Rogue Glory

by Adam Meyers

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Table of Contents

The Rogue

Zeihan approached the gate, his face obscured by an enormous wide-brimmed hat, his rapier hanging at his side. His limp was still painful, but the burns were almost gone and today he was more than willing to muscle through the pain. After all, in all his thirty years of thieving, Zeihan had never been so single-mindedly determined to enter a building before.

The front gate was guarded by two men dressed in a guard's chainmail uniform with halberds held at their sides. As Zeihan approached, one guard stepped forward to meet him.

"Hold there, old-timer" the guard said, "No visitors allowed tonight. What's your business?"

Zeihan never broke stride, instead he reached into his vest and withdrew a scroll.

"Gei oten Visf," Zeihan read, finishing the imprinted spell. The scroll erupted in flame, and the two guards collapsed.

Zeihan stepped over the sleeping guards, casually slipping the key from one of their belts as he moved to the gate.

Welcome to Rogue Glory, a handbook for players and GMs who wish to make the most of those elusive, cunning, ingenious creatures known as rogues.

Whether they are thieves, skill monkeys, swashbucklers or scoundrels, these are the men and women who live by luck and thrive by wit, and have been included in almost every incarnation of the fantasy RPG since the hobby was created.

These are backstabbers, acrobats, thrill seekers, con men, pickpockets and cat burglars. These are those who feed off danger and secrecy, living for the next big score or next quick thrill. These are the ones who never walk into a building without at least three escape plans, and never walk into a city without three fake identities in their pockets. These are those dastardly scoundrels known as rogues.

Three more guards, that had been sitting at the top of a set of stairs—that made thirteen guards so far. Fesegh must be growing paranoid.

From his place in the shadows, Zeihan watched the men as they played a dice game he wasn't familiar with. Silently, Zeihan loaded a dart into his blowgun and fired it into the neck of the first man. Before the other two men knew their friend had been attacked, Zeihan had fired another dart, and another, burying a poison-tipped needle into each of their necks.

Zeihan stepped his way up the stairs and past the unconscious men. With luck they would survive the poison's effects with little more than grogginess and momentary weakness, but Zeihan wasn't sure. Normally he'd have used a weaker dose, but today was far too important to risk someone getting up and sounding an alarm.

A pity, that. These men were just hired muscle doing their jobs, their only crime being working for the wrong man. But then, Zeihan had long-since discovered that little things like that were enough. Zeihan's own biggest mistake, after all, had been keeping one choice artifact as a souvenir from his thieving days when he'd
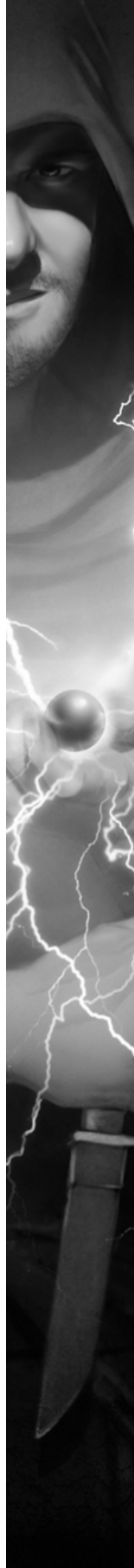
retired, gotten married, and settled down. An artifact that Fesegh was willing to murder, burn and pillage in order to find. And kidnap.

And he was going to pay for that.

Rogue Glory contains information useful to both players and GMs about the use of rogues in your campaigns. While Pathfinder is a wonderful game that has given us the best version of the rogue to date, the breadth of options available to other classes have in many ways left the rogue far behind. There are many unanswered questions about the Pathfinder rogue and many mechanical holes that need filling, and with alternate options available to players of other classes such as the Vivesectionist Alchemist, Urban Ranger and Archeologist Bard, there is mechanically less and less the rogue has to offer that is either unique or on-par with other classes. This book is an attempt to correct these problems and make the rogue not only fun, but also unique, detailed, and capable.

The hair on Zeihan's neck rose slightly. An untrained person might have mistaken it for nerves or the sensation of being watched, but Zeihan was too experienced for such an oversight. No, there was definitely magic nearby.

From his pocket, Zeihan produced a small wand-like object, barely longer than his palm. Holding it lightly, Zeihan brushed it lightly through the air, the delnor crystal on the end glowing slightly, sending vibrations gently down his hand. Soon, he'd followed the vibrations to their source: above the door to Fesegh's study, there was a spell trap placed in the stone. Acid, from the feel of it.

Zeihan was about to disable the trap, his delnor crystal poised like an artist's brush, when suddenly an idea struck him. Subtly exploring the spell with his crystal, Zeihan traced the invisible runes until he'd found the spell's trigger, rewriting it to allow himself to pass, but excluding all others.

His work done, Zeihan put the crystal away and opened the door. Someone was going to get a big surprise the next time they stepped through this hallway.

Magical traps are just one example of an area that needs more explanation. A character with trapfinding is capable of disarming magical traps, but how exactly is this done? And how do we explain why a rogue may do it when a wizard cannot?

Later in this book, you'll see one explanation for this strange mechanic: the delnor crystal. A delnor crystal is a small jewel that vaguely glows and vibrates when it feels the sensory magic pulses a magical trap sends out, which a highly-trained rogue can use to rewrite the components of a magic trap. This not only allows someone to render the trap harmless, but in the case of the trapsmith archetype, also allows him to rewrite its trigger according to his desires.

The study was brightly lit by the oil lamps poised on either side of the writing desk. Fesegh had his back to the door, his fat little form bent over the desk as he scribbled away.

"Hello, Fesegh."

The little man at the desk jumped, banging his knees and squealing in pain.

"Never believe your assassins unless you see the body, Fesegh," Zeihan said lazily, pulling the rapier from his belt. "It's not that hard to fake a death."

Fesegh threw one of the oil lamps as hard as he could at Zeihan while screaming for the guards. As Zeihan dodged the haphazard throw, he heard the scrape of metal feet coming from down the hall. The moment the noise reached the door, however, there came a sudden splash of liquid, followed by horrid screams of pain as the repurposed acid trap did its work.

"And now," Zeihan said, as the noise outside dimmed to dull moans of pain, "let's get down to business."

Zeihan eyes narrowed as he lunged forward, placing the tip of his sword against Fesegh's throat and backing the wretched man against the wall.

"Where's my daughter?"

Rolling Rogues

Defining the Rogue

A rogue is someone who lives by their wits and survives by their skill. As the Pathfinder Core Rulebook describes them, they are those who bank on their cunning, skill, and charm to bend fate to their favor. This means that while thieves may be the most famous type of rogues, there are dozens of character types that would fall under this designation. Diplomats, explorers, forgers, merchants, assassins, businessmen, smugglers, con artists, and indeed anyone who makes their living through luck, skill or charm could be called a rogue, with the traditional rogue (focused on bypassing traps and delivering sneak attacks) being only a single possibility.

In many ways, 'rogue' is more a personality -type than a profession. A fighter who surprises his enemies with a catapult, a wizard who combines cunning and illusions to sneak his way past a guard, and a cleric to a trickster god could all be accused of 'roguish' behavior. What, then, defines the rogue class itself?

A rogue is someone for whom this 'roguish behavior' is not supplemental to their training, but instead comprises the bulk of it. Where others primarily study martial or magical might, the rogue instead studies underhanded tricks, elaborate cons, ambushes, and assassination. A fighter could con you, but his primary tactic is still bashing your head in. When a rogue is finished with you, however, you could be dead, penniless, or believing anything, and not even know he was there.

Rogues and the Party

For many, the appeal of the rogue is less about mechanical superiority and more about the style of play. As someone who uses "cunning, skill and charm to bend fate to their favor," the rogue is a common choice for players who like to out-think a problem rather than defeat it directly. As often as not, a rogue may bribe, fast-talk, or sneak his way past an obstacle that another character might have little option but to attack. Some GMs have been known to spend weeks designing a conflict-ridden adventure only to have all their work bypassed by a well-placed Bluff or Disguise check.

Often, this ingenuity is both the rogue's biggest strength and primary weakness. If a rogue is constantly using stealth, skill and guerilla tactics to overcome obstacles, it can leave the party fighter or barbarian with nothing to do but sit and watch. Likewise, a rogue may feel virtually useless, or at least underpowered, in a party where "charge and kill" is the go-to answer to any challenge. In most cases, a player wishing to create a rogue would do well to discuss party tactics with his teammates during character creation: perhaps other players should invest in the Stealth skill so they don't have to stay behind while the rogue scouts ahead, or, if the other players prefer upfront combats, the rogue might do well to invest more in flanking tactics than fast-talking. The options differ from party to party, but a little bit of communication can go a long way toward party harmony.
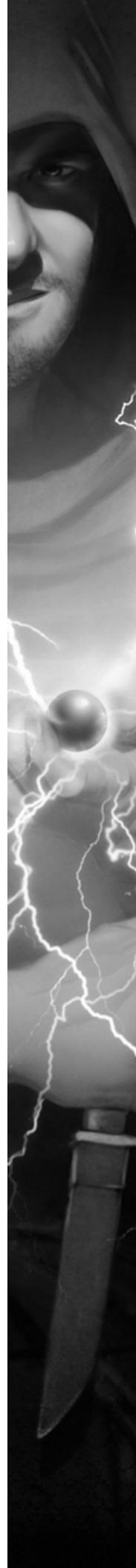
Rogues and Settings

Rogues exist in all times and across all cultures, wherever there are those who wish to shape their own fates and live life on their own terms. However, a city with a strict caste system and strong lawful leanings will produce very different rogues than a lawless town on the edge of a frontier.

Generally, rogues will gravitate to wherever risk brings the greatest reward. Gambling dens, adventuring parties, merchant houses, bandit camps, and political gatherings are all locations where a rogue may receive a large payoff for his skills.

Locations

City: Thieves are the most common form of rogue found in cities. The city is where merchants do their business and rich nobles make their homes, both filled to the brim with items for the taking. Many cities will be home to gangs, pickpockets, thieves guilds, and elaborate crime families, each one praying on those with enough money to attract their attention.

Sometimes these thieves are united in fraternal bonds; sometimes they fight bitterly amongst themselves. However, some organization and honor is always present amongst even the most hardened thieves. No matter how they may treat their targets, these men and women understand that large goals require teams who trust each other and that the bonds of loyalty that bind a guild or gang can often be stronger than blood.

The readiness of targets, opportunities, and collaborators means that city rogues are often able to specialize, focusing all their time and attention on becoming safe crackers, pickpockets or diplomats. These professional thieves and rogues often have friends with complementary skills, allowing them to easily create a team to handle any job.

It must be noted, however, that not all city rogues make their living on the streets. Rogues may also be found among the merchants constantly seeking profit, or even among the nobility, who spend their days battling each other in the social arena. After all, while some street thieves have come from noble backgrounds, there are nobler, easier, and more rewarding ways to make a living when one has the birthright and the upbringing to do so.

Frontier: The frontier is the place where law and chaos mingle most readily, and rogues may most freely apply their trade. These towns on the edge of untamed land are filled with enough danger and opportunity to keep any rogue happy, and law only exists where men have the strength to enforce it. The frontier often has enough people and opportunity to support not only thieves, but bounty hunters, merchants, adventurers, bandits and more.

The frontier is not only found at the edge of the wilderness, but it can also be port towns, where pirates and sea monsters pray on the unwary traveler. Many a rogue has sought his fortune at sea, where the call of the siren and the legends of pirates are as much a motivation as they are a danger.

Wilderness: Few rogues choose to live and work in the wilderness, as a rogue's work is often social in nature, requiring people to rob, cheat, plan with, or hunt. However, the wilderness could easily be home to bandit lairs or serve as a hideaway for a rogue who has overstayed his or her welcome in more populated areas. Depending on one's definition of "wilderness," a rogue could also have dealings with, and make a living from, tribes of various non-humans living in the area.

However a rogue came to exist in the wilderness, they will most likely belong to, or have an agreement with, some group or organization in the area, to ensure their work doesn't attract unwelcome attention from the local power holders. These organizations often hold

territory and are less organized, but more martial in nature than those found in cities, and can be a force to be reckoned with when angered.

Traveling: Some rogues have no base of operations, but instead spend their time on the road, traveling from city to city, dungeon to dungeon, chasing opportunity as it presents itself. These rogues may be con men, smugglers, bounty hunters, dungeon delvers, or simply merchants exploring new markets, seeking the best price.

While some traveling rogues may work alone, most find it helpful to belong to a far-reaching organization, one that will provide them with goods, services and information no matter where they are. If they do not belong to such an organization, then many find it useful to search out the local organizations wherever they go, connecting to whichever thieves guild, smuggling den, or noble house holds power in the area.

Even if he doesn't work with such groups, a rogue on the move is often in danger of offending the local power structure with his activities, and it is in the rogue's best interest to discover and abide by the customs of the local populous, underworld, and leadership. This could include paying dues to local nobility, paying fees to the local crime lord, or registering with local law enforcement before tracking down a bounty in the area.

Alignments

Lawful: The thrill, danger, and rewards for roguish behavior exist in all societies, whether that society wants it or not. While some rogues in a lawful society will adhere strictly with the law and become merchants, detectives, or politicians, others flock to lawful societies because they know that the greatest demand for something is where it is illegal. Smugglers provide a service that can only exist where the law regulates trade, and while many houses of vice in lawful societies are nothing but dens of squalor, they are nonetheless constantly full of patrons. Whenever something is illegal, someone will pay well to have it done secretly, and that level of secrecy and reward will always attract a rogue.

Chaotic: When every man is a law unto himself, rogues thrive. Con artists, bounty hunters, explorers, and almost any form of rogue may succeed in a chaotic location, for often the only obstacle to his success is his own skill level and the risks he is willing to take. In a chaotic society, rogues can be found among merchants, governments, the general populous, and even among the clergy.

Good: There will always be those who frequent houses of vice, but such establishments do not thrive in good societies because the people, rather than the law, are against them. Rogues in a good society, then, are often those who use their skills in more legitimate endeavors, such as in service to temples, governments, commerce, or desperate families in need of a hero. However, there will also always be those hoping to con trusting souls, and to some rogues a good society is simply another term for a society of suckers.

Evil: When every man is out for himself and cruelty is the order of the day, rogues will spend their entire lives milking the system for all they can get. Whether the society is lawful
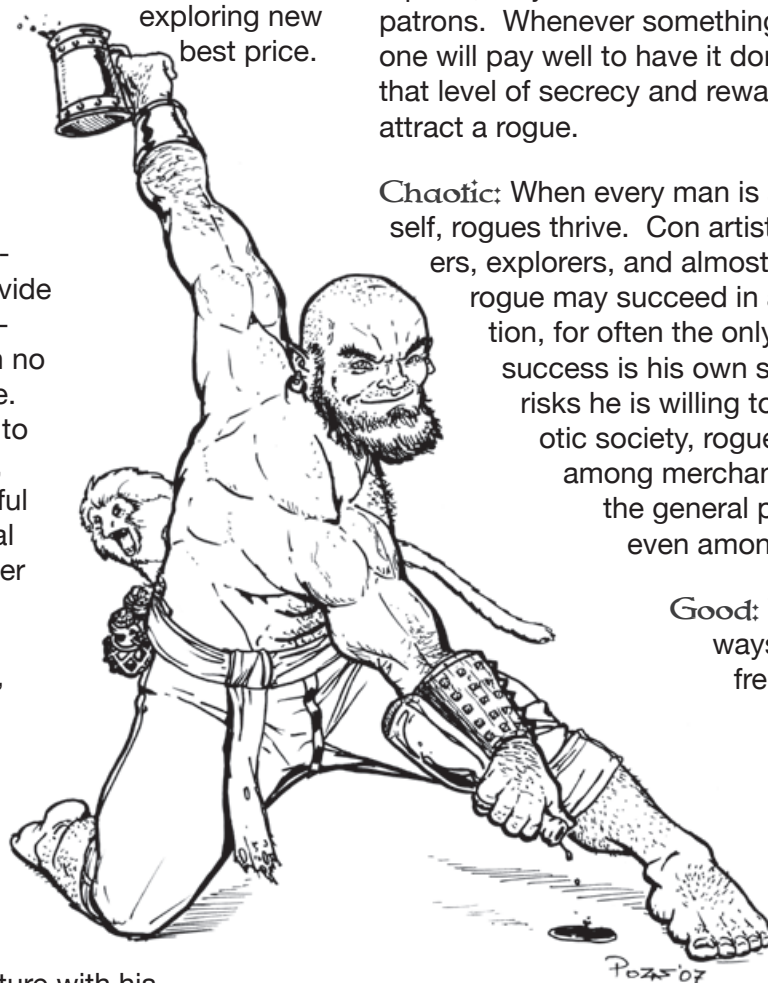
or chaotic, an evil society celebrates those who can take what they want by force or cunning. These rogues do not want to hurt the system, they just want to be on top of it, and will try anything to achieve those heights.

Sometimes, however, good rogues are drawn to evil societies in service to a noble cause. These rogues follow the footsteps of archetypal heroes such as Robin Hood and Batman, using their skills to alleviate suffering and wage a guerilla war against the evil society. These rogues lead a dangerous life, but they can accomplish good in ways a less skillful or stealthful hero never could.

Neutral: While a neutral society will contain aspects of all the other societies, neutral societies are not nearly as attractive to rogues as the others. There will always be rogues in any society, but many rogues see neutral societies as 'playing it safe,' and only suitable for those too fearful to try their hands at a place with more danger and higher rewards.

Rogues and Backgrounds

Social Status

A rogue's background determines much about him, from the career he will follow to the skills he will most likely develop. The most important parts of a person's background are the place they are from (discussed above in settings), their training (included in skills and archetypes), and their social status. After all, a prince, a military scout, and a beggar may all be rogues, but each character represents such a different take on the class that they have very little in common. Traits, of course, are a great way to diversify a character and help his mechanics

reflect his history, but social status informs so much more than simply a few small bonuses.

Destitution: Poverty can be one of the greatest incentives to becoming a rogue, and for those with literally nothing to call their own, the risks are nothing compared to the potential payoff. Beggars, thieves, cutpurses, thugs and bandits often come from this background, and destitute rogues often specialize in sleight of hand, stealth, intimidation, or simply attacking someone and taking their things. Entire communities have turned to banditry in mass in order stave off the effects of destitution.

While many types of rogues could hail from a destitute background, it can be difficult for someone from such a background to gain certain types of specialized training, such as Disable Device or Use Magic Device. Perhaps the rogue in question was bought as a slave and received an education from his master, or maybe he found an old thief who took the rogue under his wing. However such a rogue gained his skills, there are only two options available to a destitute rogue: earn a living by any means necessary, or die of starvation.

Poor: Rogues from a poor background often have the same drive for advancement as those born into destitution, but with a few more options when it comes to training, and a smaller price for failure. These are the children of farmers, dock workers, or miners, who chose to trade a humdrum life for a chance at something great, whether it be the military, a life of crime, or adventuring for profit. Poor backgrounds often produce acrobats, scouts, bandits, burglars, stalkers, bounty hunters, and smugglers. The main difference between a rogue from a poor background and one from a destitution background is destitution is more likely to produce a rogue who survives by stealing, while a poor background is as likely as not to produce a professional rogue who sells his services for money.

Middle Class: The size and influence of the middle class changes from culture to culture, but in most ancient societies it was primarily made up of merchants. A rogue from a middle class background usually has the money to

receive good training, and the freedom from desperation that may drive others into military life or crime. As such, a middle class background is more likely to produce con men, merchants, fences, or medics than the poorer backgrounds would.

While a good rogue is always practicing his manual skills, a middle class rogue is more likely to focus on social skills such as Diplomacy, Bluff, and Sense Motive. The middle class is often just as afraid of falling into destitution as those from a poor background, but it is social ability and business sense, rather than hard work or injury, that defines their successes and failures.

Rich: In many ways, affluent families are more likely to produce rogues than any other social class. While someone from a rich background might not spend his time disarming traps and picking pockets, the intricate social structure among the rich produces rogues, as it rewards those with the cunning, wit, and social skill to maneuver it. This background can produce chemists, weapon experts, fences, spies, diplomats, and many others. Rogues from a rich background usually focus on improving their social skills, knowledge, and influence, and will hire someone else to do the more common, 'manual' rogue jobs when such needs arise.

