

Breaking & Entering

A Toolbox For Thieves

OSRIC™
Compatible!



by Vincent Frugé
with Art by Andy "Atom" Taylor



Brave Halfling
Publishing

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INTRODUCTION

You own the night. Let that big and dumb sword swinger go toe-to-toe with a well armed foe, allow the pointy headed magic user his pitiful spells, let the weakling cleric beg for help from her disinterested deities; you know better. Using your brains and skills, you outwit and out-manuever your opponents. You take that which others wish to keep, you go where others may not enter. You are a shadow, a rumor, a whisper in the night. . . you are a thief.

The purpose of this document is to expand the basic idea of the thief as presented in the OSRIC™ basic rules. This is not an official rules expansion though this document was written specifically for use with the OSRIC™ rules. With a little work, it can also be used with other sword and sorcery type games popular in the 1970s and 1980s. The enterprising GM may use this material as written, in whole or in part, or simply use this material as inspiration for his or her own unique interpretation of the thief class. “Breaking & Entering” will add the following items to the GM's toolbox:

- New skills, and a fresh look at an existing skill set.
- A closer look at spying.
- An expanded list of weapons allowable to thieves.
- A new PC class based upon the thief, the Deep Scout.
- A new PC class, the Bard.
- A complete Thieves Guild Chapter House for inclusion in your home campaign.
- Various patron deities for the spiritually minded sneak-thief.
- New magic weapons both mundane and magical and miscellaneous items for the stealth based classes.

While writing this material, the litmus test for the new classes, equipment, and abilities was always *game balance*. We have sought historical accuracy as much as possible, but accuracy has of necessity taken a back seat to making the material merge seamlessly with the existing rules. The result is in your hands.



SECTION I: BASIC THIEF SKILLS, REVISED AND EXPANDED

WALL CLIMBING, AN EXPANDED SKILL

The thief profession is the only class that can free climb sheer surfaces, that is, climbing using one's own physical strength and without any equipment. This means a thief can climb a cliff or a castle wall, leaving no evidence of his or her passing. But what about the thief's companions? If, for some reason, the entire party has need to traverse a sheer rock face or similar obstacle, the thief can also prepare the way for non-climbers with the use of special climbing equipment. This equipment, together with a halved movement rate and verbal instruction from the thief, allows untrained adventurers a chance equal to the thief's skill to Climb Walls or 90%, whichever is lower, to successfully scale a wall or other sheer surface. Of course, any adverse conditions should have a profound affect upon chances for success; a

magic-user rope climbing a damp rock face while under missile fire from the ground should not have more than a 50% chance of reaching the top, for example. No other activity may be attempted while climbing, rope climbing requires an untrained individual to devote all concentration on the task at hand. The thief's specialized climbing equipment is equivalent to our modern day rock climbing gear including such devices as carabiners, belay devices, rappel devices, quick draws, and harnesses.

SPYING, A CLOSER LOOK

Spying Missions

The OSRIC™ manual presents good but somewhat general information regarding NPC spies. *Breaking & Entering* expands upon that information and broadens the scope of spying to include the stealth based classes: assassins, deep scouts¹, and thieves; and divides missions into 4 types according to risk in order to ease adjudication. Mission times cited in the description are only for the actual objective to be achieved, travel time to and from the target are to be considered separately. The four mission types are:

No Risk Missions: require no special skills or abilities beyond a willingness to do something of questionable legality. No risk missions are also referred to as courier missions or milk runs and normally have a very high chance of success. An example of a no risk mission would be receiving sensitive documents from the agent who unlawfully obtained them and transporting them to a different city. No risk missions generally require less than a day to accomplish and have a flat 99% chance of success. Due to the nature of these assignments, unwitting dupes are sometimes used to carry them out.

Low Risk Missions: require little or no interaction with the target and tend to rely upon the anonymity of the spy more than skill or ability. These types of missions often involve the spy traveling to an area and reporting information that would be generally available to the commoners living there. Examples include number and type of troops stationed in the area, or, the general level of security at the city walls or royal palace. Low risk missions should normally require 1d6 days to complete.

Moderate Risk Missions: involve the spy gaining the confidence of a person or persons who have critical knowledge of the target. An example of a difficult mission would be a spy befriending the Royal Treasurer

of a rich kingdom and thereby gaining knowledge of the defenses surrounding the vault holding the crown jewels. Moderate risk missions normally require 6d6 days to complete.

High Risk Missions: involve "deep cover" type missions and require spies to insinuate themselves into an organization. An example of this mission would be a spy who joins the retinue of an elite military unit to report on its movements and weaken the command structure from within. High risk missions normally require a minimum of a year to complete but often require much longer periods of time.

Included below is a table to assist the GM with refereeing spying missions. It is suggested that no mission, no matter the level of difficulty, should ever be a sure success or a certain failure. Therefore a d% roll of 1 should always indicate success and a result of 00 should always be a failure.



¹ Detailed in this document.

% Chance of Mission Success (by Difficulty)			
Level	Low	Moderate	High
1	50	30	10
2	55	33	13
3	60	36	16
4	65	40	20
5	70	43	23
6	75	46	26
7	80	50	30
8	85	53	33
9	90	56	36
10	95	60	40
11	96	63	43
12	97	66	46
13	98	70	50
14	99	73	53
15	99	76	56
16	99	80	60
17	99	83	63
18	99	86	66
19	99	90	70
20	99	93	73

Chance for Being Caught:

Spies accumulate a base 1% chance per day of being found out or having their cover blown, up to a maximum of 10%. This percentage will be checked per the level of security (see below) and modified downward for the level of the spy, with each level of the spy reducing the base chance of failure by 1%. Chances for being caught are never less than 1% or greater than 99%.

- Lax Security: 1% cumulative per week (not per day), checked once per week.
- Minimal Security: checked once per week.
- Moderate Security: checked twice per week.
- Strict Security: checked thrice per week.

Lax security means no security measures are in effect and all but the most blatant of security violations will be ignored. Minimal security includes infrequent checks upon individuals and important information in sensitive

areas. Moderate security indicates more frequent checks with suspicious individuals being more likely to be questioned. Strict security will involve frequent patrols, questioning of any unknown individual or infrequent visitors, with alert guards posted in secure areas.

If a spy manages to infiltrate the upper echelons of an organization, security for that person will drop to lax due to that person being considered above suspicion. This does not preclude political rivals or overly suspicious persons within that organization from keeping an eye on the spy's activities.

Mission Discovery and Mission Failure Consequences (d%)²

Modifiers: -10% on Low Risk Missions and +10% for High Risk Missions

- 01-40 Suspicion: target suspects he or she is being spied upon, but the identity of the spy is not known. The mission can still be successfully completed but time to completion should be doubled.
- 41-65 Strong suspicion: target knows he or she is being spied upon but the identity of the spy is not known. The spy can successfully abort and escape. Continuing the mission carries with it a 90% chance of capture and imprisonment.
- 66-80 Caught in a suspicious act: depending upon the circumstances the spy is either fed false information or thrown into prison with a life sentence.
- 81-90 Caught red-handed! Spy is captured with the proverbial "smoking gun" and as a result is imprisoned and tortured. Roll d%: 1-66 prisoners reveals all he or she knows and is imprisoned for life, 67-90 prisoner is offered chance to betray his or her employers and feed them false information, 91-00 prisoner dies from torture or within 2d4 days of imprisonment.
- 91-00 Spy is assassinated (if cover blown) or killed while attempting to complete mission (if mission failure is rolled). Alternately, the GM may allow the spy a chance to betray his or her employer. As always, this depends upon the circumstances of the failure and the nature of the person or persons being spied upon.

² Fanatical spies will not betray their employers under any circumstances and, if possible, will kill themselves to avoid capture and imprisonment.

NEW SKILLS: AN OVERVIEW

Because most thieves travel and adventure while either lightly armored or wearing no armor at all, a natural extension of this freedom of movement coupled with the inherent dexterity of the profession would include various acrobatic moves. All skills listed are performed at a level equal to the thief's chance to successfully *Climb Walls*, with the single exception of *Slow Fall*. Again, care has been taken to choose skills which complement the natural ability of the thief while not allowing a shift of power toward this class. The GM should carefully consider the needs of his or her campaign and players before allowing these expansions. Each Jumping & Tumbling skill description includes information for non-skilled characters attempted that maneuver, this assumes the character is either unarmored or lightly armored and further that the untrained character is relatively unencumbered. The new skills are: funambulism, high jump, leveraged jump, running broad jump, slow fall, and standing broad jump. Also included are 2 sub-class specific skills; slapjack for the assassin class, and preternatural awareness for the new PC class, the Deep Scout.³ These last 2 skills are not recommended for use with the thief class because this would unbalance the careful symmetry of power between the 4 archetypal classes.

FUNANBULISM

Funambulism is the art of walking on thin rope or wire, often at great heights. This thief skill includes traversal of all tight ropes and wires, slack ropes and wires, beams, freestyle slack-lining, and narrow ledges. Funambulism can be performed at angles up to 45 up or down without difficulty, at a movement rate of 60 ft per round. Skill checks are made every round, or portion thereof, with failure indicating the character has lost his or her balance and fallen to the ground below. Characters, either trained or untrained, performing funambulism may engage in melee combat or missile fire with skill checks each round of combat. Movement rates in excess of 60 ft per round or adverse conditions should impose either additional skill checks or penalties to skill checks as deemed appropriate by the GM. For example, a 9th level thief moving on a high-wire at double speed should probably make the standard 60 ft skill check at a slight penalty, 10% perhaps; whereas a 2nd level thief tight-rope walking in windy conditions in a driving rain should face skill checks every 10 to 20 ft traveled. Use of a 10 ft

pole should improve balance for both trained and untrained characters by +10% in windy conditions and +20% for ideal conditions. Untrained characters may attempt funambulism with a 25% chance of success, with a skill check every round and a halved movement rate of 30 ft per round.

