFFS

Staffs in *Thieves' World* function in the same manner as those presented in the *DMG* (including using the wielder's abilities, feats, and caster level to set spell DCs and effects), except as follows.

When activating a staff, the spellcaster gains access to all the spells stored inside as if she knew them and could safely cast them (even spells not normally on the caster's class list). The spellcaster must make spellcasting checks to cast the spells in a staff, as normal.

Spells cast from staffs cannot be witnessed by a witch in order to then be cast as an Unknown spell.

WANDS

Wands in *Thieves' World* function in the same manner as those presented in the *DMG*, except as follows.

When activating a wand, the spellcaster gains access to the spell stored inside as if she knew it and could safely cast it (even spells not normally on the caster's class list). The spellcaster must make spellcasting checks to cast the spells in a wand, as normal.

Spells cast from wands cannot be witnessed by a witch in order to then be cast as an Unknown spell.

NEW MAGIC ITEM TYPES

Thieves' World introduces two new types of magic items: foci and matrices. These magic items are especially useful for spellcasters, with the former enhancing spell and ritual checks, while the latter serve as semipermanent layers of spells used to protect specific locations, or as conditional effects that trigger when a certain set of circumstances occur.

FOCI

Foci are a specific set of tools designed to enhance a spellcaster's ability to cast spells and rituals. Generally, magic foci can be any small object or objects (a matched pair of knives, a golden cup, a simple fetish woven of rare feathers, a bit of fur, special herbs, and so on). Regardless of the materials, these objects are expensive to produce, as the ingredients to attune them properly are typically rare or difficult to work with. An object to be made into a focus must be worth 100 sh for every +1 bonus it would confer.

A focus assists a spellcaster in casting spells or rituals, usually by adding a bonus on spellcasting or ritualcasting checks (as determined at the time of creation). Some foci include special properties that enhance spells in certain ways, such as applying the effect of a metamagic feat, changing the energy type of the spell cast, and so on. A focus must provide at least a +1 bonus on spellcasting or ritualcasting checks to accept a special property.

To create a focus, a character needs a proper workspace, including all the tools necessary to fashion the object. She also needs a supply of materials, including anything to be incorporated into the focus. As well, the creator's caster level must be at least twice the enhancement bonus of the focus (8th level for a +4 focus, 12th level for a +6 focus, and so on).

Item Creation Feat Required: Craft Focus.

Foci provide a bonus on spellcasting and ritualcasting checks. Only characters with a spellcasting or ritualcasting bonus of +1 or better can use them. A character can only use one focus of each type at a time. If the character uses a second focus of the same type, use the higher modifier.

TABLE 8–10: FOCI

Minor	Medium	Major	Item	Base Price
01–35	01–02	—	+1 ritual	1,000 sh
36–45	03–07	—	+1 spell	2,000 sh
46–55	08–17	—	+2 ritual	4,000 sh
56–65	18–27	—	+2 spell	8,000 sh
66–75	28–37	01–10	+3 ritual	9,000 sh
76–85	38–47	11–20	+3 spell	18,000 sh
86–90	48–57	21–30	+4 ritual	16,000 sh
91–95	58–67	31–40	+4 spell	32,000 sh
96–99	68–77	41–45	+5 ritual	25,000 sh
100	78–82	46–50	+5 spell	50,000 sh
—	83–87	51–55	+6 ritual	36,000 sh
—	88–92	56–60	+6 spell	72,000 sh
—	93–97	61–65	+7 ritual	49,000 sh
—	98–99	66–70	+7 spell	98,000 sh
—	100	71–75	+8 ritual	64,000 sh
—	—	76–80	+8 spell	128,000 sh
—	—	81–85	+9 ritual	81,000 sh
—	—	86–90	+9 spell	162,000 sh
—	—	91–95	+10 ritual	100,000 sh
—	—	96–100	+10 spell	200,000 sh

TABLE 8–11: NEW MAGIC ITEM CREATION COSTS

Magic Item	Feat	Item Cost	Material	—Spell Component Costs— ²		Base Price ³
				XP	Magic Supplies Cost	
Focus	Craft Focus	¹	× 50 (often none)	× 50 (often none)	1/2 the listed value	Value listed
Matrix	Scribe Matrix	—	Cost (often none)	Coat (often none)	See below	See below

- 1 Foci usable as weapons, such as a longsword that doubles as a focus, must include a masterwork weapon or masterwork armor cost as appropriate to the item.
 Many foci are disguised as innocuous objects, such as jewelry, crystals, and the like. The object must be worth 100 sh for every +1 bonus it bestows.
- 2 This cost is only for spells contained within the item that have expensive material or XP components.
- 3 A character creating an item pays 1/25 the base price in experience points.

ESTIMATING MAGIC SHABOOZH VALUES

Effect	Base Price	Example
Ritual bonus	Bonus squared × 1,000 sh	+1 <i>ritual cup</i>
Spell bonus	Bonus squared × 2,000 sh	+1 <i>spell knife</i>

Physical Description: Foci are generally small valuable objects, often ceremonial knives, statuettes, or jewelry. A focus has the physical characteristics of the enchanted object. An average focus weighs 1d4 pounds, and has AC 10, 5 hit points, hardness 10, and a break DC of 20 (or the statistics of the original object, whichever are better).

Activation: To use a focus, you must incorporate the object into your spellcasting. For example, if the focus is an earring, you must be able to touch it while you make your casting checks.

Random Generation: To generate foci randomly, roll on **Table 8–10: Foci**, on page 153.



MATRICES

A matrix consists of one or more spells you can safely cast as rituals (up to 6th level), which are then placed into an area and set to take effect under specific pre-defined circumstances. You determine all of the parameters of the spells in advance, as well as the conditions that trigger them.

To create a matrix, you must spend 10 minutes preparing an area no larger than a 10-foot cube per caster level (though you may make the matrix smaller, such as within a box or chest, or the surface of a door) by carefully drawing a magical circle onto the surface to contain the ritual effects. All writing implements and materials used to scribe a circle must be fresh and unused. The cost for these supplies is 50 sh × the level of the spell × the spell's caster level for each spell placed in the matrix. In addition, the caster pays the normal experience point cost of 1/25 of the price of the matrix. Thus, a matrix for a single 3rd-level spell at caster level 5 costs 750 sh and 30 XP. If the spells have expensive material components or an XP cost, you must pay those costs at the time the matrix is created.

You cast the spells as rituals while scribing the circle, and so make ritualcasting checks as normal (usually once per minute) until all the spells have been successfully cast. During this time, you must also describe the conditions needed to bring the spells simultaneously into effect. The conditions must be clear (see the *magic mouth* spell in the *PHB* for examples). Whenever the prescribed circumstances occur, the matrix immediately triggers the spells stored within it, but if complicated or convoluted conditions are prescribed, it may fail when called on.

You pay any costs incurred for casting the spells when the circle is completed. If you roll a spectacular failure at any time during the scribing of the matrix, the scribing attempt fails for all spells, and any materials and experience point cost are wasted.

Two matrices cannot occupy the same area, and matrices cannot overlap. A matrix lasts indefinitely or until triggered, at which time it is spent.

Scribing a matrix requires one day for each 1,000 sh value of its base price.

Item Creation Feat Required: Scribe Matrix.



Though *Thieves' World* features new character classes and a customized spellcasting system, that system is built on the familiar foundation of spells found in the *PHB*. In the class spell lists that follow, spells in italics are new to the *Thieves' World Player's Manual* or are modified versions of *PHB* spells that replace the original versions. All are described in this chapter following the spell lists.

An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An ^X denotes a spell with an XP component paid by the caster.

Where a *PHB* spell requires a material component or focus whose value is measured in gold pieces, replace the gp cost with an equivalent cost in shaboozh.

SWIFT AND IMMEDIATE ACTIONS

The latest updates to the d20 System present two new types of actions: the swift action and the immediate action. For this book, we've adapted them for use with both magic and special abilities. Where a spell or ability requires a swift or immediate action, refer to these entries for details.

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting or manifesting a quickened spell or power is a swift action. In addition, casting any spell or manifesting any power with a casting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

SPELLS IN THIEVES' WORLD

Because of the essential differences between *Thieves' World* and the standard fantasy roleplaying of the d20 system, certain spells are not appropriate for a *Thieves' World* campaign. Specifically, any spells that reference alignment, work to augment the mechanics of the standard d20 spellcasting system, or are made redundant by any of the new rules in *Thieves' World* (such as the rules for curses) should not be used.

However, certain spells might have general effects that make them suitable for a *Thieves' World* game even though they also feature additional effects based on non-existent game elements such as alignment. For such spells, simply ignore the irrelevant features. For example, a *forbiddance* spell in a *Thieves' World* campaign (6th-level priest) seals an area against all planar travel but does not deal damage to any creatures coming through it.

The following spells from the *PHB* are not used in *Thieves' World*:

align weapon, *bestow curse*, *blasphemy*¹, *bless weapon*, *cloak of chaos*², *all cure spells*³, *detect chaos/evil/good/law*, *dictum*¹, *dispel chaos/evil/good/law*⁴, *holy aura*, *holy smite*, *holy sword*, *holy word*¹, *imbue with spell ability*, *lesser restoration*, *mage's lucubration*, *magic circle against*



chaos/evil/good/law⁵, mark of justice, mnemonic enhancer, order's wrath, protection from chaos/evil/good/law⁵, remove curse, shield of law¹, undetectable alignment, unholy aura, and unholy blight.

The following spells from the *PHB* exist in *Thieves' World* in modified form, and are described in this chapter:

atonement, contingency.

¹ See *word of ruin* in this chapter.

² See *avored of the gods* in this chapter.

³ *Cure* spells are replaced by *convert* spells, as described in this chapter.

⁴ See *dispel extraplanar entity* in this chapter.

⁵ See *circle of protection* and *greater circle of protection* in this chapter.

MAGE SPELLS

0-LEVEL MAGE SPELLS

Acid Splash: Orb deals 1d3 acid damage.

Arcane Mark: Inscribes a personal rune (visible or invisible).

Dancing Lights: Creates torches or other lights.

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or small object.

Disrupt Undead: Deals 1d6 damage to one undead.

Flare: Dazzles one creature (-1 on attack rolls).

Ghost Sound: Figment sounds.

Light: Object shines like a torch.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Prestidigitation: Performs minor tricks.

Ray of Frost: Ray deals 1d3 cold damage.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Touch of Fatigue: Touch attack fatigues target.

1ST-LEVEL MAGE SPELLS

Alarm: Wards an area for 2 hours/level.

Animate Rope: Makes a rope move at your command.

Burning Hands: 1d4/level fire damage (max 5d4).

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Charm Person: Makes one person your friend.

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Circle of Protection: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Comprehend Languages: You understand all spoken and written languages.

Detect Curse: Reveals curses within 60 ft.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Disguise Self: Changes your appearance.

Endure Elements: Exist comfortably in hot or cold environments.

Enlarge Person: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Grease: Makes 10-ft. square or one object slippery.
Hold Portal: Holds door shut.
Hypnotism: Fascinates 2d4 HD of creatures.
Identify^M: Determines properties of magic item.
Jump: Subject gets bonus on Jump checks.
Mag Armor: Gives subject +4 armor bonus.
Magic Aura: Alters object's magic aura.
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Magic Weapon: Weapon gains +1 bonus.
Mount: Summons riding horse for 2 hours/level.
Obscuring Mist: Fog surrounds you.
Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.
Reduce Person: Humanoid creature halves in size.
Shield: Invisible disk gives +4 to AC, blocks *magic missiles*.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
Summon Monster I: Calls extraplanar creature to fight for you.
True Strike: +20 on your next attack roll.
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.

2ND-LEVEL MAGE SPELLS

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Alter Self: Assume form of a similar creature.
Arcane Lock^M: Magically locks a portal or chest.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Blindness/Deafness: Makes subject blinded or deafened.
Blur: Attacks miss subject 20% of the time.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Command Undead: Undead creature obeys your commands.
Continual Flame^M: Makes a permanent, heatless torch.
Darkness: 20-ft. radius of supernatural shadow.
Darkvision: See 60 ft. in total darkness.
Daze Monster: Living creature of 6 HD or less loses next action.
Detect Thoughts: Allows "listening" to surface thoughts.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
False Life: Gain 1d10 temporary hp +1/level (max +10).
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud: Fog obscures vision.
Fox's Cunning: Subject gains +4 Int for 1 min./level.
Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.
Glitterdust: Blinds creatures, outlines invisible creatures.
Gust of Wind: Blows away or knocks down smaller creatures.
Hideous Laughter: Subject loses actions for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Locate Object: Senses direction toward object (specific or type).
Magic Mouth^M: Speaks once when triggered.
Minor Image: As *silent image*, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection: Misleads divinations for one creature or object.
Obscure Object: Masks object against scrying.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Phantom Trap^M: Makes item seem trapped.
Protection from Arrows: Subject immune to most ranged attacks.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Rope Trick: As many as eight creatures hide in extradimensional space.
Scare: Panics creatures of less than 6 HD.
Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
See Invisibility: Reveals invisible creatures or objects.
Shatter: Sonic vibration damages objects or crystalline creatures.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
Spider Climb: Grants ability to walk on walls and ceilings.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.
Web: Fills 20-ft.-radius spread with sticky spiderwebs.
Whispering Wind: Sends a short message 1 mile/level.

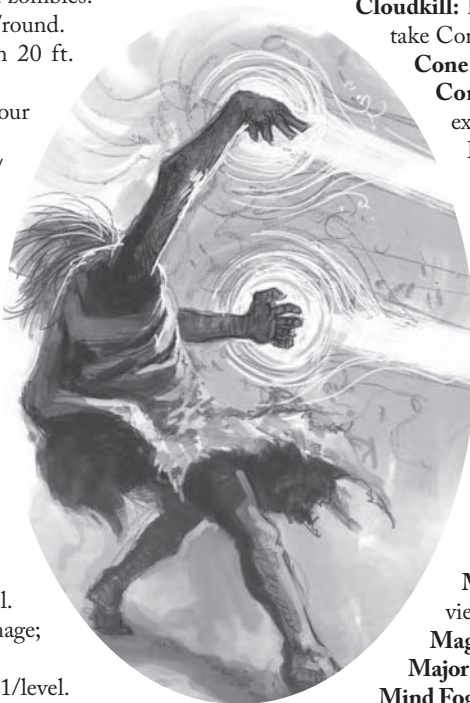
3RD-LEVEL MAGE SPELLS

Arcane Sight: Magical auras become visible to you.
Blacklight: 20-ft. radius emanation of total darkness.
Blink: You randomly vanish and reappear for 1 round/level.
Circle of Protection, Greater: As *circle of protection*, but 10-ft. radius and 10 min./level.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Daylight: 60-ft. radius of bright light.
Deep Slumber: Puts 10 HD of creatures to sleep.
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50%.
Explosive Runes: Deals 6d6 damage when read.
Fireball: 1d6 damage per level, 20-ft. radius.
Flame Arrow: Arrows deal +1d6 fire damage.
Fly: Subject flies at speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Gentle Repose: Preserves one corpse.
Halt Undead: Immobilizes undead for 1 round/level.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Illusory Script^M: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Keen Edge: Doubles normal weapon's threat range.
Lightning Bolt: Electricity deals 1d6/level damage.
Magic Weapon, Greater: +1/four levels (max +5).
Major Image: As *silent image*, plus it includes sound, smell and thermal effects.
Nondetection^M: Hides subject from divination, scrying.
Phantom Steed: Magic horse appears for 1 hour/level.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
Ray of Exhaustion: Ray makes subject exhausted.
Scrying^F: Spies on subject from a distance.
Secret Page: Changes one page to hide its real content.
Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.