Nobility: In a culture with many noble houses practicing court intrigue, there can be little difference between a nobility background and a rich background as far as how easily it produces rogues. However, when there are only a few noble houses, or only a single, direct noble line (the immediate family of the king or queen), this level of guaranteed inheritance gives little incentive to becoming a rogue. Thus, a rogue from this background most often becomes a rogue for some particular reason. Perhaps they studied thieving for the thrill, or they became a spymaster to aid their family, or a fence to wield the underworld to their political advantage. They could be a runaway or in hiding, in which case they came across their rogue skills in a similar fashion to the destitution background. Whatever the reason, a rogue from this background could conceivably have any

skill, and any training, as little in the world is off-limits to the nobility.

Motivations

The life of a rogue is dangerous even at the best of times, filled with deadly risks, grand adventures, and narrow escapes. Even the most mundane of rogues, such as a businessman and diplomat, might find himself gambling his life or livelihood on a single deal or contract. It takes a special kind of person to pursue that life, even more so than other classes, and understanding the motivation that drives someone to embrace a rogue's life goes a long way to defining him.

Wealth: Wealth is the simplest motivation for a rogue, but it is nevertheless a very powerful one. A street urchin seeking to escape his poverty, a prince seeking to expand his kingdom, and a pickpocket looking for his next big score are all examples of wealth as motivation. This kind of rogue seeks worldly possessions and comforts as the hallmark of his success. While there can be extremely noble reasons behind the acquisition of wealth (for example, a rogue who seeks wealth to care for his destitute family), this does not change the fact that this rogue still measures his success by what he can accumulate. A rogue motivated by wealth can easily be of any alignment.

Fame: For a rogue motivated by fame, no prize is too high if it brings the recognition he deserves. These rogues want songs and stories told about their exploits, and even the greatest of adventures is nothing compared to the way the rogue will tell the story later. A rogue motivated by fame may have a specific goal in mind such as gaining a noble title or joining an exclusive organization, but it is glory and how he will be remembered by history that is this rogue's true passion. A rogue motivated by fame is often scrupulous, but also hesitant about attracting infamy, and is more likely to be neutral than any other alignment.

Honor: A rogue motivated by honor does what he does not because he wants to, but because he feels he must. Perhaps he needs to

right some horrible wrong, or defend the name of someone he cares about. These rogues prowl dangerous places and seek big payouts because there's something driving them more important than money or danger. Restoring a past wrong, secretly helping others, or restoring a lost and meaningful relic are all good reasons a rogue might have an honor motivation. A rogue motivated by honor is more likely to be good than any other alignment.

Revenge: A rogue with a revenge motivation is out to correct or repay some terrible wrong, and is often willing to do anything to see his goal through. Hunting the killer of one he loved or killing the noble who imprisoned his family are all good reasons a character might be out for revenge. Sometimes, the same event could produce either an honor or revenge motivation, in which case it is the response, rather than the event, that creates the distinction. A rogue with a revenge motivation is more likely to be evil than any other alignment, as he is often willing to do anything to see his goals through.

Thrills: A rogue motivated by thrills doesn't directly care about wealth or fame, but instead cares about the challenge of obtaining them. If a rogue motivated by thrills possessed unlimited wealth and privilege, he would still be out planning his next adventure and finding his next adrenaline rush. A rogue motivated by thrills can easily champion a cause, but it is often selfish reasons or the danger of the job, rather than for the cause itself, that interests the rogue. A rogue motivated by thrills is more likely to be chaotic than any other alignment.

Crusade: Some rogues aren't after personal gratification, but rather the advancement of a cause or idea. While it is true the rogue class is more suited to those who seek self interest, it is not impossible that someone might study the art of stealth, assassination, or trap disarming out of a desire to serve their god, king, family or political cause. Such people aren't interested in wealth fame, revenge, or thrills, except as those things may serve their overarching goal. These rogues may not follow the code of the law, but they always have an internal code, from which they never deviate. A rogue

motivated by a cause or crusade is more likely to be lawful than any other alignment.

New Rogue Options

New Class Abilities

Tadine counted three men on horseback, plus the carriage.

"Those are Golfrick's men, aren't they?" her assistant asked, rubbing his bald head nervously. "There's no way we can fight three of Golfrick's men."

"We won't have to," Tadine said. "All I need is one clean shot."

The carriage was almost perpendicular to them, exactly where they needed it. Tadine's assistant began muttering and gesturing, preparing one of the minor spells he knew that always came in handy.

Tadine loaded her bow and steadied her breath. One clean shot.

The spell was completed and the carriage door sprang open on its own. The occupant didn't even get to look surprised before Tadine's arrow buried itself deep in his chest. Two of the men on horseback charged at Tadine's hiding spot while the other went to the aid of the man in the carriage, but it didn't matter. Tadine and her assistant had already dropped behind the hill and were on their way to their safe house,

confident the man in the carriage was beyond saving. Tadine might not have the magical training of her assistant, but whenever she could get a clean shot at an unsuspecting target, they never survived.

And that shot had been very clean.

New classes, new archetypes, and new class options are constantly being added to Pathfinder, and the merits of different builds are heatedly debated amongst players. One thing is often agreed upon, however: the more options that get added to other classes, the less the rogue has that is both unique and mechanically on-par with other options. While the rogue is still dangerous in the hands of a skilled player and is a class with many parallels in literature and film, the rogue simply cannot offer as much as other classes, and what she can offer is steadily becoming less and less unique.

The following two abilities are designed to be added to the rogue base class, as a way of giving the rogue a more equal footing with his compatriots without reconstructing the entire class or limiting the options available to other classes. For archetypes presented later in this chapter, you'll find some options offer alternate exchanges depending on whether or not the rogue in question is using these new class abilities.

The Glory Rogue

Weapon Proficiencies: Rogues gain proficiency with the blade boot, sword cane, and switchblade knife, along with all their usual proficiencies.

Guile Pool (Ex): At 2nd level, a rogue gains a guile pool equal to half her rogue level plus her Charisma modifier (minimum: 1).

A rogue may spend one point from her guile pool as part of any skill check to gain a +2 bonus to that skill check. At 10th level, this bonus increases to +4.

A rogue may spend 1 point from her guile pool as a swift action to grant herself a +1 circumstance bonus to her to-hit modifier until the end of her turn. For every four levels beyond 2nd the rogue possesses, this bonus increases by 1, to a maximum of +5 at 18th level.

As long as she has at least 1 point remaining in her guile pool, the rogue is treated as if under the effects of the Improved Feint feat.

Ambush (Ex): Starting at 3rd level, a rogue may designate one of her attacks during a surprise round as an ambush. If this attack hits and deals sneak attack damage, it deals an amount of extra precision damage equal to the rogue's class level.

In addition, a target damaged by an ambush must make a Fortitude save against a DC of 10 + half the rogue's level + the rogue's Dexterity modifier. If the target fails this save, she becomes sickened for 1d4+1 rounds. As a rogue gains levels, she may change the effect bestowed when the target fails this saving throw. At 8th level, the rogue may choose to make her target staggered. At 13th level, the rogue may make the target nauseated. At 18th level, the rogue may stun the target. All effects last for 1d4+1 rounds.

Archetypes

Chemist

Booted feet pounded outside the door, followed by several quick knocks. Gavis knew they had come for him, but he wasn't prepared to leave yet. His experiment wasn't finished.

"Gavis!" came the call through the door. "Gavis, by order of the High Captain, you are under arrest!"

"Come back later," Gavis said as he measured compounds, placing them in the boiling cauldron before him. "I'm in the middle of something."

The sound outside changed from banging fists to splintering wood as the guards began hacking at the door with their weapons.

"The house is surrounded, Gavis! If you surrender now you'll save yourself a harsher sentence!"

"You know as well as I do that I'm walking free from this house, under-captain," Gavis said, measuring and adding crystallized tree sap to the boiling mixture. "If you break down that door, you'll just make it harder on yourself."
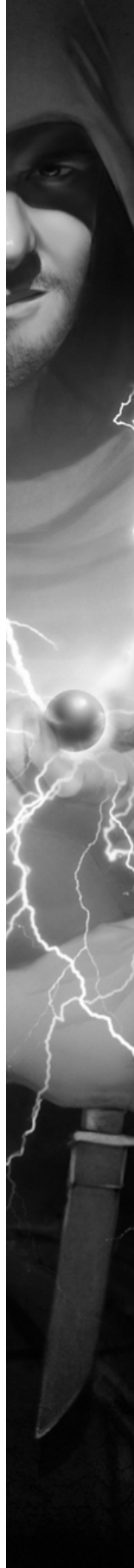
Rogue Glory

Gavis stirred the mixture until it turned a deep shade of blue. The assault on the door intensified; the door wouldn't hold out much longer. Gavis wasn't worried though, as the experiment was done and just needed to be tested.

Gavis poured some of the mixture into a small vial, tying it to the head of an arrow lying beside him on the table. As the door finally shattered, Gavis removed a shortbow from the underside of the table, notched the arrow, and fired it through the opening in the door.

The arrow struck true and the mixture exploded. A thick, glue-like foam spread over the guards outside, stretching outward like deep blue tentacles. Gavis turned back and calmly placed a few things in a bag before stepping through the broken door, walking past the four men glued to the ground, struggling impotently against their bindings.

"My next experiment is producing an instant inferno, under-captain," Gavis said, picking his way through the trapped men, relieving them of their purses as he went. "Don't hunt me again, for your own sake."

A chemist is a practical alchemist, one who cares more about getting the job done than studying strange theory or ancient magic. A chemist is an expert of the firebomb, tanglefoot bag, and itching powder, inhibiting his foes and controlling the battlefield with equal ability. A chemist knows how to turn any challenge to his advantage, and no matter the situation he may find himself in, a chemist can brew the right tool for the job.

A Chemist has the following class features.

Weapon and Armor Proficiencies: A chemist gains proficiency with bombs.

Budding Alchemist: A chemist adds half his rogue level as a bonus to his Craft (Alchemy) skill.

Throw Anything (Ex): All chemists gain the Throw Anything feat as a bonus feat at 1st level. A chemist adds his Intelligence modifier to damage done with Throw Splash Weapon, including the splash damage if any. This bonus damage is already included in the bomb class feature.

This ability replaces trapfinding.

Tactical Alchemy: At 3rd level, whenever the chemist uses alchemist bombs or any non-magical, alchemical weapon or item, the DC needed to overcome the effects or halve the damage increases by 1. The damage and splash damage of his bombs and alchemical weapons is also increased by 1.

These benefits increase by an additional +1 at 6th level, and by +1 for every three levels beyond to a maximum of +6 at 18th level.

This ability replaces trapsense.

Sneak Attack: A chemist gains sneak attack at a slightly slower rate than a normal rogue. He gains sneak attack dice at 1st level, 4th level, and every 3 levels thereafter, to a maximum of 7d6 at level 19.

Bomb (Su): Starting at 3rd level, the chemist learns to make bombs, similar to the alchemist's bomb class feature. The chemist may create a number of bombs per day equal to his rogue level plus his intelligence modifier. Treat the chemist's rogue levels as alchemist levels when determining bomb variables or effects that depend on caster level or alchemist level. If the chemist gains bombs from any other

class, add these class levels together to determine bomb variables and the total number of bombs usable per day.

The chemist's bombs do not progress in damage; they only do 1d6 damage + the chemist's Int modifier + his tactical alchemy bonus. If the chemist possesses alchemist levels, add the bonus from his tactical alchemy class feature to the damage increase from his alchemist levels.

At 3rd level, a chemist may select and gain an alchemist discovery from the following list, provided he possesses the prerequisite discoveries. He does not need to meet any other prerequisites.

Explosive bomb, frost bomb, acid bomb, tanglefoot bomb, or smoke bomb.

At 8th level, the chemist chooses and gains another alchemist discovery from the list, and adds blinding bomb, concussive bomb, confusion bomb, dispelling bomb, force bomb, plague bomb, and stink bomb to the list.

At 13th level, the chemist chooses and gains another alchemist discovery, adding poison bomb and sunlight bomb to the list.

At 18th level, the chemist chooses and gains another discovery, adding inferno bomb to the list.

This replaces ambush. If not playing with the added ambush class feature, this instead replaces uncanny dodge and Improved uncanny dodge.

Precision Throw (Ex): At 3rd level, a chemist may add his sneak attack damage to damage dealt with bombs and splash weapons, so long as the target is hit directly with the splash weapon, and is flat-footed or denied their Dexterity bonus to AC. The sneak attack damage is of the same damage type as the weapon, and if a saving throw halves the damage, the sneak attack damage is also halved. Abilities that alter sneak attack may be applied to these attacks as normal.

Sneaky Bomb (Ex): A chemist may create a bomb and hide it somewhere on a creature instead of throwing it. This requires a sleight of hand check outside of combat, or a steal combat maneuver check in combat.
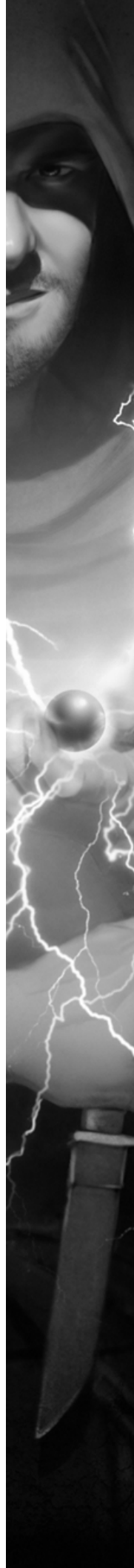
If the check is successful, then the bomb has been planted successfully and will detonate at the end of the rogue's turn, dealing damage, sneak attack damage, and splash damage as normal. If the check fails, the bomb has not been placed on the target, and must be used the next round or explode in the chemist's hands.

Chemistry: A chemist may select any of the following alchemist discoveries in place of a rogue talent: explosive missile, strafe bomb, breath weapon bomb, fast bombs, precise bomb, or any alchemist discovery available to him as a bonus discovery through his bomb class feature. Treat his rogue levels as alchemist levels when meeting prerequisites or determining effects of his alchemist discoveries.

Dungeon Runner

"Damn the axioms!" Eilena swore as she ran, metal feet stomping on the floor behind her. "Always getting me into trouble!"

The crypt pathway was dark and dank, the only light coming from the enchanted statue Eilena held in her hands. With everything else she had taken from the crypt of Tak-Rethan, who would have thought this would be the one to activate the horrific, iron-clad guards?

Rogue Glory

There was a grinding sound up ahead, and Eilena knew what to expect before it came into view. Stone walls that drop from the ceiling. An unimaginitive defence—you'd think Tak-Rethan would have been more original. She sighed, bending low and increased her speed for the upcoming slide. The falling wall was at least a hand thick and made of solid stone—enough to stop her pursuers, she hoped.

"Hey uglies!" Eilena spared a glance over her shoulders. The three or four dozen tomb guardians were still in hot pursuit, tireless limbs of stone and metal grinding. "You failed."

The falling wall was nearly closed, with hardly enough space beneath for a child to walk through. With one final push Eilena jumped forward, landing on her knees and sliding through the narrowing gap. As she watched the crushing block of stone pass overhead she pulled a small explosive from her belt, lit it, and tossed it back into the room as a final insult to her pursuers, wishing the ungodly monstrosities had enough emotion to feel pain.

The door boomed shut just as Eilena slid out from the other side. Boom number one. . . and number two. The explosive's sudden blast rocked the wall, dirt and bits of stone clamoring down from the ceiling.

Eilena grinned and turned to examine the room she had just entered and was greeted by the glowing red eyes of a rotting corpse sitting on a throne. Row upon row of large, preserved bodies stood like statues surrounding the corpse as it leered at her, a giant, jeweled crown sitting atop its head. Tak-Rethan himself.

"Thief." Tak-Rethan's red eyes flared, jawbone clattering. "I will rend you." The bodies around her quickly jolted to life.

Eilena looked to her bag filled to the brim with treasure, then to the number of undead soldiers surrounding her, and at last to Tak-Rethan himself. Then she noticed the sliver of daylight behind his head.

She smiled.

"No you will not." She said vaguely as she surveyed the room, her mind racing with plans and quick calculations of height and distance.

"Many have come before you." Tak-Rethan's voice echoed across the chamber, the undead ruler raising his hand. "They now surround you, thief."

"I am not a thief," Eilena said with smile, "I'm an adventurer. And I'm one of the best."

Eilena laughed, and charged.

A dungeon runner is a discoverer of ancient secrets. They are the expert tomb-robbers, crypt-raiders, and cave-delvers who seek the treasures of lost civilizations and the power such treasures bring. Forgotten artifacts and lost mysteries are the prizes these explorers seek, and those who covet such antiquities will pay heavily for the services of a skilled dungeon runner.

A dungeon runner gains the following class features.

Underdark Enemy (Ex): A dungeon runner specializes in fighting foes commonly encountered in tombs, crypts and ruins, and has developed special techniques for destroying them. A dungeon runner's sneak attack is increased by one die size (d6 to d8) when attacking undead and constructs, and a dungeon runner also deals half her rogue level in extra damage against oozes. Against all other creatures, her sneak attack is one die size smaller (d6 to d4).

Dark Familiarity (Ex): A dungeon runner is skilled at using all of her senses when fighting opponents in the pitch black of the underground. She gains Blind-Fight as a bonus feat at 3rd level. She also gains Improved Blind-Fight as a bonus feat at 8th level, and Greater Blind-Fight as a bonus feat at 13th level. If she already possesses these feats, she may choose any other feat for which she qualifies.

This replaces ambush. If not playing with the added ambush class feature, the dungeon runner instead gains 2 fewer skill points per level.

Fence

The crown of Tak-Rethan. It was more beautiful than anything Shiffe had ever seen. Even with Eilena's reputation for excellence and the artifact itself in his hands, he still found it hard to believe it had finally been recovered. Perhaps this once he wouldn't sell the merchandise and just keep it for himself.

"Sir," called a voice through the closed door before him, "there's a woman here to see you. She says her name is Penelle, and that it's urgent."

"Send her in," Shiffe said, putting the crown in the small, hidden compartment in his desk. He turned as the door opened and a short but proud-looking woman walked in. She was wearing peasant clothes and a shawl, but otherwise she could have been a Queen from the stern look in her eyes.

"Welcome to my store," Shiffe said, gesturing past the woman to the main room she had come from, filled with tables covered in odd trinkets. "What may I interest you in?"

"It isn't your wares I'm after," The woman said, stepping closer, her expression stony. "I have been informed that you are a man to talk to when one needs something of a less legal nature."

"You don't mince words," Shiffe said with a small chuckle. "But I'm afraid you've been misinformed. I cannot help you with what you seek."

"Don't waste lies on me!" the small woman said in a stern voice. "I have sources. You are Shiffe Windson, a man with his finger in every underhanded deal in this city. They say every criminal from here to the capitol has been paid out of your pocket at least once in his career."

"And you are Penelle of Gimric," Shiffe said, folding his arms. "The head of the council of the peasantry of the Gimric province, arrested twice for outspoken disagreement with your Duke, and if I'm not mistaken currently wanted, with a bounty of five hundred gold on her head."

Penelle looked taken aback momentarily, and Shiffe gave her an easy smile. "I have sources too, don't forget."

"Mister Windson," Penelle said, stepping forward earnestly, "we are desperate. The people of Gimric have always been known for loyalty, but we simply cannot abide this iron rule anymore. Something must be done."

Shiffe shook his head. "Revolutions are bad for business, Penelle. My associates and I make a habit of avoiding notice from the officials."

"We don't need a revolution," Penelle said, the cracks starting to show through her mask of confidence. The situation must be worse than Shiffe had heard. "All we need is help. The Duke is out of control, the people are starving, and arrests are being made daily. We need food, supplies, and aid planning prison breaks. Don't tell me you have no experience organizing smuggling and avoiding the law, Mister Windson."

"I understand your plight," Shiffe said, "but the answer must be no. With your Duke as mad as you claim him to be, I can't risk putting my people in that kind of danger. Nor would they volunteer for what a group of peasants can pay."

Penelle visibly slumped, her confidence broken. For a second, a memory passed across Shiffe's eyes—a child crying in the cold, no more than ten, wondering where his parents had gone, and where his next meal would come from. Shiffe cursed himself.

"Penelle," Shiffe said begrudgingly, "while I cannot build you an organization, I might be able to find you a champion. Someone crazy enough to fight the Duke on your behalf, and with the skill and experience to see it through. He'll bleed you of every copper coin you have, but he has a soft spot for fighting tyrants and freeing the oppressed. If anyone can see you through your troubles, it's him."

Shiffe sighed, and realized he was beginning to smile. "How do you feel about insane halflings?"