HIGH JUMP

High jumping is an unassisted jump for height and requires a running start and a landing area which is on the same plane as the point at which the jump originated, though some variation is allowed. As a rule of thumb the running start requires 15-30 ft and a reasonably level surface. Slopes, ramps, and steps are all permissible so long as they are not steeply inclined and allow the thief to maintain a maximum rate of acceleration while traversing the distance. Some variation is also allowed with the landing zone, which can be up to half the height of the jump above or below the plane of the starting point of the jump. Exceeding that distance or failing the skill check should incur penalties appropriate to the situation; ranging from stumbling and automatically losing initiative for that round of combat, to landing prone, taking 1d4 damage, and requiring 1d3 combat rounds to regain footing. A successful skill check indicates the thief lands on his or her feet at the end of the jump, ready for action. Reasonably fit untrained characters can usually accomplish high jumps of up to 3 ft without undue difficulty.



3 Detailed in Section III.

LEVERAGED JUMP

A leveraged jump is any jump made using an assisting device such as a springboard, teeter board, trampoline, or pole; in order to increase momentum and thereby obtain greater jumping height. In the dungeon setting, the most commonly used leverage device would be a pole for pole vaulting. Pole vaulting requires a 10 ft pole and a 20 ft running start. The pole is planted and the jumper is propelled into the air, and is horizontal at the height of the jump. Also at the apex of the jump the pole is released, falling forward 80% of the time. The pole vaulter lands in a rolling tumble and springs to his or her feet, requiring 1 round to prepare for action or combat. If the pole vaulter is jumping for height and landing on a surface at least 1 ft lower but not less than half the height of the jump, the thief lands on his or her feet and is immediately ready for action. This maneuver may not be attempted by untrained characters.

RUNNING BROAD JUMP

An unassisted jump for distance, the broad jump requires a 15-30 ft running start and ends with the character on his or her feet, facing in the direction of the jump and ready for action. The running broad jump can be extended, though certain penalties will apply. Extending the jump 3 ft will result in the player ending the jump prone and requiring 1 round to scramble to his or her feet and prepare for action. Further extensions of 4 ft and 5 ft may be attempted with 2 and 3 round delays to regain footing and a skill check penalty of -33% and -66% respectively. Consequences of failure are left to the GM to decide based upon the circumstances of the failure. Extending a running broad jump past 5 ft is not possible. Untrained characters in reasonably good physical condition may attempt running broad jumps of up to 8 ft.

SLOW FALL

Slow falling is the ability of the falling thief to either avoid or reduce damage. This skill is the result of a combination of factors including divine favor, training, tumbling maneuvers, using nearby surfaces to slow the fall, dexterity, and luck. The table lists the maximum distance followed by the percentage chance of avoiding any injury. If the thief fails the percentage chance to avoid falling damage, that same percentage is allowed as a saving throw for half damage. As thieves gain the

ability to Slow Fall farther they will automatically succeed at Slow Falling lesser distances. For example, a 4th level thief can Slow Fall 10' without injury, and a 7th level thief can fall 20' without injury, and so on. Thieves failing the 2nd roll or those falling distances beyond the level listed incur the normal penalties for falling. Untrained characters may not slow fall.

STANDING BROAD JUMP

The standing broad jump is an unassisted jump for distance but, unlike the running broad jump, can be performed from a standstill. Distances covered will be reduced as a result, but the standing broad jump conforms to the running broad jump in most other respects; including extending the jump and associated penalties. Thieves can also use this ability to leap backward or to either side up to half the listed distance for a forward standing broad jump listed on the table. Untrained adventurers may attempt broad jumps of up to 4 ft.

*SLAPJACK

This is an expansion of the *Assassinate* skill for assassins and, as such, is not recommended for inclusion in the thieves skill set. Slapjack (both a noun and verb; adj. 'slapjacking') is simply a non-lethal "assassination." A successful slapjack attack has renders the victim unconscious for 1d4 turns and damages the victim for 25% of his or her total hit points. There is a 5% chance the victim will be slain rather than knocked out. Assassins pride themselves on a clean kill and therefore rarely use a slapjack or sap to subdue their opponents, but this technique is useful for kidnappings, extortion schemes to gain political power, or, perhaps cause local law enforcement to back away from an investigation. Any weapon besides a slapjack or sap⁴ used for purpose of rendering the victim unconscious imposes a -10% penalty on the attack, and increases the chance of accidentally killing the victim to 10%. Though the victim is rendered unconscious rather than slain outright, slapjacking is identical to assassination with regard to resolution of the attempt.

*PRETERNATURAL AWARENESS

This skill is designed for the the PC thief sub-class Deep Scout and is detailed in Section II: THE DEEP SCOUT. It is not recommended for inclusion with the basic thief skill set.

⁴ See Section VII.

New Thief Skills Table					
Level	High Jump	Lev. Jump	R. Broad Jump	Slow Fall	S. Broad Jump
1	4'	9'	10'	10'/33%	5'
2	4'	9½'	11'	10'/66%	5½'
3	4'	10'	12'	10'/90%	6'
4	5'	10½'	12½'	20'/33%	6½'
5	5'	11'	13'	20'/66%	7'
6	5'	11½'	13½'	20'/90%	7½'
7	6'	12'	14'	30'/33%	8'
8	6'	12½"	14½'	30'/66%	8½'
9	6'	13'	15'	30'/90%	9'
10	7'	13½'	15½'	40'/33%	9½'
11	7'	14'	16'	40'/66%	10'
12	7'	14½'	16½'	40'/99%	10½'
13	8'	15'	17'	50'/20%	11'
14	8'	15½'	17½'	50'/40%	11½'
15	8'	16'	18'	50'/60%	12'
16	9'	16½'	18½'	50'/80%	12½'
17	9'	17'	19'	60'/20%	13'
18	9'	17½'	19½'	60'/40%	13½'
19	10'	18'	20'	60'/60%	14'
20	10'	18½'	20½'	60'/80%	14'
21	10'	19'	21'	60'/99%	14'
22	10'	19½'	21½'	60'/99%	14'
23	10'	20'	22'	60'/99%	14'
24	10'	20'	22'	60'/99%	14'



SECTION II: A REVISED WEAPON LIST FOR THE THIEF

Current list: club, dagger, dart, oil, sling, single-handed swords (except bastard swords).

Suggested additions: *hand crossbow*, light crossbow, *pellet bow*, *pellet crossbow*, quarterstaff, shortbow.⁵

SECTION III: THE DEEP SCOUT

Some GMs discourage or outright ban evil aligned player-characters; some players like the idea of playing a sneaky character but don't want to portray an evil one. The Deep Scout is presented as one possible solution for removing one from between the horns of dilemma, a good aligned alternative to the evil and unsavory thief. Deep scouts specialize in infiltration and stealth, using their abilities to fight evil and injustice. They are often found in the service of a government as trustworthy spies.

THE DEEP SCOUT

Minimum Scores: STR 6, DEX 9, CON 6, INT 6, CHA 6

Hit Die Type: d6

Initial HD: 1

Alignment: Any good

Experience Bonus: Dex 16+

Armour/shield Permitted: Leather or studded leather; buckler, small shield

Weapons Permitted: Club, dagger, dart, light crossbow, mace, oil, quarterstaff, shortbow, sling, single-handed swords (except bastard swords)

Weapon Proficiencies: 3 + 1 every 3 levels

Penalty to hit for non-proficiency: -3

Weapon Specialization: N/A

DEEP SCOUT CLASS ABILITIES

Deep scouts attack and save as thieves and follow the same XP progression through their ranks, reaching name level, Master Deep Scout, at 10th level. Since deep scouts are slightly more martial in their outlook than the average thief, they start with 1 more weapon proficiency and gain new proficiencies at a faster rate than do thieves. Deep scouts also have a slightly larger selection of weapons and defenses, being able to gain proficiency in light crossbow, mace, quarterstaff, shortbow; and are able to use a small shield and buckler.⁶ Deep scouts gain most of the same skills as thieves, but since they required

to be of good alignment they do not start with, nor may they acquire, experience in: backstab, pickpockets, read languages, and the Thieves Cant. Any other thief skill not specifically proscribed here, *read magic* for example, should be considered to be allowed. This includes the new skills listed in Section I of this document. At name level a deep scout may establish a manor holding and attract 3d6 apprentice Deep Scouts of 1d4 levels each. Finally, the deep scout gains a new skill, *Preternatural Awareness*, detailed in the following paragraph.



Preternatural awareness is a 6th sense granting a cumulative 10% chance per level to detect backstab attempts from the other stealth classes. A successfully detected backstab attempt is resolved as a normal attack without any bonuses to the thief or assassin. If the deep scout detects the backstab attempt, he or she gains the benefit of the dexterity bonus to AC, though shield bonuses would not apply. In the case of a successful backstab detection the deep scout also gets a free counterattack, even if he or she has already expended all combat actions for that round. The percentage chance to detect a backstab is also a bonus for avoiding assassination, cumulative with any other bonuses appropriate to the encounter such as the deep scout being of higher level than the assassin. Preternatural awareness further allows the deep scout to partially offset the -4 to hit penalty for blindness, darkness, and fighting invisible or otherwise unseen opponents. For deep scouts, this penalty is reduced to -2.

⁵ Weapons in italics are detailed in Section VII of this document.