- Shrink Item:** Object shrinks to one-sixteenth size.
Sleet Storm: Hampers vision and movement.
Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.
Stinking Cloud: Nauseating vapors, 1 round/level.
Suggestion: Compels subject to follow stated course of action.
Summon Monster III: Calls extraplanar creature to fight for you.
Tiny Hut: Creates shelter for ten creatures.
Tongues: Speak any language.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.
Water Breathing: Subjects can breathe underwater.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL MAGE SPELLS

- Animate Dead^M:** Creates undead skeletons and zombies.
Arcane Eye: Invisible floating eye moves 30 ft./round.
Black Tentacles: Tentacles grapple all within 20 ft. spread.
Charm Monster: Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.
Contagion: Infects subject with chosen disease.
Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Detect Scrying: Alerts you of magical eavesdropping.
Dimension Door: Teleports you short distance.
Dimensional Anchor: Bars extradimensional movement.
Enervation: Subject gains 1d4 negative levels.
Enlarge Person, Mass: Enlarges several creatures.
Fear: Subjects within cone flee for 1 round/level.
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Fire Trap^M: Opened object deals 1d4 damage +1/level.
Geas, Lesser: Commands subject of 7 HD or less.
Globe of Invulnerability, Lesser: Stops 1st-level through 3rd-level spell effects.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.
Locate Creature: Indicates direction to familiar creature.
Minor Creation: Creates one cloth or wood object.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Polymorph: Gives one willing subject a new form.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Reduce Person, Mass: Reduces several creatures.
Resilient Sphere: Force globe protects but traps one subject.
Secure Shelter: Creates sturdy cottage.
Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.
Shout: Deafens all within cone and deals 5d6 sonic damage.



- Solid Fog:** Blocks vision and slows movement.
Stone Shape: Sculpts stone into any shape.
Stoneskin^M: Ignore 10 points of damage per attack.
Summon Monster IV: Calls extraplanar creature to fight for you.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice: *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

5TH-LEVEL MAGE SPELLS

- Animal Growth:** One animal/two levels doubles in size.
Baleful Polymorph: Transforms subject into harmless animal.
Blight: Withers one plant or deals 1d6/level damage to plant creature.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.
Cone of Cold: 1d6/level cold damage.
Contact Other Plane: Lets you ask question of extraplanar entity.
Dismissal: Forces a creature to return to native plane.
Dominate Person: Controls humanoid telepathically.
Dream: Sends message to anyone sleeping.
Fabricate: Transforms raw materials into finished items.
False Vision^M: Fools scrying with an illusion.
Feeblemind: Subject's Int and Cha drop to 1.
Hold Monster: As *hold person*, but any creature.
Interposing Hand: Hand provides cover against one opponent.
Mage's Faithful Hound: Phantom dog can guard, attack.
Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
Magic Jar^F: Enables possession of another creature.
Major Creation: As *minor creation*, plus stone and metal.
Mind Fog: Subjects in fog get -10 to Wis and Will checks.
Mirage Arcana: As *hallucinatory terrain*, plus structures.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.
Passwall: Creates passage through wood or stone wall.
Permanency^X: Makes certain spells permanent.
Persistent Image: As *major image*, but no concentration required.
Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.
Prying Eyes: 1d4 +1/level floating eyes scout for you.
Secret Chest^F: Hides expensive chest on Ethereal Plane; you retrieve it at will.
Seeming: Changes appearance of one person per two levels.
Sending: Delivers short message anywhere, instantly.
Shadow Evocation: Mimics evocation below 5th level, but only 20% real.
Summon Monster V: Calls extraplanar creature to fight for you.
Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.
Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.
Telekinesis: Moves object, attacks creature, or hurls object or creature.
Telepathic Bond: Link lets allies communicate.
Teleport: Instantly transports you as far as 100 miles/level.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Wall of Force: Wall is immune to damage.

Wall of Stone: Creates a stone wall that can be shaped.

Waves of Fatigue: Several targets become fatigued.

6TH-LEVEL MAGE SPELLS

Acid Fog: Fog deals acid damage.

Analyze Dweomer^F: Reveals magical aspects of subject.

Antimagic Field: Negates magic within 10 ft.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Circle of Death^M: Kills 1d4/level HD of creatures.

Contingency^F: Sets trigger condition for another spell.

Control Water: Raises or lowers bodies of water.

Create Undead^M: Creates ghouls, ghosts, mummies, or mohrgs.

Disintegrate: Makes one creature or object vanish.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Eyebite: Target becomes panicked, sickened, and comatose.

Flesh to Stone: Turns subject creature into statue.

Forceful Hand: Hand pushes creatures away.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.

Freezing Sphere: Freezes water or deals cold damage.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.

Guards and Wards: Array of magic effects protects area.

Hardening: Increase the hardness of any material by +1/2 caster levels.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

Mislead: Turns you invisible and creates illusory double.

Move Earth: Digs trenches and build hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Permanent Image: Includes sight, sound, and smell.

Planar Binding: As *lesser planar binding*, but up to 12 HD.

Programmed Image^M: As *major image*, plus triggered by event.

Repulsion: Creatures can't approach you.

Shadow Walk: Step into shadow to travel rapidly.

Stone to Flesh: Restores petrified creature.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Summon Monster VI: Calls extraplanar creature to fight for you.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Transformation^M: You gain combat bonuses.

True Seeing^M: Lets you see all things as they really are.

Undeath to Death^M: Destroys 1d4/level HD of undead (max 20d4).

Wall of Iron^M: 30 hp/four levels; can topple onto foes.

Veil: Changes appearance of group of creatures.

7TH-LEVEL MAGE SPELLS

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Control Undead: Undead don't attack you while under your command.

Control Weather: Changes weather in local area.

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Ethereal Jaunt: You become ethereal for 1 round/level.

Finger of Death: Kills one subject.

Forcecage^M: Cube or cage of force imprisons all inside.

Grasping Hand: Hand provides cover, pushes, or grapples.

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous *confusion*.

Instant Summons^M: Prepared object appears in your hand.

Invisibility, Mass: As *invisibility*, but affects all in range.

Limited Wish^X: Alters reality—within spell limits.

Mage's Magnificent Mansion^F: Door leads to extradimensional mansion.

Mage's Sword^F: Floating magic blade strikes opponents.

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift^F: As many as eight subjects travel to another plane.

Power Word Blind: Blinds creature with 200 hp or less.

Prismatic Spray: Rays hit subjects with variety of effects.

Project Image: Illusory double can talk and cast spells.

Reverse Gravity: Objects and creatures fall upward.

Scrying, Greater: As *scrying*, but faster and longer.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Shadow Conjuration, Greater: As *shadow conjuration*, but up to 6th level and 60% real.

Simulacrum^{MX}: Creates partially real double of a creature.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Statue: Subject can become a statue at will.

Summon Monster VII: Calls extraplanar creature to fight for you.

Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Symbol of Weakness^M: Triggered rune weakens nearby creatures.

Teleport Object: As *teleport*, but affects a touched object.

Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.

Vision^{MX}: As *legend lore*, but quicker and strenuous.

Waves of Exhaustion: Several targets become exhausted.

8TH-LEVEL MAGE SPELLS

Antipathy: Object or location affected by spell repels certain creatures.

Binding^M: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

Clone^{MF}: Duplicate awakens when original dies.

Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.

Demand: As *sending*, plus you can send *suggestion*.



Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Discern Location: Reveals exact location of creature or object.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Incendiary Cloud: Cloud deals 4d6 fire damage/round.

Iron Body: Your body becomes living iron.

Irresistible Dance: Forces subject to dance.

Maze: Traps subject in extradimensional maze.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Planar Binding, Greater: As *lesser planar binding*, but up to 18 HD.

Polar Ray: Ranged touch attack deals 1d6/level cold damage.

Polymorph Any Object: Changes any subject into anything else.

Power Word Stun: Stuns creature with 150 hp or less.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells^{MF}: Confers +8 resistance bonus.

Prying Eyes, Greater: As *prying eyes*, but eyes have *true seeing*.

Scintillating Pattern: Twisting colors *confuse*, stun, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As *shadow evocation*, but up to 7th level and 60% real.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Symbol of Death^M: Triggered rune slays nearby creatures.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Sympathy^F: Object or location attracts certain creatures.

Trap the Soul^{MF}: Imprisons subject within gem.

Telekinetic Sphere: As *resilient sphere*, but you move sphere telekinetically.

Temporal Stasis^M: Puts subject into suspended animation.

9TH-LEVEL MAGE SPELLS

Astral Projection^M: Projects you and companions onto Astral Plane.

Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Dominant Monster: As *dominate person*, but any creature.

Energy Drain: Subject gains 2d4 negative levels.

Etherealness: Travel to Ethereal Plane with companions.

Foresight: "Sixth sense" warns of impending danger.

Freedom: Releases creature from *imprisonment*.

Gate^X: Connects two planes for travel or summoning.

Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchant magic items.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Power Word Kill: Kills one creature with 100 hp or less.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Refuge^M: Alters item to transport its possessor to you.

Shades: As *shadow conjuration*, but up to 8th level and 80% real.

Shapechange^F: Transforms you into any creature, and change forms once per round.

Soul Bind^F: Traps newly dead soul to prevent resurrection.

Summon Monster IX: Calls extraplanar creature to fight for you.

Teleportation Circle^M: Circle teleports any creature inside to designated spot.

Time Stop: You act freely for 1d4+1 rounds.

Wail of the Banshee: Kills one creature/level.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Wish^X: As *limited wish*, but with fewer limits.

PRIEST DOMAINS

AIR DOMAIN

Deities: Savankala.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

ANCESTORS DOMAIN

Deities: Irrunega.

Granted Power: Once per day, you may call upon the wisdom of your ancestors as a standard action, granting you a bonus equal to your character level on any one attack roll, check, or save. This is a spell-like ability.

ANCESTORS DOMAIN SPELLS

- 1 **True Strike:** +20 on your next attack roll.
- 2 **Augury^{MF}:** Learns whether an action will be good or bad.
- 3 **Clairaudience/Clairvoyance:** Hear or see at a distance.
- 4 **Divination^M:** Provides useful advice for specific proposed actions.
- 5 **Commune^X:** Deity answers one yes-or-no question/level.
- 6 **Find the Path:** Shows most direct way to a location.
- 7 **Vision^{MX}:** As *legend lore*, but quicker and strenuous.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Foresight:** "Sixth sense" warns of impending danger.

ANIMAL DOMAIN

Deities: Anen, Larlerosh, Mother Bey.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

ARTIFICE DOMAIN

Deities: Sivini.

Granted Power: You gain a +4 bonus on all Craft checks. In addition, you cast all conjuration (creation) spells at +1 caster level.

ARTIFICE DOMAIN SPELLS

- 1 **Animate Rope:** Makes a rope move at your command.
- 2 **Wood Shape:** Rearranges wooden objects to suit you.
- 3 **Stone Shape:** Sculpts stone into any shape.
- 4 **Minor Creation:** Creates one cloth or wood object.
- 5 **Fabricate:** Transforms raw materials into finished items.
- 6 **Major Creation:** As *minor creation*, plus stone and metal.
- 7 **Hardening:** Increase the hardness of any material by +1/2 caster levels.
- 8 **True Creation:** Create permanent object up to 1 cubic foot/level.
- 9 **Wish^X:** As *limited wish*, but with fewer limits.

BEAUTY DOMAIN

Deities: Eshi

Granted Power: Once per day as a swift action, you may perform a feat of exquisite beauty, granting you a bonus on your Charisma checks and Charisma-based skill checks equal to one-half your caster level. This power lasts for 3 rounds.

BEAUTY DOMAIN SPELLS

- 1 **Charm Person:** Makes one person your friend.
- 2 **Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.
- 3 **Fair Light:** Bright light of day increases morale.
- 4 **Rainbow Pattern:** Lights fascinate 24 HD of creatures.
- 5 **Mind Fog:** Subjects in fog get -10 to Wis and Will checks.
- 6 **Suggestion, Mass:** As *suggestion*, plus one subject/level.
- 7 **Statue:** Subject can become a statue at will.
- 8 **Sympathy^F:** Object or location attracts certain creatures.
- 9 **Power Word Kill:** Kills one creature with 100 hp or less.

BETRAYAL DOMAIN

Deities: Azyuna.

Granted Power: You gain a +3 bonus on Disguise checks. In addition, the Sense Motive DC for another character to get a hunch about you increases by +1 per character level.

BETRAYAL DOMAIN SPELLS

- 1 **Disguise Self:** Changes your appearance.
- 2 **Detect Thoughts:** Allows “listening” to surface thoughts.
- 3 **Suggestion:** Compels subject to follow stated course of action.
- 4 **Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- 5 **False Vision^M:** Fools scrying with an illusion.
- 6 **Mislead:** Turns you invisible and creates illusory double.
- 7 **Screen:** Illusion hides area from vision, scrying.
- 8 **Symbol of Weakness^M:** Triggered rune weakens nearby creatures.
- 9 **Foresight:** “Sixth sense” warns of impending danger.

CATASTROPHE DOMAIN

Deities: Dyareela.

Granted Power: When caught in the area of one of your own spells that allows a Reflex save for half damage, you take no damage on a successful save.

CATASTROPHE DOMAIN SPELLS

- 1 **Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- 2 **Shatter:** Sonic vibration damages objects or crystalline creatures.
- 3 **Contagion:** Infects subject with chosen disease.
- 4 **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- 5 **Insect Plague:** Locust swarms attack creatures.
- 6 **Control Weather:** Changes weather in local area.
- 7 **Creeping Doom:** Swarms of centipedes attack at your command.
- 8 **Earthquake:** Intense tremor shakes 80-ft.-radius.
- 9 **Storm of Vengeance:** Storm rains down acid, lightning, and hail.

CHARM DOMAIN

Deities: Eshi, Thili.

Granted Power: As a free action, you may boost your Charisma score by +4 points once per day. This increase lasts 1 minute.



CHARM DOMAIN SPELLS

- 1 **Charm Person:** Makes one person your friend.
- 2 **Calm Emotions:** Calms creatures, negating emotion effects.
- 3 **Suggestion:** Compels subject to follow stated course of action.
- 4 **Heroism:** Gives +2 on attack rolls, saves, skill checks.
- 5 **Charm Monster:** Makes monster believe it is your ally.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Insanity:** Subject suffers continuous *confusion*.
- 8 **Demand:** As *sending*, plus you can send *suggestion*.
- 9 **Dominate Monster:** As *dominate person*, but affects any creature.

COMMUNITY DOMAIN

Deities: Cult of Amalur, Thili, Weda Krizhtawn.

Granted Power: You gain a +2 bonus on Diplomacy and Sense Motive checks. In addition, you cast all enchantment (charm) spells at +1 caster level.

COMMUNITY DOMAIN SPELLS

- 1 **Bless:** Allies gain +1 on attack rolls and saves against fear.
- 2 **Shield Other^F:** You take half of subject's damage.
- 3 **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.
- 4 **Status:** Monitors condition, position of allies.
- 5 **Telepathic Bond:** Link lets allies communicate.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Refuge^M:** Alters item to transport its possessor to you.
- 8 **Heal, Mass:** As *heal*, but with several subjects.
- 9 **Miracle^X:** Requests a deity's intercession.

CONQUEST DOMAIN

Deity: Vashanka.

Granted Power: You gain a +2 bonus on damage rolls when wielding your deity's favored weapon.

CONQUEST DOMAIN SPELLS

- 1 **Command:** One subject obeys selected command for 1 round.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- 3 **Suggestion:** Compels subject to follow stated course of action.
- 4 **Geas, Lesser:** Commands subject of 7 HD or less.
- 5 **Command, Greater:** As *command*, but affects one subject/level.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Word of Ruin:** Kills, paralyzes, weakens, or dazes opponents.
- 8 **Symbol of Persuasion^M:** Triggered rune charms nearby creatures.
- 9 **Dominate Monster:** As *dominate person*, but any creature.

