

MERCENARIES

GUILD

Innovative accessories and playing aids for the serious gamer.

THIEVES KIT



What kind of tools does a thief carry? How does he carry them to keep them silent? What kind of container does he use? What exactly does a thieves kit contain? Now the Mercenaries Guild has answered all your questions.

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WELCOME TO THE MERCENARIES GUILD

You are now a member in good standing! All you have to do is mail a postcard with your name and address on it. For this you will get on our mailing list and will receive advance notice of all our new products. Your name may be included in our play test group and you may receive some of our products free. Encourage all your friends to join. All they have to do is send in their names and addresses. The more the merrier and that way we know what products you want to see and you can help us develop them.

Thanks,

Charles Hubbard

Charles Hubbard, Guildmaster

THE MERCENARIES GUILD

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WE WOULD LIKE TO GIVE A SPECIAL NOTE OF THANKS TO THE MEMBERS WHO PARTICIPATED IN MAKING THESE PRODUCTS AVAILABLE:

Jeff Cooke - Head Scribe

Randal Atkins - Head orc herder

Barry Newberry - General Factotum

Tom Winters - Head Limner

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for printing the whole thing.

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MERCERNARIES GUILD THIEVES KIT

Description

The Mercenaries Guild has responded to the many requests of its members. There was a need for a standard thieves kit so that a thief would know exactly what tools he carried and a system for quickly locating each tool.

Now every member of the Guild that has thief abilities can own one of the standard Mercenaries Guild thief tool kits. The kit is housed in a folder the size of a small book. It measures 7" by 9" by 1" thick. Yet it contains everything that a well equipped thief could need. This is accomplished by incorporating the magic in a bag of holding into the folder so that it holds much more than it appears to. This is advantageous to all thieves because the kit would almost never be recognized as a thieves kit because it is too small. Yet the amount of tools it holds will boggle the ordinary thieves mind.

The kit is constructed like a book with many pages. Each page contains pockets and loops that hold the tools. As each page is turned the new page reveals more and more tools. At first glance it

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would appear that the folder would hold only one of these pages but through the magic of the bag of holding, the kit actually contains over one hundred pages. In addition after the last page is turned, the kit will unfold several times to reveal the large tools that a thief will need. For example, you will find long pry bars, a folding ladder, a small collapsable table, etc....

Although nothing but thieves tools can be carried in the kit, all the tools and supplies in the kit are easily replacable through the Guild.

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Tools

Screwdrivers -- several sizes of all types of normal screwdrivers and micro-screwdrivers.

Pliers -- including locking pliers, wire pliers, nippers, grippers, clamping, needle nose, cutting and probing.

Hammers -- including wooden mallets, sledge hammers (in the last section for large tools), mountaineering hammers, gem cutting hammers, stone cutting hammers, tack hammers, and carpentry hammers.

Chisels -- including rock chisels, wood chisels, metal chisels, and rock drills.

Punches -- including probes and drifts.

Wrenches -- normal sizes to very small sizes. Including pipe wrenches, sockets, ratchets, nut drivers, adjustable wrenches, and flexible extentions.

Measuring devices -- including yardsticks, rulers, micrometers, calipers, and squares.

Saws -- including metal cutting, wood cutting, stone cutting, razor saws, hack saws, and wire saws.

Knives -- including knives of all shapes and sizes (non-weapon), butcher, fish fileting, skinning, wood carving, meat cutting and all with sharpening stones.

Files -- all sizes and shapes (i. e. round, flat, square, triangle).

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Tools (Continued)

Shears -- for metal, wood, and paper.

Wedges -- for holding doors and other uses. Made of steel, lead wood, rubber, and stone.

"C" Clamps -- useful for holding things in place while working on them or while glue sets. Many other obvious uses.

Pulleys -- used with ropes to move heavy loads.

Springs -- various types of coils of different lengths and sizes. Useful in setting traps and repairing damaged mechanisms.

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Materials

Wire -- including thin copper wire, silver wire, gold wire, steel wire of several gauges, very rigid wire of all sizes, super strong wire of very small gauge, and braided wire of all sizes.