The fence is the thread that binds the underworld together. He is the buyer and seller of illegal goods, the middle man for contract thieves, and the heart and soul of the black market. Many of the world's most powerful thieves guilds started out as just a fence and his contacts.

Some fences keep their identities a secret, letting underlings handle the day-to-day activities as the fence himself hides in the shadows. Some are actually merchants, selling stolen merchandise at prices the more honest merchants could never match. Some are even nobles, using underworld connections to

sabotage their rivals and keep their coffers full. Whoever they may be, the truth is always the same: If a fence can't find it for you, it cannot be found.

A Fence gains the following class features.

Skill Ranks per Level: A fence gains 2 fewer skill points per level.

Black Market Connections: A fence gains the black market connections rogue talent as a bonus talent at 1st level.

This replaces trapfinding.

Businessman: A fence gains a +1 morale bonus to Diplomacy and Sense Motive checks at 3rd level. This bonus increases by 1 at 6th level, and again every 3 levels thereafter, to a total of +6 at 18th level.

This replaces trapsense.

Organization: At 3rd level, the fence's network of contacts, connections, and informants gives him an organization in a community. A fence always succeeds at checks to sell stolen goods (via his Black Market Connections rogue talent) when in a community where he has an organization, and he gains 1d6 (minimum: the fence's Charisma modifier) 1st level rogues to serve as underlings in that community.

Underlings are neither hirelings, nor henchmen, nor followers, but are instead professional thieves who buy and sell goods through the fence's organization. While these NPCs may be customized by the GM, assume they have 1 archetype and a +10 modifier in one skill (1

rank + class training + 3 from their attribute modifier + 3 from the Skill Focus feat.)

For every underling a fence has, he gains 15 gold a week as his cut of his organization's business. This cut is either delivered directly to the fence, or stored in a secure location for him to retrieve later if such a delivery would be impossible.

A fence may ask a favor of each of his underlings once per week. A favor may be used to give the fence a +2 bonus on checks to gather information, Knowledge (Local) checks, or Diplomacy checks made to use the fence's black market connections. The fence may ask favors from multiple underlings for the same check. These bonuses stack.

The fence may also hire his underlings to do specific jobs for him, such as follow a suspect, break into a building, cause a distraction, forge a document, or anything else relating to the underling's skills or archetypal abilities. Hiring an underling for a job usually costs 10 gp, with extended jobs costing 25 gp per week, or 100 gp per month. An underling will usually only accompany the fence on an adventure (thus becoming a temporary henchmen) if his safety can be assured, and may demand more payment for dangerous work. If an underling is caught or injured on a job for the fence, the fence is expected to pay the underling's fines and bills, or the fence might find his other underlings reluctant to take on similar jobs. If an underling is incarcerated, killed, or on adventure, the fence does not gain that underling's gold per week. Replacing underlings must be
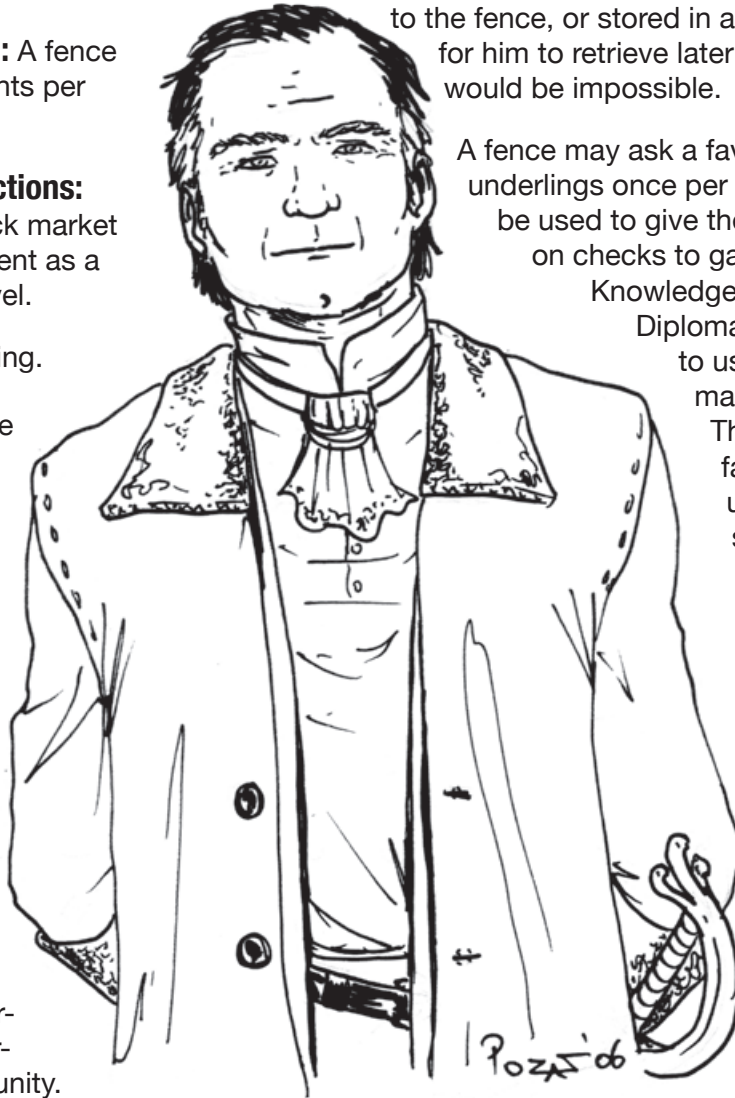
done through adventuring, gaining levels, or making new contacts.

At 7th level, and every 4 levels thereafter, a fence gains 1d6 (minimum: the fence's Charisma modifier) new underlings, that may be added to an existing organization or used to form a new organization in a new community. Alternately, the fence may instead increase the level of 1d6 underlings (minimum: the fence's Charisma modifier) by 2. Higher level underlings bring the fence 15 gp per level per week. Asking a favor of a higher level underling grants a bonus equal to the underling's level for the check in question. When hiring a higher-level underling to do a specific job, multiply the cost by the underling's level.

For the purposes of this ability, a community is any settlement consisting of 100 or more individuals. The community may be larger than this minimum. Outlying farms, fields, and houses are not considered part of a community.

This replaces ambush. If not playing with the added ambush class feature, this instead replaces uncanny dodge and improved uncanny dodge.

Imperial Flanker

Polish, polish, polish.

Alister remembered a time when his life was more than marching, military drills, and polishing his armor. A time when he had spent his days with his students, teaching them the finer points of walking unseen. Now all he did was march with an army that couldn't sneak it's way past a blind and deaf ogre in a tornado.

All he did was march, polish his armor, and listen to the Captain complain.

"Burn that wizard! Burn him and burn the ashes!"

"Sir," the Lieutenant said hesitantly, "we could still try a frontal assault. With enough of our own wizards shielding us—"

"That's exactly what he wants, don't you see?" the Captain sputtered, pacing and wringing his hands. "We'll spend all our resources on the approach and have nothing left to throw at him when we arrive!"

Poor Captain. He'd dragged an army halfway across the country to hunt a rogue wizard, only to find that wizard had cleared the terrain around his fortress for over a mile in every direction. Their target was known for raining fire on his enemies, and the warning was clear: approach and be destroyed. The army had wizards of its own of course, each armed with scrolls and wands to counteract all sorts of magical attacks, but not enough to protect the men from aerial bombardment for a mile-long march.

"Can't the magic users do anything?" the Captain demanded, crouching over a diagram of the fortress they'd drawn in the dirt, "Is there a way to speed up our march or alter the terrain in our favor?"

Alister set his breastplate down.

New Rogue Options

"Sir," he called as he stepped over, "It's a lot easier than you think."

The Captain turned. "Who is this?" he asked his Lieutenant.

"Alister Greywar," the Lieutenant said with disdain in his voice. "He's a thief caught a few months ago who's here paying off his debt to the crown."

The Captain eyed Alister. "A thief?"

"Yes," Alister said with a salute, " and I retired from thievery and wanted my bounty removed. I wasn't caught."

"Regardless," the Captain said, waving the matter away, "what are you saying, soldier?"

"His defences are designed for an army," Alister said, stepping over and gesturing to the diagram. "We'll never get everyone across, but we don't really need to. A small team, say four or five, could sneak inside with nothing but a few invisibility spells."

The Captain paused for a moment. "It wouldn't work," he said, more to himself than to Alister, "I'm sure he has defences to detect an invisible approach."

"I've robbed my fair share of wizards in the past, sir, and they're much more easily fooled than you would think. Even if the team is discovered on the approach, you'd be surprised how easy it is to dodge fireballs when you don't have an unruly army getting in your way."

The Captain sat silently, contemplating.

"Sir," the Lieutenant said, "You're not seriously considering the proposal of a thief?"

The Captain cut him off with a gesture. "And if you did get inside, soldier, what then?" he asked. "How would such a small unit defeat such a powerful wizard?"

Alister smiled. "Sir, if all goes according to plan, that wizard won't know we're inside until I've already slit his throat."

A rogue's skills aren't only useful for forest scouts and underhanded criminals. Militaries have need of such abilities as well, and many small combat units, commando teams, and elite squadrons contain those who specialize in precision strikes and flanking tactics.

Whether he is a thief drafted into military service or a soldier receiving specialized training, the imperial flanker is a master of small-group tactics, mixing roguish ability and military training to great effect. While many imperial flankers may also be their unit's horse thief, scout, or saboteur, it is usually on the battlefield with his squad that an imperial flanker feels most at home.

An Imperial Flanker gains the following class features.

Skill Points per Level: An Imperial Flanker gains 2 fewer skill points per level.

Combatant: An imperial flanker is proficient with medium armor, shields (but not tower shields,) and all martial weapons.

This replaces trapfinding.

Tactician (Ex): The imperial flanker gains this ability at 3rd level, as the cavalier class feature. He may use this ability once per day at 3rd level, plus one additional time per day for every 5 levels after to a maximum of of 4 times at 18th level. If the imperial flanker possesses cavalier or tactician levels, these levels stack for the purpose of determining uses per day, and he can take the better progression.

This replaces ambush. If not playing with the added ambush class feature, the imperial flanker does not gain this ability.

Armored Rogue (Ex): at 3rd level, an imperial flanker keeps the benefits of evasion even when wearing medium armor. At 7th level, an imperial flanker may move in medium armor without a detriment to his speed.

This replaces trapsense.
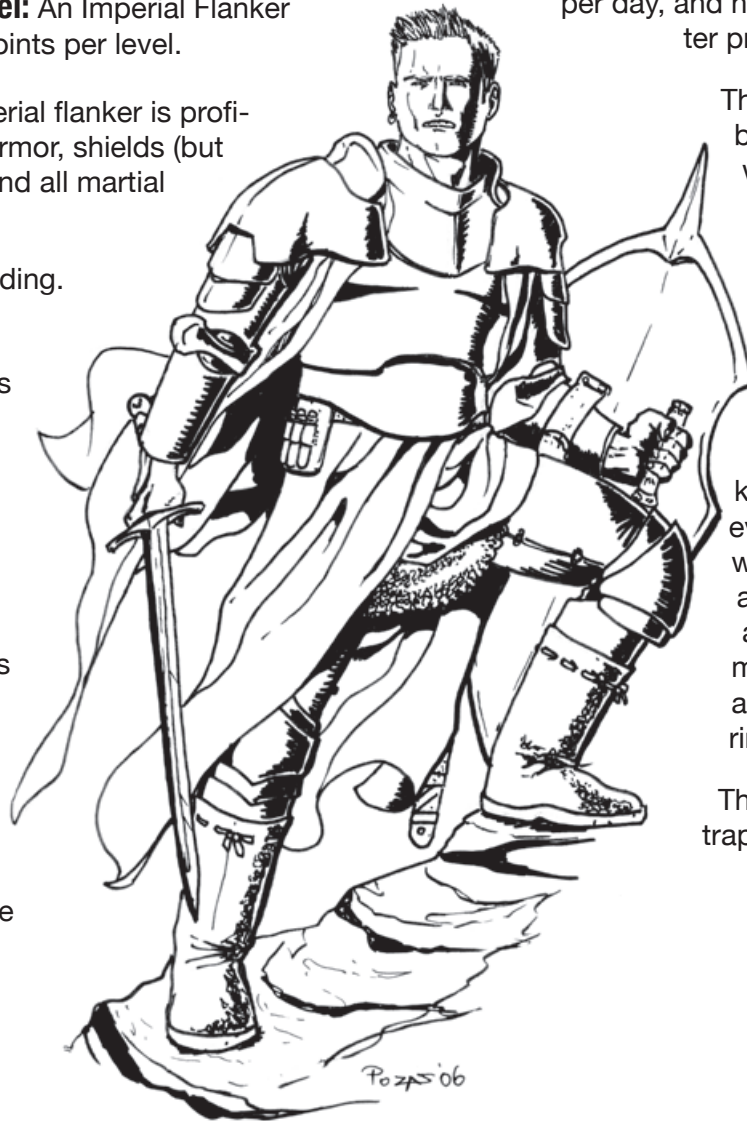
Mageslayer

Avin was going to die.

It had been necessity that drove Avin, an accomplished wizard, to hire out his services to a famous crime lord. And it had been necessity that made him break that deal and steal half a cartful of diamonds for himself. When that barmaid delivered a note to him from his previous employer, it said it was simply necessity that had made the crime lord put a price on Avin's head big enough to attract every bounty hunter on the continent.

Now Avin ran the streets under cover of darkness, hoping he had lost the shadowy figure that was tracking him. As Avin rounded a corner, he took a moment to breath as he pulled the scroll case from his belt, his fingers fumbling with the latch. Avin hadn't prepared for an attack today and most of his spells were

of little use, but this scroll was his trump card. It contained a single fireball, but enhanced so much that it could easily decimate whoever was after him. Provided he could perform the spell while his hands were busy shaking with fear.

Avin had just gotten the scroll in hand when the first arrow came out of nowhere, piercing his hand. Avin gasped, clutching the scroll with his good hand, trying his best to unravel it and begin reading.

"You shouldn't have stopped running," said a woman's voice from just beyond Avin's gaze. Avin unrolled the scroll with his good hand when another arrow came out of the darkness, piercing it. Avin cried out in pain, his mind trying to stay focused on the arcane formulae written on the scroll, his injured hands trying to form the necessary gestures.

"Don't worry, Avin," said a shadowy figure stepping into view, a bow held in one hand, "I'm a professional. You won't die until after you've told me where you hid our employer's money. If you cooperate, she might even spare you."

The spell was almost formed in Avin's mind, his injured hands managing to form the symbols.

"Rei'ch da..."

The shadowy figure leaped forward before Avin could finish the spell, one hand grasping Avin's head while the other slammed into his throat. Avin sputtered, the spell fading from his mind. His vision went dark, and Avin realized he was slipping into unconsciousness.

"That was disappointingly easy," was the last words he heard before everything went black.

A mageslayer is a rogue specially trained to disable magic-users, stopping them before they can cast their powerful spells. A mageslayer could be a bounty hunter, an assassin, or a special officer of the law, or indeed anyone who needs to know how to stop spells before they start. Magic may be powerful, but some of the world's most accomplished casters have fallen at the hands of a single skilled mageslayer.

A mageslayer gains the following class features.

Magebane Attack (Ex): At 4th level, the mageslayer gains the Magebane Attack advanced rogue talent as a bonus rogue talent.

This replaces Uncanny Dodge.

Harrowing (Ex): If an enemy you threaten tries to cast defensively, add half your rogue level to the DC of their concentration check. If they choose to forgo the concentration check and instead provoke an attack of opportunity, your attack of opportunity against them deals sneak attack damage as if they were flat-footed. You do not add sneak attack damage to your attack of opportunity if the opponent has Uncanny Dodge.

This replaces Improved Uncanny Dodge.

Medic

"In my defence, it was a very large dragon."

"Yes, yes" Amu muttered as he applied ointment to the burns and claw wounds decorating Gavis's back. The wounds were bad, but Gavis's tendency to experiment with alchemical fire meant they were not the worst Amu had treated on him.

Gavis smiled, pulling a jeweled necklace from one of his belt pouches. "But I got it. The lost royal treasure of the Neesven empire."

Amu spared a moment from his work to take the necklace and look it over, admiring the craftsmanship of those who had made it over a thousand years ago. Obtaining the necklace was the first step of Gavis's plan, which was dangerous enough that he'd insisted he couldn't do it without Amu's skill and surgeon's hands. Amu understood the concern: the plan had already involved sneaking into a dragon den, and if Amu's suspicions were correct, they were also going to blackmail a king, con an order of paladins, and sneak into the fortified inner sanctum of a Neesven temple.

At least it promised to paid well.

"Keep that pressed on," Amu said, indicating a small cloth patch on Gavis's shoulder. "I'll be back."

Amu stepped from the back room into his main house. From a small corner table he took a small medical bag, opening it and extracting a sharp scalpel, pliers, needle and thread, and a bottle containing a powerful anesthetic. Gavis was tough, but still the anesthetic would help when Amu needed to. . .

Amu stepped to the side just as an assassin dropped from the ceiling, landing where Amu had just been standing. The would-be killer was short, covered in a ceremonial robe that obscured his face, and brandishing a serrated dagger in each hand.

"I am here for the necklace," the robed figure declared. "Give it to me or I——"

The man never got to complete his thought, as Amu calmly dipped the scalpel in the extract and threw it into the man's neck. Amu purposely missed the major arteries, but still the anesthetic worked quickly, causing the robed man to fall to the ground unconscious within seconds.

"I heard a crash," Gavis said as Amu returned, cleaning the scalpel with a cloth. "Did something happen?"

"Just putting my surgeon's hands to work," Amu said. "Now hold out your arm."

A medic may be fundamentally different from other rogues as his primary skill is healing rather than stealth or combat, but like other rogues he is someone who gets done through skill what others could only do with magic. A medic is a student of medicine, massage, acupuncture, and aromas, whose skills are built through a lifetime of study and generations of experimentation. Whether aiding armies in the field, healing an adventuring party, or serving a mercenary organization, a medic is a welcome addition to any group that lives by the sword and hopes to escape death for one more day.

Class Skills: A medic adds Heal and Survival to his class skills. This replaces Disguise and Linguistics as class skills.

Medicine (Ex): Whenever a medic uses his Heal skill to perform long-term care, the subjects of his long-term care recovers 3 hit points per level for a full 8 hours of rest, or 6 hit points per level for each full day of complete rest; 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. When treating deadly wounds, the subject recovers 2 hit points per level instead of 1. The medic also adds his Wisdom modifier (if positive) to the amount of hitpoints the subject recovers when performing long-term care or treating deadly wounds for every 5 points by which the medic exceeds the target DC. The medic may perform long-term care, and may treat deadly wounds, on himself by taking a -5 penalty on his Heal check.

A medic gains half his rogue level as a bonus to his heal skill.

This replaces trapfinding.

Expert Care (Ex): At third level, treating deadly wounds takes 10 minutes instead of one hour to perform. At 7th level, treat deadly wounds takes 1 minute. At 11th level, a medic may treat deadly wounds as a full-round action that provokes an attack of opportunity.

At 11th level, whenever a medic uses long-term care on a subject, that subject may recover one point of attribute drain per day. The medic may also spend 1000 gp in rare herbs to heal one negative level from the subject of his long-term care. A subject may only be healed of one negative level per day.

This replaces trap sense.

Salve (Ex): Starting at 1st level, a medic may use his knowledge of healing and the human body to bolster his or an adjacent ally's body. This requires a standard action that provokes an attack of opportunity, and grants the target 1d6 temporary hit points that last for 1 hour per level. The amount of temporary hit points bestowed increases by 1d6 for every two levels the medic possesses after 1st, to a maximum of 10d6 at 19th level. If a character is at 0 hit points or below, but not dead, this ability stabilizes them and may return them to consciousness if their new hit point total is positive. Applying a salve does not stop bleed effects. A medic may use this ability a number of times a day equal to his rogue level + his Wisdom modifier. (minimum: 1.)

This replaces sneak attack.

Surgical Precision (Ex): Whenever a medic is in a situation where he would normally be granted a sneak attack, he instead gains a +1 bonus to his attack rolls for every odd rogue level he possesses, to a maximum of +10 at 19th level. Any feats or rogue talents that affects sneak attack instead affects surgical precision. Count the medic's to-hit bonus from surgical precision as the number of sneak attack dice he possesses when calculating effects dependent on sneak attack dice. If the medic gains sneak attack dice from another source, add the to-hit bonus from surgical precision and the number of sneak attack dice he possess together when determining the effects of his sneak attack and the effects of abilities that alter sneak attack.