DARKNESS DOMAIN

Deities: Death

Granted Power: You gain the Blind-Fight feat as a bonus feat.

DARKNESS DOMAIN SPELLS

- 1 **Darkness:** 20-ft. radius of supernatural shadow.
- 2 **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.
- 3 **Blindness:** Makes subject blind; as *blindness/deafness* but only blindness effect.
- 4 **Blacklight:** 20-ft. radius emanation of total darkness.
- 5 **Armor of Darkness:** Gain deflection bonus to AC, darkvision 60 ft., +2 on saves against light spells and effects.
- 6 **Summon Monster V:** Calls extraplanar creature to fight for you (1d3 shadows only).
- 7 **Prying Eyes:** 1d4 +1/level floating eyes scout for you.
- 8 **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
- 9 **Power Word Blind:** Blinds creature with 200 hp or less.

DEATH DOMAIN

Deities: Death.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

DESPERATION DOMAIN

Deities: Cult of Amalur, Theba.

Granted Power: Once per day, you may gain a +20 insight bonus on any one attack roll, check, or save. Afterward, you are fatigued until you rest for 2 hours (no magical or other remedies possible).

DESPERATION DOMAIN SPELLS

- 1 **Sanctuary:** Opponents can't attack you, and you can't attack.
- 2 **Circle of Protection:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 3 **Shield Other^F:** You take half of subject's damage.
- 4 **Helping Hand:** Ghostly hand leads subject to you.

- 5 **Freedom of Movement:** Subject moves normally despite impediments.
- 6 **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- 7 **Word of Recall:** Teleports you back to designated place.
- 8 **Refuge^M:** Alters item to transport its possessor to you.
- 9 **Foresight:** "Sixth sense" warns of impending danger.

DESTRUCTION DOMAIN

Deity: Porta.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

DISEASE DOMAIN

Deity: Dyareela.

Granted Power: You are immune to ability damage or drain caused by disease, though you still suffer any superficial effects (boils, odors, sores, and so on). This is an extraordinary ability.

DISEASE DOMAIN SPELLS

- 1 **Itchy Hives:** -2 penalty on attack rolls, skill checks, and saving throws.
- 2 **Fit of Coughing:** Spells with verbal components require Concentration check, have 20% chance of failure.
- 3 **Contagion:** Infects subject with chosen disease.
- 4 **Stinking Cloud:** Nauseating vapors, 1 round/level.
- 5 **Eyebite:** Target becomes panicked, sickened, and comatose.
- 6 **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 7 **Word of Ruin:** Kills, paralyzes, weakens, or dazes opponents.
- 8 **Symbol of Insanity^M:** Triggered rune renders nearby creatures insane.
- 9 **Energy Drain:** Subject gains 2d4 negative levels.

EARTH DOMAIN

Deities: Mother Bey, Shipri.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

ELOQUENCE DOMAIN

Deities: Ils, Thufir.

Granted Power: Once per day, you can force an opponent to reroll a successful saving throw made against a mind-affecting enchantment spell cast by you. The opponent must take the result of the second roll, even if it is better than the original roll. This is an extraordinary ability.

ELOQUENCE DOMAIN SPELLS

- 1 **Charm Person:** Makes one person your friend.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- 3 **Charm Monster:** Makes monster believe it is your ally.
- 4 **Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- 5 **Modify Memory:** Changes 5 minutes of subject's memories.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Symbol of Persuasion^M:** Triggered rune charms nearby creatures.

- 8 **Charm Monster, Mass:** As *charm monster*, but all within 30 ft.
- 9 **Power Word Kill:** Kills one creature with 100 hp or less.

FIRE DOMAIN

Deities: Savankala.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

HEALING DOMAIN

Deities: Meshpri, Sabellia, Theba.

This domain is described in **Chapter Eleven: Spells** of the *PHB*. Replace all *cure* spells with corresponding *convert* spells.

HOME DOMAIN

Deities: Shipri, Thili.

Granted Power: Once per day, you may designate a location as “home” by lighting and tending a hearth there. The area within 30 feet of the hearth is protected as if under the effects of a *circle of protection*, and all attempts to turn undead in the area gain a +4 bonus on the turning check. This effect lasts for a number of hours equal to one-half your caster level.

HOME DOMAIN SPELLS

- 1 **Rope Trick:** As many as eight creatures hide in extradimensional space.
- 2 **Tiny Hut:** Creates shelter for ten creatures.
- 3 **Secure Shelter:** Creates sturdy cottage.
- 4 **Secret Chest^F:** Hides expensive chest on Ethereal Plane; you retrieve it at will.
- 5 **Hallow^M:** Designates location as holy.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Guards and Wards:** Array of magic effects protects area.
- 8 **Mage's Magnificent Mansion^F:** Door leads to extradimensional mansion.
- 9 **Extraplanar Palace^X:** Door leads to palace on another plane.

INSPIRATION DOMAIN

Deities: Anen, Allestina.

Granted Power: Once per day, you can inspire courage (see the bard ability in **Chapter Three** of the *PHB*) as a bard whose level equals your caster level. In addition, you gain Perform as a class skill.

INSPIRATION DOMAIN SPELLS

- 1 **Message:** Whispered conversation at distance.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- 3 **Muse:** +10 bonus on Craft or Perform check within 1 week.
- 4 **Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- 5 **Command, Greater:** As *command*, but affects one subject/level.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Insanity:** Subject suffers continuous *confusion*.
- 8 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
- 9 **Greater Muse:** +20 bonus on Craft or Perform check within 1 week/level.

JUSTICE DOMAIN

Deities: Death, Irrunega, Savankala.

Granted Power: You gain a +2 bonus on Sense Motive checks. In addition, if you sense that a creature is lying to you (with a Sense Motive check, a *discern lies* spell, or any other means), you gain a bonus on your next attack roll against that target equal to your Charisma modifier (minimum +1).

JUSTICE DOMAIN SPELLS

- 1 **Command:** One subject obeys selected command for 1 round.
- 2 **Hold Person:** Paralyzes one humanoid for 1 round/level.
- 3 **Searing Light:** Ray deals 1d8/two levels damage, more against undead.
- 4 **Discern Lies:** Reveals deliberate falsehoods.
- 5 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 6 **True Seeing^M:** Lets you see all things as they really are.
- 7 **Word of Ruin:** Kills, paralyzes, weakens, or dazes opponents.
- 8 **Sunburst:** Blinds all within 10 ft., deals 6d6 damage.
- 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

KNOWLEDGE DOMAIN

Deities: Ils, Sivini.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

LIBERATION DOMAIN

Deities: Heqt, Irrunega.

Granted Power: You gain a +2 bonus on saves against enchantment spells and effects.

LIBERATION DOMAIN SPELLS

- 1 **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2 **Remove Paralysis:** Frees one or more creatures from paralysis or *slow* effect.
- 3 **Remove Disease:** Cures all diseases affecting subject.
- 4 **Freedom of Movement:** Subject moves normally despite impediments.
- 5 **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- 6 **Dispel Magic, Greater:** As *dispel magic*, but +20 on check.
- 7 **Refuge^M:** Alters item to transport its possessor to you.
- 8 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
- 9 **Freedom:** Releases creature from *imprisonment*.

LUCK DOMAIN

Deities: Anen, Shalpa.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

MADNESS DOMAIN

Deities: Dyareela.

Granted Power: You gain an Insanity modifier equal to half your class level. For spellcasting (when making spellcasting or ritualcasting checks, as well as for determining bonus spells and spell DCs), add

your Insanity modifier to your Wisdom modifier. For all other purposes (such as Wisdom-based checks and saves), subtract your Insanity modifier from your Wisdom modifier.

Once per day, you can see and act with the clarity of true madness. Add your Insanity modifier as a bonus (rather than a penalty) on any Wisdom-based check or save. You must choose to use this power before the roll is made.

MADNESS DOMAIN SPELLS

- 1 **Lesser Confusion:** One creature is *confused* for 1 round.
- 2 **Touch of Madness:** Creature cannot take actions for 1 round/level.
- 3 **Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
- 4 **Confusion:** Subjects behave oddly for 1 round/level.
- 5 **Bolts of Bedevilment:** Ray clouds target's mind, prevents it from taking actions for 1d3 rounds.
- 6 **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
- 7 **Insanity:** Subject suffers continuous *confusion*.
- 8 **Maddening Scream:** Touched subject takes a -4 penalty to AC, automatically fails Reflex saves, and can't use shields.
- 9 **Weird:** As *phantasmal killer*, but affects all within 30 ft.

NIGHT DOMAIN

Deities: Sabellia.

Granted Power: Any spells you cast at night are at +1 caster level.

NIGHT DOMAIN SPELLS

- 1 **Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- 2 **Darkness:** 20-ft. radius of supernatural shadow.
- 3 **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.
- 4 **Deep Slumber:** Puts 10 HD of creatures to sleep.
- 5 **Dream:** Sends message to anyone sleeping.
- 6 **Veil:** Changes appearance of group of creatures.
- 7 **Shadow Walk:** Step into shadow to travel rapidly.
- 8 **Shadow Conjuration, Greater:** As *shadow conjuration*, but up to 6th level and 60% real.
- 9 **Shadow Evocation, Greater:** As *shadow evocation*, but up to 7th level and 60% real.

NOBILITY DOMAIN

Deities: Allestina, Mother Bey.

Granted Power: You can inspire allies once per day as a standard action, granting them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for a number of rounds equal to your Charisma bonus (minimum +1). Allies must be able to hear you speak for 1 round.

NOBILITY DOMAIN SPELLS

- 1 **Divine Favor:** You gain +1 per three levels on attack and damage rolls.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- 3 **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.

- 4 **Discern Lies:** Reveals deliberate falsehoods.
- 5 **Command, Greater:** As *command*, but affects one subject/level.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Repulsion:** Creatures can't approach you.
- 8 **Demand:** As *sending*, plus you can send *suggestion*.
- 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

PLANT DOMAIN

Deities: Anen, Heqt.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

PLEASURE DOMAIN

Deities: Eshi.

Granted Power: You receive a +4 competence bonus on all Bluff, Diplomacy, Gather Information, and Sense Motive checks made against a creature that would ordinarily be attracted to someone of your gender.

PLEASURE DOMAIN SPELLS

- 1 **Charm Person:** Makes one person your friend.
- 2 **Hideous Laughter:** Subject loses actions for 1 round/level.
- 3 **Ecstasy:** Target creature becomes helpless for 1 round/level.
- 4 **Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- 5 **Dream:** Sends message to anyone sleeping.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 8 **Irresistible Dance:** Forces subject to dance.
- 9 **Miracle^X:** Requests a deity's intercession.

PROTECTION DOMAIN

Deities: Sabellia, Shipri, Sostreia, Theba.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

REPOSE DOMAIN

Deities: Sostreia.

Granted Power: You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per priest level you possess. If the total at least equals the creature's current hit points, it dies (no save).

REPOSE DOMAIN SPELLS

- 1 **Deathwatch:** Reveals how near death subjects within 30 ft. are.
- 2 **Gentle Repose:** Preserves one corpse.
- 3 **Speak with Dead:** Corpse answers one question/two levels.
- 4 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 5 **Slay Living:** Touch attack kills subject.
- 6 **Undeath to Death^M:** Destroys 1d4 HD/level undead (max 20d4).

- 7 **Destruction^F**: Kills subject and destroys remains.
- 8 **Surelife**: Protects you from one condition that would normally cause death.
- 9 **Wail of the Banshee**: Kills one creature/level.

SNARES DOMAIN

Deities: Larlerosh.

Granted Power: You gain a +2 bonus on all grapple checks.

SNARES DOMAIN SPELLS

- 1 **Entangle**: Plants entangle everyone in 40-ft.-radius.
- 2 **Hold Animal**: Paralyzes one animal for 1 round/level.
- 3 **Snare**: Creates a magic booby trap.
- 4 **Hold Person**: Paralyzes one humanoid for 1 round/level.
- 5 **Black Tentacles**: Tentacles grapple all within 20 ft. spread.
- 6 **Hold Monster**: As *hold person*, but any creature.
- 7 **Grasping Hand**: Hand provides cover, pushes, or grapples.
- 8 **Maze**: Traps subject in extradimensional maze.
- 9 **Hold Monster, Mass**: As *hold monster*, but all within 30 ft.

SOLACE DOMAIN

Deities: Cult of Amalur, Meshpri.

Granted Power: Once per day, you may touch an ally who is currently cowering, frightened, panicked, shaken, or under the effects of a *crushing despair* or similar spell. The ally gains another saving throw against the effect and at a bonus equal to your Charisma modifier (if any). If the new save succeeds, the effect ends.

SOLACE DOMAIN SPELLS

- 1 **Calm Animals**: Calms (2d4 + level) HD of animals.
- 2 **Charm Person**: Makes one person your friend.
- 3 **Calm Emotions**: Calms creatures, negating emotion effects.
- 4 **Good Hope**: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
- 5 **Restoration^M**: Restores level and ability score drains.
- 6 **Heroes' Feast**: Food for one creature/level cures and grants combat bonuses.
- 7 **Refuge^M**: Alters item to transport its possessor to you.
- 8 **Heal, Mass**: As *heal*, but with several subjects.
- 9 **Miracle^X**: Requests a deity's intercession.

SPIRIT DOMAIN

Deities: Sostreia.

Granted Power: You gain a +3 bonus on all Charisma-based skill checks when interacting with the dead or undead.

SPIRIT DOMAIN SPELLS

- 1 **Detect Return**: Detect creatures raised or resurrected from the dead.
- 2 **Consecrate^M**: Fills area with positive energy, making undead weaker.
- 3 **Death Ward**: Grants immunity to death spells and negative energy effects.
- 4 **Slay Returned**: Slay creatures that have been raised or resurrected.
- 5 **Hallow^M**: Designates location as holy.
- 6 **Heal**: Cures 10 points/level of damage, all diseases and mental conditions.

- 7 **Restoration, Greater^X**: As *restoration*, plus restores all levels and ability scores.
- 8 **Greater Slay Returned**: All raised or resurrected creatures in area die.
- 9 **Trap the Soul^{MF}**: Imprisons subject within gem.

STRENGTH DOMAIN

Deities: Porta.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

SUBTERFUGE DOMAIN

Deities: Azyuna.

Granted Power: You gain the spell-like ability to cast *disguise self* once per day as a caster of your character level.

SUBTERFUGE DOMAIN SPELLS

- 1 **Disguise Self**: Changes your appearance.
- 2 **Alter Self**: Assume form of a similar creature.
- 3 **Displacement**: Attacks miss subject 50%.
- 4 **Invisibility, Greater**: As *invisibility*, but subject can attack and stay invisible.
- 5 **False Vision^M**: Fools scrying with an illusion.
- 6 **Mislead**: Turns you invisible and creates illusory double.
- 7 **Invisibility, Mass**: As *invisibility*, but affects all in range.
- 8 **Sequester**: Subject is invisible to sight and scrying; renders creature comatose.
- 9 **Mind Blank**: Subject is immune to mental/emotional magic and scrying.

SUN DOMAIN

Deities: Savankala.

Granted Power: Once per day, you can expend one of your uses of your channel divine power ability to create a burst of bright light. This illuminates an area as per the *daylight* spell and deals damage equal to your priest level to all undead in the area of illumination (no save). This effect lasts for one round. Otherwise, this domain is the same as the one described in **Chapter Eleven: Spells** of the *PHB*.

SWIFTNESS DOMAIN

Deities: Thufir.

Granted Power: Your base land speed increases by +5 feet.