⁶ See Section VII.



SECTION IV: THE BARD

Since the Deep Scout (Section III) supplants the function of the bard in many campaigns, that of a "good" thief, an alternative version of that popular class is presented here. This version is based more upon the Welsh and Gaelic bard, as well as the European skald or minstrel. The bard starts at 1st level, that is, the character starts off as a bard and not as a member of a different class who will someday become a bard. Bards can use their singing and playing to charm listeners and are veritable walking histories with the ability to know lore and read languages. Included in the class are martial skills second only to the fighter and both druid and illusion spell-casting skills. Only humans can be bards with unlimited advancement, halfling and half-elves are also allowed to be bards but these two races are limited to 6th level. Bards may not multi-class or dual class.

THE BARD

Minimum Scores: Str 9, Dex 16, Con 6, Int 15, Cha 15

Hit Die Type: d6

Initial HD: 1

Alignment: Any non-evil

Experience Bonus: N/A

Armour/shield Permitted: Leather only; any wooden shield

Weapons Permitted: Club, dagger, dart, hammer, hand axe, javelin, mace, oil, any single-handed sword (except bastard swords)

Weapon Proficiencies: 1 + 1 every 4 levels

Penalty to hit for non-proficiency: -3

Weapon Specialization: N/A

BARD CLASS ABILITIES

Bards make saving throws as a druid of the same level, and attack as a fighter of the same level. Bards cannot gain the ability to make more than 1 attack per round no matter how high they advance. Bards may use magic leather armor and magic wooden shields, and may employ magic weapons of the type allowed to that class. Bards may use miscellaneous magic items usable by any class and, if class is a determinant of magic affect or cursed item affect, treat the bard as an equivalent level druid. Any miscellaneous magic item of a musical nature can be used by a bard, generally with double affect or reduced saving throws (from the OSRIC™ manual: Chime of Opening, Drums of Panic, Harp of Charming, Horn of Blasting, Greater Horn of Blasting, Horn of Fog, Horn of Goodness/Evil, Horn of the Tritons, Horn of Valhalla, Lyre of Building, Pipes of Haunting, Pipes of Pain, Pipes of the Sewers, Pipes of Sounding). Bards have chance to charm animals, humans, and humanoids by playing an instrument and singing, and also have the ability to know lore and and read languages; all 3 of these skills increase with level.



Bard XP Progression Table					
Level	XP	HD	Charm	Lore	Read Lang.
1	0	1	10%	2%	5%
2	2,000	2	15%	4%	10%
3	4,000	3	20%	6%	15%
4	8,000	4	25%	8%	20%
5	12,000	5	30%	10%	25%
6	20,000	6	33%	15%	30%
7	35,000	7	36%	20%	35%
8	60,000	8	39%	25%	40%
9	90,000	9	42%	30%	45%
10	125,000	10	45%	35%	50%
11	200,000	11	48%	40%	55%
12	300,000	11+1	51%	45%	60%
13	750,000	11+2	54%	50%	65%
14	1,500,000	11+3	55%	55%	70%
15	2,500,000	11+4	58%	60%	72%
16	5,000,000	11+5	61%	65%	74%
17	7,500,000	11+6	64%	70%	76%
18	10,000,000	11+7	66%	75%	78%
19	20,000,000	11+8	69%	80%	80%
20	40,000,000	11+9	72%	85%	82%
21	80,000,000	11+10	75%	86%	84%
22	125,000,000	11+11	78%	87%	86%
23	300,000,000	11+12	81%	88%	88%
24	500,000,000	11+13	84%	90%	90%

Bard Spells by Level & Type											
Level	Illusionist				Druid						
	1	2	3	4	1	2	3	4	5	6	7
1	-	-	-	-	1	-	-	-	-	-	-
2	-	-	-	-	2	-	-	-	-	-	-
3	1	-	-	-	3	-	-	-	-	-	-
4	2	-	-	-	3	1	-	-	-	-	-
5	2	1	-	-	3	1	-	-	-	-	-
6	3	1	-	-	3	2	-	-	-	-	-
7	3	1	-	-	3	2	1	-	-	-	-
8	3	2	-	-	3	3	1	-	-	-	-
9	3	2	-	-	3	3	2	-	-	-	-
10	3	2	1	-	3	3	2	-	-	-	-
11	3	3	1	-	3	3	2	1	-	-	-
12	3	3	2	-	3	3	3	1	-	-	-
13	3	3	2	1	3	3	3	2	-	-	-
14	3	3	2	1	3	3	3	2	1	-	-
15	3	3	3	1	3	3	3	3	1	-	-
16	3	3	3	1	3	3	3	3	1	-	-
17	3	3	3	2	3	3	3	3	1	-	-
18	3	3	3	2	3	3	3	3	2	-	-
19	4	3	3	2	3	3	3	3	2	1	-
20	4	3	3	2	4	3	3	3	2	1	-
21	4	4	3	2	4	4	3	3	2	2	-
22	4	4	3	2	4	4	3	3	2	2	1
23	5	4	3	2	4	4	4	3	2	2	1
24	5	5	3	2	4	4	4	3	3	2	1



SECTION V: A SAMPLE CHAPTER HOUSE OF THE THIEVES GUILD

While the largest of cities in the realm are forced to tolerate the open existence of the Guild of Thieves due to their sheer numbers, smaller communities are more aggressive about controlling unlawful activity. As a result the Thieves Guild Chapter Houses in small cities and large towns often have a "front", a perfectly legitimate business or organization, that masks the true purpose of the building.

This particular Chapter House is located in a town of around 1500 persons and serves as a safe house and training area for the more adventuresome members of the Guild, as well as an unofficial regulator of criminal activity in the area. The town itself isn't very large but it is a busy place with lots of strangers and money moving through it everyday. This is because it is located on a major river near several resources requiring shipment downstream to a large city with a major seaport. Such affluence and anonymity makes this a natural place for the Thieves Guild to cast its eyes.

The front for the Thieves Guild is the local Guild of Oddfellows. Oddfellows are members of established guilds that lack the numbers to open a dedicated chapter house in that community. Though a few of the larger guilds in the town (notably the Brewers Guild and the Blacksmiths Guild) do own and operate their own Chapter Houses, most of the other guilds maintain offices in the Oddfellows Guild Hall. For reference, a list of common medieval guilds is included with this document, see Appendix A. Because many guilds are served by one house and owing to the insular nature of the guilds in general, the Thieves Guild is able to operate within the confines of the house with little risk of discovery. The house itself is large by community standards, with three floors and richly appointed rooms. Though they are not labeled as such, most of the Thieves Guild rooms and apartments are "hidden in plain sight" on the 3rd floor of this building. During the day, all areas have persons coming and going, attempts to infiltrate the area by stealth have little chance of success. At night the top 3 levels are patrolled by pairs of soldiers (AC 4, HP 5) wearing chain and armed with longsword and shield, encountered on a 1 in 1d6. On the 3rd floor there is an additional chance of randomly encountering a 1d3 thieves of 1d4+1 levels on a 1 in 1d6, though their identity may not be immediately

apparent. The basement and sub-basement levels are always well guarded, no matter the time.

1. Entrance and Entry Court. The grounds here are immaculately maintained by adepts (zero-level clerics) of the patron deity of the Thieves Guild. These adepts are expected to live a spartan lifestyle of denial and hard work and they take their duties quite seriously. The adepts will be on the grounds come rain or shine, every day from dawn until dusk. Persons wandering about will be watched closely and anyone acting in a suspicious manner will be confronted. There will be 1d4+1 adepts on duty on any randomly chosen day, stats are listed below. These adepts will use their gardening tools as improvised weapons (damage 1d4) and fight as 1st level clerics to protect the Guild or if commanded by the Master Oddfellow Guildsman. The adepts are Dale, Donna, Leland, Gwendolyn, and Clifton; all are AC9 with 3 HP. The adepts know of the Thieves Guild presence but are too low-level to be privy to any sensitive information regarding guild activities, nor will they willingly betray the guild.

This area, along with #2, serves as a marketplace for guild members every fortnight Saturday in the summer months. Established guilds may participate for free, non-guild merchants must pay a 2 GP fee to open a booth. This market provides the opportunity for the GM to make rare or hard to find items available to his or her players, and in turn give the players a chance to sell items the local merchants can't afford to buy.

2. Front Terrace. A popular spot for midday gatherings in the summer, as the shade provides welcome relief from the heat. A statue of the current ruler of the realm dominates the terrace, and the fountain around the base provides a cooling mist to the area. There are benches enough to comfortably seat 12. Every fortnight the benches are removed and this area serves as a guild market along with area #1. Two alert guards in chain, helmet, carrying shields and armed with spears and shortswords stand on either side of the middle entrance. The guards (AC 4, HP 5) are well-paid mercenaries who know nothing about the Thieves Guild presence.