This replaces ambush. If not playing with the added ambush class feature, then the medic instead gains 2 fewer skill points per level.
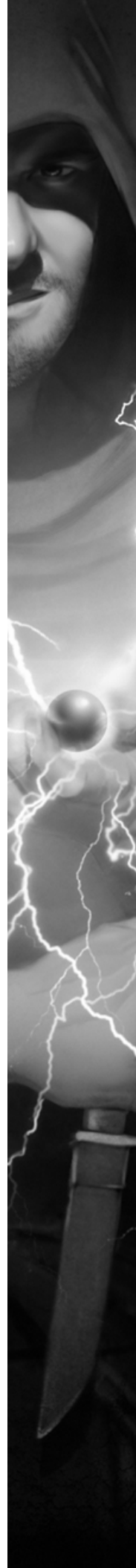
Pet Trainer

"He doesn't like you," Finn said.

The wolf growled menacingly at the messenger, who eyed the beast in return. The bar was mostly empty, and the few patrons that remained were used to seeing Finn's animals, but this newcomer was so on-edge it almost made Finn laugh. The messenger swallowed before speaking again, his eyes constantly flickering back to the wolf as he spoke.

"Yes, well. . . my employer is willing to double your usual fee if. . ."

The ruffling of bird wings startled the messenger again, and Finn looked up to see his falcon, Bluetip, come flying through an open window. The bird landed on the table near Finn, and turned to hiss at the messenger.

"He doesn't like you either," Finn said as he gently stroked the bird.

The messenger was slowly moving past unease toward true fear and anger at Finn because of the fear. "Yes, well," he said with an uneasy huff, "That's the offer. Find her, and double the usual fee to bring her back alive."

With that, the messenger stood and turned to leave, but was stopped by a small monkey in a leather jacket that screeched and leaped on him, seemingly out of nowhere. The messenger gave a squeal and threw the animal onto the table before storming out of the bar.

Finn held out his hand. The little monkey handed Finn the messenger's money pouch and beamed with pride. Finn gave the monkey a gentle pat on the head as he watched the retreating form of the messenger.

"He didn't like you either," Finn said.

***

Pet trainers are a special kind of rogue. Where other rogues learn to fight, sneak or steal, a pet trainers tirelessly trains up animals to do these things for him. A pet trainer's animal companions are the secret to his success and the key to his accomplishments. Others may go it alone, but a pet trainer knows there is safety, and success, in having loyal friends and allies.

A pet trainer gains the following class features.

Class Skills: A pet trainer adds Handle Animal and Ride to his list of class skills. This replaces Linguistics and Disguise as class skills.

Skill Points per Level: A pet trainer gains 2 fewer skill points per level.

Grab: A pet trainer may use his handle animal skill to teach animals the 'grab' trick. Using this trick causes the animal to search a designated area, retrieving any gold, jewels and other valuables it finds. The animal may also be

trained to retrieve scrolls and books, weapons and equipment, or food and drink, but each of these requires learning a separate trick.

When performing this trick, the animal searches the designated area for 1d6 rounds, retrieving as many valuables as it can discover.

Animal Companion (Ex): At

1st level, a pet trainer gains an animal companion, similar to the druid class feature. The pet trainer treats his rogue levels as druid levels for this ability, and these levels stack with those of any other class that grants an animal companion.

The pet trainer may have more than one animal companion, but he must divide up his effective druid level between his companions to determine the abilities of each companion. For example, a pet trainer with an effective druid level of 4 can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion. Each time a pet trainer's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the rogue's service (he must release a companion or wait until a companion dies to allocate its levels to another companion). The rogue's animal companions do not gain the share spells ability, and if the rogue possesses levels in another class that grants the shared spells ability, this does not give the rogue the ability to cast a single spell so that it affects all of his animal companions.

A pet trainer's animal companions adds Sleight of Hand to the list of skills they may be trained in, but they may only use this skill to lift small objects from a person. They may also select Improved Steal as a feat, even if they don't meet the prerequisites. Using the Steal combat maneuver or the Sleight of Hand skill requires knowing the 'grab' trick.

This ability replaces guile pool. If not playing with the added guile pool class features, this instead replaces trapfinding and trapsense.
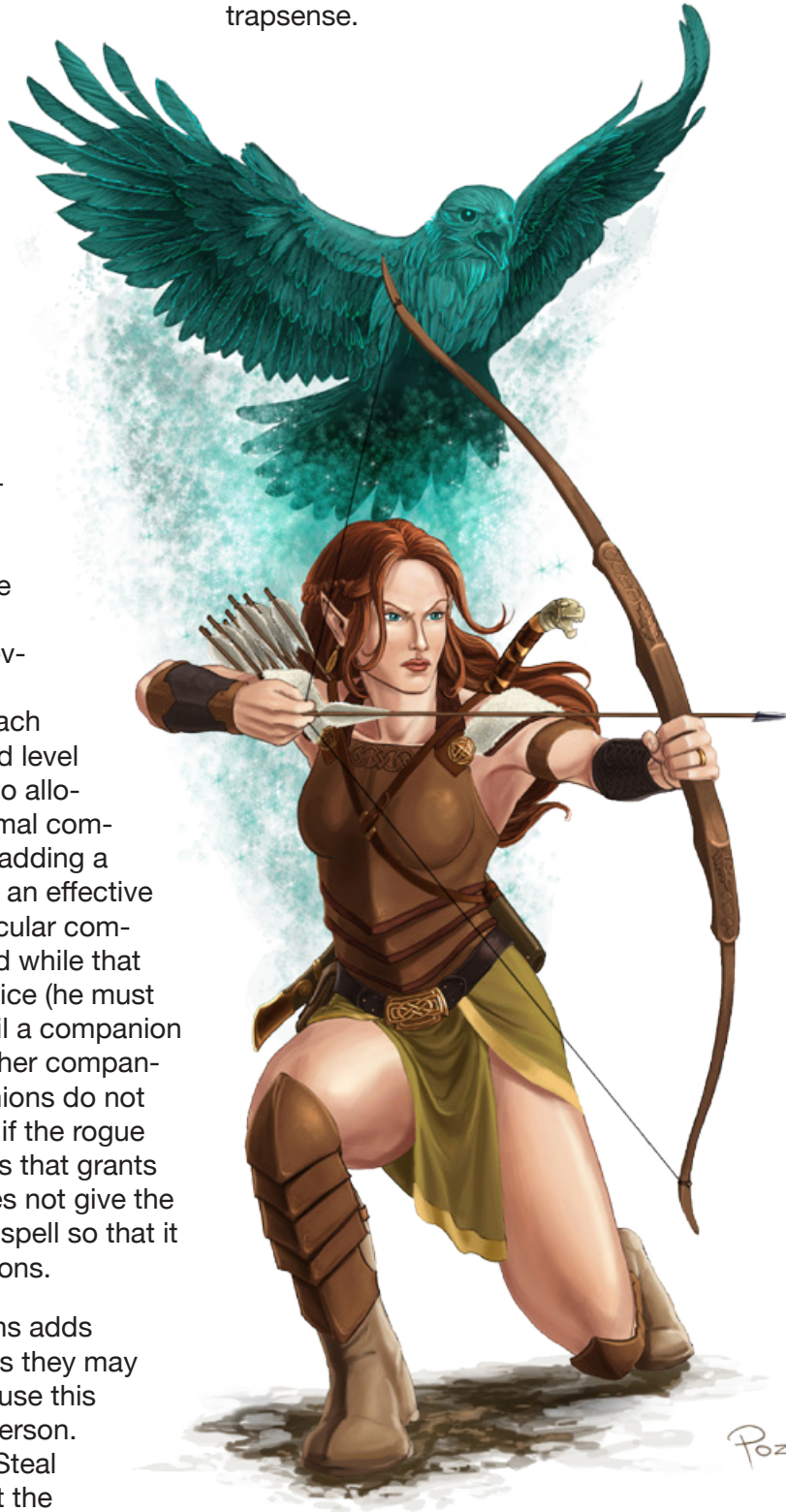
Stalker

"What is he trying to do?"

"I think he's trying to hide."

"He's not very good at it, is he?"

Vesva and Dwoll stayed in their tree, watching the portly man as he busied himself, trying to hide the trail he'd made passing through the underbrush. Once he was satisfied with his work (although Vesva noted he'd actually made his trail bigger,) he made his way towards the large rock beneath the tree Vesva and Dwoll were hiding in. Wheezing, his neck straining, the man lifted the rock and exposed the small tin box hidden underneath. The man muttered a few words, and the box glowed slightly as the magic seal on it was deactivated.

"Now," Vesva said, and Dwoll pulled the string in his hand.

The trap was simple, but effective. A rope the portly man hadn't seen flew up from the underbrush, fastened itself around the man's legs and lifted him into the air. The man's face grew purple as blood rushed to his head, his body straining from the unusual position it found itself in.

"Unhand me, cowards!" the portly man cried as Vesva and Dwoll dropped from the tree. "Do you know who I am?"

"Not really, no," Vesva said as she looked in the box, pulling gemstones out and inspecting them one by one. "We wanted to learn the contents of this box and saw you blustering your way through the woods in this direction. It just seemed easier to see if you'd disarm the seal for us than cracking it ourselves. I hope you don't mind."

"Criminals!" The portly man cried. "I am the third son of Lord Pivonia, owner of these lands! I will have you thrown in prison until you rot!"

Vesva and Dwoll look at each other in surprise.

"I didn't know we were dealing with a noble," Vesva said. "Dwoll, do you know what this means?"

Dwoll nodded. "Ransom," he answered, slipping a rag and a small bottle from his belt pouch.

Vesva ignored the frightened cries of the nobleman and turned back to inspecting the gemstones. What a surprisingly lucrative day this was turning out to be.

A stalker is a master of stealth and ambushes, hunting both men and beasts with equal ease. Whether he hunts criminals in the dark alleys of the city or treads with rangers in the wilderness, he is a master of lurking unseen and using his environment to his advantage. Many rogues specialize in the knife in the back, but such methods are often too crude for a stalker. Many times, a stalker's prey won't even realize it's being hunted until it's already dead.

A Stalker gains the following class features.

Skill Points per Level: A stalker gains 2 fewer skill points per level.

Stalking (Ex): At 3rd, 8th, 13th, and 18th level, a stalker may choose to gain either terrain mastery, trap training, or advanced trap training as a bonus rogue talent.

Street Magician

Genaves leaned against the bar, trying to keep his eyes focused on the blurry image next to him, with marginal success.

"The secret to magic, my pet," he said, fighting to keep his voice steady through the drink, "is tenacity. The ability to keep trying no matter what. It's what good students have and bad ones don't, like my old student Misva. Terrible woman, no drive at all. Eventually had to kick her out."

The blurry image next to him giggled. Was her name Vinne? Ville? It didn't matter. She was pretty and that was good enough for him. "Misva, I heard of her," she said. "Wasn't she caught breaking into the academy's vault?"

"The little tramp," Genaves muttered, taking another swig from his glass. "Trying to steal my staff, she was. Wouldn't have mattered, though. Only my ring can get through the spells on that room, otherwise the wards will paralyze you for days."

The girl laughed. "I guess you have everything figured out, don't you Genaves?"

Genaves felt a prick in the back of his neck. He tried to cry out, but the poisons were already rushing through his system, cutting of his ability to speak. Genaves reached out for the girl next to him to plead for help, but his hands passed right through her, feeling only air where she should have been.

Within seconds, Genaves was unconscious, his head slumped on the bar top. The bartender turned his back as he'd been paid to do, as if Genaves had simply passed out from too much drink. Beside the unconscious man, the image of the girl flickered and shrank, flying to the back of the room, where a waiting patron was putting away her blowgun. She held out her hand, letting the image land in the small compartment on top of her ring.

"Tenacity," Misvo said with a sneer, clasping the ring shut. "I have more of it than you think, old man."

Not all who study magic do so in academies and universities. Some master the elusive art by sharing secrets on the street, learning as much from grit and determination as others would from scrolls and spellbooks.

Street performers, runaways from magic academies, or simply orphans with the knack, these rogues study their simple tricks relentlessly. 'Trained' wizards may scoff at these simple magic-users and their street-trained magic, but a street magician knows better. By focusing their practice, these magic-users learn tricks and shortcuts that their more "trained" contemporaries could never master. They may not have the technical knowledge of the full-spellcaster, but woe be to those who cross a street magician and her magic

(Note: This archetype makes specific use of the guile pool class feature. If not playing with the added guile pool class feature, the rogue instead gains a 'magic pool' equal to half her rogue level plus her Int modifier, which may be spent in place of guile points when using a street magician ability or a street magician-specific rogue talent that calls for the expenditure of guile points.)

A street magician gains the following class features.

Class Skills: A street magician adds Spellcraft and Knowledge (Arcana) to her list of class skills. This replaces Escape Artist and Knowledge (Dungeoneering) as class skills.

Skill Points per Level: A street magician gains 2 fewer skill points per level.

Minor Magician (Sp): A street magician gains the use of prestidigitation as an at-will spell-like ability, using her rogue level as her caster level. This ability counts as possessing the minor magic rogue talent for purpose of qualifying for other rogue talents. The DC is Intelligence-based.

This replaces trapfinding.

Rogue Magic (Sp): As a street magician levels, she gains spell-like abilities chosen from the wizard/sorcerer spell-list. She gains the use of

one spell at 1st level, plus another at 2nd, 4th, and every 2 levels thereafter. Each of these spell-like abilities is usable twice per day, and is Intelligence-based. The street magician must possess an Intelligence score of 10 + the spell's spell level to select it as a spell-like ability. In all cases, the street magician's caster level is equal to her rogue level.

At 1st level, the rogue may choose her spell-like abilities from the 0-level spell list. She may choose spells of 1st level or below at 4th level, spells of 2nd level or below at 8th level, spells of 3rd level or below at 12th level, spells of 4th level or below at 16th level, and spells of 5th level or below at 20th level.

Starting at 4th level, she counts as having the major magic rogue talent for the purpose of qualifying for other rogue talents.

This replaces trapsense, uncanny dodge, and improved uncanny dodge.

Rogue Magic Talents: A street magician may gain the following rogue talents. She may not select any rogue talent more than once unless otherwise specified.

Improved Magic: Choose a metamagic feat when you select this talent. You may alter a spell-like ability you possess with the effects of that feat by spending a number of guile points equal to the level increase of that feat. You may alter a spell-like ability with the effects of multiple metamagic feats by spending guile points for each metamagic feat applied. Altering a metamagic feat in this way increases the casting time to a full-round action, with the exception of Quicken Spell.

This talent may be selected multiple times. Its effects do not stack. Each time it is selected, choose another metamagic feat.

Familiar: You gain the familiar advanced rogue talent, even if you don't meet the prerequisites.

Bonded Object: You gain a bonded object, as the wizard class feature. This does not allow you to possess both a familiar and a bonded object.

A street magician with a bonded object may use it once per day to reuse any spell-like ability she possesses from her rogue magic class feature once per day, as if she were a wizard with that spell in her spellbook. A street magician may enchant her bonded object as if she possessed the necessary item creations feats, treating her rogue levels as wizard levels when determining her caster level. She may also use her spell-like abilities as if they were normal spells when enchanting her bonded object.

If the street magician is not wielding her bonded object, she must make a concentration check with a DC equal to 20 + the spell's level in order to use one of her rogue magic spell-like abilities. Failure means she fails to use her spell-like ability, and uses up one of her uses per day of that spell-like ability.

Additional Magic: Select a spell from the wizard/sorcerer list that is of a spell level equal to or lower than the highest spell-like ability you possess through your rogue magic class feature. You may use this spell twice per day as a spell-like ability, in all ways similar to the other spell-like abilities gained through your rogue magic class feature.

This talent may be selected multiple times. The effects do not stack. Each time this talent is selected, choose another spell.

Extra Magic: Choose one spell-like ability gained through rogue talents or your rogue magic class feature. You may use this ability an additional 2 times per day.

This talent may be selected multiple times. Whenever you gain this rogue talent, you may select the same or a different spell-like ability.

Advanced Rogue Magic Talents: Starting at 10th level, a street magician may select any of the following advanced rogue talents.

Ambush Spell: You may add your sneak attack damage to any one flat-footed target when using a spell-like ability that deals damage. If the spell-like ability deals damage to multiple flat-footed targets, only one is dealt this sneak attack damage. The additional damage is of the same type as the spell. If the spell allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

Street Urchin

"His name is Dacall. He's in the market as we speak."

Nigen nodded slightly and took the scrap of parchment from his informant, passing the man a gold coin in return. The scribbled description was simple, but sufficient: six feet tall, brown hair to his shoulders, green silk tunic, and carrying a monkey on his shoulder. Well, that last part should be easy to spot.

Nigen slipped from the alley and made his way to the market, his old cloak pulled up, hiding his guard's uniform. Being in this marketplace brought back memories. Once, Nigen had lived on these streets much like his informant did—the unseen eyes and ears of the city, too poor to be noticed, living off petty theft and whatever information he could sell. Now Nigen was a member of the city watch, but still those skills gained from a childhood on the street were as much a part of him as his arm.

Nigen hung to the side of the street, his eyes searching the market until they saw the man described on the paper—his target. Nigen let his eyes wash over the target, taking note of his walk, stance, and mannerisms. It was second nature to Nigen to read a target this way-it was how he had avoided picking
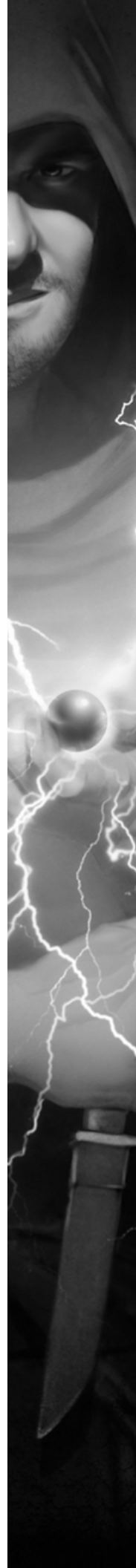
dangerous pockets as a child. His eyes took note of the hidden knife up the man's sleeve, the slight limp indicating an old battle wound, the powerful hands that only a swordsman possessed.

And. . . a druid? Nigen caught himself, double checking the details. Yes, the man was definitely unaccustomed to wearing shoes, moved with a slight hunch as if he were used to walking on all fours, shied away from the butcher's stand, and reacted to the monkey's chirps as if he understood something in its speech. Now that Nigen realized it, the man's strong hands could just as easily have come from fighting with claws as fighting with swords. That man was a Druid, Nigen was certain of it.

Well, bringing him in alive just got more interesting. Gripping the sap he kept at his belt, Nigen started off across the street.

A street urchin has lived on the streets all his life, stealing or begging just to survive. A street urchin learns early how to size up a potential target for begging, scamming, or robbing, for he knows getting caught means at best an empty belly, and at worst an untimely death. A street urchin going on adventures may eventually rise above his poverty, but no matter how wealthy a street urchin may become in later-life, the street will always be part of his identity.

A Street Urchin gains the following class features.

Class Skills: A street urchin adds survival to his list of class skills. This replaces Knowledge (Dungeoneering).

Streetwise: At 3rd level, a street urchin gains a +1 morale bonus to Knowledge (Local) checks, Sense Motive checks, and Diplomacy checks made to gather information. These bonuses rise to +2 when the street urchin reaches 6th level, to +3 when he reaches 9th level, to +4 when he reaches 12th level, to +5 at 15th, and to +6 at 18th level.

This replaces trapsense.

Mark (Ex): Starting at 3rd level, a street urchin gains the ability to measure a creature's capabilities with a look, sizing him up as a potential target for cons, robbery, or combat. The street urchin must spend a full-round action observing a target, and must succeed at a Perception check against a DC of 10 + the target's character level. If he succeeds, the street urchin learns the target's class, level, and ability modifiers. If the target is in disguise and its disguise check exceeds 10 + its character level, the Perception DC is instead equal to the disguise check. Failure at this check means the street urchin is not able to accurately gauge his target, while failure by 5 or more leads to false information.

Observing someone in this manner also designates that person as the street urchin's mark, granting the street urchin a number of bonuses against them. A street urchin gains a +2 bonus to Perception, Bluff, Sleight of Hand, and Steal combat maneuver checks made against his mark. A street urchin also gains a +2 bonus to attack and damage rolls made against his mark. These bonuses increases to +3 at 9th level and +4 at 15th level.