SWIFTNESS DOMAIN SPELLS

- 1 **Expeditious Retreat**: Your speed increases by 30 ft.
- 2 **Cat's Grace**: Subject gains +4 to Dex for 1 min./level.
- 3 **Blur**: Attacks miss subject 20% of the time.
- 4 **Haste**: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 5 **Freedom of Movement**: Subject moves normally despite impediments.
- 6 **Overland Flight**: You fly at a speed of 40 ft. and can hustle over long distances.
- 7 **Cat's Grace, Mass**: As *cat's grace*, but affects multiple targets.
- 8 **Wind Walk**: You and your allies turn vaporous and travel fast.
- 9 **Time Stop**: You act freely for 1d4+1 rounds.

TRAVEL DOMAIN

Deities: Heqt, Thufir.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

TRICKERY DOMAIN

Deities: Azyuna, IIs, Shalpa.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

TRUTH DOMAIN

Deities: Allestina, Meshpri.

Granted Power: You gain a +2 bonus on Gather Information, Sense Motive, and Spot checks.

TRUTH DOMAIN SPELLS

- 1 **Detect Secret Doors:** Reveals hidden doors within 60 ft.
- 2 **Zone of Truth:** Subjects within range cannot lie.
- 3 **Discern Lies:** Reveals deliberate falsehoods.
- 4 **Scrying^F:** Spies on subject from a distance.
- 5 **True Seeing^M:** Lets you see all things as they really are.
- 6 **Analyze Dweomer^F:** Reveals magical aspects of subject.
- 7 **Scrying, Greater:** As *scrying*, but faster and longer.
- 8 **Foresight:** "Sixth sense" warns of impending danger.
- 9 **Fact to Fiction^X:** Reverse one event from the previous round.

WAR DOMAIN

Deities: Shalpa, Sivini, Vashanka.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

WATER DOMAIN

Deities: Larlerosh, Porta, Weda Krizhtawn.

This domain is described in **Chapter Eleven: Spells** of the *PHB*.

WEATHER DOMAIN

Deities: Vashanka, Weda Krizhtawn.

Granted Power: Gain Knowledge (nature) and Survival as class skills. In addition, you treat wind effects (see **Chapter Three: Adventures** in the *DMG*) as one step less severe. Thus, strong winds count as moderate winds for you, while a hurricane counts as a windstorm.

WEATHER DOMAIN SPELLS

- 1 **Obscuring Mist:** Fog surrounds you.
- 2 **Fog Cloud:** Fog obscures vision.
- 3 **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
- 4 **Sleet Storm:** Hampers vision and movement.
- 5 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 **Control Winds:** Change wind direction and speed.
- 7 **Control Weather:** Changes weather in local area.
- 8 **Whirlwind:** Cyclone deals damage and can pick up creatures.
- 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

PRIEST SPELLS

0-LEVEL PRIEST SPELLS

Convert Minor Wounds: Converts 1 point of damage.
Create Water: Creates 2 gallons/level of pure water.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Guidance: +1 on one attack roll, saving throw, or skill check.
Inflict Minor Wounds: Touch attack, 1 point of damage.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Virtue: Subject gains 1 temporary hp.

1ST-LEVEL PRIEST SPELLS

Bane: Enemies take -1 on attack rolls and saves against fear.
Bless: Allies gain +1 on attack rolls and saves against fear.
Bless Water^M: Makes holy water.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Circle of Protection: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Command: One subject obeys selected command for 1 round.
Comprehend Languages: You understand all spoken and written languages.
Convert Light Wounds: Converts 1d8 damage +1/level (max +5).
Curse Water^M: Makes unholy water.
Deathwatch: Reveals how near death subjects within 30 ft. are.
Detect Curse: Reveals curses within 60 ft.
Detect Undead: Reveals undead within 60 ft.
Divine Favor: You gain +1 per three levels on attack and damage rolls.
Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.
Endure Elements: Exist comfortably in hot or cold environments.
Entropic Shield: Ranged attacks against you have 20% miss chance.
Hide from Undead: Undead can't perceive one subject/level.
Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.
Magic Weapon: Weapon gains +1 bonus.
Obscuring Mist: Fog surrounds you.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary: Opponents can't attack you, and you can't attack.
Shield of Faith: Aura grants +2 or higher deflection bonus.
Summon Monster I: Calls extraplanar creature to fight for you.

2ND-LEVEL PRIEST SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Augury^{MF}: Learns whether an action will be good or bad.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Calm Emotions: Calms creatures, negating emotion effects.
Consecrate^M: Fills area with positive energy, making undead weaker.
Convert Moderate Wounds: Converts 2d8 damage +1/level (max +10).
Darkness: 20-ft. radius of supernatural shadow.
Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.
Desecrate^M: Fills area with negative energy, making undead stronger.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Find Traps: Notice traps as a rogue does.
Gentle Repose: Preserves one corpse.
Hold Person: Paralyzes one humanoid for 1 round/level.
Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).
Itchy Hives: -2 penalty on attack rolls, skill checks, and saving throws.
Make Whole: Repairs an object.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Shatter: Sonic vibration damages objects or crystalline creatures.
Shield Other^F: You take half of subject's damage.
Silence: Negates sound in 20-ft. radius.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Spiritual Weapon: Magic weapon attacks on its own.
Status: Monitors condition, position of allies.
Summon Monster II: Calls extraplanar creature to fight for you.
Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL PRIEST SPELLS

Animate Dead^M: Creates undead skeletons and zombies.
Blindness/Deafness: Makes subject blinded or deafened.
Circle of Protection, Greater: As *circle of protection*, but 10-ft. radius and 10 min./level.
Contagion: Infects subject with chosen disease.
Continual Flame^M: Makes a permanent, heatless torch.
Convert Serious Wounds: Converts 3d8 damage +1/level (max +15).
Create Food and Water: Feeds three humans (or one horse)/level.
Daylight: 60-ft. radius of bright light.
Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.
Dispell Magic: Cancels spells and magical effects.
Glyph of Warding^M: Inscription harms those who pass it.
Helping Hand: Ghostly hand leads subject to you.
Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).
Invisibility Purge: Dispells invisibility within 5 ft./level.
Locate Object: Senses direction toward object (specific or type).
Magic Vestment: Armor or shield gains +1 enhancement per four levels.
Meld into Stone: You and your gear merge with stone.
Obscure Object: Masks object against scrying.
Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Disease: Cures all diseases affecting subject.
Searing Light: Ray deals 1d8/two levels damage, more against undead.
Speak with Dead: Corpse answers one question/two levels.
Stone Shape: Sculpts stone into any shape.
Summon Monster III: Calls extraplanar creature to fight for you.
Water Breathing: Subjects can breathe underwater.
Water Walk: Subject treads on water as if solid.
Wind Wall: Deflects arrows, smaller creatures, and gases.



4TH-LEVEL PRIEST SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
Control Water: Raises or lowers bodies of water.
Convert Critical Wounds: Converts 4d8 damage +1/level (max +20).
Death Ward: Grants immunity to death spells and negative energy effects.
Dimensional Anchor: Bars extradimensional movement.
Discern Lies: Reveals deliberate falsehoods.
Dismissal: Forces a creature to return to native plane.
Divination^M: Provides useful advice for specific proposed actions.
Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.
Fair Light: Bright light of day increases morale.
Freedom of Movement: Subject moves normally despite impediments.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).
Magic Weapon, Greater: +1 bonus/four levels (max +5).
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Planar Ally, Lesser^X: Exchange services with a 6 HD extraplanar creature.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Restoration^M: Restores level and ability score drains.
Sending: Delivers short message anywhere, instantly.
Spell Immunity: Subject is immune to one spell per four levels.
Summon Monster IV: Calls extraplanar creature to fight for you.
Tongues: Speak any language.

5TH-LEVEL PRIEST SPELLS

- Atonement^{FX}:** Removes burden of misdeeds from subject.
- Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- Command, Greater:** As *command*, but affects one subject/level.
- Commune^X:** Deity answers one yes-or-no question/level.
- Convert Light Wounds, Mass:** Converts 1d8 damage +1/level for many creatures.
- Disrupting Weapon:** Melee weapon destroys undead.
- Flame Strike:** Smite foes with divine fire (1d6/level damage).
- Hallow^M:** Designates location as holy.
- Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to many creatures.
- Insect Plague:** Locust swarms attack creatures.
- Muse:** +10 bonus on Craft or Perform check within 1 week.
- Plane Shift^F:** As many as eight subjects travel to another plane.
- Raise Dead^M:** Restores life to subject who died as long as one day/level ago.
- Righteous Might:** Your size increases, and you gain combat bonuses.
- Scrying^F:** Spies on subject from a distance.
- Slay Living:** Touch attack kills subject.
- Spell Resistance:** Subject gains SR 12 + level.
- Summon Monster V:** Calls extraplanar creature to fight for you.
- Symbol of Pain^M:** Triggered rune wracks nearby creatures with pain.
- Symbol of Sleep^M:** Triggered rune puts nearby creatures into catatonic slumber.
- True Seeing^M:** Lets you see all things as they really are.
- Unhallow^M:** Designates location as unholy.
- Wall of Stone:** Creates a stone wall that can be shaped.

6TH-LEVEL PRIEST SPELLS

- Animate Objects:** Objects attack your foes.
- Antilife Shell:** 10-ft. field hedges out living creatures.
- Banishment:** Banishes 2 HD/level of extraplanar creatures.
- Bear's Endurance, Mass:** As *bear's endurance*, affects one subject/level.
- Blade Barrier:** Wall of blades deals 1d6/level damage.
- Bull's Strength, Mass:** As *bull's strength*, affects one subject/level.
- Convert Moderate Wounds, Mass:** Converts 2d8 damage +1/level for many creatures.
- Create Undead:** Create ghouls, ghosts, mummies, or mohrgs.
- Dispel Extraplanar Entity:** +4 bonus to AC against attacks by extraplanar creatures.
- Dispel Magic, Greater:** As *dispel magic*, but up to +20 on check.
- Eagle's Splendor, Mass:** As *eagle's splendor*, affects one subject/level.
- Find the Path:** Shows most direct way to a location.
- Forbiddance^M:** Blocks planar travel.
- Geas/Quest:** As *lesser geas*, plus it affects any creature.
- Glyph of Warding, Greater:** As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
- Harm:** Deals 10 points/level damage to target.
- Heal:** Cures 10 points/level of damage, all diseases and mental conditions.
- Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- Inflict Moderate Wounds, Mass:** Deals 2d8 damage +1/level to many creatures.
- Owl's Wisdom, Mass:** As *owl's wisdom*, affects one subject/level.
- Planar Ally^X:** As *lesser planar ally*, but up to 12 HD.
- Summon Monster VI:** Calls extraplanar creature to fight for you.
- Symbol of Fear^M:** Triggered rune panics nearby creatures.

- Symbol of Persuasion^M:** Triggered rune charms nearby creatures.
- Undeath to Death^M:** Destroys 1d4 HD/level undead (max 20d4).
- Wind Walk:** You and your allies turn vaporous and travel fast.
- Word of Recall:** Teleports you back to designated place.

7TH-LEVEL PRIEST SPELLS

- Control Weather:** Changes weather in local area.
- Convert Serious Wounds, Mass:** Converts 3d8 damage +1/level for many creatures.
- Destruction^F:** Kills subject and destroys remains.
- Ethereal Jaunt:** You become ethereal for 1 round/level.
- Inflict Serious Wounds, Mass:** Deals 3d8 damage +1/level to many creatures.
- Refuge^M:** Alters item to transport its possessor to you.
- Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- Repulsion:** Creatures can't approach you.
- Restoration, Greater^X:** As *restoration*, plus restores all levels and ability scores.
- Resurrection^M:** Fully restore dead subject.
- Scrying, Greater:** As *scrying*, but faster and longer.
- Summon Monster VII:** Calls extraplanar creature to fight for you.
- Symbol of Stunning^M:** Triggered rune stuns nearby creatures.
- Symbol of Weakness^M:** Triggered rune weakens nearby creatures.

8TH-LEVEL PRIEST SPELLS

- Antimagic Field:** Negates magic within 10 ft.
- Convert Critical Wounds, Mass:** Converts 4d8 damage +1/level for many creatures.
- Create Greater Undead^M:** Create shadows, wraiths, spectres, or devourers.
- Dimensional Lock:** Teleportation and interplanar travel blocked for one day/level.
- Discern Location:** Reveals exact location of creature or object.
- Earthquake:** Intense tremor shakes 80-ft.-radius.
- Fire Storm:** Deals 1d6/level fire damage.
- Heal, Mass:** As *heal*, but with several subjects.
- Inflict Critical Wounds, Mass:** Deals 4d8 damage +1/level to many creatures.
- Planar Ally, Greater^X:** As *lesser planar ally*, but up to 18 HD.
- Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.
- Summon Monster VIII:** Calls extraplanar creature to fight for you.
- Symbol of Death^M:** Triggered rune slays nearby creatures.
- Symbol of Insanity^M:** Triggered rune renders nearby creatures insane.
- Word of Ruin:** Kills, paralyzes, weakens, or dazes opponents.

9TH-LEVEL PRIEST SPELLS

- Astral Projection^M:** Projects you and companions onto the Astral Plane.
- Energy Drain:** Subject gains 2d4 negative levels.
- Etherealness:** Travel to Ethereal Plane with companions.
- Favored of the Gods^F:** +4 to AC, +4 resistance, and SR 25.
- Gate^X:** Connects two planes for travel or summoning.
- Implosion:** Kills one creature/round.
- Miracle^X:** Requests a deity's intercession.
- Soul Bind^F:** Traps newly dead soul to prevent resurrection.
- Storm of Vengeance:** Storm rains acid, lightning, and hail.
- Summon Monster IX:** Calls extraplanar creature to fight for you.
- True Resurrection^M:** As *resurrection*, plus remains aren't needed.

WITCH SPELLS

0-LEVEL WITCH SPELLS

- Create Water:** Creates 2 gallons/level of pure water.
Convert Minor Wounds: Converts 1 point of damage.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Flare: Dazzles one creature (-1 penalty on attack rolls).
Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 bonus on saving throws.
Virtue: Subject gains 1 temporary hp.

1ST-LEVEL WITCH SPELLS

- Calm Animals:** Calms (2d4 + level) HD of animals.
Charm Animal: Makes one animal your friend.
Circle of Protection: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Convert Light Wounds: Converts 1d8 damage +1/level (max +5).
Dancing Lights: Creates torches or other lights.
Daze: Humanoid creature of 4 HD or less loses next action.
Detect Animals or Plants: Detects kinds of animals or plants.
Detect Curse: Reveals curses within 60 ft.
Detect Snares and Pits: Reveals natural or primitive traps.
Endure Elements: Exist comfortably in hot or cold environments.
Entangle: Plants entangle everyone in 40-ft.-radius.
Faerie Fire: Outlines subjects with light, canceling *blur*, concealment, and the like.
Ghost Sound: Figment sounds.
Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).
Hide from Animals: Animals can't perceive one subject/level.
Jump: Subject gets bonus on Jump checks.
Longstrider: Your speed increases by 10 ft.
Lullaby: Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against *sleep*.
Mage Hand: 5-pound telekinesis.
Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.
Message: Whispered conversation at distance.
Obscuring Mist: Fog surrounds you.
Open/Close: Opens or closes small or light things.
Pass without Trace: One subject/level leaves no tracks.
Prestidigitation: Performs minor tricks.
Produce Flame: 1d6 damage +1/level, touch or thrown.
Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.
Speak with Animals: You can communicate with animals.
Summon Instrument: Summons one instrument of the caster's choice.
Summon Monster I: Calls extraplanar creature to fight for you.
Summon Nature's Ally I: Calls creature to fight.

2ND-LEVEL WITCH SPELLS

- Alarm:** Wards an area for 2 hours/level.
Animal Messenger: Sends a Tiny animal to a specific place.