Marking devices -- including chalk, pencils, pens, various inks, and various invisible marking devices.

Cording -- including rope, string, braided leather, and silk.

Fasteners -- including nails, screws, bolts, nuts, eye bolts, J-hooks, carriage bolts, tacks, thumb tacks, and washers.

Adhesive tapes -- including masking tapes, strapping tapes, surgical tapes, and clear tapes.

Glue and paste -- various types of glue and paste to stick various types of materials together.

Copy paper -- This paper is used with special fluids and inks to magically copy any non-magical writing, printing, hieroglyphics, symbols, maps, or glyphs. This copy process is usable only by thieves although the process is created by magic users that are members of the Guild. The process makes an exact copy of the same size of the original. It will copy colors, and portraits of people done in colored oils are duplicated exactly. In order to copy, the sheets must be placed flat against the original. Several sheets can be used to copy very large items. The sheets of special paper and special fluids are available only to members of the Mercernaries Guild. (Continued)

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This copy process will not copy magical books, tomes, librams, scrolls, or any magical writing or any type. The copy process requires one turn per sheet and only one sheet can be done at a time. Assassins and monks cannot use this process even though they have thief-like abilities.

Scrap metal -- small pieces of metal to repair or construct small devices.

Needles and pins -- sewing needles and straight pins with thread for sewing and mending.

Lead slugs -- for screwing into solid stone. To use, a hole is drilled and the slug is placed inside. Then a screw is screwed into the lead.

Sandpaper

Putty, clay, and wax -- used for sealing cracks, making impressions, etc....

Cement -- for patching or sealing stonework.

Lubricating oil and grease

Rust penetrating oil -- to free stuck hinges and locks so that doors will open silently.

Soap

Fabric and leather -- pieces for patching clothing, aiding in creating disguises or any other use.

Writing materials -- part of a thieves abilities is forgery and these materials are of the best quality to aid in forgery.

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Testing Equipment

Acids -- including several types for testing purity of gold, silver, platinum, electrum, and copper. Some magical spells can fool even the most careful examination by touch and eye but nothing can fool these acids. Also, includes acids to test the types of non-precious metals and various types of stone. These acids will identify the magical metals also (mithral, adamantite, etc...).

Scales -- a small balance scale and weights for measuring small quantities. This scale is very accurate but limited in the capacity that it can weigh. It can only weigh items of one pound or less. It is invaluable in determining the size of gem stones.

Magnifying glasses -- several sizes for examining small items and investigating cracks, etc....

Jewelers loupe -- used to determine the approximate value of gem stones. This item is useless without the proper training by a competent jeweler or gem cutter.

Microscope -- useful in analysing powders, compounds, and crystals.

Containers -- various glass and metal containers with closing and sealing devices for storing items discovered in dungeons.

Magnets -- could conceivably have many uses.

Litmus paper -- used to determine the presence of acid.

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Testing Equipment (Continued)

Distilled water -- useful in mixing with various compounds when you don't want any chemicals or minerals added to the mixture.

Small bunsen burner -- for heating compounds to aid in dissolving and mixing.

Mortar and pestal -- for grinding powders and other materials.

Tongs -- for holding hot containers.

Crucibles, retorts, and other glassware with glass tubing and connectors.

Chemicals for detecting and developing secret or concealed writing.

Powders to detect for surface poisons and powders to dissolve in liquids to detect for liquid poisons.

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Specialty Items

Periscope -- useful for looking over walls and around corners, and peering into chests without triggering traps.

Mirrors -- made of both glass and metal. Also useful for looking around corners and into containers without tripping traps.

Telescope -- although non-magical and not nearly as good as Eyes of the Eagle, this item is obviously very useful.

Stethoscope -- increases a thieves chance to hear noises behind a closed door. Also can be used to hear tumblers in a combination lock. Obviously has many potential uses.

Continual Light lantern -- This device appears to be a normal lantern although much smaller than usual. It has the spell continual light cast on the inside of the mantel. It can be used as a normal lantern with wick and oil for situations that require more light or as a continual light lantern to conserve fuel. The lantern has shutters so that the light can be made to shine in any manner desired. For example, it can be only a pencil beam to the front or it can shine in all directions to illuminate an entire room. It also has lenses to focus the light into the desired beam. The lantern was made small so that a thief could use the attached head band to wear it like a miners helmet. The use of the lantern will always interfere with the use of infravision either in the continual light mode or in the normal mode.