A street urchin must keep his attention focused on his mark, and suffers a –2 penalty to his AC except against attacks made by his mark, and also suffers a -4 penalty to Perception checks made against anyone but his mark. Once a street urchin has designated a mark, he must maintain that creature as his mark each round with a free action.

This replaces ambush. If not playing with the added ambush class feature, the street urchin instead gains 2 fewer skill points per level.

True Professional

"You've never killed anyone?" Tadine asked.

"No," Kishna said, adjusting her pack. "I've never had to."

Tadine and her assistant exchanged looks.

"But how is that possible in our line of work?" Tadine asked, kicking a small stone down the beaten road. "What with city guards, bounty hunters, bandits, and the occasional necromancer looking for bodies, how else have you managed to survived this long?"

Kishna was about to respond when a rustling in the bushes attracted their attention. Jumping onto their path was the single biggest ogre Tadine had ever seen. It wore armor made from animal skins and carried a bloody cleaver the size of an average man. A string of human skulls hung around the creature's neck, and several smaller weapons, most likely taken from its victims, hung from a belt.

"My name is Omrar the Mighty!" The creature howled, hefting its cleaver in the air menacingly, "and I'm here for your gold!"

Tadine's hands instantly went to the bow slung across her back while her assistant began making arcane gestures, but Kishna confidently pushed past both of them.

"Well THERE you are!" she said, putting her hands on her hips. "Finally!"

The ogre stopped, a look of confusion passing over its face. This look was matched by both Tadine and her assistant.

"I was afraid you weren't going to show," Kishna said with a huff, "and I'd have to tell Lord Magrite his man skipped out."

The ogre still looked confused, but recognition did flashed in its eyes. There were few in these parts who didn't recognize the name of the Bandit Lord of the North.

"Now we haven't much time," Kishna said, stepping forward authoritatively. "The caravan should be here any minute, and the gemcutters guild paid for top security on this shipment."

The ogre shuffled uncomfortably. "Shipment?"

"Of gems, man, priceless gems! You do like gemstones, don't you?"

The ogre thought for a minute and gave what he must have thought was a safe answer.

". . .Yes?"
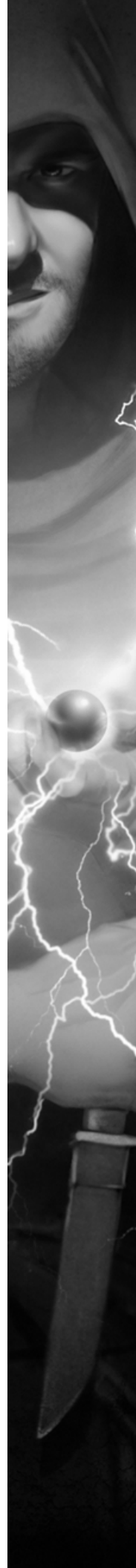
Rogue Glory

"Good," Kishna said, adjusting her pack again. "We'll set up in the bushes to ambush them with magic, your job is to charge them head on. Don't worry, you'll have enough magic backing you up that nothing will hurt you, and you'll get fifty percent of the loot, as was agreed on. Now hop to it!"

The ogre nodded vigorously, a greedy grin splitting its face at its apparent fortune. Without a backward glance, the monstrous creature scampered back behind the bush, its eyes riveted on the road. Kishna nodded to her companions, and the three stepped behind another set of bushes as if to set up their ambush, then quietly slipped out and continued on their way, leaving the unsuspecting ogre none the wiser.

They walked in silence for several minutes until they were sure they were out of earshot of the ogre.

"That's how," Kishna said lightly.

While other rogues may spend their time studying sneak attacks and combat, a true professional has no time for such brutish tactics. A true professional could be a diplomat, an acrobat, a burglar, or a master of combat maneuvers, anyone for whom skillful ability is more important than dealing damage.

A true professional gains the following class features.

Expertise: A true professional chooses one of the following benefits at 1st level.

Skill Expertise (Ex): The true professional gains 2 extra class skills of the player's choice. The true professional also gains a morale bonus to one skill equal to half her rogue level.

Combat Expertise (Ex): The true professional gains proficiency with either shields or one martial weapon of the player's choice. The true professional treats half her rogue levels as fighter levels when qualifying for combat feats. This stacks with any fighter levels she possesses.

Magic Expertise (Ex): Choose one 0-level spell from any spell list. The true professional may use this spell as a spell-like ability three times per day, using her character level as her caster level. This counts as possessing the minor magic rogue talent when meeting the prerequisites of other rogue talents. The

true professional may gain the major magic and minor magic rogue talents multiple times, and may select 0-level or 1st-level spells from any spell list, not just the wizard/sorcerer list. These spell-like abilities are always Intelligence based, regardless of what spell list it was chosen from.

Bonus Feats: A true professional gains a bonus feat at 1st level, plus another one at 3rd, and every two levels thereafter. The true professional may choose any feat for which she qualifies.

This replaces sneak attack.

Exceptionally Skilled (Ex): A true professional gains 2 extra skill points per rogue level.

This replaces ambush. If not playing with the added ambush class feature, the true professional does not gain this ability.

True Expertise (Ex): At 20th level, a true professional is almost supernaturally precise with her abilities. Two times per day, the true professional may change one of her attack rolls, combat maneuver check rolls, skill check rolls, or saving throw rolls to a natural 20.

This replaces master strike.

Urban Ninja

From his position under the balcony, Givmor watched as the thief make his way across the street below. The mousy criminal still carried the book stolen from Givmor's employer wrapped in cloth and hidden in his shirt, as if a conspicuous bulge was somehow less suspicious than a man carrying a simple tome.

Givmor's instructions were clear: retrieve the stolen book. However, there was something bothering him that made him hesitant. The would-be thief had been trying all night to pawn the book off without success. He was avoiding the smaller pawn shops and instead going from arcanist to arcanist, collector to collector, and yet every time he emerged still carrying the book. It wasn't just a passing disinterest in the book—if the violent screaming and bodyguards often sent to make sure the thief left in a hurry were any indication, these experts were downright terrified.

Why? What was it about this book that made Givmor's master so keen to get it back, and everyone else so keen to avoid it? Givmor had to know.

The thief was making his way to another building, and Givmor leaped across the alley to claim a perch above the second story window (the owner's study, from the looks of things,) bending close to listen.

". . . work by Master Minstra is exceptionally rare," came the voice of an older woman.

"Not only is it authentic," came the voice of the thief, "but it's one of his lost tomes. You'll never see the like of it again. I'm in a hurry, so it'll only cost you five thousand pieces of gold."

"I'll need to authenticate it first," the woman said, and Givmor heard the scuffling of feet and wooden drawers opening and closing.

"You can see for yourself it's authentic," the thief said. "It's at least—" The thief's voice was cut off by the crackle of power, a sound Givmor recognized as magic hitting a spell-ward.
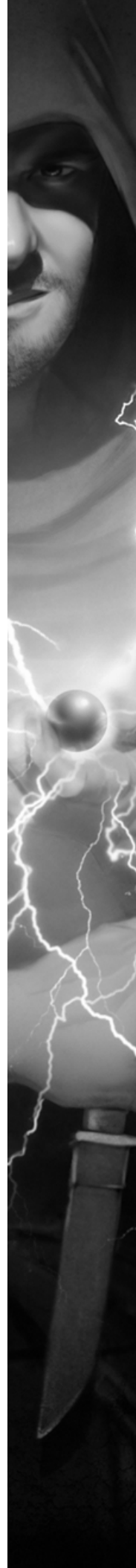
"A cursed book?" came the woman's incredulous voice. "A cursed necromantic book? Are you insane!?"

"It's Master Minstra's original bargain with the god of death!" The thief said with desperation. "Who knows what sort of secrets are contained—"

"A work like this is only valuable to demonists and soul-stealers, and I will have no part of it!"

"Please!" the thief said, his voice laced with desperation, "I can hear demons whispering ever since I took it! I can feel my strength draining by the hour! If I can't get the money for a healing—"

Both voices cut off when they heard the crashing of the window. Givmore focused his energy, calling forth his Ki, and quickly turned invisible, throwing a smoke bomb into the room for good measure. There

came a popping sound and thick smoke started filling the room. Givmor quickly swung in, wrenching the book from the startled thief before he or the woman could attempt to stop him.

Well, that was interesting. Givmor knew his master was an accomplished wizard, but if this woman was to be believed, there were secrets he'd been hiding even from Givmor. As Givmor leaped back through the broken window to land on the street below, his mind raced with the possibilities this information opened up to him.

Perhaps Givmor wouldn't return this book just yet.

Some rogues are lawless, rowdy creatures, but not all. There are some for whom discipline is as natural as breathing, their focus allowing them to touch on both the mundane and the supernatural in their training. These are the urban ninjas, the students of the unseen, and lords of the shadows. Some of them gained their skills by studying with disgraced ninjas, while others may have traveled with monks or assassins. However they learned, one thing is always certain: when one possesses both the skill of a ninja and the free spirit of a rogue, there is little that can stand one's way.

(Note: This archetype does not function unless playing with the added guile pool class feature.)

An Urban Ninja Gains the following class features.

Ki pool (Su): At 2nd level, an urban ninja gains a ki pool equal to his Wisdom modifier. This ki pool functions like a ninja's ki pool, granting the same abilities and bonuses as a ninja of equal level.

This ability replaces evasion.

Guile Pool (Ex): At 2nd level, an urban ninja gains a guile pool equal to his Charisma modifier. At 5th level and every 3 levels after, an urban ninja may choose to add 1 point to either his guile pool or his ki pool.

This alters the guile pool class ability.

Ninja Tricks: An urban ninja may select either a ninja trick or a rogue talent whenever he selects a rogue talent. At 10th level and above, the urban ninja may select either an advanced rogue talent or a master ninja trick whenever he selects a rogue talent.
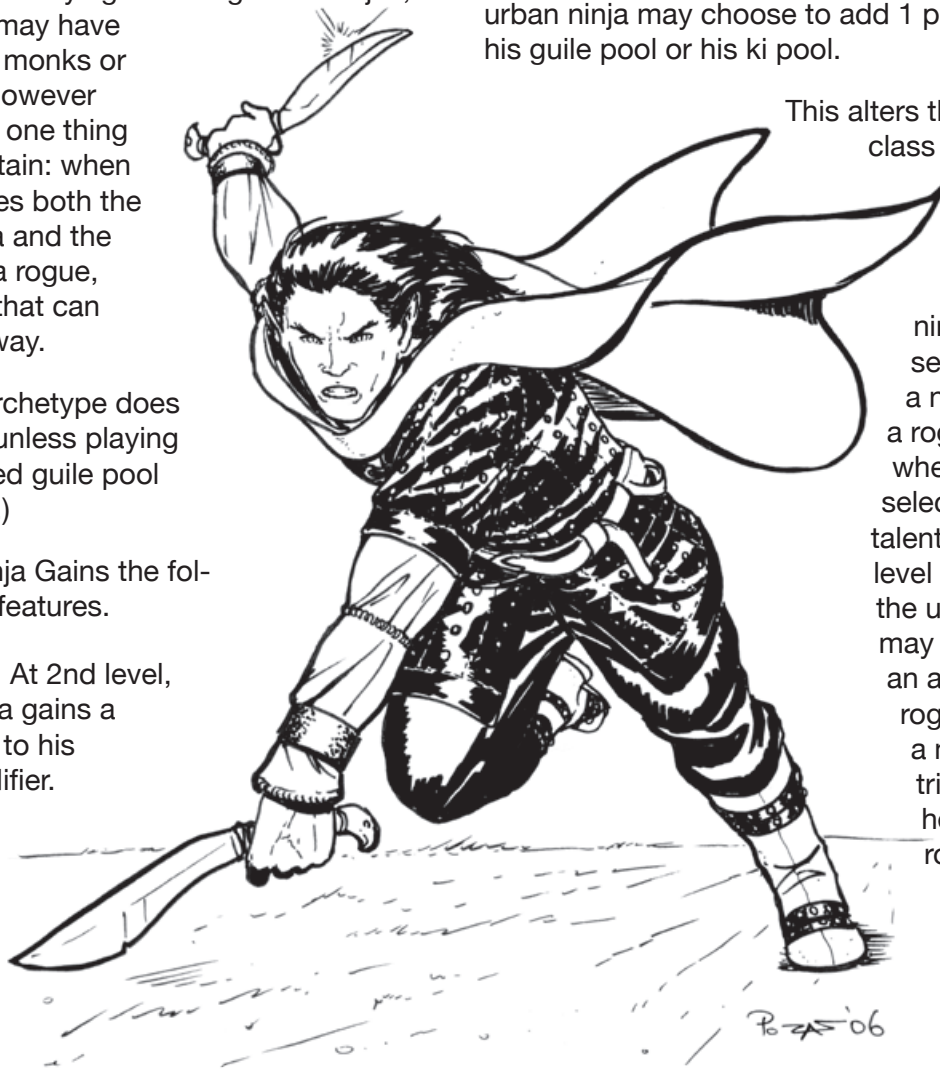
Weapon Expert

The carriage came to a sudden halt.

"Why the delay?" Duke Finsva asked, pulling aside the curtain on his carriage window.

"There's a halfling in the road, Highness," The guard captain said. Duke Finsva stuck his head out the window to get a better look.

Yes, that was a halfling standing in the middle of the road.

"Kill him and let's get moving," the Duke said. "I'm late for supper."

"Duke Finsva," the halfling called, one hand resting on the sword in his belt while the other unfurled his cape like a stage performer. "My name is Telor Borotin, and I am here to defeat you."

Duke Finsva looked curiously at the smiling halfling, then at the four guards in plate armor riding beside his carriage.

"Do it quickly, please" he said.

One of the guards dismounted and drew his sword, but before he could get within ten feet of the halfling, the little man drew a dagger from his belt with a flourish. There was a flash of metal and the guard fell screaming, the dagger protruding from his neck.

"Not necessarily kill, mind you," the halfling said cheerily, retracting his throwing arm, "but rob, beat down, humiliate. Whatever it takes to get the message across."

Two more guards were on the ground, their swords at the ready as they charged their opponent. As the first man's sword crashed towards the halfling—Telor he'd said his name was. Telor stepped under the swing, grabbing the man's wrist with one hand while the other pulled the sword from his belt. Telor lunged in, his small blade slipping into the joint of the man's armpit and biting deep into his flesh. Before the bleeding, screaming guard had hit the ground, Telor had already slipped around him, placing the injured man between himself and the uninjured guard. The uninjured guard tried to step around his comrade and get a clear attack against the tiny man, but before he could take a swing there was another flash of metal, and the man fell to the earth, a dagger embedded in his face.

"You see, Finsva," the halfing said as he stood and wiped the blood from his blade, "Your subjects just aren't happy with the way you rule. Unhappy enough to hire me. They don't necessarily want revolution, of course, just a more equitable rulership. You and I both know how this is going to go, however."

"Kill him!" The Duke cried, sticking his head back into his carriage and covering the window. "Kill him now!"

Rogue Glory

The final guard—the captain—stepped down from his horse. This man proceeded cautiously, both hands on his sword as he held it out in front of him, the point aimed at his tiny adversary.

"I am Parde, Knight of the Third Order," the man said between gritted teeth, more to himself than to his opponent. "I am the captain of Duke Finsva's guard, and the third generation of my family to achieve knighthood. I will not fall to the likes of you!"

Telor silently raised his blade in a swordsman's salute, and charged.

A weapon expert is a rogue who, rather than stab his opponents in the back, prefers to face them upfront. These men and women are fighters in their training and rogues in their hearts, and are as likely to rob you blind as to challenge you to an honorable duel. Others may prefer poison or a knife in the back when making a kill, but the weapon expert knows there is strength, and wisdom, in facing your battles head-on.

A weapon expert gains the following class features.

Skill Points per Level: A weapon expert gains 2 fewer skill points per level.

Combatant: A weapon expert is proficient with all martial weapons, medium armor, and shields (but not tower shields.)

This replaces trapfinding.

Weapon Training (Ex): A weapon expert gains weapon training as the fighter class feature at 1st level. He may select another group of weapons at 3th level and at every two levels thereafter, to a maximum of 10 at 19th level.

This ability replaces sneak attack.

Fighter Training (Ex): Starting at 3rd level, a weapon expert treats half his rogue levels as fighter levels when meeting the prerequisites for feats. These levels stack with any fighter levels he may have.

This replaces ambush. If not using the added ambush class feature, ignore this ability.

Armored Rogue (Ex): at 3rd level, the weapon expert keeps the benefits of evasion even when wearing medium armor. At 7th level, a weapon expert may move in medium armor without a detriment to his speed.

This replaces trapsense.

Weapon Mastery (Ex): At 20th level, a weapon expert chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

This replaces the master strike class feature.
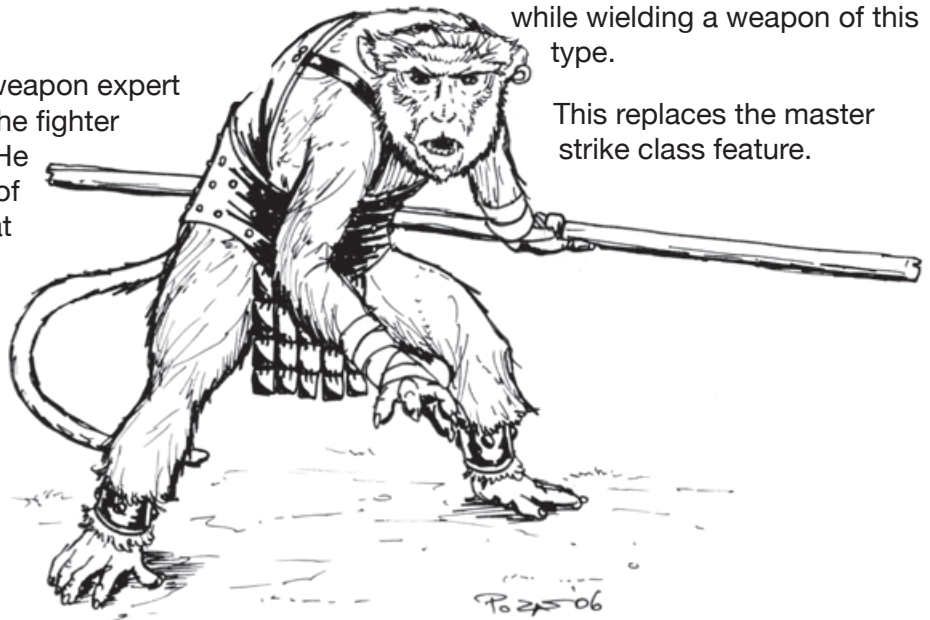
New Rogue Talents

Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

Hidden Flight (Ex): Prerequisites: Fast Stealth

A rogue with this talent may run or charge while Stealthed by taking a -10 to her Stealth check.

Abduction Artist (Ex): Prerequisites: Ambush class feature.

If a rogue with this talent successfully grapples a creature during a surprise round, she deals her ambush damage to that creature as either lethal or non-lethal damage, and that creature must save or suffer the ill-effect of the rogue's ambush.

Maneuver Mastery (Ex):

The rogue has truly mastered one combat maneuver. A rogue selects a maneuver when she gains this talent. Whenever she attempts this maneuver, she uses her rogue level in place of her base attack bonus (in addition to any base attack bonus gained from other classes).

A rogue can select this rogue talent more than once. Its effects do not stack. Each time she selects this talent she selects another combat maneuver.

Armor Mastery (Ex):

A rogue with this talent decreases the armor check penalty of any armor she wears by 1 and increase the armor's maximum Dexterity bonus by 1.

A rogue may select this rogue talent more than once. It's effects stack.

Melee Archer (Ex):

A rogue with this talent may flank enemies 10 feet away from her while using a ranged weapon, as if the ranged weapon were a reach weapon. If the rogue threatens squares with her ranged weapons (i.e., through the Snap Shot feat,) she may also flank enemies inside her threatened area.

Normal: Ranged weapons cannot be used to flank.

Trick Shot (Ex):

A rogue with this talent may perform the feint combat maneuver with a ranged weapon.

Normal: Combat maneuvers cannot be performed with ranged weapons.

Minor Alchemy: Prerequisites: 10 Intelligence.

A rogue with this talent chooses one 1st-level formulae from the Alchemist formulae list that she may prepare as an alchemist's extract once per day from memory, using her rogue level as her caster level. The rogue does not gain or need a formulae book, and does not count as being an alchemist, a spellcaster, or possessing a formulae book for any other purpose.