- Animal Trance:** Fascinates 2d6 HD of animals.
Animate Rope: Makes a rope move at your command.
Barkskin: Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Charm Person: Makes one person your friend.
Chill Metal: Cold metal damages those who touch it.
Comprehend Languages: You understand all spoken and written languages.
Confusion, Lesser: One creature is *confused* for 1 round.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Disguise Self: Changes your appearance.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your speed increases by 30 ft.
Feather Fall: Objects or creatures fall slowly.
Fire Trap^M: Opened object deals 1d4 +1/level damage.
Flame Blade: Touch attack deals 1d8 +1/two levels damage.
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud: Fog obscures vision.
Grease: Makes 10-ft. square or one object slippery.
Gust of Wind: Blows away or knocks down smaller creatures.
Heat Metal: Make metal so hot it damages those who touch it.
Hideous Laughter: Subject loses actions for 1 round/level.
Hold Animal: Paralyzes one animal for 1 round/level.
Hypnotism: Fascinates 2d4 HD of creatures.
Identify^M: Determines properties of magic item.
Magic Aura: Alters object's magic aura.
Magic Mouth^M: Speaks once when triggered.
Obscure Object: Masks object against scrying.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Reduce Animal: Shrinks one willing animal.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.
Spider Climb: Grants ability to walk on walls and ceilings.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Nature's Ally II: Calls creature to fight.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Tree Shape: You look exactly like a tree for 1 hour/level.
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.
Warp Wood: Bends wood (shaft, handle, door, plank).
Wood Shape: Rearranges wooden objects to suit you.

3RD-LEVEL WITCH SPELLS

- Alter Self:** Assume form of a similar creature.
Blindness/Deafness: Makes subject blind or deaf.
Blur: Attacks miss subject 20% of the time.
Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.
Calm Emotions: Calms creatures, negating emotion effects.
Circle of Protection, Greater: As *circle of protection*, but 10-ft. radius and 10 min./level.
Contagion: Infects subject with chosen disease.
Convert Moderate Wounds: Converts 2d8 damage +1/level (max +10).

Darkness: 20-ft. radius of supernatural shadow.
Daylight: 60-ft. radius of bright light.
Daze Monster: Living creature of 6 HD or less loses next action.
Detect Thoughts: Allows “listening” to surface thoughts.
Diminish Plants: Reduces size or blights growth of normal plants.
Dominate Animal: Subject animal obeys silent mental commands.
Eagle’s Splendor: Subject gains +4 to Cha for 1 min./level.
Ecstasy: Target creature becomes helpless for 1 round/level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Fox’s Cunning: Subject gains +4 to Int for 1 min./level.
Glitterdust: Blinds creatures, outlines invisible creatures.
Heroism: Gives +2 on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Locate Object: Senses direction toward object (specific or type).
Magic Fang, Greater: One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).
Meld into Stone: You and your gear merge with stone.
Minor Image: As *silent image*, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection: Misleads divinations for one creature or object.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Plant Growth: Grows vegetation, improves crops.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Quench: Extinguishes nonmagical fires or one magic item.
Rage: Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
Scare: Panics creatures of less than 6 HD.
Shatter: Sonic vibration damages objects or crystalline creatures.
Silence: Negates sound in 20-ft. radius.
Sleet Storm: Hampers vision and movement.
Snare: Creates a magic booby trap.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Speak with Plants: You can talk to normal plants and plant creatures.
Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.
Stone Shape: Sculpts stone into any shape.
Suggestion: Compels subject to follow stated course of action.
Summon Monster III: Calls extraplanar creature to fight for you.
Summon Nature’s Ally III: Calls creature to fight.
Tongues: Speak any language.
Water Breathing: Subjects can breathe underwater.
Whispering Wind: Sends a short message 1 mile/level.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL WITCH SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
Antiplant Shell: Keeps animated plants at bay.
Blight: Withers one plant or deals 1d6/level damage to plant creature.
Blink: You randomly vanish and reappear for 1 round/level.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Charm Monster: Makes monster believe it is your ally.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Command Plants: Sway the actions of one or more plant creatures.
Confusion: Subjects behave oddly for 1 round/level.
Control Water: Raises or lowers bodies of water.

Convert Serious Wounds: Converts 3d8 damage +1/level (max +15).
Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Deep Slumber: Puts 10 HD of creatures to sleep.
Dispel Magic: Cancels spells and magical effects.
Displacement: Attacks miss subject 50%.
Fear: Subjects within cone flee for 1 round/level.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Freedom of Movement: Subject moves normally despite impediments.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Geas, Lesser: Commands subject of 7 HD or less.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Glibness: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Illusory Script^M: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Major Image: As *silent image*, plus sound, smell and thermal effects.
Modify Memory: Changes 5 minutes of subject’s memories.
Phantom Steed: Magic horse appears for 1 hour/level.
Reincarnate: Brings dead subject back in a random body.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Rusting Grasp: Your touch corrodes iron and alloys.
Scrying^F: Spies on subject from a distance.
Sculpt Sound: Creates new sounds or changes existing ones.
Secret Page: Changes one page to hide its real content.
See Invisibility: Reveals invisible creatures or objects.
Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.
Slow: One subject/level takes only one action/round, –1 to AC, reflex saves, and attack rolls.
Spike Stones: Creatures in area take 1d8 damage, may be *slowed*.
Summon Monster IV: Calls extraplanar creature to fight for you.
Summon Nature’s Ally IV: Calls creature to fight.
Tiny Hut: Creates shelter for ten creatures.
Zone of Silence: Keeps eavesdroppers from overhearing conversations.

5TH-LEVEL WITCH SPELLS

Animal Growth: One animal/two levels doubles in size.
Awaken^X: Animal or tree gains human intellect.
Baleful Polymorph: Transforms subject into harmless animal.
Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.
Commune with Nature: Learn about terrain for 1 mile/level.
Control Winds: Change wind direction and speed.
Convert Critical Wounds: Converts 4d8 damage +1/level (max +20).
Death Ward: Grants immunity to all death spells and negative energy effects.
Detect Scrying: Alerts you of magical eavesdropping.
Dimension Door: Teleports you short distance.
Dominate Person: Controls humanoid telepathically.
Hallow^M: Designates location as holy.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Hold Monster: As *hold person*, but any creature.
Insect Plague: Locust swarms attack creatures.
Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.
Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.
Locate Creature: Indicates direction to familiar creature.

Rainbow Pattern: Lights fascinate 24 HD of creatures.
Secure Shelter: Creates sturdy cottage.
Shadow Conjunction: Mimics conjuring below 4th level, but only 20% real.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Stoneskin^M: Ignore 10 points of damage per attack.
Summon Monster V: Calls extraplanar creature to fight for you.
Summon Nature's Ally V: Calls creature to fight.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Tree Stride: Step from one tree to another far away.
Unhallow^M: Designates location as unholy.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Thorns: Thorns damage anyone who tries to pass.

6TH-LEVEL WITCH SPELLS

Antilife Shell: 10-ft.-radius field hedges out living creatures.
Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.
Bull's Strength, Mass: As *bull's strength*, affects one subject/level.
Cat's Grace, Mass: As *cat's grace*, affects one subject/level.
Convert Light Wounds, Mass: Converts 1d8 damage +1/level for many creatures.
Dispel Magic, Greater: As *dispel magic*, but +20 on check.
Dream: Sends message to anyone sleeping.
False Vision^M: Fools scrying with an illusion.
Find the Path: Shows most direct way to a location.
Fire Seeds: Acorns and berries become grenades and bombs.
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Ironwood: Magic wood is strong as steel.
Liveoak: Oak becomes treant guardian.
Mind Fog: Subjects in fog get -10 to Wis and Will checks.
Mirage Arcana: As *hallucinatory terrain*, plus structures.
Mislead: Turns you invisible and creates illusory double.
Move Earth: Digs trenches and builds hills.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.
Persistent Image: As *major image*, but no concentration required.
Repel Wood: Pushes away wooden objects.
Seeming: Changes appearance of one person per two levels.
Shadow Evocation: Mimics evocation of lower than 5th level, but only 20% real.
Shadow Walk: Step into shadow to travel rapidly.
Song of Discord: Forces targets to attack each other.
Spellstaff: Stores one spell in wooden quarterstaff.
Stone Tell: Talk to natural or worked stone.
Suggestion, Mass: As *suggestion*, plus one subject/level.
Summon Monster VI: Calls extraplanar creature to fight for you.
Summon Nature's Ally VI: Calls creature to fight.
Transport via Plants: Move instantly from one plant to another of the same kind.
Wall of Stone: Creates a stone wall that can be shaped.

7TH-LEVEL WITCH SPELLS

Analyze Dweomer^F: Reveals magical aspects of subject.
Animate Objects: Objects attack your foes.
Animate Plants: One or more plants animate and fight for you.
Changestaff: Your staff becomes a treant on command.
Charm Monster, Mass: As *charm monster*, but all within 30 ft.
Control Weather: Changes weather in local area.

Convert Moderate Wounds, Mass: Converts 2d8 damage +1/level for many creatures.
Creeping Doom: Swarms of centipedes attack at your command.
Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.
Eyebite: Target becomes panicked, sickened, and comatose.
Fire Storm: Deals 1d6/level fire damage.
Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Irresistible Dance: Forces subject to dance.
Permanent Image: Includes sight, sound, and smell.
Programmed Image^M: As *major image*, plus triggered by event.
Project Image: Illusory double can talk and cast spells.
Scrying, Greater: As *scrying*, but faster and longer.
Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
Summon Nature's Ally VII: Calls creature to fight.
Sunbeam: Beam blinds and deals 4d6 damage.
Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.
Transmute Metal to Wood: Metal within 40 ft. becomes wood.
True Seeing^M: Lets you see all things as they really are.
Veil: Changes appearance of group of creatures.
Wind Walk: You and your allies turn vaporous and travel fast.

8TH-LEVEL WITCH SPELLS

Animal Shapes: One ally/level polymorphs into chosen animal.
Control Plants: Control actions of one or more plant creatures.
Convert Serious Wounds, Mass: Converts 3d8 damage +1/level for many creatures.
Earthquake: Intense tremor shakes 80-ft.-radius.
Finger of Death: Kills one subject.
Repel Metal or Stone: Pushes away metal and stone.



Reverse Gravity: Objects and creatures fall upward.
Summon Nature's Ally VIII: Calls creature to fight.
Sunburst: Blinds all within 10 ft., deals 6d6 damage.
Whirlwind: Cyclone deals damage and can pick up creatures.
Word of Recall: Teleports you back to designated place.

9TH-LEVEL WITCH SPELLS

Antipathy: Object or location affected by spell repels certain creatures.
Convert Critical Wounds, Mass: Converts 4d8 damage +1/level for many creatures.

Elemental Swarm: Summons multiple elementals.
Foresight: "Sixth sense" warns of impending danger.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Shambler: Summons 1d4+2 shambling mounds to fight for you.
Shapechange^F: Transforms you into any creature, and change forms once per round.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Nature's Ally IX: Calls creature to fight.
Sympathy^M: Object or location attracts certain creatures.

NEW SPELLS

The new and modified spells here are presented in alphabetical order (except for those whose names begin with "greater").

ARMOR OF DARKNESS

Abjuration [Darkness]

Level: Darkness 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell envelops the warded creature in a shroud of shadows that can conceal its features if the caster desires. As well, *armor of darkness* grants the recipient a +3 deflection bonus to Armor Class +1 per four caster levels (maximum +8), as well as a +2 bonus on saving throws against any

light spells or effects. The subject can see through the armor normally, and gains darkvision to a range of 60 feet.

Undead creatures that are subjects of *armor of darkness* also gain +4 turn resistance.

ATONEMENT

Abjuration

Level: Priest 5
Components: V, S, M, F, DF, XP
Casting Time: 1 hour
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell removes the burden of unsavory acts or misdeeds from the subject. The creature seeking *atonement* must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the offending act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the atonement spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

- **Restore Class:** A godsworn who has lost her class features for committing an act in conflict with her deity's portfolio may have her class restored to her by this spell.
- **Restore Priest Spell Powers:** A priest who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking *atonement* from another priest of the same deity. If the transgression was intentional, the casting priest loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 sh.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).



BLACKLIGHT

Evocation [Darkness]

Level: Darkness 4, mage 3

Components: V, S

Casting Time: 1 standard action

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

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness, impenetrable to normal vision and darkvision. You can see normally within the *blacklight*, but creatures outside the spell's area (even you) cannot see through it. All creatures within an area of *blacklight* or with line of sight obstructed by the spell gain concealment (50% miss chance).

The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. If you cast the spell on a creature, the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit light receive the benefits of saves and spell resistance, but unattended objects and points in space do not.

Blacklight counters or dispels any light spell of equal or lower level. A *daylight* spell counters or dispels *blacklight*.

BOLTS OF BEDEVILMENT

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants the caster the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no actions for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

CIRCLE OF PROTECTION

Abjuration

Level: Desperation 2, mage 1, priest 1, witch 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by extraplanar creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by extraplanar creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature, including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject (such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *circle of protection* effect. If the *circle of protection* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

CIRCLE OF PROTECTION, GREATER

Abjuration

Level: Mage 3, priest 3, witch 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

All creatures within the area gain the effects of a *circle of protection* spell, and no extraplanar summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *circle of protection*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *greater circle of protection* can be focused inward rather than outward. When focused inward, the spell binds an extraplanar called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided you cast the spell that calls the creature within 1 minute of casting the *greater circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *circle of protection* spell for that creature only.

A *greater circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow*

walk, teleport, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *greater circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *greater circle* more secure. Drawing the diagram by hand takes 10 minutes, requires a DC 20 Spellcraft check, and counts as a ritual whose casting time increment is 10 minutes. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *greater circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *greater circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *greater circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell in the *PHB*), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *circle of protection* and vice versa.

Material Component: A little powdered silver with which you trace a 3-foot diameter circle on the floor (or ground) around the creature to be warded.

CONTINGENCY

Evocation

Level: Mage 6

Components: V, S, M, F

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

You can place another spell upon your person so it comes into effect under some condition you dictate when casting *contingency*. The *contingency* ritual and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level) and one you can safely cast.

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being “cast” instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Component: That of the companion spell, plus quicksilver.

Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 sh). You must carry the focus for the *contingency* to work.

CONVERT CRITICAL WOUNDS

Conjuration (Healing)

Level: Healing 4, priest 4, witch 5

This spell functions like *convert light wounds*, except that it converts 4d8 points of lethal damage +1 point per caster level (maximum +20) to an equal amount of nonlethal damage.

CONVERT CRITICAL WOUNDS, MASS

Conjuration (Healing)

Level: Healing 8, priest 8, witch 9

This spell functions like *mass convert light wounds*, except that it converts 4d8 points of lethal damage +1 point per caster level (maximum +40) to an equal amount of nonlethal damage.

CONVERT LIGHT WOUNDS

Conjuration (Healing)

Level: Healing 1, priest 1, witch 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that converts 1d8 points of lethal damage +1 point per caster level (maximum +5) to an equal amount of nonlethal damage.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

CONVERT LIGHT WOUNDS, MASS

Conjuration (Healing)

Level: Healing 5, priest 5, witch 6

Components: V, S

Casting Time: 1 standard action

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

You channel positive energy to convert 1d8 points of lethal damage +1 point per caster level (maximum +25) in each selected creature to an equal amount of nonlethal damage. Like other *convert* spells, *mass convert light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

CONVERT MINOR WOUNDS

Conjuration (Healing)

Level: Priest 0, witch 0

This spell functions like *convert light wounds*, except that it converts only 1 point of lethal damage to 1 point of nonlethal damage.