3. Ballroom. This ballroom is dominated by a grand staircase at the north end of the room, leading up to the 2nd floor. The Guild of Oddfellows is known for its lavish parties and its Midsummer Cotillion is the social event of the year. The upper crust of the town will always be in attendance, as well as any visiting dignitaries. Social climbers also prefer to hold their own large gatherings, such as Débutante Balls, here.
4. General Offices. This room is lined with desks and shelves, serving as an accounting area for the various guilds (see Appendix A) represented by the Oddfellows. This part of the 1st floor is a very busy place, business has been booming in town and the Oddfellows have their hands full. This serves the Thieves Guild well because it is not unusual for strange faces to be seen coming and going. The desk just past the entrance and dominating the route into the room is that of a Scribe/Cleric, the non-adventuring/non spell-casting type, of whatever patron deity the Guild of Thieves serves in your local campaign (see Section VI for some suggestions). The cleric, Brother Jalani, does know about the Thieves Guild presence in the Oddfellows Guild, but is too low-level to know much else about it. Brother Jalani is a devout follower the Guild's patron deity and will not willingly betray them. He is also a rather no-nonsense type who will not abide any foolishness. Brother Jalani has been there so long none of the Oddfellows can imagine running the place without him.
5. Banquet Hall. This room looks out onto a beautiful garden. Lavish formal banquets are held here. There is a smaller dining area (#15) on the 3rd floor that is used for smaller dinners and to serve guild members working and living in the Hall.
6. Reading Room. Several comfortable easy chairs with end tables dominate this room and large windows let in abundant light. The north exit lets out onto a patio.
7. Law Library. This room houses various deeds, scrolls, books, guild handbooks, and other written material needed to keep the Oddfellows

functioning smoothly.

8. Kitchen.
9. Servant Quarters. A false wall on the south side of the room conceals an escape passage from the third floor. If any of the serving staff know about the passage, they wisely keep quiet about it.
10. Office. A richly appointed office of a Guildmaster.
11. The Guildmaster of Oddfellow's office. Technically, the Oddfellow's Guildmaster is a ceremonial title rather than any designation of power. In reality, the Guildmaster is also the Master Thief of the local Thieves Guild. To the public, Berkanor appears as a doddering, slightly potty old human given to bouts of ill-temper. This is a façade only, Berkanor may be past his prime but he is still sharp as a tack and misses nothing; the outward appearance allows him to see much of which he would otherwise not be privy. Berkanor is a 12th level thief (AC 4/AC 1 with DEX bonus, HP 43) who wears Ring of Protection +5/+1 Saving Throw and carries a +4 Defender Dagger hidden within his clothing.

This office opens into a beautiful terrace (area 11a) complete with splashing fountain and many potted plants. Hidden in the various planters are various magic weapons and items accumulating over years of adventuring, all placed there by Berkanor. Confronting Berkanor in his office or this area would be a daunting task.
12. Garderobe.
13. Hidden Area. There is no access to this area from the 2nd floor. Instead, this area conceals a small storage area, with arms and armor, and a stairway down to the sub-basement and its escape tunnels. The stair down is artfully hidden in a false wall between the south wall of area #9 and the exterior wall of the building.
14. Stairs. Public stairs leading from 2nd floor to 3rd floor.
15. Private Club. Though this area is technically

- open to the public, it is an unwritten rule that only guild members or the rich and powerful are allowed in. This area is the domain of one Chester DeVries, the Sommelier. Though any alcoholic beverage is available here, DeVries prides himself on his wines and, indeed, both his knowledge and his stock of wines is impressive. The food here is the finest in the town, which helps draw the important people in. The wine loosens their tongues and the Thieves Guild listens, making this a nice arrangement for the Guild. Chester DeVries is nobody's fool, he knows more than most Thieves Guild members about what goes on inside the walls of the Oddfellows Guild, but knows to keep his mouth shut. He is well paid and comfortable quarters are provided (area 15a). DeVries is not incorruptible, but it would take a considerable amount of money to loosen his tongue—enough to relocate him to a city far, far away and support him in a lavish lifestyle for the rest of his life. DeVries knows all the local Thieves Guild members and will sound the alarm if anyone he doesn't recognize uses the secret door to access the sub-basement of the Guild Hall.
16. Wine Room. DeVries (or anyone else “in the know”) will immediately sound an alarm if he sees anyone in this room, due to an agreement between DeVries and Berkanor that only the Sommelier himself will be allowed in the room. Even Berkanor doesn't trespass here. The room is locked with 3 locks, each requiring a different key; only Berkanor and Chester DeVries have a set of keys.
 17. Apartments. Small but richly appointed apartments, ostensibly for itinerant guild members, but also serving as quarters for Thieves Guild members.
 18. Bathing Room. The opulent room always has a steaming hot bath ready for VIP guests living in the apartments. It is a popular spot for trysts, especially during one of the Oddfellow Guild's famous balls.
 19. Thieves Guild Office. Anyone not wearing the Ring of the Grandmaster of Thieves will have the way blocked by 2 steel golems (see Appendix B) standing on the starred squares until the Grandmaster himself gives them permission to enter. Attempting to force one's way past the golems will provoke the golems into attacking. While the intruders are thus occupied, the secret door makes a handy and very quick exit.
 20. Secret passage and stairs. This area accesses the secret sub-basement of the Oddfellows Hall, used by the Thieves Guild. Anyone not knowing where the various traps are located between the third floor and the sub-basement has little chance of arriving alive and no chance of arriving undetected.
 21. There are six alert and well paid guards (AC 4, HP 5) wearing chain and armed with longsword and shield in the entry room. They wear the livery of the Oddfellows Guild but actually are in the employ of Berkanor and the Thieves Guild. The guards will not allow anyone to pass who doesn't have a written pass from the master of whatever guild they are a member or Berkanor, unless they are a member (or with a member) of the Thieves Guild known to the guards. The stairs up exit at area #3 on level 1. The archway in the north wall leads to a sitting area and garderobe.
 22. Sitting Area. No more than 2 guards from area #21 will be here at any given time. Any guards in this area can get to area #21 through the open archway in 1 round.
 23. Basement Hallway. This area consists of a long, straight corridor lined with strongrooms. The various guilds store their funds, secret documents, and valuables here. The area is patrolled by a steel golem (see Appendix B) who will attack anyone who doesn't know the pass phrase, "Alkene Vega". The strongroom marked with an "X" is an unlocked armory with emergency supplies and an escape passage for use by the thieves guild. The secret passage joins up with the one leading from the sub-basement about 80 ft out. The steel golem will attack anyone entering this particular room who doesn't first speak the second pass phrase, "Mute Spoil". The steel golem will not aid the guards in area #21 if they are attacked, but it will attack anyone

fighting their way past the guards whether they know the pass codes are not.

24. Main Thieves Guild Meeting Room. All local members of the Thieves Guild know about the secret door and its passages. After about 80 ft the passage connects to the one exiting the secret strongroom exit on the basement level. There are 1d6+2 guards in this area at all times (AC4, HP 5) wearing chain and armed with longsword and shield. There will also be 1d20+4 thieves of 1d4+2 levels and appropriate arms and equipment in the area at any given time. An unknown entering the area will not automatically be attacked but will be treated with extreme suspicion. Anyone not having a good reason for being here will be detained and ransomed, or, terminated; depending upon the circumstances of the encounter. Any unauthorized intruder ransomed or otherwise let go must first agree to drinking a Potion of Amnesia (see Area #28) before being released.
25. The Lockpick Room. A room with various locks, used for training purposes.
26. The Trap Room. A room with various traps, used for training purposes. Traps are rigged to be non-lethal but will still deliver a respectable jolt to anyone getting careless.
27. Armory. An equipment room and armory for Thieves Guild members. A good place to stop before fleeing through the secret passage.
28. Darby's Dirt Nap. A rowdy bar serving beer, ale, mead, and other strong drink of the fermented variety. The proprietor, Darby Reeser, is the official fence of the Thieves Guild and second in command of the Guild after Berkanor. Darby is a retired 9th level thief who wears +2 leather and carries a +3 short sword at all times (AC7/AC5 with DEX bonus, HP 36). Darby has lots of money and a large line of credit with the Thieves Guild Bank next door, anything the PCs need to unload can probably be fenced by Darby. Darby Reeser will buy stolen goods at [(1D4 X 10) + 30]%, no questions asked. Darby's living quarters are at area 28a.

With the help of Heldon of Daventry, the local alchemist, Darby brews the Potion of Amnesia the Thieves Guild uses on intruders to this area they do not wish to slay. The potion causes the victim to fall into a deep sleep for 2 hours and, upon awakening, he or she will have forgotten the previous 48 hours. If the victim willingly drinks the potion, he or she forfeits their saving throw; since the alternative to drinking the potion is death refusals are rare. Nobody, not even Darby, suspects that Heldon of Daventry is the town's sole representative of the Assassins Guild. The town is too small to support its own Assassins Guild Chapter House, Heldon is the fellow who listens for the rumors and connects those seeking the services of an assassin with his Guild. It amuses him to work with the Thieves Guild but he would betray them in a minute if the cause was right. Heldon doesn't know about everything that goes on in the Guild of Oddfellows, but he knows enough.

29. Thieves Guild Bank. This bank will store funds for members in one of its 2 sturdy vaults at 29a and 29b. The vaults are lead lined and quite solidly built. A steel golem (see Appendix B) stands in the northwest corner of the bank lobby (on the "X") and attacks anyone opening the vault doors who isn't wearing a special ring. Berkanor, Darby, and the 3 employees of the bank (all 3 are low level guild members) have rings. The rings are completely nondescript outwardly, on the inside of the band is a single rune, "steel".

SECTION VI: DEITIES NEAR AND DEAR TO A THIEF'S BLACK HEART

There are 4 deities presented in this section, appealing to the range of classes in this document. They may be used as written or adjusted as needed to fit with your particular campaign needs. All deities presented may *gate* to their home plane at will. Encounters on the Prime Material Plane will be with the deity's avatar, not the actual deity. Attacking an avatar is likely to bring a great deal of unwanted attention to a player-character.