Aerial Acrobatics (Ex): Prerequisites: Rope Mastery

A rogue with this talent gains a climb speed equal to her base speed while using a rope to climb, with all the related benefits. She only needs one hand free to climb a rope, and may perform actions while hanging from a rope which usually requires having two free hands. Finally, she may descend a rope with a speed of up to 60 ft without penalty or damage.

Major Alchemy: Prerequisites: Minor Alchemy, 11 Intelligence.

A rogue with this talent chooses a 1st-level formulae from the alchemist formulae list. She may prepare this extract from memory, just like the formulae gained from the Minor Alchemy talent. She may create two extracts from memory each day, and these extracts may be
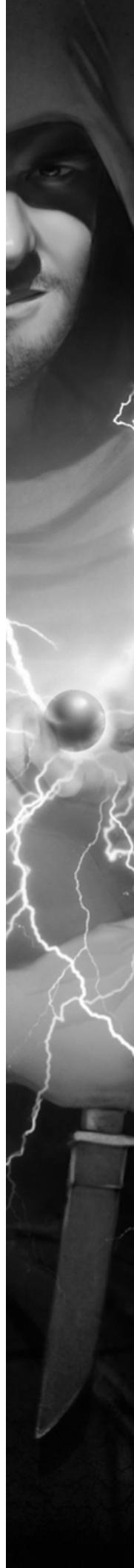
carried and imbibed by others, as if the rogue possessed the Infusion alchemist discovery.

Artistic Talent: Prerequisites: 10 Charisma.

A rogue with this talent selects one spell from the 0-level bard spell list. she may use this spell three times per day as a spell-like ability, using her rogue level as her caster level. The DC for this spell is equal to 10 + the rogue's Charisma modifier.

Major Artistic Talent: Prerequisites: Artistic Talent, 11 Charisma.

A rogue with this talent selects one spell from the 1st level Bard spell list. She may use this spell two times per day as a spell-like ability, using her rogue level as her caster level. The DC for this spell is equal to 11 + the rogue's Charisma modifier.

Calculated Hit (Ex):

As a standard action, a rogue with this talent may spend one guile point and make a single attack. Roll the attack twice and take the better result.

Dirty Strike* (Ex):

A rogue with this talent can perform a dirty trick combat maneuver as a free action when he deals sneak attack damage to an enemy. This maneuver does not provoke an attack of opportunity.

Distracted Shot (Ex):

A rogue with this talent knows how to take advantage of her opponents when they are distracted by her allies. When a target is engaged in melee, the rogue may spend a guile point as a swift action to make that enemy flat-footed to her first ranged attack that round.

Feint Expert (Ex):

Once per day, a rogue with this talent may reroll a Feint check. She must decide to reroll this check after rolling the die, but before the results are revealed. The rogue must take the second result, even if it is worse.

Special: A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Honest Lies (Ex):

If a rogue with this talent is placed under an effect that would force her to tell the truth, she may make a bluff check (DC =10 + the caster level of the spell) to cause the effect to not detect her lies or force her to speak the truth.

Throw Off-Balance (Ex):

Once per day, when an adjacent creature attacks and misses a rogue with this talent, the rogue may force that creature to take a 5-foot step that does not provoke an attack of opportunity, which must end in a safe square adjacent to the rogue. That creature becomes flat-footed against one target of the rogue's choosing until the beginning of the rogue's next turn.

Trap Training (Ex):

The rogue gains the Learn Ranger Trap feat.

Trap Training, Advanced (Ex): Prerequisites: Learn Ranger Trap feat or ranger trap class feature.

The rogue chooses one ranger trap she does not already know how to create when she gains this talent. She learns how to create this ranger trap, in addition to those she already knows. The total number of ranger traps the rogue may create in a day increases by 1.

This talent may be selected multiple times. Every time this talent is gained, the rogue learns another ranger trap and increases her total traps per day by 1.

Lethal Acrobatics (Ex):

When a rogue with this talent successfully uses acrobatics to move through an opponent's square without provoking an attack of opportunity, that opponent is considered flat-footed to the rogue's next attack until the end of the rogue's turn.

Acrobatic Charge (Ex):

A rogue with this talent may make an acrobatics check to move through a threatened area or an opponents square as part of a charge. He may also change direction once during a charge.

Wall Jumper (Ex):

A rogue with this talent can run up a vertical surface at a cost of 20 feet of movement per 5 feet ascended, and can leap off of any vertical surface she has climbed or run up as if she had a running start.

Wall Mastery (Ex):

A rogue with this talent is an expert at leaping from surface to surface, and perching from walls and corners. She can ascend slopes or stairs at her full speed, and may ascend any perpendicular or parallel vertical surfaces she can reach (a corner, or walls as far apart as the space the rogue occupies) at her movement speed by jumping back and forth off the surfaces. The rogue may also perch between such walls or corners, allowing her to perform actions that usually require two free hands to perform.

Combat Escapist (Ex):

A rogue with this talent may escape grapples or pins as a movement action, and may make Escape Artist attempts that usually take a full-round action as a standard action. If the rogue successfully escapes a grapple or pin, her grappler is considered flat-footed to the rogue's next attack until the end of the rogue's turn.

Sprint (Ex):

A rogue with this talent may spend one guile point as a swift action to increase her base speed by 20 ft for one round.

Artful Guile (Ex):

When using an ability that requires the rogue to spend a guile point as a swift action, she may spend one extra guile point to reduce that swift action to a free action. This ability may only be

used once per round. This does not allow a rogue to use the same rogue talent more than once per round.

Magic Adept (Ex):

Once per day, a rogue with this talent may reroll a Use Magic Device check. The rogue must take the second roll even if it is worse.

Superior Senses (Ex):

A rogue with this talent has a mastery over her senses, and can detect presences by smell and sound as well as he can with sight. He gains a +10 to his Perception rolls to locate creature who benefit from invisibility.

New Advanced Rogue Talents

Magical Traps (Su): Prerequisites: Advanced Rogue Talents.

The rogue gains a +2 bonus to Perception and Disable Device checks made to find and disarm traps, and may disarm magical traps as if she had the trapfinding class feature.

Wand Rogue (Ex): Prerequisites: Advanced Rogue Talents, Magic Adept.

Activating a wand is a move action for a rogue with this talent.

Normal: Activating a wand is a standard action.

Scroll Rogue (Ex): Prerequisites: Advanced Rogue Talents, Magic Adept.

A rogue with this talent gains a +4 bonus to Spellcraft and Use Magic Device checks made to decipher a scroll, and to Use Magic Device checks made to activate a scroll. In addition,
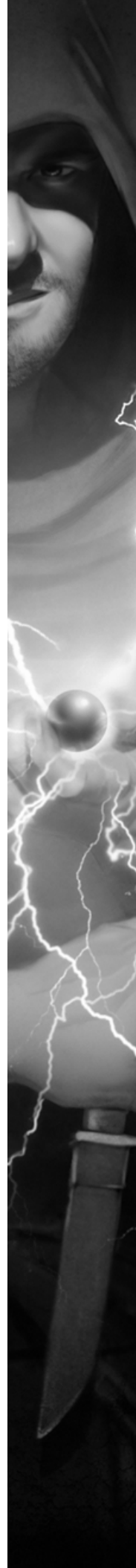
the rogue decreases her chance of arcane spell failure when activating a scroll while wearing armor by 20%.

Quick Poison (Ex): Prerequisites: Advanced Rogue Talents, Swift Poison

A rogue with this talent may apply poison to a weapon as a swift action.

Leg Strike* (Ex): Prerequisites: Advanced Rogue Talents.

A rogue with this talent can hamper a creature's movements with her sneak attacks. An enemy damaged by this rogue's sneak attack has their movement speed halved for 1d4 rounds.

Quiet Death (Ex): Prerequisites: Advanced Rogue Talents

If a rogue with this talent kills, knocks unconscious, or stuns a creature during a surprise round, she may also make a Stealth check, opposed by Perception checks of those in the vicinity, to prevent them from identifying her as the assailant. If successful, those nearby might not even notice that the target is hurt until several moments later.

Master Sniper (Ex): Prerequisites: Advanced Rogue Talents, Stealthy Sniper

As a full-round action, a rogue with this talent may double the sniping penalty to her Stealth check to make a full attack and hide afterward, instead of only making a single attack. All her attacks gain the benefits of being hidden, not just the first.

Group Feint (Ex): Prerequisites: Advanced Rogue Talents, Feint Expert

The rogue's quick movements and distracting motions can throw an entire group of enemies off balance. As a full-round action, a rogue with this talent may make a separate feint check against every enemy she threatens.

Combat Snatcher (Ex): Prerequisites: Advanced Rogue Talents

A rogue with this talent may use her Sleight of Hand bonus instead of her CMB when performing a steal combat maneuver.

Devastating Sneak* (Ex): Prerequisites: Powerful Sneak, Deadly Sneak, Advanced Rogue Talents.

Whenever a rogue with this talent uses the powerful sneak rogue talent, she treats all 1s, 2s and 3s on the sneak attack damage dice as 4s.

Trap Master (Ex or Su): Prerequisites: Advanced Rogue Talents.

A rogue with this talent gains the following bonuses if she possesses the listed prerequisites:

> 1. If the rogue possesses the ability to create ranger traps, add 1 to the Perception DC, Disable Device DC, and save DC (if any) of all her ranger traps, and increase the number of traps she may create in a day by 2. If the rogue possess the minor magic rogue talent, she may create supernatural traps as well as extraordinary traps.

> 2. If the rogue possesses the Craft Wondrous Item feat, she may now craft magical traps with her craft (traps) skill, even if she doesn't have access to the necessary spells. Add 5 to the crafting DC for every spell she can't provide, as is normal for crafting magic items.

Magebane Attack* (Ex): Prerequisites: Advanced Rogue Talents.

Through a combination of pain and distraction, a rogue with this talent can make it hard for spellcasters she hits to use their magic. For one round after the rogue deals sneak attack damage to an enemy, that enemy must make a concentration check or lose any spell or spell-like ability it attempts to cast. The DC of the concentration check is equal to 10 + the spell's level + twice the number of sneak attack dice the rogue possesses.

Swift Kick (Ex): Prerequisites: Advanced Rogue Talents.

As a swift action, the rogue may spend a guile point to give a swift kick to an adjacent target. This attack is made at the rogue's highest attack bonus -5, and adds only half her strength damage. While this attack counts as an unarmed strike, it does not provoke an attack of opportunity. However, unless the rogue has improved unarmed strike, metal boots, a blade boot, or a similar weapon, a swift kick can only deal non-lethal damage.

Opportunistic Archer (Ex): Prerequisites: Advanced Rogue Talents, Distracted Shot.

When a rogue with this talent makes a ranged attack against an enemy that is threatened by at least two of her allies, she counts as flanking that opponent, gaining all the benefits of flanking, including sneak attack damage if within her sneak attack range.

Normal: A ranged weapon cannot be used to flank.

Center of Combat (Ex): Prerequisites: Advanced Rogue Talents.

A rogue with this talent gains a +1 dodge bonus to AC for every adjacent opponent beyond the first.

Mutagen (Su): Prerequisites: Major Alchemy, Advanced Rogue Talents.

A rogue with this talent may prepare a mutagen as the alchemist class feature, using the rogue's level -4 as her alchemist level when determining the mutagen's duration. These levels stack with any alchemist levels she possesses for this purpose.

Fascinate (Su): Prerequisites: Major Artistic Talent, Advanced Rogue Talents.

A rogue with this talent gains the ability to use the Perform skill to cause one or more creatures to become fascinated with her. This acts as the fascinate bardic perform ability, except the save DC is 10 + 1/2 the rogue's level + her Charisma bonus, and it lasts 1 round/level. The rogue may use this ability once per day plus once for every 5 rogue levels she possesses.

Poison Use (Ex): Prerequisites: Advanced Rogue Talents.

A rogue with this talent no longer risk poisoning herself when applying poison to a weapon.

Tactical Master (Ex): Prerequisites: Assault Leader, Advanced Rogue Talents.

A rogue with this talent may use Assault Leader an additional 1 time per day for every 5 Rogue levels she possesses. Assault Leader may not be used more than once per round.

Improved Familiar: Prerequisites: Advanced Rogue Talents, Familiar, major magic, minor magic.

The rogue gains the Improved Familiar feat, treating her rogue level -4 as her caster level when meeting the prerequisites for the improved familiars.

Concussive Strike* (Ex): Prerequisites: Advanced Rogue Talents

A rogue with this ability can deal a powerful blow to the head in conjunction with her sneak attack, dealing 1 point of damage to her target's Intelligence, Wisdom, and Charisma.

Eviscerating Strike* (Ex): Prerequisites: Advanced Rogue Talents

A rogue with this ability can use his sneak attacks to disembowel an enemy. This attack deals no sneak attack damage, but instead deals 1d4+1 Constitution damage. The rogue may only use this rogue talent once per target.

Feats

These are not rogue talents and thus may be selected by anyone. However, they are close enough in theme to a rogue's abilities that they are included in this book.

Eye for Magic

Prerequisite: Appraise 1 rank.

You may use Appraise to determine the properties of a magical item, as if using the Spellcraft skill in conjunction with a detect magic spell. The DC for this check is 20 + the item's caster level, or 15 + the item's caster level if used in conjunction with a detect magic spell.

Master Poisoner

Prerequisite: Poison Use, Craft (Alchemy) 5 ranks.

You have mastered little tricks to brewing poisons that better tailor them to your individual style. Whenever you use poison that you created, whether via a weapon, ranger trap, or another distribution method, increase the save DC of that poison by 2. This bonus does not apply if someone else is using the poison, or if you are using poison that you didn't create.

Throw Voice

You have learned to throw your voice and may do so without the aid of magic. To fool a target, make a Bluff check opposed by the listener's Perception. If you succeed, the listener cannot tell the voice is coming from you and instead hears it coming from a place you specify. You may make your voice sound like it is coming from any place within hearing range except behind the listener.

Climbing Claw Mastery

Prerequisites: Exotic Weapon Proficiency (climbing claws), Improved Unarmed Strike.

You have mastered the use of the climbing claw, and have integrated it into your fighting style. You can climb an extra 10 ft in a round when using climbing claws, and the damage of your climbing claws increases by 1 die size.

Blade Boot Mastery

You no longer suffer a movement penalty while wearing an extended blade boot, and an extended blade boot grants a +2 circumstance bonus to climb checks made without a rope. Resetting a blade boot is reduced to a move action for you.

Equipped Strike

Prerequisites: Improved Unarmed Strike.

Weapons designed to be strapped to your hands or feet such as blade boots, climbing claws, sea knives or spiked gauntlets, count as monk weapons for you, and you can apply the effects of feats that have Improved Unarmed Strike as a prerequisite to attacks made with such weapons.

Extended Study

You gain 5 extra skill points, which you may allocate to your skills as you chose. This does not allow you to possess more ranks in a skill than you have character levels.
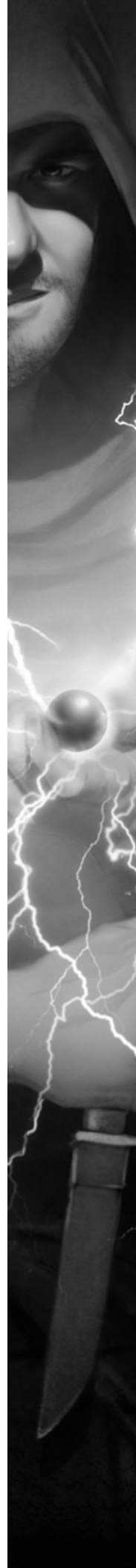
You may select this feat multiple times.

Roguish Heart

Prerequisites: Rogue Talent class feature

Choose one rogue talent you have that is usable a limited number of times per day. If the talent is usable once per day, you may use it an additional time per day. If the talent is usable once per day plus once per 5 rogue levels you possess, you may use it an additional 2 times per day.

You may select this feat multiple times. Each time this feat is gained, choose a different rogue talent.

Extra Guile

Prerequisites: Guile Pool class feature.

Increase your guile pool by 2 points.

This feat may be selected multiple times. The effects stack.

Alter Voice

You are very adept at picking up accents, mimicking sounds, and imitating the voices of others. You gain a +4 bonus to Linguistics checks that involve spoken communication, to Bluff checks made with the Throw Voice feat, and to Bluff and Disguise checks that involve convincing someone you are from a specific region, or are a specific person you are both familiar with.

Stage Magic

Prerequisites: Sleight of Hand, 5 ranks.

You gain a +2 bonus to your Sleight of Hand skill, and a +2 bonus to your Bluff checks to create a distraction.

Not only can you use your Sleight of Hand check to make coin-sized objects "disappear," but you may also make objects up to your size disappear, hiding them anywhere within 10 feet. You suffer a -12 to your Sleight of Hand check if the object is the same size as you, a -8 if it is one size category smaller, and a -4 if it is two sizes smaller. The hidden object must be placed somewhere unobservable, such as in a container, behind cover, or somewhere with concealment. If the object in question is an intelligent creature, they may attempt a free Stealth check if your Sleight of Hand check is successful. These checks are always opposed by the Perception checks of anyone who might see the attempts.

Tap Fortune

Prerequisites: Profession (Fortune Teller) 5 ranks.

You might be a con man or charlatan, but your fortune telling can sometimes truly tap fate itself. You may attempt to divine the future (as if using an augury spell) a number of times per day equal to your Wisdom modifier (minimum: 1) by making a Profession (Fortune Teller) check. The base chance for receiving a meaningful reply is equal to 20% + your Profession (Fortune Teller) check result.

Master Fortune Teller

Prerequisites: Profession (Fortune Teller) 10 ranks, Tap Fortune.

You may use Harrowing, as the spell, once per day as a spell-like ability. Treat your ranks in Profession (Fortune Teller) as your caster level for this ability. You must have a harrowing deck to use this ability.

Master Trapsmith

Prerequisites: Craft (Traps) 5 ranks.

You are uniquely skilled at assembling death traps. You gain a +2 bonus to your Craft (Traps) skill, and any mechanical trap you create gains a free +1 bonus to the Perception DC to locate it, and the Disable Device DC to disarm it.

When you craft a mechanical trap, use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost).

Magic Hands

Prerequisites: The ability to disable magical traps such as with trapfinding, Int 13, Disable Device 5 ranks.

Your training in disabling magic extends beyond just traps. You may make a Disable Device check to disable a magic item or dispel a magic effect from a willing (or helpless) creature. This functions the same as the dispel magic spell, with a dispel check equal to your Disable Device check. Spells that can't be dispelled by dispel magic are not affected by this ability.

This takes 2d4 rounds. If you have the Quick Disable rogue talent, disabling a spell or item takes half the usual time (minimum: 1 round). If you fail this check by 5 or more, the item or

spell is not disabled, and instead sends out a magical backlash dealing damage to you equal to the item or spell's caster level x2. This damage bypasses all resistances.

Greater Magic Hands

Prerequisites: The ability to disable magical traps such as with trapfinding, Int 17, Disable Device 11 ranks

You receive a +4 bonus to Disable Device checks made with your Magic Hands feat. When using your Magic Hands feat, you may disable any spell that remove curse can affect as well as those dispellable by dispel magic. When you disable an item, that item is disabled for one minute per character level.

In addition, if your check exceeds the target DC by 10 or more, you may choose not to disarm the item and instead add one of the following effects. An item can only house one of these effects at a time.

Backlash: The next creature to activate or wear the item suffers 5d6 points of damage, which bypasses all damage resistance and spell resistance.

Rewrite: If the item has prerequisites, such as only being usable by someone of a specific race/alignment/etc., you may disable those requirements for 2d4 minutes. You may also add requirements of your own to the item, which also lasts for 2d4 minutes.

Alarm: An alarm, as the alarm spell, sounds the next time the item is worn or activated. This alarm may be silent or audible, as you choose.

Trick Disarm: The next time someone uses this item, it ceases to function, as if you had just disabled it. This lasts for 1 minute per character level.

Traits

There are already a great assortment of traits contained in the Pathfinder rules to aid and develop a would-be rogue's backstory, and the following adds several more good options. Note that a character does not need to be a rogue to select any of these traits.

Stealth Blade: You are an expert at the hidden blade. Maybe you were raised by assassins, or perhaps you started killing at a young age. Either way, you never fight up close where you could kill from the shadows. When dealing sneak attack damage to a creature, you deal one extra point of precision damage for every 2 sneak attack dice you possess.

Gambler: You live to gamble. Most of your money has come to you from bets and wagers, and the call of cards and dice pounds in your blood. One day your love of gambling may destroy you, but right now you're on top and that's good enough for you. Your starting gold increases to 500 gold, and you receive a +2 trait bonus to your Profession (Gambler) skill. Whenever you are invited to take part in a game of chance or discover people gambling, you must pass a DC 10 Will save to avoid joining in.