CONVERT MODERATE WOUNDS

Conjuration (Healing)

Level: Healing 2, priest 2, witch 3

This spell functions like *convert light wounds*, except that it converts 2d8 points of lethal damage +1 point per caster level (maximum +10) to an equal amount of nonlethal damage.

CONVERT MODERATE WOUNDS, MASS

Conjuration (Healing)

Level: Priest 6, witch 7

This spell functions like *mass convert light wounds*, except that it converts 2d8 points of lethal damage +1 point per caster level (maximum +30) to an equal amount of nonlethal damage.

CONVERT SERIOUS WOUNDS

Conjuration (Healing)

Level: Healing 3, priest 3, witch 4

This spell functions like *convert light wounds*, except that it converts 3d8 points of damage +1 point per caster level (maximum +15) to an equal amount of nonlethal damage.

CONVERT SERIOUS WOUNDS, MASS

Conjuration (Healing)

Level: Priest 7, witch 8

This spell functions like *mass convert light wounds*, except that it converts 3d8 points of damage +1 point per caster level (maximum +35) to an equal amount of nonlethal damage.

DETECT CURSE

Divination

Level: Mage 1, priest 1, witch 1

Components: V, S

Casting Time: 1 round

Range: 60 ft.

Area: Cone-shaped emanation

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

Saving Throw: None

Spell Resistance: No

You detect the aura generated from a person suffering the effects of a curse (see page 148). The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of curses.

2nd Round: Number of auras in the area and the strength of the strongest aura present.

3rd Round: The strength and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

- *Aura Strength:* The strength of an aura is determined by the intensity of the curse, as given on the following table:

AURA STRENGTH

Intensity	Strength
Least	Dim
Common	Faint
Potent	Moderate
Mighty	Strong
Great	Overwhelming

- *Lingering Aura:* A curse's aura lingers even after it has been removed from the subject. If *detect curse* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

LINGERING AURA

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect curses in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT RETURN

Divination

Level: Spirit 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

You detect whether any living creatures in the area have ever been brought back from death by any means (raise dead, resurrection, miracle, wish, and so on). The amount of information revealed depends on how long you study a particular area:

1st Round: Presence or absence of creatures that have returned from death.

2nd Round: Number of creatures in the area who have returned from death, and which among them has returned the most times. If more than one creature has returned the most times, the spell indicates the creature that has returned by the most powerful means.

3rd Round: The number of times each returned creature has returned from the dead, and by what means.

Note: Each round, you can turn to detect creatures that have returned from the dead in a new area. The spell can penetrate barriers, but one foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt block it.

DISPEL EXTRAPLANAR ENTITY

Abjuration

Level: Priest 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Targets: You and a touched extraplanar creature; or you and an enchantment on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Shimmering, white, energy surrounds you. This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by extraplanar creatures.

Second, on making a successful melee touch attack against an extraplanar creature, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an extraplanar creature. *Exception:* Spells that can't be dispelled by *dispel magic* also can't be dispelled by this spell. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

ECSTASY

Enchantment (Compulsion) [Mind-Affecting]

Level: Pleasure 3, witch 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject becomes overwhelmed with sexual stimulation, and is rooted helpless to the spot. It is aware and breathes normally but cannot take any actions (including speaking) except for taking a 5-foot step. In addition, the subject automatically drops anything in hand. Each round on its turn, the subject may attempt a new saving throw to end the effect (a full-round action that does not provoke attacks of opportunity.)

A winged creature under the effects of this spell cannot use its wings, and falls. A swimming creature cannot swim and may drown.

EXTRAPLANAR PALACE

Transmutation

Level: Home 9

Components: V, S, DF, XP

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself and one other creature to a fabulous palace in the heavens. This palace is staffed by five solars (see the *MM*), each of whom serves in a different capacity (body servant, handmaid, door warden, chamberlain, and chef). You arrive in the palace's atrium, where, if the companion brought with you is hostile, it is set upon by the five custodians of the palace.

You may leave the palace and return to the place you left at will. No mortal may reside within the palace for longer than 24 hours, as a mortal vessel deteriorates when too long in the presence of the divine).

Anyone spending 8 or more hours within the palace is treated to splendid feasts and perfect restfulness. This all has the following effects:

- All present are cured of any hurts, diseases, curses, and other deleterious magical or natural effects other than those put on them by a god.
- If the companion brought is dead, the solars use *true resurrection* to restore him to life.
- The solars may be asked 20 questions with yes or no answers, as per the *commune* spell.
- For 12 hours after leaving the palace, all who ate and rested there remain under an effect equivalent to *bless*, and gain immunity to magical *fear* and similar effects (such as *crushing despair*).

There is a 1% chance that the caster will arrive at the palace while the caster's god is in residence. In such cases, the character is granted an audience, as the GM adjudicates.

XP Component: 5,000 XP

FACT TO FICTION

Evocation

Level: Truth 9

Components: V, S, DF, XP

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Fact to fiction calls upon the power of truth to render untrue that which is currently true. It works exactly as the *wish* spell's power to undo misfortune, but costs far less XP since it is much more limited in scope.

Fact to fiction can undo a single recent event, forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, *fact to fiction* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical confirmation), a friend's failed save, and so on. You must take the result of the reroll, even if it is worse than the original result. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

XP Cost: *Fact to fiction* costs only 2,500 XP, but that is expended even if an unwilling target makes a successful save or the spell fails to penetrate the target's spell resistance. As well, you may voluntarily expend additional experience points when the spell is cast, pouring more of yourself into your entreaty to the gods to reverse the unfortunate truth. For each additional 500 XP spent, you gain an additional +1 sacred bonus on your caster level check made to overcome the target's spell resistance. For each additional 1,000 XP

spent (in addition to XP spent as above), the target takes a –1 sacred penalty on its Will save or gains a +1 sacred bonus on the reroll (your choice).

FAIR LIGHT

Evocation [Light]

Level: Beauty 3, priest 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

This spell functions as *daylight*, but the light emanates in a 60-foot radius from you. The light evoked by this spell is just as bright as *daylight*, but is filled with sparkling motes of pure luminescence. All allies within the radius of the light gain a +1 morale bonus on attack rolls and saving throws. All enemies take a –1 penalty on attack rolls and saving throws while in the area of this spell.

Fair light counters or dispels any darkness spell of equal or lower level, such as *darkness*.

FAVORED OF THE GODS

Abjuration

Level: Priest 9
Components: V, S, F
Casting Time: 1 standard action
Range: 20 ft.
Targets: One creature/level in a 20-ft.-radius burst centered on you
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)

A colorful aura surrounds the subjects, protecting them from attacks, granting them resistance to spells, and causing opponents that strike the subjects to become *confused*. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Second, each warded creature gains spell resistance 25. Third, the abjuration blocks possession and mental influence, just as *circle of protection* does.

Finally, if a creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as with the *confusion* spell, but against the save DC of *avored of the gods*).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a religious text. The reliquary costs at least 500 sh.

FIT OF COUGHING

Necromancy

Level: Disease 2
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

Fit of coughing afflicts a subject with a terrible hacking cough, impeding speech and the casting of spells with verbal components. The target must succeed a



Concentration check to speak (DC 10) or cast a spell with a verbal component (DC 10 + the level of the spell). Even if the target creature succeeds on the Concentration check, it still faces a 20% chance of spell failure.

Remove disease counters this spell.

HARDENING

Transmutation

Level: Mage 6, Artifice 7
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One item of a volume no greater than 10 cu. ft./level (see text)
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes (object)

This spell increases the hardness of any object. For every two caster levels, increase the hardness of the material targeted by the spell by +1. This hardness increase improves the material's resistance to damage, but does not in any way affect resistance to other forms of transformation. This spell affects up to 10 cubic feet of material per level of the spellcaster. If cast upon a metal or mineral, the volume is reduced to 1 cubic foot per level.

Multiple castings of this spell do not stack.

ITCHY HIVES

Necromancy

Level: Disease 1, priest 2
Components: V, S
Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target creature's body erupts with itchy hives, causing great discomfort. The subject takes a -2 penalty on all attack rolls, skill checks, and saving throws due to preoccupation with the itch. The disease runs its course when the spell duration expires. A *remove disease* counters and dispels *itchy hives*.

MADDENING SCREAM

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 8, mage 8
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes

The subject cannot keep herself from behaving as though completely mad. This spell makes it impossible for the victim to take any action other than to race about caterwauling. The subject of this spell can defend itself, but takes a -4 penalty to Armor Class, automatically fails all Reflex saves except on a natural 20, and cannot use a shield.

MUSE

Evocation [Sonic]

Level: Inspiration 3, priest 5
Components: V, DF
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 week or until discharged
Saving Throw: None
Spell Resistance: Yes (harmless)

The spell creates a strong creative impulse as a result of divine inspiration. The target creature feels sudden motivation to create or perform great works, gaining a +10 insight bonus on her next Craft or Perform check made while the spell is in effect.

MUSE, GREATER

Evocation [Sonic]

Level: Inspiration 9
Duration: 1 week per level (D) or until discharged

As *muse*, except as above and the subject gains a +20 insight bonus on its check.

SLAY RETURNED

Necromancy [Death]

Level: Spirit 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched

Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell functions as *slay living* (see **Chapter Eleven** in the *PHB*), but *slay returned* only affects those who have died and returned to life by any means other than direct divine intervention (*raise dead*, *resurrection*, *true resurrection*, *wish*, *reincarnation*, and so on). A creature that succeeds on its save takes 3d6 points of damage +1 point per caster level.

SLAY RETURNED, GREATER

Necromancy [Death, Language-Dependant]

Level: Spirit 8
Components: V
Range: 30 ft.
Area: Creatures in a 30-ft. radius spread centered on you

This spell functions as *slay returned*, except that it affects multiple creatures. You utter a key phrase or scriptural passage, and all living beings in the area who have at any point died and returned to life by any means other than direct divine intervention must make a Fortitude save or die.

Those brought back by "minor" magic and those brought back more than once take penalties on their saves. If the subject has ever been brought back to life by the following spells, she takes the following sacred penalties on her Fortitude save. (Apply only the worst penalty if a creature has been brought back to life by more than one spell).

SACRED PENALTIES

Spell	Sacred Penalty
Reincarnate	-8
Raise Dead	-5
Resurrection	-2

If the subject has been brought back multiple times, they take the following penalties. (These do not stack with the previous spell penalties; apply only the worst penalty overall.)

MULTIPLE RETURNS

Number of Returns	Sacred Penalty
2-3 times	-2
4-5 times	-4
6-8 times	-8
9-12 times	-16
13 or more times	-32

On a successful save, the targets of this spell take 3d6 points of damage +1 point per caster level.

SURELIFE

Abjuration

Level: Repose 8
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 min./2 levels

This spell protects you from some condition that would ordinarily cause certain death. You can only protect yourself against a natural occurrence or condition, not against spells or the actions of a creature. For example, you could protect yourself from drowning, immolation in a burning building, or succumbing to a disease, but not to damage from melee attacks, a *fireball*, or an *itchy hives* spell.

You must specify the condition against which you wish to protect yourself, and the spell is effective only against that condition. Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition. However, the spell does not protect any items carried on your person. At the end of the spell's duration, the condition takes full normal effect if you are still subjected to it.

TOUCH OF MADNESS

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no actions for 1 round per caster level. The dazed subject is not stunned, so attackers get no special advantage against it.

TRUE CREATION

Conjuration (Creation)

Level: Artifice 8

Components: V, S, M, XP

Casting Time: 10 minutes

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of any sort of matter. Items created are real and permanent, and cannot be negated or dispelled. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

Unlike the items brought into being by the lower-level spells *minor creation* and *major creation* (see **Chapter Eleven** in the *PHB*), objects created by the casting of *true creation* can be used as material components.

XP Cost: The item's shaboozh value in XP (minimum 1 XP).

WORD OF RUIN

Evocation [Sonic]

Level: Conquest 7, Disease 7, Justice 7, priest 8

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: All opponents within a 40-ft.-radius spread centered on you



Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

All creatures within the area of a *word of ruin* spell who fail their saves suffer the following effects shown on the following table. The effects are cumulative and concurrent. No saving throw is allowed against these effects.

- *Dazed:* The creature can take no actions for 1 round, though it defends itself normally.
- *Weakened:* The creature's Strength score decreases by 2d6 points for 2d4 rounds.
- *Paralyzed:* The creature is paralyzed and helpless for 1d10 minutes.
- *Killed:* Living creatures die. Undead creatures are destroyed.

WORD OF RUIN

HD	Effect
Equal to caster level	Dazed
Up to caster level -1	Weakened, dazed
Up to caster level -5	Paralyzed, weakened, dazed
Up to caster level -10	Killed, paralyzed, weakened, dazed

Furthermore, if you are on your home plane when you cast this spell, extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of ruin*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *word of ruin*.

APPENDIX I: GODS OF SANCTUARY

This appendix provides a brief overview of the various gods who enjoy (or have enjoyed) influence in Sanctuary. For more information on the gods of Sanctuary, see Green Ronin's *Thieves' World Gazetteer*.

ILSIGI PANTHEON

As ex-slave Ilsigis settled Sanctuary, it should come as no surprise that the Ilsigi gods came with them. It's doubtful, of course, that the earliest Sanctans were all that devout, but when the Kingdom of Ilsig conquered the city, their views on religion became a fundamental part of Sanctan life. In the modern era, worship of the gods is prohibited within city walls, and so priests enjoy far less influence than they once did.

ANEN, GOD OF THE GRAPE

INTERMEDIATE GOD

Symbol: A bunch of luscious red grapes or spilled wine.
Domains: Animal, Inspiration, Plant.
Favored Weapon: Light mace.

The god of good fortune and wine, Anen is also a deity of agriculture and revelry. Like other gods of nature and the earth, Anen represents the life of the vine, from the first tender shoots to its death with the coming of winter. As a minor god, Anen rarely has temples of his own, and his priests keep altars in Ils' temples instead.

ESHI, GODDESS OF LOVE AND BEAUTY

LESSER GODDESS

Symbol: A fig or (less frequently) a liver.
Domains: Beauty, Charm, Pleasure.
Favored Weapon: Dagger.

Radiant Eshi the ever-virginal, twin of Shalpa, is the embodiment of earthly love. Hers is the province of desire, beauty, and sensuality. A stunning goddess, she lives to seduce mortals, cuckolding her drunken husband Anen all the while. She enjoys a large following in Sanctuary, though as young women marry, they typically leave this goddess for the moderate Thilli.

ILS, THE THOUSAND EYES

GREATER GOD

Symbol: Thunderbolt.
Domains: Eloquence, Knowledge, Trickery.
Favored Weapon: Short sword.

It is from Ils that the Ilsigi take their name. The head of the Ilsigi pantheon, Ils is a trickster god, a deity of wit, intelligence, and wisdom. Mortals worship Ils out of respect for his cunning, not his capabilities in war. Always a significant power in Sanctuary, the Great Temple of Ils was one of the first sundered during the Catastrophe. Now, his priests have

small temples and altars on the Street of Red Lanterns in accordance with the ban on worship in the city.

MESHPRI

LESSER GODDESS

Symbol: Caduceus.
Domains: Healing, Solace, Truth.
Favored Weapon: Dagger.

Meshpri is the Ilsigi goddess of health and healing. Along with her son Meshnom, the patron of apothecaries, she is widely worshiped on the fringes of Ilsigi society. Both have always enjoyed a greater following in Sanctuary than elsewhere in the Kingdom of Ilsig. Still, Meshpri is not widely known, and her followers are often subsumed into the larger temple of Shipri. The cult of Meshpri includes priests dedicated both to her and her son.

SHALPA/HIM WHOM WE DO NOT NAME

INTERMEDIATE GOD

Symbol: A pair of eyes on a black field.
Domains: Luck, Trickery, War.
Favored Weapon: Longsword.