BENUCOBE (Goddess of Night, Thieves, Creatures of the Dark)

Benucobe's Avatar

SIZE: Man-sized
 MOVE: 180 ft
 ARMOUR CLASS: -1 (-6 with DEX bonus)
 HIT DICE: 275 HP
 ATTACKS: 1
 DAMAGE: 1d12+1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENCES: See below
 MAGIC RESISTANCE: 20%
 ALIGNMENT: Neutral Evil
 WORSHIPER'S ALIGNMENT: Any evil
 ROUGH APPROXIMATION OF AVATAR'S ABILITIES:
 CLERIC: 11
 MAGIC USER/ILLUSIONIST: 11/20
 ASSASSIN: 15
 STR: 18 DEX: 21 CON: 20 INT: 23 WIS: 19
 CHA: 22

A lesser goddess, Benucobe is also known to her followers as "The Dark Shepherdess." Benucobe is patroness of all night dwelling creatures, but is more of a watcher than an active participant in the lives of her worshipers. Benucobe is a popular deity among thieves and brigands, oft-chosen but somewhat less popular with assassins, and is also revered by all who work or travel by night. The Dark Shepherdess is represented in the night sky by a compact constellation of 5 stars and it is from this aspect she watches over those who pay homage to her. If encountered, her avatar will always be dressed in elegant clothing ranging in color from light gray to blackest black; she will be armed with a staff of pure silver and carrying an exquisitely made silver harp. The avatar has skin of palest alabaster white, and her long blond hair is tied in black ribbons. Her eyes are bright amber and faintly glow, even in complete darkness, and meeting her gaze will cause any who fail a saving throw versus spells to be blinded for one hour. The avatar will defend herself with magic if possible and, once battle is engaged, she will accept no surrender from her foes. If the battle goes poorly for her, she will assume the shape of a small bat or weasel and dart away at double movement rate, vanishing into shadow. Benucobe's signature weapon is her finely carved silver-plated staff of striking which will cause any mortal being struck with it to be gated instantly to the Outer Plane directly in opposition to his or her alignment, True Neutral characters will have a random chance of being gated to one of the 4 extreme alignment planes (LG, CG, LE, LG). This staff also functions as a Staff of Wizardry with unlimited charges, but only so long as it is held by the

goddess or her avatar. The goddess' avatar is most often encountered on moonless nights in isolated areas, playing sad songs on her silver harp and causing any mortal hearing it to save versus spells or be overcome with grief. Those grief-stricken by Benucobe's music will drop in their tracks and sleep the night away, troubled by dreams of lost loves and injustices suffered in years past. Anyone so affected will wake weary and haggard, suffering -2 to all saving throws for the next 24 hours. Benucobe does not send omens to her followers.

Benucobe's shrines are usually found in thickly wooded locations near civilization, and are designed so as to be easily defended should the need arise. Her shrines are required to have an area appropriate for viewing the night sky somewhere on the roof or other elevated location near the shrine.

Clerics of Benucobe are required to choose quarterstaff as a weapon at first level, and must wear vestments of black and gray. The Dark Shepherdess' holy symbol is a silver medallion with the depiction of a harp surrounded by 5 stars. Starting clerics or those with limited funds sometimes use iron medallions painted silver, this does not appear to decrease her divine favor. A Cleric of Benucobe is often attached to a Thieves Guild Chapterhouse, dispensing the Dark Shepherdess' blessing upon the members as they depart for their nights "work".

HARMUD (God of Travelers, Wanderers, Merchants, Gamblers and Diplomats)

Harmud's Avatar

SIZE: Man-sized
 MOVE: 180 ft, 480 ft flying (AA: level VI)
 ARMOUR CLASS: -1 (-6 with DEX bonus)
 HIT DICE: 350 HP
 ATTACKS: 2
 DAMAGE: 6d6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENCES: See below
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: God-like
 ALIGNMENT: Lawful Good
 WORSHIPER'S ALIGNMENT: Any good
 ROUGH APPROXIMATION OF ABILITIES:
 DRUID: 15
 FIGHTER: 25

ILLUSIONIST: 15
 THIEF: 25
 BARD: 15
 STR: 21 DEX: 26 CON: 25 INT: 24 WIS: 20
 CHA: 25

Harmud is the offspring of the ruling deity of his pantheon and the Queen of Fey Creatures on the Prime Material Plane. As a result, though he is a full-fledged god, he is not completely at peace on the home plane of his pantheon. Instead he has taken to wandering the various planes of existence and taking great chances to learn of new worlds and thereby gain more followers. Harmud, because of his ability to travel swiftly, has become a messenger to the gods; carrying messages both between the different pantheons and between gods and humanity. This, in turn, has become an ability to speak smoothly and convincingly to deity and mortal alike as he delivers news or messages the receiver may not like. Harmud's status as a deity and his ability to be a neutral 3rd party in disputes has instilled within him a strong sense of justice and fair play. This affinity for wandering, travel, diplomacy, and risk-taking has endeared Harmud as a patron deity to deep scouts, rangers, bards, the rare good aligned thief, traveling merchants, diplomats, and gamblers. Any who travel, wander, rely on charisma and words to earn their way, and those who are risk-takers tend to worship Harmud. Harmud has a 10% chance of noticing and rewarding the following actions among his faithful: a particularly risky undertaking, talking one's way of an impossible situation, discovering a new land or people.

Harmud, also known as *Wandering Star* or *Fox-Eyes*, is a good aligned deity with a streak of the rogue in him. As a result of his unique heritage, Harmud embodies the power of the established pantheon of gods with the sense of humor and puckishness of the fey creatures and their wild magic. The pranks Harmud has played on the older and stodgier members of his pantheon are the stuff of legends among both mortal and fey. Harmud can often be found among the fey creatures in the deep woods, and his duties as a messenger and harbinger of the gods often bring him to the Prime Material plane. This makes him slightly more likely to be encountered than other deities.

Shrines to Harmud take the form of small roadside shelters with simple sleeping space for 8 travelers. Any cleric of Harmud praying at the tiny altar contained

within will cause the altar to "Create Food and Water" (as the 3rd level spell) for exactly the number of persons in the shrine. As patron deity of travelers and wanderers, there is a 15% chance of Harmud noticing any foul deed or blasphemy against his faith committed in one of his road side shrines.

Harmud's avatar most often takes the form of an androgynous young human male with long black curly hair and blue eyes. This avatar is often clad in +10 leather armor of pure white with a sky blue cloak, wearing a headband with a glittering sky-blue gem set in the front and a smaller blue gem on the back and both sides. This headband allows Harmud a 360° range of vision and makes it impossible to surprise him. The signature weapon of this deity is a +10 shortsword that on any successful hit functions as a blade of Nine Lives Stealer but with no limits to the number of times it can steal a life. Harmud's avatar often carries a nondescript and rather battered leather pouch over one shoulder that is filled with the various messages he is charged to deliver. This pouch also contains five dice carved from purest blue jade, and Harmud can prophecy over a follower by rolling these dice after the supplicant has breathed upon them. If Harmud's avatar has a chance to speak before being attacked by any being, mortal or divine, that creature must save versus petrification or be dissuaded from attacking by Harmud's innate diplomacy skills. All of Harmud's avatars, no matter the form assumed, are capable of rapid travel by foot or by flight, all can assume *improved invisibility* at will and of unlimited duration.

Harmud's next most encountered avatar appears as a silver-gray fox with blue eyes, and is most likely to be encountered in this form at one of his road side shrines. Followers of Harmud consider seeing a running fox a good omen, and consider being watched intently by a sitting fox a bad omen.

Harmud's symbol is a 6" medallion in the likeness of a fox head with blue gems for eyes, and his clerics most often dress in Harmud's favored colors of gray/silver and blue, with sky-blue traveling cloaks. Harmud's clerics are required to be of good alignment and are allowed to use shortswords in addition to the usual selection of arms allowed to that class. Due to Harmud's reputation for having a strong sense of fair play, his clerics are often called upon to serve as arbiters or mediators.

OGMEG (God of Strife, Assassins)

Ogmeg's Avatar

SIZE: Large (12' tall)

MOVE: 270 ft

ARMOUR CLASS: -5

HIT DICE: 266

ATTACKS: 4

DAMAGE: 4d8

SPECIAL ATTACKS: See below

SPECIAL DEFENCES: See below

MAGIC RESISTANCE: 33%

ALIGNMENT: Chaotic Evil

WORSHIPER'S ALIGNMENT: Chaotic Evil

ROUGH APPROXIMATION OF ABILITIES:

CLERIC: 10

FIGHTER: 22

MAGIC USER: 15

ASSASSIN: 15

MONK: 13

STR: 25 DEX: 24 CON: 25 INT: 17 WIS: 19

CHA: 1

Ogmeg is also known as The Lord of Ravens, and his avatar is a 12' tall fearsome human of powerful and fearsome aspect. Ogmeg is chaotic evil in the fullest sense of the term, thriving on the ever-changing fortunes of war and strife and reveling in the chaos destruction brings. Though he is not the god of war in the pantheon, Ogmeg's avatar is present at many of the largest battles, a giant four armed humanoid laughing maniacally as it slays fighters on both sides of the conflict. Ogmeg is often pitted in a struggle with the pantheon's slightly more powerful Lawful Evil god of war and therefore has developed the art of attacking from the shadows. As such, Ogmeg is the natural choice of deity for most assassins and is also quite popular among the thieves of blackest heart. The avatar itself is a four-armed bipedal humanoid with burning red eyes and close cropped brown hair. Ogmeg's avatar is always clad in battle-damaged and blood-splashed plate mail which in no way hinders his ability to move silently or perform other stealth based skills. Once engaged in battle, Ogmeg fights with a berserk fury, eschewing a shield in favor of a jagged scimitar in each hand, whirling like a dervish as he slams into his opponents. Ogmeg is also partial to his giant recurved bow which cannot be picked up by any being but him. The bow is +8 to hit and damage, and any Lawful Good character struck by its arrows must save versus death magic or be slain. At will, Ogmeg can summon a flock of ravens to obscure the

vision of his foes or the enemies of his faithful, and ravens frequently serve as his spies on the Prime Material Plane.