Fast Talker: You have perfected the art of talking your way out of trouble. You have been in trouble with parents or even the law all your life, but one way or another you always seem to avoid the consequences of your actions. You gain a +2 trait bonus whenever you use Bluff to cause a distraction or cover up your wrong-doing.

Artful Thief: You steal, not for the money, but for the thrill. For you, heists are an artform and you are the artist. Whenever you are breaking and entering and remain undetected, you gain a +1 trait bonus to your Perception, Stealth, Disable Device and Climb checks.
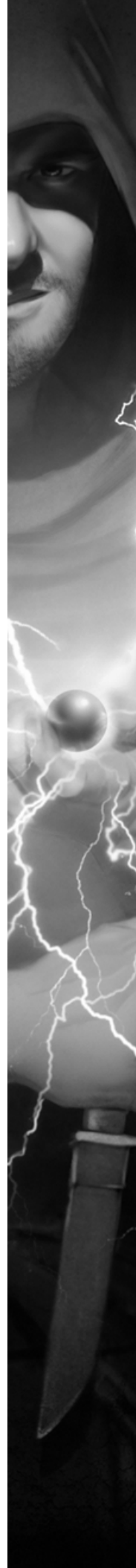
Tinkerer: You have always been intrigued by traps and locks. When other children were outside playing, you were by yourself fidgeting with contraptions. You gain a +1 trait bonus to your Disable Device skill and it is always considered a class skill for you. You also gain a +1 trait bonus to Perception checks made to detect traps.

Animal Trainer: You grew up around animals and have learned how to communicate with them without the need of magic or supernatural aid. All it takes to tame an animal is a steady hand and a calm spirit, and you have both. Choose either Handle Animal or Ride. You gain a +1 trait bonus to this skill and it is always considered a class skill for you.

Optional Rogues Rules

The following are a list of alternate rules, giving new options for many of the rogue's iconic abilities. If one of these rules is taken from another source, it is done with permission, and is credited in the text.

Sneak Attack

The following sneak attack variant is taken from the vicious opportunist archetype from The Secrets of Tactical Archetypes II (Copyright 2011, Steven D. Russell, Rite Publishing. Authors: Will McCardell.) The mechanic is an alternate way to use sneak attack, and is usable by any class or archetype that uses sneak attack. The book it is taken from (The Secrets of Tactical Archetypes II) is filled with new class

archetypes designed to help characters work together more efficiently on the battlefield, and is filled with great options for any adventuring party.

Opportunities Aplenty (Ex): At first level, a vicious opportunist can take advantage of the suffering of others, whether from his own hands, or from the hands, or magic, of his allies. Whenever he is flanking a creature, attacking a creature with a detrimental condition (see below to determine what a detrimental condition is) affecting it, or a creature that is denied their Dexterity bonus to AC he gains a +2 circumstance bonus to damage rolls against that creature. At 3rd level and every 2 levels thereafter the bonus to damage rolls increases by +2. If the vicious opportunist is not flanking, the creature must have a detrimental condition before the attack for the vicious opportunist to gain this bonus.

For the purposes of this ability, a detrimental condition is any condition listed in the Condition section of the Pathfinder Core Rulebook, except for the following: Energy Drained, Incorporeal, and Invisible.

This ability replaces sneak attack. Abilities that trigger off of sneak attack instead activate off of this ability. For abilities that use the number of dice of a sneak attack to determine effects, the effective number of dice is equal to the bonus damage from this ability, divided by 2. For example, if a level 5 vicious opportunist has the Bleeding Attack rogue talent, whenever she attacks a creature with a detrimental condition, she gains a +6 circumstance to damage rolls. In addition, she does three points of bleed damage from the Bleeding Attack talent.

Stealth

In September, 2011, the Paizo development team proposed a series of changes to the Stealth skill in order to add clarity. The changes were never finished, as the development team explained they were becoming less a clarification and more a complete re-write. The following is a reworking of the Stealth skill, based off of the changes proposed by the Paizo team.

Stealth

(Dex; Armor Check Penalty) You are skilled at avoiding detection, allowing you to slip past foes or strike from an unseen position. This skill covers hiding and moving silently.

Check: Your Stealth check is made on your turn when you want to avoid detection, and is opposed by the Perception check of anyone who might notice you. You usually can only make a Stealth check when you have some sort of cover (except for cover you are carrying, such as a tower shield) or concealment. When you make your Stealth check, those creatures that didn't succeed at the opposed roll treat you as hidden.

When using Stealth in this manner, you make one Stealth roll a round, with your actions applying penalties to your Stealth roll as you enact your turn. Some penalties apply to your complete Stealth check, while others only apply to your Stealth check in relation to a specific creature, such as having concealment from one creature but not from another. Movement penalties are added before you move, while all other penalties are added after you perform the related action. If you perform no actions on your turn and still benefit from cover or concealment, you may choose to keep your previous Stealth check rather than roll another.

A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

Action: When you have concealment or appropriate cover, you may attempt to become hidden as part of a move action or a swift action, or as a separate move action or swift action of its own. You may not attempt to become hidden as part of a standard action, but if you are already hidden you may attempt to perform a standard action and stay hidden, often by applying an appropriate penalty. You usually cannot perform a full-round action and remain hidden, the obvious exception being a Coup de Grace.

Positional concealment (being where people wouldn't expect to look, such as hiding up a tree or in the rafters) can count as having concealment when initiating Stealth, provided the creatures making opposed Perception checks do not already observe you.

Attacking From Stealth: When you are hidden from a creature, you gain a +2 to your attack roll, and that creature loses its bonus to Dexterity (if any.) If you choose to only make a single attack, you receive a -20 to your Stealth check, but remain hidden as long as your Stealth check still exceeds other creatures' Perception checks. When making a full attack, you only gain the benefits of being hidden for your first attack, after which you are no longer considered hidden.

Abduction: If you succeed at making a grapple check during a surprise round against an enemy who has not detected you,

Stealth Modifiers	DC Modifier
Move half your speed as a move action	no penalty
Move up to 3/4ths your speed as a move action	-5
Move your full speed as a move action	-10
Ending your turn with only positional concealment (hiding above or below eye level, up a tree, among rafters, etc.)	-5
Ending your turn without cover or concealment	-20
Making moderate noise (picking a lock, opening a door, performing the verbal component of a spell, etc.)	-10
Making a melee or ranged attack, a Coup de Grace, or casting a spell that directly affects an enemy.	-20
Making violent noise (breaking down a door, loudly ringing a bell, etc.)	-40
Invisibility (moving)	+20
Invisibility (stationary)	+40
Passing through an area of magical silence	+20

you may make a second grapple check as a free action. If this second grapple check also succeeds, you have successfully stopped the creature from making noise and may move up to half your speed back to cover, taking the grappled creature with you. While you suffer the usual -20 to your stealth check for making an attack, if you succeed at both checks and no creature detects you, they do not see you abduct the target creature (although they will most likely notice the missing creature the following round.) As long as the abducted creature cannot break the grapple, they aren't able to cry out.

Stealth Terms

Hidden: You are difficult to detect but you are not invisible. You are only considered hidden to creatures who fail their opposed Perception checks. If you are hidden from a creature, you gain a +2 bonus on attack rolls against that creature, you ignore their Dexterity bonus to AC (if any), and you are considered to have total concealment from that creature. You cannot deal sneak attack damage to a hidden creature, nor do attacks against a hidden creature gain any benefits if that creature is a ranger's favored enemy. Hidden creatures cannot use gaze attacks.

You can always choose to stop being hidden to everything around you as a free action.

Invisible: You are visually undetectable, although you can still be detected by use of other senses. While you are not necessarily hidden, you gain many of the benefits of being hidden even when being observed, including a +2 bonus to your attack rolls, ignoring your target's Dexterity bonus to AC, and total concealment. You gain a +20 to your Stealth check, which increases to +40 when you aren't moving. The benefits of being invisible do not stack with the benefits of being hidden, and the benefit for staying still with invisibility does not stack with the benefit of sneaking in an area of magical silence. If you are not actively using the Stealth skill, you are considered to have an effective Stealth score of 0 before modifiers (including the +20 for being invisible) are added.

If a creature possesses the ability to see through invisibility, such as by a trueseeing or see invisibility spell, you lose all benefits of invisibility against that creature, but not the benefits of being hidden, if you have both. In all other ways, Invisibility is the same as described in the Pathfinder Core Rulebook.

Observation Terms

You are always considered one of the following to another creature:

Observed: The creature can see you, or if you have cover or total concealment, it knows your exact location (which square or squares you are in, usually from atching you run for cover.) You are not hidden from a creature who is observing you, and as long as you don't have total concealment you provoke attacks of opportunity from this creature where appropriate. A creature observing you may use a swift action to keep an eye on you, gaining a +4 bonus to all opposed Perception checks with you until the end of the round.

Located: The creature cannot see you, but it knows your exact square. Often, you are considered located when a creature fails their Perception check to observe you, but their ally succeeds and tells them where to aim their attacks. If you were considered hidden to this creature before being located, (i.e., your position was pointed out to them) you are still considered hidden from them. If you are located and move to a different square, your movement is not automatically noticed.

Detected: The creature does not know where you are, but it does know someone is hidden nearby. If a creature fails its Perception check to observe you by 5 or less, you are still detected. Most creatures in combat are considered to detect all those around them regardless of their Perception rolls, as they are expecting immediate attacks. You are considered hidden from a creature if they only detect you.

Undetected: The creature has no idea as to your presence, and is not in combat. You are considered hidden from this creature. A rogue's ambush ability applies to attacks made against a creature from whom you are undetected.

New Perception Rules

A creature usually makes a Perception check to notice hidden creatures the first time it enters an area where it could possibly notice a hidden creature, or when a creature first attempts to hide. If the creature's Perception check (adjusted for distance and other relevant modifiers) exceeds the Stealth check of any hidden creatures, he observes those creatures. In a combat where multiple creatures are using Stealth across multiple rounds, a GM may rule that creatures make one Perception roll on their own turn, using the same Perception roll for every hidden creature for the rest of the round. A creature may also make a Perception check as a move action during its turn to notice any hidden creatures around him, replacing his old Perception checks with the new one.

When sneaking past multiple creatures at once, the GM may also choose to make a single Perception roll for the group, using the highest Perception bonus of the group and adding 2 for each creature in the group after the first (as if they were using the aid another action) instead of making a separate Perception check for each creature. If applicable, assume the rest of the group was taking 10 on their Perception checks.

New Bluff Rules

Creating a Diversion: You can use Bluff to create a diversion as a move action, opposed by the Sense Motive skill of creatures that are observing you. If you succeed, you change from being observed to being located until the end of your turn. Creatures who don't observe you do not threaten you and lose any bonus they might have had against your Stealth or Sleight of Hand skill from keeping an eye on you. Creating a diversion does not make you hidden, but it does improve your ability to obtain cover or concealment and make a Stealth check, and keeps other creatures from observing your movement.

Abilities and Hidden

Darkvision and Low-Light Vision: Creatures with darkvision and low-light vision do not automatically discover hidden creatures that enter their visual range, but hidden creatures have a harder time using darkness as concealment against such creatures. Creatures with low-light vision can see twice as far as normal in dim light, and can see outdoors on a moonlit night as well as they can during the day. Creatures with darkvision negate all benefits of darkness within their darkvision range.

Camouflage: A ranger's camouflage ability allows him to use the Stealth skill to hide in any of his favored terrains, even if he does not have cover or concealment. However, this only functions as long as the ranger is not being observed.

Hide in Plain Sight: Hide in plain sight allows a character to use his Stealth skill to hide, even if he is being observed and has no cover or concealment, so long as he meets the prerequisite conditions of his particular hide in plain sight ability. This prerequisite is usually a specific terrain, proximity to shadows, or some similar requirement.

Ventriloquism: A creature benefitting from the ventriloquism spell or a successful use of the Throw Voice feat gains a +4 bonus to its Bluff checks to create a diversion. If the creature is hidden, it may negate the penalty for using a spell with a verbal component by making his voice sound as if it is coming from another location.

Hellcat Stealth: You can make Stealth checks without cover or concealment and while being observed, although with a -10 penalty.

Heretic's Judgement: Escape (Su): Each time the inquisitor using this judgment hits an opponent with a melee or ranged attack, she can use a swift action to attempt to create a diversion with her Bluff skill.

Shot on the Run and Spring Attack: While technically full-round actions, Shot on the Run and Spring Attack can both be used while hidden, applying the usual -20 penalty for

attacking while hidden, and any penalties for speed (-10 for moving full speed, -5 for 3/4ths speed, etc.) as appropriate.

Sniping: All feats and rogue talents that alter sniping, such as the Stealthy Sniper advanced rogue talent, reduce the penalty for making any attack while hidden, not just a ranged attack.

Universal Monster Rules, Updated

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature automatically locates hidden or invisible creatures, provided it has line of effect to that creature. Any opponent the creature cannot see or observe with a successful Perception check still has total concealment from the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. An opponent a creature with blindsense cannot see still gains the benefits of being hidden when attacking the creature with blindsense.

Format: blindsense 60 ft.; Location: Senses.

Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, as is the hidden condition, though the creature must have line of effect to a creature or object to observe that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures or objects within this range. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Format: blindsight 60 ft.; Location: Senses.

Scent (Ex) This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When it is within 5 feet of the source, the creature pinpoints the source's location or locates a hidden creature.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; Location: Senses.

Tremorsense (Ex) A creature with tremorsense is sensitive to vibrations in the ground and can automatically locate hidden or invisible creatures and objects in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Format: tremorsense 60 ft.; Location: Senses.

Examples of Stealth in Action

Example 1: A rogue is hiding from a group of orcs. At the beginning of his turn, he uses a move action to move at full speed to a better hiding place, and makes a Stealth check (result of 34 after the -10 penalty) against the orcs' Perception checks (results of 20, 35, and 8.) Thus, the orc with a Perception check of 35 is now observing him. The rogue then fires an arrow as a standard action at the orc with a Perception check of 20, gaining a +2 to his attack roll and negating the orc's Dexterity bonus. He also takes a -20 to his Stealth check for making an attack (making his new total 14,) and is now being observed by the orc with a Perception check of 20. While the orc with a Perception check of 8 normally wouldn't detect the rogue, the act of seeing his friend shot by an arrow announces the presence of an assailant, and thus the orc is considered to have detected the rogue. However, the rogue didn't see the hidden bugbear (that made a Perception check of 10,) and ended his turn without cover or concealment to that creature. This brings his Stealth check down to -6 against the bugbear - far below its Perception roll.

Example 2: A wizard is under a *greater invisibility* and *ventriloquism* spell, and is hiding from the ranger tracking him. The wizard rolls a Stealth check of 28, +40 for being stationary and invisible, for a total of 68. However, the ranger is using a blood hound to track via its scent ability, which due to being downwind, detects the wizard at a distance of 60 ft. The hound alerts its master that the wizard is close, but the ranger's Perception check of 34, -6 for being 60 ft away for a total of 28, is not enough to observe the wizard. The wizard casts a fireball at the ranger, taking a -20 to his Stealth for casting an offensive spell, bringing his total down to 48. He would suffer another -10 for casting a spell with a verbal component, but the ventriloquism spell negates this penalty. On the ranger's turn, his hound runs forward following the scent, and at 5 feet away locates the wizard, pointing the wizard's location out to its master. While the ranger does not observe the wizard, he does locate him (with the aid of his hound) and can make attacks against him by targeting the square he's in. The next round the wizard moves, however, and the ranger and his hound must locate the wizard again to make another attack.

Example 3: A ninja is hidden in the rafters of a building, watching a group of guards walking by. He has positional concealment, and with the -5 penalty his Stealth roll is 45. The Guards are rolling their Perception checks jointly- there are five of them, so the leader gains a +10 to his Perception check, bringing his total to 39. The ninja decides to initiate combat by firing a poison blow dart at one of the guards, taking a -20 to his Stealth check, bringing his total down to 25. The lead guard sees the ninja, and on his first turn alerts his fellow guards to the ninja's presence. This causes the ninja to change from having positional concealment to having no concealment, dropping that penalty to his Stealth from -5 to -20, bringing his new total to 5. This is way below the rest of the guard's Perceptions (assuming they were taking 10,) and the ninja is now visible to all. From now on, he cannot initiate Stealth unless he finds a new source of concealment.

Example 4: A rogue is hidden from two guards. His Stealth is 40, their Perception checks were both 30. The rogue moves up to one of the guards and stabs him, dealing enough sneak attack damage to kill him. This initiates combat (the attack was considered to be on the surprise round) and the rogue takes a -20 to his Stealth for the attack, and another -20 for ending his turn without concealment, making him visible to the other guard. On the rogue's next turn he uses a movement action to create a diversion by telling the guard another rogue is behind him. He succeeds at the Bluff check and the guard is distracted, changing from observing the rogue to only locating the rogue. The rogue uses his standard action to move (without provoking an attack of opportunity) and returns to cover. He uses his swift action to initiate Stealth again, with a Stealth check of 37. This is higher than the guard's last Perception roll, so the rogue is considered hidden from the guard. Because the guard was distracted and only locating the rogue, he does not know where the rogue went to initiate his Stealth, and his new Perception roll (29) is

not high enough to find the rogue's new hiding spot. If the diversion had not been successful then the rogue would still be hidden, but the guard would have seen the rogue's move and hide, and would have made an attack of opportunity against the rogue as well.

Disable Device

Delnor Crystals and the Trapfinding Class Feature

To a wizard, a delnor crystal is a novelty at best, and a liability at worst. These small, transparent crystals react when magic passes through them by glowing and vibrating. While sometimes added to a wizard's equipment, they are mostly used for aesthetic reasons when a wizard wants the tip of his wand or staff to glow when activated.

To a rogue, however, delnor crystals are a necessary part of their basic equipment. They are the great equalizer, giving rogues the ability to undermine the magical traps and defences of even the greatest of wizards.

A magical trap, in order to detect its triggering condition, must send out magical pulses. These pulses tell the waiting spell if someone has opened the door, said the correct password, or meets a pre-determined set of other conditions. Delnor crystals react to these pulses by glowing and vibrating, allowing a skilled rogue to follow these pulses back to the waiting magical trap.

Not only does a delnor crystal react to a magical trap, but it can also make the trap react to it. Someone trained in trapfinding can use a delnor crystal to trace a magical trap's composition, scanning the trap's invisible runes and symbols and making subtle changes to them. When successful, this renders the trap useless, or in the case of the trapsmith rogue archetype, may allow the rogue to rewrite the trap to serve his own purposes.

When a rogue only has access to improvised tools, he may use a homemade dowsing rod and a piece of chalk in place of a delnor crystal. A rogue in this situation uses vibrations in the dowsing rod to detect the trap's location, and uses chalk to change the surface the spell is placed on, altering the invisible runes by altering the surface they are on. This applies the usual penalty for using improvised tools.