Shalpa, twin of Eshi and fourth-born of Ils and Shipri, has two aspects. In one, he is the popular god of thieves, the master of night, and the adventurer. In the other, he is a god of war, used by Ils to combat his enemies. Most Sanctans pay homage to Shalpa either to ward off thieves or to aid them in their own thievery. A mysterious god, he rarely shows his face or interferes on behalf of mortals.

SHIPRI ALL-MOTHER

GREATER GODDESS

Symbol: A warm hearth.
Domains: Earth, Home, Protection.
Favored Weapon: Club.

Shipri is the created daughter of Ils, and is the goddess of hearths, kitchens, and mothers. She furthers public works and charity, though above all else is the goddess of women and infants, and her priestesses often serve as midwives. Though powerful, she seldom acts overtly. Since the Catastrophe, her followers have fallen off, some blaming her for not sheltering their children from the depredations of the Mother of Chaos.

SIVENI

LESSER GODDESS

Symbol: A spear and helmet.

Domains: Artifice, Knowledge, War.

Favored Weapon: Longspear.

Note: A small sect exists which venerates Sivini's healing aspect. These priests lose access to the War domain, and gain the Healing domain instead.

Part warrior maiden, part architect, Sivini is the goddess of wisdom and war. In Sanctuary's early days, she was a figure of much greater significance, but when the Rankans seized the city, they destroyed many of the older temples (especially those that they saw as threats). Those members of Sivini's clergy not killed outright vanished into the city, serving in other roles such as healers and surgeons. Worship of Sivini saw a brief resurgence toward the end of the Rankan era, but if she has any followers left in Sanctuary now, they try not to make their presence known.

THEBA

DEMIGODDESS

Symbol: Broken manacles.

Domains: Desperation, Healing, Protection.

Favored Weapon: Light mace.

Theba is a minor goddess of lost causes, promoting acceptance of fate and righteous life. She is the goddess of slaves, the destitute, and the dregs of society. An unpopular goddess, Sanctans worship her when they have

no other recourse left. Worship of Theba spiked during the Troubles, but since the arrival of the Irrune, her cult has diminished.

THILLI

LESSER GODDESS

Symbol: A silver ring.

Domains: Charm, Community, Home.

Favored Weapon: Light mace.

Thili is Eshi's counterpart. Where her sister personifies sensuality, lust, and beauty, Thili is the goddess of marriage, the hearth, and family. In a city of vice and sin, Thili has a relatively small following in Sanctuary (especially as compared to her popularity in the Kingdom of Ilsig). Because of her association with love, young women typically switch worship from Eshi to Thili after they marry.

THUFIR THE FARSEEING

LESSER GOD

Symbol: A sandal.

Domains: Eloquence, Swiftmess, Travel.

Favored Weapon: Quarterstaff.

Thufir is a minor god of travel, trade, and the disabled. Often subsumed in the worship of Ils, Thufir has altars in many of the greater god's temples as well as his own roadside shrines, all with sandals nailed to their doors to mark his blessing. He is depicted as being clubfooted, though this infirmity never slows him.

RANKAN PANTHEON

The Rankan Pantheon came to Sanctuary with its conquerors. Ranke has a habit of co-opting deities from neighboring civilizations rather than devising its own. Still, Ranke has a central cadre of gods that forms the spine of its religion. As the Rankans withdrew, so too went the bulk of their gods' adherents. Few altars of the Rankan pantheon remain, though the few remaining nobles at Land's End continue to uphold the traditions of their homeland's faith.

AZYUNA

LESSER GODDESS

Symbol: A black dagger or rose.

Domains: Betrayal, Subterfuge, Trickery.

Favored Weapon: Dagger.

Wherever there is treachery, infidelity, and betrayal, Rankans blame Azyuna. The daughter of Savankala, she is despicable in the eyes of the patriarchic Rankan Empire. So low is she that Rankan mythology speaks of Vashanka raping her repeatedly. Mother of adulterers and harlots, few mortals turn to this goddess for worship, and even prostitutes typically look to Sabellia for succor.

ALLESTINA EVER-VIRGIN

DEMIGODDESS

Symbol: A white rose.

Domains: Inspiration, Nobility, and Truth.

Favored Weapon: Dagger.

Note: Allestina's priestesses are all female virgins.

There is little lore easily available about this minor goddess of celibacy, purity, and inspiration. Said to be the virginal aspect of Sabellia, she never enjoyed prominent status in Sanctuary (perhaps unsurprisingly) during the Rankan era, and has even less influence in the modern era. Large temples of Sabellia feature a small altar to the untouched virgin, but mostly her followers congregate in isolated nunneries in the Rankan Empire.

SABELLIA

GREATER GODDESS

Symbol: A crescent moon.

Domains: Healing, Night, Protection.

Favored Weapon: Quarterstaff.

Note: Sabellia has only priestesses.

Sabellia is the matron of the Rankan pantheon, the arbiter of proper behavior (both mortal and divine). She is the goddess of the nighttime stars, protecting families as they sleep. The matron of children, homes, and hearths, hers is the province of women and their interests and roles. Many priestesses of Sabellia are politically active within Ranke, aggressively defending women's rights in a largely chauvinistic society. However, most sisters of Sabellia embark on missionary work, traveling to depressed communities (Sanctuary being a prime example) to lend a hand in uplifting and improving them. Currently a small group of

priestesses has set up shop in Sanctuary, and works to spread the good word of the goddess while improving the lives of the downtrodden. They most certainly have their work cut out for them.

SAVANKALA

GREATER GOD

Symbol: Fiery sun.

Domains: Fire, Justice, Sun.

Favored Weapon: Longsword.

Savankala is the fiery god of the sun, and is both father to and head of the entire Rankan pantheon. He is a distant god, caring little for the everyday rites and rituals of worship. He takes a casual interest in the world, relying on his priesthood to advance his goals. Savankala is no longer worshiped in Sanctuary, though the rubble of his never-finished temple still lies near the Promise of Heaven.

INDEPENDENT AND OUTSIDER DEITIES

By no means are the gods of the Rankan Empire and the Kingdom of Ilsigi the only powers in the world. *Thieves' World* is home to hundreds of smaller gods, from household gods to the strange faiths of visiting merchants and travelers. These are but a few of the most significant ones.

AMALUR

INTERMEDIATE GOD

Symbol: A crossed lightning bolt and staff.

Domains: Community, Desperation, Solace.

Favored Weapon: Quarterstaff.

Worshiped for ages in Azehur (a region north of Sanctuary), Amalur's followers quickly spread through the world after a dynamic and charismatic high priest recast the god as a messenger of righteous living. Through a message of virtue in charity, good works, and equality, Amalur promises to guide the pious through the gates of Paradise for heavenly reward.

Unlike other gods in *Thieves' World*, Amalur lacks the hierarchy and dogma of the Rankan or Ilsigi gods. The messengers, as they call themselves, speak in lay terms, lending a hand where they can and promoting a message of tolerance. Though not pacifists, they prefer diplomacy to the sword.

DEATH AND SOSTREIA, LORD AND LADY OF THE UNDERWORLD

INTERMEDIATE GODS

Symbol: A pair of ravens—one white, the other black.

Domains: Death—Darkness, Death, Justice; Sostreia—Protection, Repose, Spirit.

Favored Weapon: Scythe.

For most Sanctans, death means entry into the bleak Underworld, where spirits lament their fates for eternity. Ruling this somber land is the personification of death, simply called Death, and his beautiful wife, the goddess of renewal, Sostreia. The pair of deities represent the cycle of birth, death, and rebirth, encompassing the seasons and the beginnings and endings of all things. Neither good nor evil, these gods jointly rule the kingdom of death, passing judgment on the newly dead and sending

VASHANKA

GREATER GOD

Symbol: Lightning bolt.

Domains: Conquest, War, Weather.

Favored Weapon: Greatsword.

Few gods are as famous or as destructive as Vashanka. The god of storms and war's persistence has long been the driving force behind Ranke's expansion. However, with the god's supposed destruction at Shadowspawn's hands, Ranke lost the momentum to continue its aggression, marking the end of the empire. Since Vashanka's supposed demise, several other gods have risen to claim his mantle, including Stormbringer, Enlil, possibly Shepherd, and the god children who vanished shortly after the Stepsons pulled out of Sanctuary. However, in the time since, Vashanka's priests have regained their ability to cast spells. This suggests that the god has found a way back, and may soon wreak havoc in *Thieves' World* once more.

them to one of the many hells or to paradise, or condemning them to the eventual oblivion of the Underworld.

DYAREELA

GREATER GODDESS

Symbol: A pair of bloody hands.

Domains: Catastrophe, Disease, Madness.

Favored Weapon: Dagger.

Throughout the known world's long history, civilization has always banned Dyareela. The embodiment of anarchy, destruction, and chaos, the hermaphroditic deity has a large following, spread widely through the world. Known as the Destroyer, the Dark Mother, or the Lady of Blood, she is feared by all.

Sanctuary has a long and troubled history with the Mother of Chaos. In their earliest days, cultists worshiped the goddess, sacrificing their own to appease her. Though driven out of Sanctuary, Dyareela has always craved a foothold in the city, precipitating her later arrival through the vengeful S'danzo Ilyra, who thought to curse the city after the death of her last child. Though the fortuneteller and her friends managed to stop Dyareela from destroying the city with plague, the Dark Mother would not be put off for long. Shortly after the Rankans withdrew from Sanctuary, a terrible disease swept through the city, worse than ever before. On the heels of the disease came the Dyareelans seized the city in the name of their dark goddess through manipulation and fear, beginning Sanctuary's darkest time.

Though Sanctans generally believe that the Irrune destroyed the cult to the last root and branch, the Dyareelans persist, plotting their return. And though Cauvin and others know of their existence, a majority of the population wants nothing more than to forget the Troubles of the past.

HEQT

INTERMEDIATE GOD

Symbol: A toad.

Domains: Liberation, Plant, Travel.

Favored Weapon: Heavy mace.

The antithesis of Dyareela, toad-headed Heqt exists for one reason: to halt and contain the Mother of Chaos. The patron goddess of Ciridon, Heqt worship survived occupation by the Rankans and thrives there to this day. A goddess of earth and travel, she protects the Cirdonians. Her earth aspect is one of life, growth, and productivity, rather than the act of growing and maintaining crops. Though centralized in Ciridon, Heqt is worshiped all over the world.

IRRUNEGA

LESSER GOD

Symbol: A two-headed black panther.
Domains: Ancestor, Justice, Liberation.
Favored Weapon: Scimitar.

If it weren't for the fact that Irrune conquered Sanctuary, Irrunega would be a minor god—a mere footnote in the annals of religion. But as his is the only worship now permitted within the city walls, Irrunega has come to define faith for most of Sanctuary's people. An ancestor spirit turned god, Irrunega is believed to be the founder of the Irrune tribe. Though all the Irrune acknowledge Irrunega's importance, most also worship other gods (or at least other ancestor spirits such as family members or defeated enemies). Irrunega's priests are called shamans, and they are all multiclass witch-priests.

LARLEROSH

DEMIGOD

Symbol: A net and hook.
Domains: Animal, Snares, Water.
Favored Weapon: Net.

The Ilsigi god of the seas and oceans, Larlerosh is a minor sea god in Sanctuary. In this aspect, he is the god of hooks and nets, and claims his followers from the fishermen who ply Sanctuary's coastal waters.

MOTHER BEY

GREATER GODDESS

Symbol: The beynit (a snake).
Domains: Animal, Earth, Nobility.
Favored Weapon: Short sword.

Since the Beysibs withdrew from Sanctuary, worship of Mother Bey has ended. Her priestesses and the Harka Bey (holy assassins) haunt the streets no longer. The primary goddess of the fish-eyed folk, Mother Bey is a chthonic deity—a figure of the earth and its secrets. Though nominally

the head of the pantheon, she is also an agricultural goddess, and many of her followers send her invocations for bountiful crops. Though she no longer has a significant presence in *Thieves' World*, a few half-Beysibs occasionally send her their prayers.

PORTA

DEMIGOD

Symbol: A crashing wave.
Domains: Destruction, Strength, Water.
Favored Weapon: Trident.

The bitch of the sea, Porta is more demon than goddess. Lurking deep beneath the waves, this vicious deity preys on impious sailors. Known as the devourer of ships, she sometimes emerges from the depths to shatter the hull of a passing vessel, pulling its crew down into the cold waters below. Besyib sailors once paid homage to her, but with their withdrawal, so went her worship.

RANDER REHABILITATIS

QUASI-DEITY

Symbol: A statuette of a drunken fat man.
Domains: None.
Favored Weapon: None.

A minor god (little more than an idol, in fact), Rander is the patron spirit of overindulgence and subsequent recovery. He lacks a formal temple or priesthood—his clergy consists of drunks, and so there are no priests of this god. Idols of Rander appear in nearly every bar and dive throughout Sanctuary. More often than not, he is the god invoked against hangovers and delirium tremens.

WEDA KRISHTAWN

INTERMEDIATE GOD

Symbol: A dolphin.
Domains: Community, Water, Weather.
Favored Weapon: Short spear.

The theocratic isle of Sherranpip claims Weda Krishtawn as its principle goddess. They believe she gave them the knowledge of boats and fishing, and so her priests occupy all levels of their government. Though her worship is strongest in this southern archipelago, Sherranpip merchants carry their faiths with them. As a result, worship of Weda has spread outward to other coastal communities. Rumor holds that some of the priests of Weda Krishtawn are actually sorcerers, blending prayer with magic and even witchcraft.



APPENDIX II: CHARACTER GLOSSARY

What follows is a list of prominent characters residing in and around the city of Sanctuary. The list spans both Rankan-era (RE) and Irrune-era (IE) Sanctuary, and such a notation indicates each character's origin. No simple list can possibly capture the depth, richness, and magnitude of the city's cast of thousands, and it is suggested that interested parties seek out the anthologies in order to learn more about these characters first hand.