Ogmeg's shrines tend to be found in dark, secret locations; often near graveyards or on the sites of ancient battles. Seeing a raven on the wing is considered a good omen by Ogmeg's worshipers, hearing a raven caw at midnight is considered an ill omen.

Clerics of Ogmeg must be chaotic evil in alignment. His clerics are allowed to chose a scimitar in addition to the other arms allowed to that class, and his clerics must wear plate mail if it is available to them, even in preference to stronger magic armor of other types. Ogmeg's holy symbol is a highly stylized depiction of a raven, preferably of gold.

SONENIS (God of Bards, Musicians, Poets, Children)

Sonenis' Avatar

SIZE: Man-sized

MOVE: 120

ARMOUR CLASS: -5

HIT DICE: 299 HP

ATTACKS: 2

DAMAGE: 2d12

SPECIAL ATTACKS: See below

SPECIAL DEFENCES: See below

MAGIC RESISTANCE: 75%

ALIGNMENT: Neutral

WORSHIPER'S ALIGNMENT: Any non-evil

ROUGH APPROXIMATION OF ABILITIES:

CLERIC/DRUID: 15/18

FIGHTER: 17

ILLUSIONIST: 20

BARD: 22

STR: 26 DEX: 24 CON: 21 INT: 26 WIS: 26

CHA: 24

Though the god Harmud is a popular patron for adventuring bards, Sonenis, The Laughing God, is quite popular with court musicians and bards with a particular attachment to a certain city or geographical area. Sonenis' avatar appears as a somewhat past his prime human male with a long gray pony tail and neatly trimmed (and rather rakish) Van Dyke. Sonenis dresses in loud, attention grabbing clothes with a wide-brimmed floppy hat and patchwork cloak. Sonenis fulfills the role of the Greek Muses in his pantheon, inspiring poets and musicians to greater works, and bringing optimism and

good cheer to all who hear the music he has inspired. Sonenis tends to gate away from trouble, with one exception: he will always join battle with those meaning harm to children, fighting with his +5 rapier of bleeding and main-gauche +4 vampire blade, and using his powers of illusion to shield the children from harm. If the situation requires, Sonenis can summon 1d4 x 12 spirits of lawful good fighters in full battle gear to fight by his side.

Shrines to Sonenis tend to take the form of amphitheaters or auditoriums, his services are almost like a concert. Sonenis has few clerics, but those clerics must be proficient with a musical instrument and they must have that instrument with them at all times; it serves as a holy symbol. If a cleric is fighting to protect innocents there is a 10% chance Sonenis will hear his or her prayer for aid and send his avatar to fight by the cleric's side.

SECTION VII: NEW ITEMS

EQUIPMENT

Buckler: a small shield which fastens to the shield arm. The buckler is light and fast, allowing a +1 to AC, but due to its small size it is only effective against one melee opponent and completely ineffective against missile fire. The buckler is preferred by deep scouts since using a buckler does not interfere with the various acrobatic moves, missile fire, and stealth skills germane to that class. Cost: 8 GP, encumbrance: 3 pounds.

Crossbow, Hand: Damage 1d3/1d2, ROF 1, Range 25 ft, Encumbrance 2, Cost 350 GP. A one-handed weapon similar to a modern day pistol, the hand crossbow is universally recognized and feared as the weapon of an assassin and is mainly used to deliver poison to its target. Because of this infamy, openly carrying a hand crossbow imposes a -50% penalty to all reaction checks. The high cost of this weapon is due to its unlawful nature, in certain lawless areas of the campaign the weapons cost might drop to a mere 10th of the list price. The darts are likewise expensive and difficult to come by owing to the fact these items are poisoned and quite dangerous. Darts will cost 80 GP apiece and the GM may wish to adjust the cost depending upon the potency and affect of the poison coating. As with the weapon itself, the cost of the ammunition for the hand crossbow drops drastically in certain lawless areas; to around 10 GP each. Anyone

besides an assassin handling the poisoned bolts should save frequently versus poison when loading or using the weapon.

Climbing Claws: barbed metal appliances designed to attach to the gloves and boots. If both hands and feet have these claws secured to them, the thief gains a 10% bonus to his or her Climb Walls skill. Movement rate is halved and weapons cannot be effectively wielded when wearing climbing claws. Putting these climbing aids on or taking them off requires 1 round. Cost: 10 GP, encumbrance: nil.

Disguise Kit: a sturdy and compact wooden box containing all manner of items needed for an assassin to disguise his or her appearance. Included is: makeup, fake scars and moles, hair and skin dye, glue-on facial hair, and various clothing accessories. Though this is by no means a complete kit, an assassin should be able to use this kit to quickly disguise his or her appearance. Cost: 30 GP, encumbrance: 1 pound.

Pellet Ammunition: a leathern bag containing 1 dozen baked clay or lead bullets suitable for use with the pellet crossbow and pellet composite bow. Cost: 1 GP, encumbrance 4. Stones are, of course, free. The GM should feel free to create a variety of magic ammunition analogous to the magic arrows in the OSRIC™ rulebook if pellet weapons are to be used in his or her campaign.

Pellet Bow, Composite: Damage 1d6/1d6+1, ROF 2, Range 50 ft, Encumbrance 9, Cost 80 GP. A composite shortbow designed to shoot baked clay or lead pellets instead of arrows. Pellet bows tend to develop in areas lacking in abundant wood supplies and are therefore often constructed of horn and other alternate materials. Pellet bows are more expensive than pellet crossbows but also have a higher rate of fire. Pellet bows can fire ordinary stones for reduced damage, 1d4 versus all opponents, thus assuring the wielder will never run out of ammunition. There is no longbow or non-composite version of this weapon.

Pellet Crossbow, Light: Damage: 1d6/1d6+1, ROF 1, Range 50 ft, Encumbrance 4, Cost 14 GP. A pellet crossbow shoots baked clay or lead pellets, similar to sling bullets, with great force. In the OSRIC™ milieu these weapons developed in areas with a paucity of wood and are therefore usually fashioned from other materials; the stock often being constructed of bone and

the bow of horn. Pellet crossbows do slightly more damage than standard crossbows but also have a slightly shorter range. One advantage to using this type of weapon is that crude ammunition, in the form of loose stones, is available in almost every circumstance. When firing stones the pellet crossbow does 1d4 damage versus small or large targets. There is no heavy version of this crossbow.

Sap: a small bag filled with lead shot attached to a sturdy handle. Saps are used by assassins to knock out victims (see Section I). Due to the association of this weapon with assassins, openly carrying one will inflict a -50% on all reaction checks. Cost: 10 GP, encumbrance: 2 pounds.

Slapjack: a leather jacketed piece of iron or steel with a flexible handle. Slapjacks are used by assassins to knock out victims (see Section I). Due to the association of this weapon with assassins, openly carrying one will inflict a -50% on all reaction checks. Cost: 5 GP, encumbrance: 3 pounds.

MISCELLANEOUS MAGIC ITEMS

Bracers of the Crossbow: a pair of bracers suitable for use with leather armor. When both are worn the right bracer will fire 1 spike-dart per round, damage is 1d4/1d6. "To hit" rolls and range are resolved as though the wearer were firing a mundane light crossbow. Though only the right bracer fires darts, both bracers must be worn for the magic to function. The dart is a physical weapon that is magically produced by the bracer, it is a normal missile for purposes of determining ability to hit magical creatures.

Gecko Feet: consists of 1 pair each soft lizard-skin boots and gloves. When all 4 are worn the thief gains a 10% bonus to all climbing checks. Wearing the gloves only or the boots only grants a 5% bonus. Wearing one glove or one boot grants no bonus.

Gloves of the Jester: supple leather gauntlets that will provide a flash-bang from the left glove and a puff of obscuring gray smoke from the right on command. The gloves may be used once per day and will not work unless both gloves are worn. Their powers do not work separately, the flash-bang and smoke are both produced with every use.

Lutes, Magical: all 7 of these magical lutes have features in common. First, all lutes enhance the bard's ability to charm while singing and playing, though the specific amount varies from instrument to instrument. This ability is usable an unlimited number of times per day. Second, in addition to the unique powers listed under the individual descriptions, all magic lutes have the following songs in common, usable once per day: *fly*, *invisibility*, *levitate*, *protection from evil 10' radius*. While invisible, others can hear the bard's singing and playing as if from far away and originating from an uncertain and ever-changing location; in all other respects this song conforms to standard magic invisibility. Magic affects require singing and playing for 5 segments before beginning and persist 1 complete round after cessation of the performance, unless willfully dispelled by the originating bard. All songs have the same affect as the equivalent level druid spell cast by a druid of the same level as the bard. Each lute is carved from a different wood, each type has different powers above and beyond the common ones listed above.