Disguise and make-up kit -- a necessity for every thief who uses disguises.

Mountaineering gear -- all the equipment that is needed to climb mountains (i.e. pitons, carribiniers, repelling brakes, etc....)

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Lock Equipment

Lock picks -- these lock picks are made of the finest spring steel and magically treated to be rust proof. Included in the set are lock picks for every known type of lock. The set also includes tension bars and depressers for all locks. Because of the advances in technology there may be a new type of lock that is not included in this set. Also there were some very good locks made in the past that we can't duplicate on which these picks may not work.

Master keys -- the set includes a master key for all thirty-one known types of locks.

Skeleton keys -- these are used for the very old locks for which there are no more keys made. These locks are usually very easy to open.

Key making machine -- often after opening a lock you can make a key from the internal patterns. This is done so that a non thief can open the lock later. Or for the thief who thinks he might want to open the lock in a hurry.

Micro manipulators -- this device is used to work on very small mechanisms. It is very useful in duplicating the small parts of a lock.

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Large Tools

Pry bars -- several bars of several sizes designed to fit into, onto, and under every conceivable surface.

Collapsible ladder -- a twenty foot tall ladder folded into a very small size.

Folding table and chair -- table and chair fold out to make a work surface for lock repair, trap building, or almost any purpose.

Digging tools -- includes shovels, picks, mattocks, hoes, axes, post hole diggers, buckets, etc...

Hammock -- this is a net hammock that can be strung almost anywhere. It is very comfortable to sleep in.

Inflatable life ring -- this is a small life preserver that can be used in emergency situations to keep a person afloat.

Block and tackle -- used to move very heavy and large objects.

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FANTASY ROLE PLAYING AIDS

CHARACTER RECORD SHEETS
THIEVES KIT
TEN NEW ORIENTAL PLAYER CLASSES
TEN NEW PLAYER CLASSES
TEN NEW RACES FOR CHARACTERS
NEW SPELLS FOR MAGIC USERS
NEW SPELLS FOR ILLUSIONISTS
NEW SPELLS FOR CLERICS
NEW SPELLS FOR DRUIDS
NEW PSIONIC DISCIPLINES
ARTIFACTS AND RELICS
UNIQUE SWORDS AND WEAPONS
THE DECK OF MANY THINGS
THE SPELL BACKFIRE RESULTS TABLE

SCENARIOS

CITY AND TOWN ADVENTURES
THE TOMB OF OMPHAL

SCENARIOS (CONT.)

THE SHRINE OF TAKATA
THE TOMB OF ATUAN
THE CASTLE OF SILVERTHORNE
THE VILLAGE AT SILVERTHORNE FERRY
THE VOYAGE TO TYROS
THE PIRATES COVE
THE LOST CITY OF QUALMAR
THE TEMPLE AT TARANDUIN
THE CASTLE AT FLEURIN
THE ARROW OF TORVALD
THE CRYSTAL GRIFFON
THE MOORS OF TARN
THE TOWN OF WODEN-DOR
THE WITCH OF WODEN-DOR
THE CASTLE AT KALIMAR
THE CASTLE OF ALKAZAR
THE CASTLE OF ALHAMBRA
THE QUEST FOR THE GOLDEN EGG

THE SUMMER HOUSE
THE JEWELS IN THE FOREST

OTHER GAMES AND AIDS

NINJA: THE GAME
THE NEW MONOPOLY
STARFLEET BATTLES:
ENERGY ALLOCATION SHEETS
CARRIER OPERATIONS
DRONE, FIGHTER, AND SHUTTLE
MOVEMENT CONTROL SHEETS
SHIPS LOG AND DIARY
FLEET OPERATIONS MANUAL
CONTROLLERS TOOL KIT
EXPANDED CAMPAIGN MANUAL

AND MUCH, MUCH MORE TO
COME IN THE NEAR FUTURE.