- Aaliyah (IE):** A dark-skinned beauty who lives with Spyder. She is presumably his lover or wife.
- Alten Stulwig (RE):** An apothecary and physician.
- Amoli (RE):** Proprietor of the Lily Garden, a brothel on the Street of Red Lanterns.
- Arizak (IE):** Sanctuary's current ruler, and chief of the Irrune.
- Arizak per-Arizak (IE):** Known as "the Dragon" due to his fiery temperament, per-Arizak is the eldest son of Chief Arizak.
- Becvar (IE):** Cauvin's younger brother, Becvar fancies himself a storyteller.
- Benbir (IE):** One of Maksandrus' thugs.
- Bezul the Changer (IE):** A money-changer and pawnbroker who makes his living in the Shambles quarter.
- Cappen Varra (RE):** A minstrel of dubious fortune who often has his lute in hock to pay for his wine.
- Cauvin (IE):** One of the children who survived the Troubles. Cauvin works out of Grabar's stoneyard on Pyrtanis Street.
- Chance (IE):** An elderly and crippled businessman of some influence.
- Chenaya (RE):** A female gladiator who is famed for never having lost a match.
- Chersey (IE):** The wife of Bezul the Changer. Chersey runs the changing house as often as Bezul does.
- Critias (RE):** Second in command of the Stepsons after Tempus. Paired with Straton.
- Dace (IE):** A denizen of the Swamp of Night Secrets who now lives with Bezul the Changer's family in the Shambles.
- Dubro (RE):** Husband of Illyra. Dubro makes his trade as a blacksmith in the city's bazaar.
- Dysan (IE):** A twisted, childlike survivor of the Dyareelan pits who lives with the Sisters of Sabellia on the Promise of Heaven.
- Elemi (IE):** A S'danzo fortuneteller who lives in the Maze.
- Elisar (IE):** A magistrate in the Hall of Justice.
- Enas Yorl (IE, RE):** A legendary mage who is said to never take the same form twice.
- Geddie (IE):** A prostitute and drug addict who frequents the Frog and Bucket.
- G'han the Wanderer (IE):** A foreign caravan guard.
- Hakiem (RE):** Sanctuary's preeminent storyteller.
- Hälott (IE):** A necromancer who lives in a ruined tower to the north of town. He frequents the Vulgar Unicorn.
- Harnet Mur (IE):** An elderly blind man who was a crafter of some renown before being crippled by the Hand.
- Haight (RE):** A former Nisibisi slave, servant to Ischade.
- Heliz Yunz (IE):** A scholar of language and writing who wears red robes.
- Illyra (RE):** A half-S'danzo fortuneteller who does business in Sanctuary's bazaar. She is Dubro's wife.
- Ischade (RE):** Necromancer, witch, and thief. All who make love to her are doomed to die. Roxane's rival.
- Ixma (IE):** A S'danzo who works for the Sharda. Taran Sayn's partner.
- Jamie the Red (RE):** A northern barbarian and close confidant of Cappen Varra.
- Jarveena of Forgotten Holt (RE):** A linguist and translator, she is also rumored to be Enas Yorl's lover.
- Jerbrah Mioklas (IE):** A Sanctan noble of Ilsigi extraction, and one of the city's Peers.
- Jerez Camargen (IE):** A pirate or sailor from parts unknown. Seemingly looking to carve his own place in Sanctuary's underworld.
- Jubal (RE):** Criminal lord, smuggler, and slaver. Jubal is the master of the Hawkmarks, a group of mercenaries who are famous for the hawk-faced masks that they wear to conceal their identities.
- Kadakithis (RE):** A prince of Ranke who has been sent by the emperor to govern Sanctuary. Referred to derisively as "Prince Kittycat."
- Kadasah (IE):** An Irrune fighter who is known for hunting Dyareelan cultists.
- Kadithe Mur (IE):** Grandson of Harnet Mur. Kadithe is an artistic sort who can often be found admiring a relief of Kadakithis outside the Prince's Gate.
- Kama (RE):** Also known as Jes. Tempus' daughter, who he refuses to acknowledge. She acts as a liaison between the Rankan 3rd Commando and rebel groups in Sanctuary.
- Kaytin (IE):** Kadasah's S'danzo lover. His infatuation for Kadasah ensures that he will continue to tolerate her abuse.
- Kiff (IE):** One of Maksandrus' thugs. A large black man with golden teeth.
- Kemren (The Purple Mage) (RE):** A powerful wizard-priest of Weda Krishtawn, he dwelled on the isle of Shugthee. He drew his power from great magical machines and protected his home with giant crabs, guardian monkeys, and poisonous spiders.

- Komodoflorensai (IE):** The bumbling apprentice of Kusharlonikas.
- Kusharlonikas (IE):** A haughty, arrogant mage, and mentor to Kusharlonikas.
- Lalo the Limner (RE):** A well-respected artist and painter in the city. It is rumored that he can paint the very essence of a person.
- Latilla (IE):** Proprietor of the Phoenix Inn on the Hill, and daughter of Lalo the Limner.
- Leorin (IE):** Part-time prostitute and waitresses at the Vulgar Unicorn. She is the very image of Rankan beauty.
- Lone (IE):** A young thief who fancies himself to be following in the footsteps of the great Shadowspawn.
- Lord Night (IE):** The anonymous criminal mastermind who controls much of Sanctuary's extensive underworld.
- Lythande of the Blue Star (RE):** A powerful mage with a distinctive blue star upon his forehead.
- Maksandrus (IE):** A drug dealer who operates out of the Frog and Bucket. He does a good business selling opah.
- Marusha (IE):** A powerful mage in the employ of Lord Shuman Noordiseh.
- Masha zil-Ineel (RE):** A midwife who also makes dentures in her spare time.
- Mignureal (RE):** A young S'danzo girl, Moonflower's daughter.
- Molin Torchholder (IE, RE):** Also known as the Torch. Archpriest and architect of Vashanka.
- Moonflower (RE):** A S'danzo fortuneteller frequented and befriended by Shadowspawn. Mignureal's mother.
- Mor-am (RE):** Brother to Moria. He was once one of Jubal's Hawk masks, but after being tortured by Moruth's beggars, was left a treacherous shell of a man.
- Moria (RE):** Sister to Mor-am. She was once one of Jubal's Hawk masks, but works for Ischade since the slaver's downfall.
- Moruth (RE):** King of the beggars, and the undisputed ruler of Downwind.
- Mradhon Vis (RE):** A mercenary of Nisibisi extraction, he also works as a spy for Ischade.
- Myrtis (RE):** Proprietor of the Aphrodisia House on the Street of Red Lanterns. A woman of ageless beauty, she is also a close confidant of Lythande.
- Nadalya (IE):** Chief Arizak's second wife.
- Naimun (IE):** Chief Arizak's second son by Nadalya.
- Nikodimas (RE):** One of the Stepsons. Nikodimas, known as Stealth by his Stepson comrades, is skilled at both mental and martial disciplines.
- One-Thumb (RE):** Proprietor of the Vulgar Unicorn. Also known as Lastel.
- Pegrin the Ugly (IE):** Formerly a thief, now a bartender at the Vulgar Unicorn.
- Pel Garwood (IE):** Skilled healer who makes his residence in the crumbling temple of Meshpri on the Promise of Heaven.
- Perez (IE):** Bezul the Changer's brother. He is a small-time thief and con artist.
- Raithe (IE):** Chief Arizak's third son, by Nadalya. Rumors abound that he may be the next ruler of Sanctuary.
- Raivay Savell (IE):** Leader of the Sisters of Sabellia.
- Randal (RE):** The only mage ever admitted into the Stepsons by Tempus.
- Rogi (IE):** Hålott the necromancer's servant. He is short, deformed, and seemingly perverted.
- Rol (IE):** A criminal entrepreneur and drug dealer who does business on the Hill.
- Roxane (RE):** Nisibisi witch from Wizardwall, known as Death's Queen. Ischade's rival.
- Saliman (RE):** Jubal's loyal majordomo and advisor.
- Samlor hil-Samt (RE):** Cirdonian caravan master. Worshiper of the toad goddess Heqt.
- Shuman Noordiseh (IE):** One of Sanctuary's wealthiest nobles. His wealth rivals that of the Rankans at Land's End.
- Shupansea (RE):** Queen of the Beysib exiles in Sanctuary. She is considered to be the mortal incarnation of the goddess Mother Bey.
- Sinjon (IE):** Half-Beysib sailor, called Captain Sinjon by those in his employ. Owner of the Broken Mast.
- Soldt (IE):** Perhaps the most skilled duelist in all of Sanctuary.
- Spyder (IE):** Mysterious proprietor of the Black Spider, a weapon shop on the Hill.
- Strangle (IE):** A priest of Dyareela, known for his particularly vicious skill with a garrote.
- Straton (RE):** Stepson, and rightside partner of Critias. Also known as Ace.
- Strick (IE):** Known as the Spellmaster, his magic comes with a price. One of Chance's companions.
- Taran Sayn (IE):** Investigator for the Sharda. Ixma's partner.
- Tempus Thales (RE):** Immortal champion of the Rankan god Vashanka, and leader of the Stepsons. Known by the Stepsons as the Riddler.
- Tor'dan J'ardin (IE):** A minstrel and bard who has been known to play in the Vulgar Unicorn, as well as at Land's End and other taverns within the city.
- Verezza (IE):** Chief Arizak's first wife. She is far more traditional than her younger counterpart, Nadalya.
- Walegrin (RE):** Mercenary brother of Illyra, his father was murdered by a S'danzo seeking vengeance for his mother's rape. He is now a Rankan officer assigned to the city's garrison.
- Zalbar (RE):** Loyal Rankan soldier and leader of the Hell Hounds.
- Zarzakhan (IE):** Chief Arizak's brother. He is a holy man who worships Irrunega.
- Zip (RE):** Young Nisibisi rebel. Dedicated to destroying the Beysib presence in Sanctuary.

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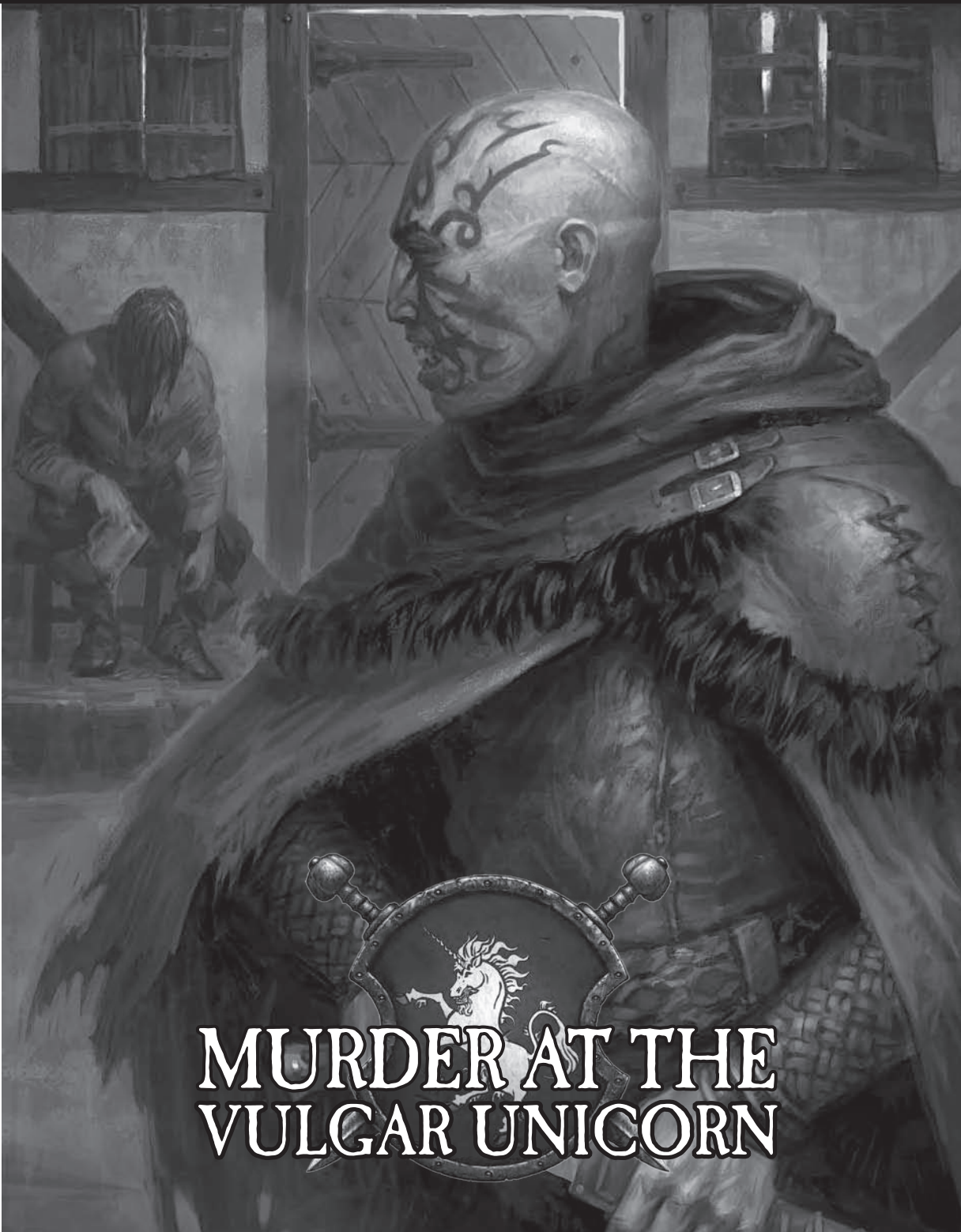
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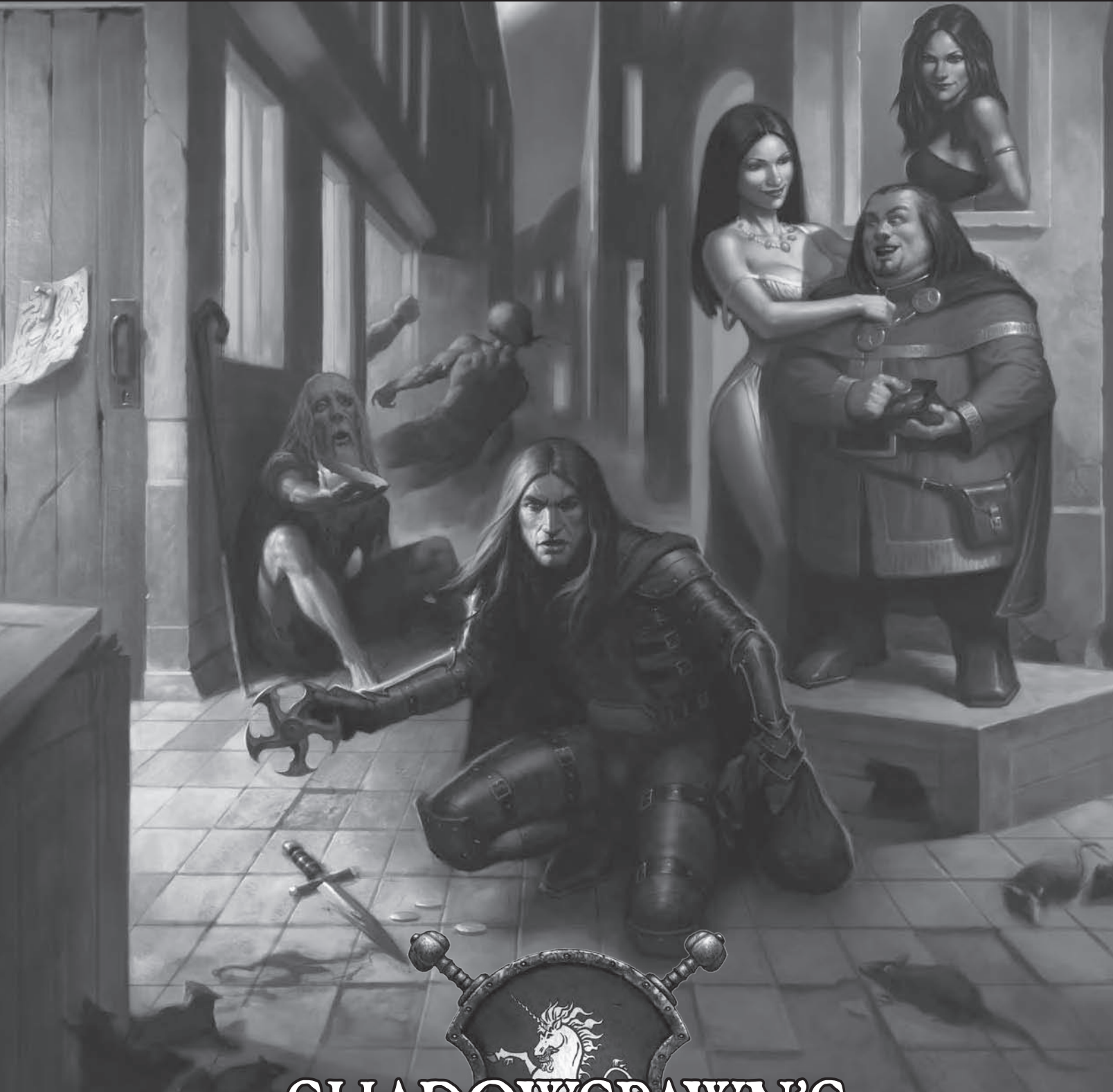
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