1. Alder Lute: this lute grants a charm song bonus of +10% an unlimited number of times per day. The Alder Lute can also play a song to cast or dispel faerie fire an unlimited number of times per day. In addition, it can play the following songs once per day: shillelagh and speak with animals. Any bard of any level may play the Alder Lute.
2. Cedar Lute: this lute grants a charm song bonus of +15% an unlimited number of times per day. In addition, the Cedar Lute can also play the following songs once per day: barkskin, cure light wounds, obscurement. Bards of 2nd level or above may play the Cedar Lute.
3. Holly Lute: this lute grants a charm song bonus of +20% an unlimited number of times per day. In addition, the Holly Lute can play the following songs once per day: hold animal, neutralize poison, protection from fire 10' radius. The Holly Lute is playable by bards of at least 3rd level.
4. Elm Lute: this lute grants a charm song bonus of +25% an unlimited number of times per day. In addition, the Elm Lute can play the following songs once per day: cure serious wounds, dispel magic, protection from lightning 10' radius. The Elm Lute can be played by bards of 6th level or higher.
5. Ash Lute: this lute grants a charm song bonus of

- +30% an unlimited number of times per day. In addition, the Ash Lute can play the following songs once per day: control winds, transmute rock to mud, wall of fire. A bard must be of at least 9th level or higher to play the Ash Lute.
6. Hazelwood Lute: this lute grants a charm song bonus of +35% an unlimited number of times per day. In addition, the Hazelwood Lute can play the following songs once per day: cure critical wounds, wall of thorns, weather summoning. The Hazelwood Lute is playable by bards of at least 11th level.
 7. Oaken Lute: this lute grants a charm song bonus of +40% an unlimited number of times per day. In addition, the Oaken Lute can play the following songs once per day: confusion, control weather, fire storm. A bard must be of at least 12th level to play the Oaken Lute.

Shadowcat Leather Armor +1: dull black leather armor +1 which grants a hide in shadows bonus of 20%. This, coupled with the lack of encumbrance which is common to all magic armors, makes this a highly sought after item by the stealth based classes. Rumors persists of even more powerful versions offering even greater protection.

Shortbow of Faerie Fire: This bow casts a *faerie fire* spell on command, affecting up to 9 man-sized creatures (or 18 small creatures). The spell requires 3 segments to activate and lasts up to 36 rounds. Unlike the druid *faerie fire* spell, however, the fiery outlines created by the bow are of bright primary colors: blue, red, yellow, and green.

Spectacles of Kern: a set of rose-colored lenses set in a matte finished wire frame. When worn, these spectacles grant infravision 60' to the wearer; no time limit.

Telescoping Pole: appears as a 6" piece of thick wood dowel. Speaking the command word causes this pole to telescope to its full length of 10 ft. The telescoping action is nearly instantaneous but produces no real force, so it cannot be used to ram open a door, for instance. The device is intended for use as a 10 ft probe, for pole vaulting, and improving balance for high wire walking. Both the compact and extended versions of this magic item are unremarkable in all other respects.

Appendix A

A partial list of some historic medieval guilds:

Apothecaries, Armourers & Brasiers, Bakers, Barbers (also surgeons and dentists), Basketmakers, Blacksmiths, Bowyers, Brewers, Broderers (embroiderers), Butchers, Carpenters, Chandlers (candlemakers), Clothworkers, Cordwainers (workers in fine leather), Curriers (dressers of tanned leather), Cutlers, Dyers, Farriers (shoers of horses), Fishmongers, Fletchers (arrow makers), Girdlers (girdles and belts as clothing), Goldsmiths, Loriners (stirrups and other harnesses for horses), Masons, Mercers (general merchants), Needlemakers, Patenmakers (makers of wooden clog style footwear), Plaisterers (plasters), Plumbers, Poulterers, Saddlers, Salters, Scriveners (writers of court letters and legal documents), Skinners, Tallow Chandlers (tallow candle makers), Upholders (upholsterers), Vintners, Wax Chandlers (wax candle makers), Weavers, Wheelwrights, Woolmen (winders and packers of wool).

Appendix B

STEEL GOLEM

FREQUENCY: Very Rare

NO ENCOUNTERED: 1

SIZE: Man-sized.

MOVE: 90 ft

ARMOUR CLASS: 0

HIT DICE: 90 HP

ATTACKS: 2

DAMAGE: 4d12

SPECIAL ATTACKS: Breath Weapon, Gaze Attack

SPECIAL DEFENCES: +3 or better weapon to hit

MAGIC RESISTANCE: (see below)

LAIR PROBABILITY: Nil

INTELLIGENCE: Non-

ALIGNMENT: Neutral

LEVEL/XP: 22,000

The steel golem is a man-sized construct of steel, and is a stronger and faster version of the iron golem. The steel golem attacks as a 12 HD monster, striking with its mighty fists for 4d12 points of damage. The steel golem can only be hit by +3 or better weapons and can breathe a 10 cubic foot cloud of poison gas every 7 rounds. The golem is slowed 50% for 3 rounds by electric based magic, and is healed by fire based magic for 1 HP each die of spell damage. This monster also has a gaze

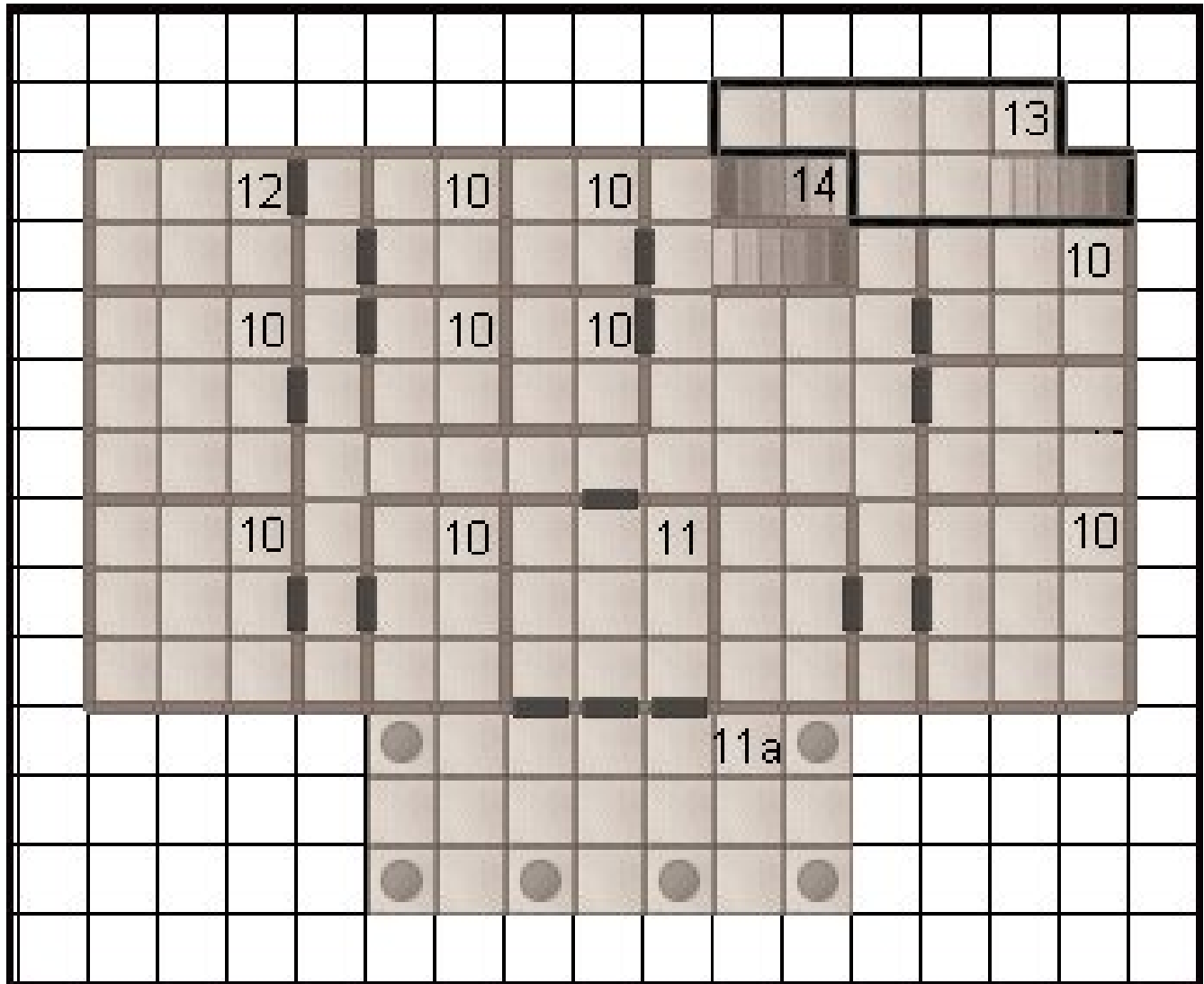
attack, forcing one target per round to save versus paralyzation or become confused, as per the 7th level Druid spell *Confusion*.

Description: a steel golem looks like an armored human of slightly above average size. Its fists are double the size of a human fist and covered with sharp spikes. Steel golems can speak as part of their duties, warning

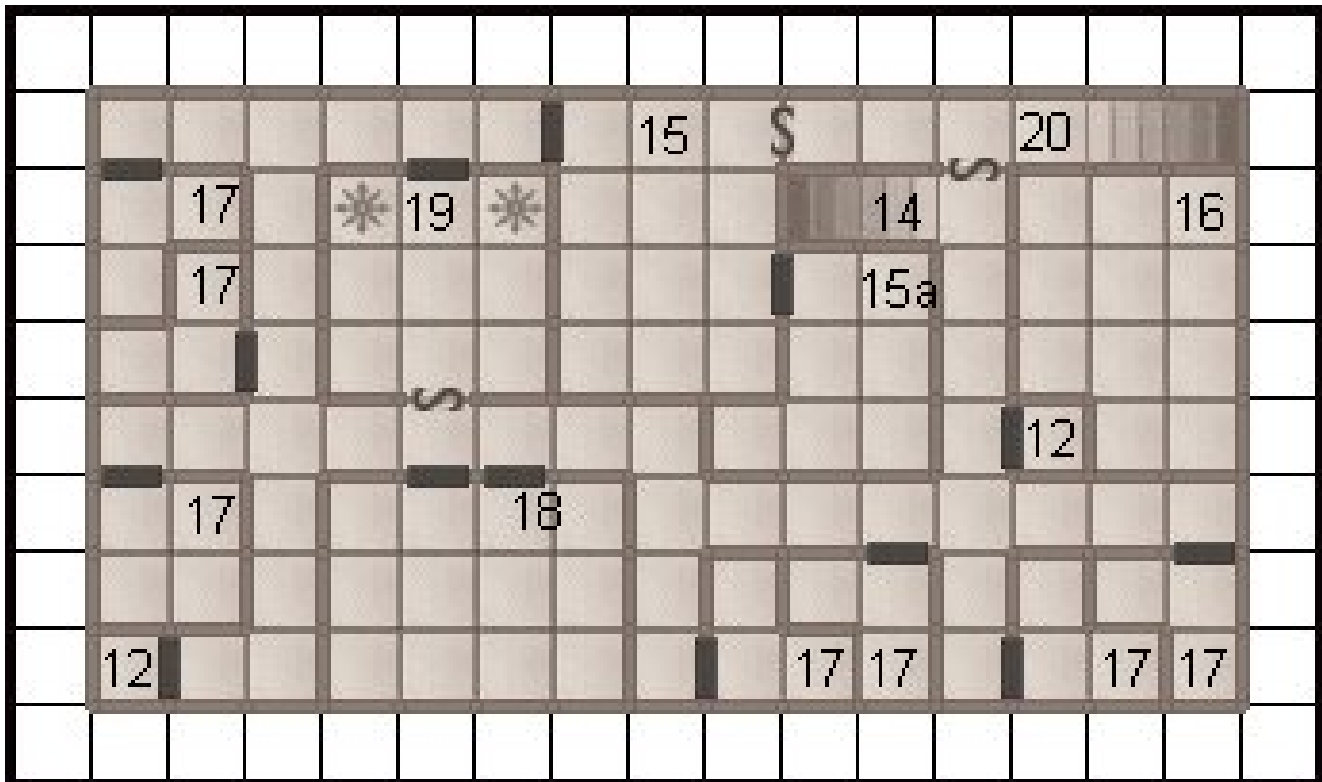
intruders away from an area it is protecting, but they cannot converse.

Treasure: None, though they are often found guarding treasure.

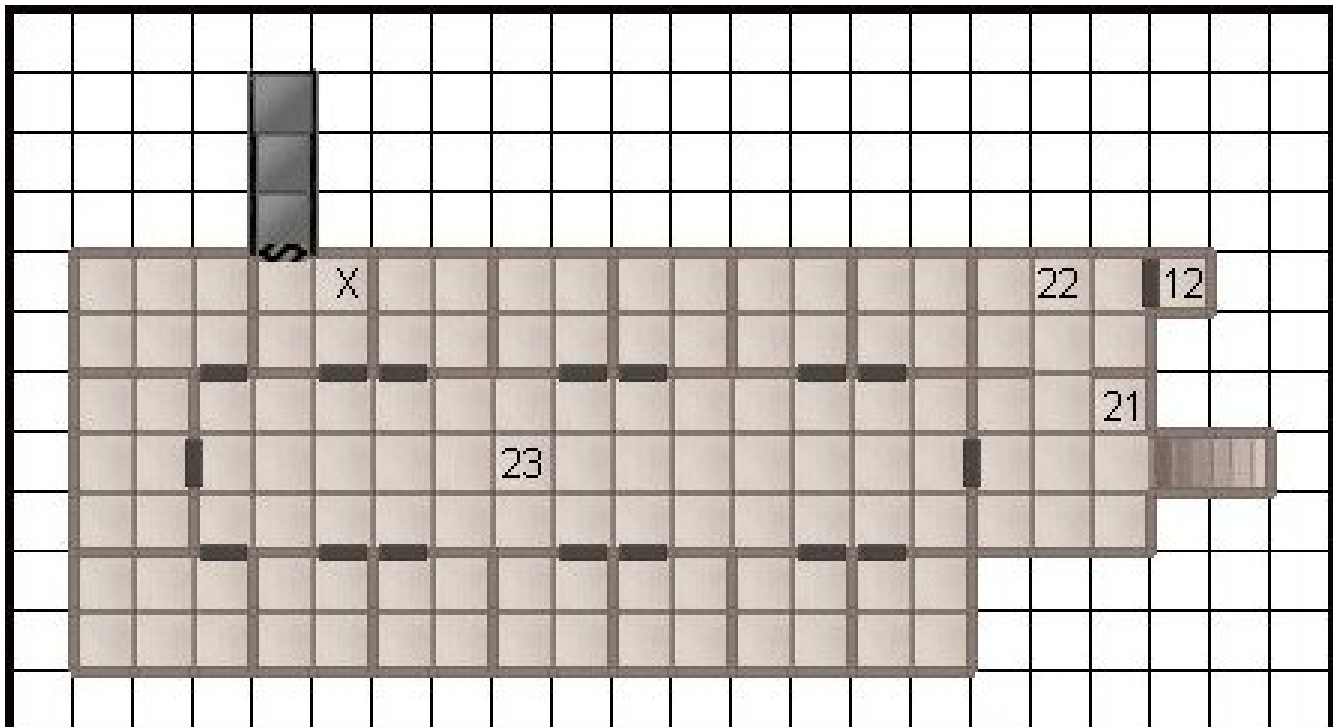
LEVEL 2: GUILD OF ODDFELLOWS



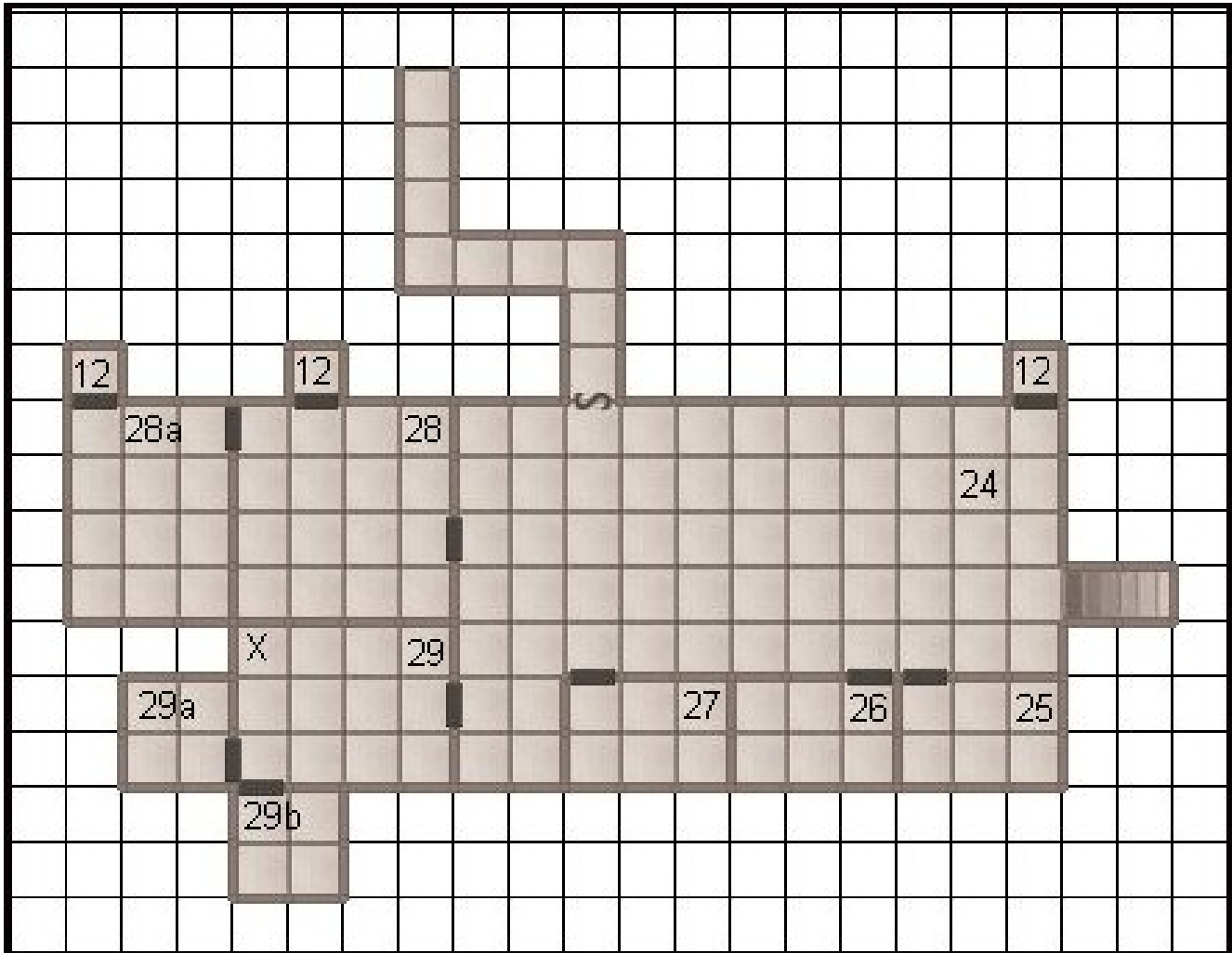
LEVEL 3: GUILD OF ODDFELLOWS



BASEMENT LEVEL: GUILD OF ODDFELLOWS



SECRET SUB-BASEMENT LEVEL: GUILD OF ODDFELLOWS



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