Delnor crystals are often fastened to the end of a small wooden stick, or attached to a string like a pendulum. Because of the security risks delnor crystals represent, they are often outlawed in both wizard academies and cities which rely principally on magical defences.
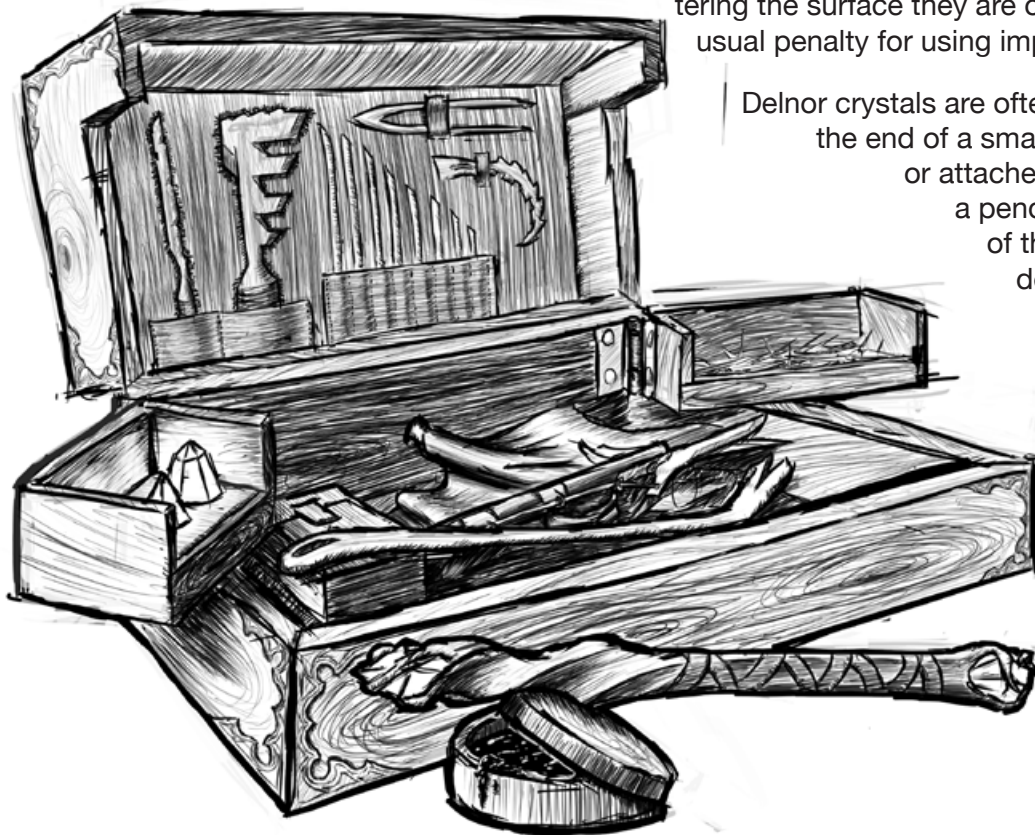
Traps

Traps are an enormous and principal part of the life of a rogue. Whether they are disarming them or building them, no one knows the value of hidden attacks and debilitating death traps like a rogue.

Alternate Rules: Ranger Traps

The art of making traps is ancient, and has been a staple of hunters, assassins, and soldiers throughout history. Pathfinder's ranger traps are a great mechanic to demonstrate the simple traps such characters employ, but at the same time is oddly limiting in that only one ranger archetype can create them, while others only ever gain access to one trap in exchange for a feat.

The following alternate rule opens up ranger traps to all classes by attaching them to the Craft (Traps) skill, allowing a freer and more realistic approach to these simple traps, and making a fun new option available to both players and NPCs.

Craft (Traps): Any character with ranks in Craft (Traps) can attempt to create a ranger trap. Creating a ranger trap takes 1 minute, or a full-round action if the character possesses the quick trapsmith rogue talent. Unless a character possesses an ability that states otherwise, that character can only create extraordinary traps.

When creating a ranger trap, the character in question makes a Craft (Traps) check. The Perception DC, Disable Device DC, and the saving throw DC are always equal to 1/2 the creator's Craft (Traps) check, with the usual -2 DC if the trap in question is an extraordinary trap. If the Craft (Traps) check is less than 20, the trap is considered a failure and does not activate properly.

A character learns one type of trap with his first rank in Craft (Traps), and learns how to create an additional trap of the player's choice for every 2 ranks it possesses beyond the first. A character can make a number of ranger traps per day equal to half his total Craft (Traps)

bonus. Treat the character's ranks in Craft (Traps) as their level when determining duration and the strength of effects that are determined by the player's level (such as the damage from fire traps.)

Ranger archetype—Trapper.

When using these alternate rules for trap creation, the trapper ranger archetype should be changed to the following:

A trapper has the following class features:

Class Skills: A trapper adds Disable Device to her list of class skills in addition to the normal ranger class skills.

Trapfinding: A trapper adds 1/2 her ranger level on Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1). A trapper can use Disable Device to disarm magic traps.

Trap Expert: A trapper adds half her ranger level as a bonus to her Craft (Traps) skill, and may add her Wisdom bonus to this skill in place of her Intelligence bonus, if it is higher.

Supernatural Traps (Su): At 5th level, a trapper learns how to create supernatural traps. She may create the supernatural version of any trap she knows, and may choose purely supernatural traps whenever she learns a new trap.

This ability replaces the ranger's spells class feature. Trappers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

Trap Master: At 5th level, a trapper gains the quick trapsmith rogue talent, treating her ranger levels as rogue levels for the purposes of this talent. At 8th level, she gains the Cunning Trigger rogue talent. At 11th level, she gains Skill Focus as a bonus feat, and must choose Craft (Traps) as her skill. At 14th level, she gains the Frugal Trapsmith advanced rogue talent. If the trapper already possesses these rogue talents or bonus feats, she may select and gain any feat for which she qualifies instead.
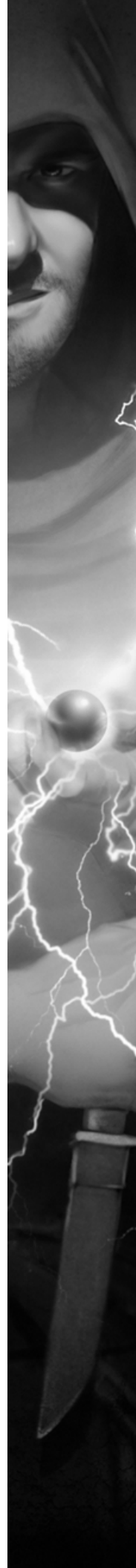
Launch Trap: At 10th level, a trapper can affix a magical ranger trap to an arrow, crossbow bolt, or thrown weapon, allowing her to set the trap remotely or use it as a direct attack. Attaching the trap to the projectile is part of the full-round action of creating a new trap. The trapped projectile is fired or thrown in the normal manner. If fired at a square, the trap is treated as if the ranger had set the trap in that square, except the DC is 5 lower than normal. If fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies, if any). The attack has a maximum range of 60 feet, and range increments apply to the attack roll. The duration of the trapped projectile starts from when it is created, not from when it is used.

New Ranger Traps

Traps marked with an asterisk (*) add to or modify the effects of another trap; a ranger can add one of these trap types to any standard ranger trap (this costs 1 additional use of the trap ability).

Stabbing Trap (Ex or Su)

Effects: The trap attacks the triggering creature with a sharp implement (dagger, spike, stick, etc,) dealing 1d4 + 1/2 the character's ranger level in piercing damage. Instead of a saving throw, the trap's DC is the bonus to the trap's attack roll. If an enchanted dagger is used in the creation of this trap, add the dagger's enhancement bonus and appropriate properties to the trap.

Blinding Trap (Ex or Su)

Effects: The trap creates a flash of light that blinds the triggering creature for 1 round. A Fortitude save negates this effect. If it is an extraordinary trap, the ranger must use a flash-producing material such as flash powder when setting the trap.

Flashing Trap* (Ex or Su)

Effects: A ranger can only add this to a blinding trap. The trap's flash causes all creatures in adjacent squares who fail their Fortitude save to be dazzled for 1d4 rounds. If it is an extraordinary trap, the ranger must use a flash-producing material such as flash powder when setting the trap.

Tripping Trap* (Ex or Su)

Effects: This trap also knocks the triggering creature prone (Reflex negates).

Itching Trap (Ex or Su)

Effects: This trap covers the triggering creature with an itchy substance that gives them a –2 penalty on attack rolls, saving throws, skill checks, and ability checks (Reflex negates) for 24 hours or until they spend a full-round action washing it off. If it is an extraordinary trap, the ranger must use an irritating material such as itching powder when setting the trap.

Sneezing Trap (Ex or Su)

Effects: This trap sprays a peppery substance into the triggering creature's face, making it staggered for 1d4+1 rounds (Fortitude negates.) If it is an extraordinary trap, the ranger must use an irritating material such as sneezing powder when setting the trap.

Powder Trap (Ex or Su)

Effects: This trap explodes, covering the triggering creature with fine, sticky powder. The triggering creature loses all benefits of invisibility (Reflex negates.) The powder lasts for 24 hours or until the target spends a full-round action washing it off. If it is an extraordinary trap, the ranger must use some sort of powder when setting the trap.

Environmental Traps

There is a big difference between a team of engineers building a pit in the floor of a dungeon, and a man making a pit in the forest with a shovel. Environmental traps are mechanical traps that do not require gold or craftsman to create, but rather require time, sufficient man-power, and someone with the skill to design it. These traps are created with rope, shovels, sharpened sticks, leaves, and branches, as opposed to gears, levers, chains, and

swinging spikes. Shrewd players and NPCs alike know the value of ambushes and hidden dangers, and sometimes a well-placed pit or a collection of falling rocks can be the difference between surviving an encounter, and a slow painful death.

The following rules are similar to the trap-creation section of the Pathfinder Core Rulebook, but are tailored specifically to environmental traps. They contain omissions, alterations, and new options to reflect this unique style of trap.

Environmental Traps vs Environmental Attacks:

First, it is important to note the difference between creating an environmental trap, and simply using one's environment to make an attack. It is the difference between luring an enemy onto a pit, and simply using a create pit spell underneath him. An environmental trap must rely on either subtlety or a remote trigger, and usually involves some sort of pre-planning. Thus, using a move earth spell to redirect a river would be an attack, but doing the same thing with explosives and a trip-wire would be a trap. Likewise, throwing oil and a lit torch on top of an enemy would be an attack, but hoisting several gallons of oil from the ceiling, hiding them from view, and luring unsuspecting orcs underneath it before cutting the rope is an environmental trap.

Environmental Trap Rules:

To make a trap, you must know two numbers: your Skill Number (SN), and the trap's Complexity Number (CN). Your skill number is equal to 10 + your Craft (Traps) bonus, and is used to determine the limits of the trap's potential Perception DC, Reflex save, etc. The trap's CN is determined by adding together modifiers, determined by such things as the type of trap (pit, flood, falling rocks, etc.,) the triggering mechanism, the trap's efficiency, the damage dealt, and the Perception and Disable Device DCs.

Perception and Disable Device:

When constructing a trap, you must decide how complicated it is to disarm (Disable Device DC) and how well-hidden it is (Perception DC.) Both numbers are determined individually, but neither number can be higher than the creator's Skill Number. No matter how low a creator's Skill Number is, the minimum Perception and Disable Device DC of any trap is always 10.

Efficiency:

Most environmental traps have either a Reflex Save or a to-hit modifier. Neither the Reflex DC nor the trap's to-hit modifier may exceed the creator's Skill Number.

Damage:

If the trap deals damage, it cannot deal an average damage greater than the creator's SN. Unless the GM specifies otherwise, assume damage is dealt in d6 increments.

Multiple Traps:

Multiple effects can be added on to the same trap, as the GM deems appropriate. However, if a trap is really two or more connected traps that affect approximately the same area, determine the CN, effects, and crafting time of each one separately.

Trap Features:

The types of traps possible are limited only by the GM's and the player's imagination, but most of them can simply be designed by finding average damage.

Other common types of traps are detailed below.

Pit Trap: (requires diggable ground and digging implements) A pit trap deals 1d6 damage per 10 ft. of falling distance, and is avoided by a successful Reflex save. Environmental pit traps have an automatic reset, no Disable Device DC, and can be made uncovered (without a Perception DC) in which case they are clearly visible to all. Normally, however, they are hidden with sticks, rugs, or some other sort of camouflage covering the top. Multiply the CN modifier for damage by the number of 5 ft squares in this trap's area.

Falling Object Trap: (requires ropes or wooden boards, heavy objects such as rocks, logs, etc, or explosives to knock objects loose) This trap drops heavy objects on top of the enemy. A successful Reflex save halves the damage. Multiply the CN modifier for damage by the number of 5 ft squares this trap affects.

Rolling Object Trap: (requires a steep Incline, round heavy objects such as logs or spherical rocks) This trap knocks the enemy prone and flattens him underneath a heavy object. This trap deals damage in a line, traveling 30 ft per round until the incline stops or it hits an obstacle such as a rock or tree. A successful Reflex save halves the damage and the target is not knocked prone. Multiply the CN adjustment from damage by the number of 5 ft squares in the line's width.

Net: (requires rope and a net) This trap drops a net on the targets, entangling them. Combat nets only affect a 5-foot square, but larger nets can be bought or constructed with ropes. Add 1/2 to the CN for a net, multiplied by the number of 5-foot squares affected by this trap.

Liquid: (requires a large body of water and a means to redirect it) One of the trickiest environmental traps to construct, a liquid trap redirects a body of water by use of pipes, explosives, or the breaking of a dam. If the water is not redirected into an enclosed space, then targets must make a Reflex save or be washed downstream. If the water is redirected into an enclosed space, then the trap never misses, and can fill up one 5x5x5 square per round with water for every 5 points in the trap's Reflex DC. Creatures submerged in water begin to drown.

Pit Spikes: (requires spikes or the means to create them out of wood, stone or metal) Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. This damage is in addition to any damage from the fall itself, and the statistics presented above are merely the most common variant—some traps might have far more dangerous spikes at the bottom. Pit spikes add to the average damage of the trap.

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps) with a location trigger that activates on impact, such as from a falling creature.

Splash: (requires rope or string, and 1 vial of the appropriate item per 5 ft square to be splashed) This trap drops a liquid such as oil, acid, or alchemist's fire on top of the enemy. If the item is a splash weapon, it deals splash damage as normal. Unlike most traps, a splash trap does not gain CN according to average damage, but according to the size of the trap. It adds 1/2 CN per 5-foot square to be directly splashed by the trap.

Poison: (requires the poison to be used) Contact, inhaled, or injury poison may be added to environmental traps, but generally not ingested poisons. A trap gains +1/2 CN for each dose of poison used.

Animals: (requires the animal to be used) Usually placed at the bottom of pits, animal traps unleash a wild animal on the triggering creature. For purposes of the CN (+1/2 per animal used,) treat a swarm as a single animal.

Trap Trigger: The majority of environmental traps have one of four triggers: location, touch, timed, and none.

Location: A location trigger springs a trap when someone stands in a particular square, or a particular series of squares.

Touch: A touch trigger is one of the simplest kinds of trigger to construct, and activates when the target opens a door, lifts an object, or otherwise touches the triggering mechanism.

Timed: The creator sets a timer to spring the trap after a certain amount of time has passed. This can be accomplished by various methods, such as holding a rope over a flame, slowly filling a cup with water, or a more complex, clockwork mechanism.

None: Some environmental traps have no trigger, but must be consciously activated, such as by cutting a rope, pulling a lever, or pushing something over.

Modifiers:

Feature	CN Modifier
Perception DC	
15 or lower	-1
16–20	—
21–25	+1
26–29	+2
30 or higher	+3
Disable Device DC	
15 or lower	-1
16–20	—
21–25	+1
26–29	+2
30 or higher	+3
Reflex Save DC (Pit or Other Save-Dependent Trap)	
15 or lower	-1
16–20	—
21–25	+1
26–29	+2
30 or higher	+3

Feature	CN Modifier
Attack Bonus (Melee or Ranged Attack Trap)	
+0 or lower	-2
+1 to +5	-1
+6 to +10	—
+11 to +15	+1
+16 to +20	+2
Touch attach	+1
Damage/Effect	
Average damage	+1 per 10 points of average damage (round up).
Triggers	
Touch	—
No Trigger	-1
Location	—
Timed	+1
Effects	
Pit	average damage x number of 5-foot squares
Falling Object	average damage x number of 5-foot squares
Rolling Object	average damage x number of lines
Net	+1/2 per 5-foot square
Liquid	+5
Pit Spikes	average damage
Splash	+1/2 per 5-foot square
Poison	+1/2 per dose
Animal	+1/2 per animal
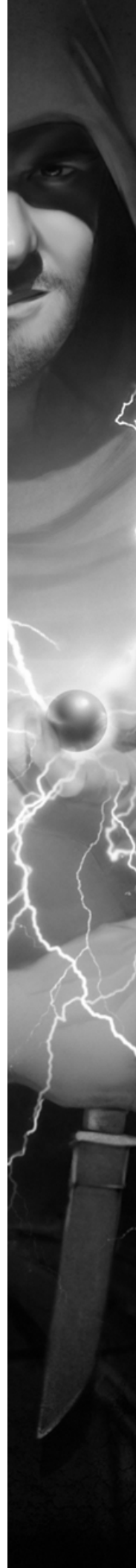
Trap Reset: Traps without moving parts, like pits, always have an automatic reset. Any other trap is considered to need repairing in order to reset. Repairing an environmental trap takes half the time it took to construct the trap initially.

Trap Construction: An environmental trap with a CN of less than one is automatically assumed to have a CN of 1/2. It takes 8 hours x the trap's CN to construct a trap, divided by the number of people working on the trap. An environmental trap can never take less than half an hour to construct, regardless of the number of people helping. Certain spells and special situations (digging a pit by use of a burrow speed, using stone shape to create spikes or using pre-constructed spears, etc.) can also cut construction time as the GM dictates.

After the trap's construction time has been met, the creator makes a Craft (Traps) roll against a DC determined by the Trap's Challenge Rating, according to the table below. If the check fails, the trap does not work right. If the check fails by 5 or more, than the trap breaks, and the constructor or constructors must save against their own trap or suffer its ill-effects.

A character can normally only spend 8 hours in a day constructing a trap. For each hour of construction beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required, as if the character were doing a forced march. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from over exertion becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to work into unconsciousness by pushing himself too hard.

Trap CN	Base Craft (Traps) DC
1/2	15
1–5	20
6–10	25
11–15	30
16+	35

Feats and Rogue Talents: Quick Trapsmith and Frugal Trapsmith have no effect on the construction of an environmental trap. Cunning Trigger, however, may be used to activate environmental traps from a distance (using the trap's CN as it's CR.) If a character has the Master Trapsmith feat, divide the crafting time for an environmental trap in half.

Rogue vs Rogue: Sometimes, when constructing an environmental trap, the trapsmith may choose to ignore high Perception or Disable Device DCs, as most creatures must be actively surveying their surroundings to discover a trap. However, perceptive enemies or rogues with the trapspotter rogue talent can easily foil this plan, making how well the trap is hidden and how difficult it is to disarm far more important than the actual damage it deals. Players constructing an environmental trap ignore these two DCs at their own risk.

Sample Environmental Traps:

Rolling Logs

Type Environmental; **Perception DC** 20; **Disable Device DC** 20; **Minimum SN** 20; **CN** 5; **Craft (Traps) DC** 20

EFFECTS

Trigger None (activated)

Reset repair

Effect rolling logs (15 ft wide line, 6d6 bludgeoning damage; DC 20 Reflex save for half)

Requirements tools, logs, incline.

Splashing Acid

Type Environmental; **Perception DC** 10; **Disable Device DC** 10; **Minimum SN** 10; **CN** 1.5; **Craft (Traps) DC** 20

EFFECTS

Trigger none (activated)

Reset repair

Effect acid flasks drop from the ceiling (15 by 15 square hit directly, 1d6+9 damage to center,

New Rogue Options

1d6+6 damage to sides, 1d6+4 damage to corners, 1 damage to splash area)

Requirements rope, 9 vials of acid.

Falling Rocks

Type Environmental; **Perception DC** 25; **Disable Device DC** 15; **Minimum SN** 25; **CN** 9; **Craft (Traps) DC** 25

EFFECTS

Trigger timed (10 minutes from activation)

Reset repair

Effect falling rocks (10 ft square, 6d6 bludgeoning damage; DC 20 Reflex save for half)

Requirements explosives, string, ceiling made of stone.

Pit

Type Environmental; **Perception DC** 20; **Disable Device DC** -; **Minimum SN** 20; **CN** 1; **Craft (Traps) DC** 20

EFFECTS

Trigger location

Reset automatic

Effect 5 ft wide, 30 ft deep pit (3d6 falling damage) DC 20 Reflex avoids.

Requirements shovels, dirt floor.

Type or Placement of Item	Sleight of Hand check modifier
Placing or removing the item involves opening a container (belt pouch, backpack, etc.)	-5
Placing or removing the item involves attaching it or detaching it from a creature (tying or untying rope, removing a scabbard from a belt, etc.)	-10
Item is big (sword, coiled rope, alchemist kit, etc.)	-5
Item is worn by the creature (necklace, bracelet, etc.)	-10
Item is extremely difficult to place or remove (ring on a finger, worn armor or clothing, 10 ft. pole, etc.)	-20

Sleight of Hand

Cutting purses and lifting objects is a common source of income for city-dwelling rogues, and entire guilds exist for those who make a living in this fashion. The following alternate rules feature specifics about what situations modify the Sleight of Hand skill.

Sleight of Hand

In addition to making small objects disappear, hiding small objects on your person, or drawing hidden weapons without provoking attacks of opportunity, the Sleight of Hand skill may also be used to take an object from a person, hide an object in a person's equipment, secretly make an escape artist check or attack against bindings, or pass an object unseen to another person.

Placing or removing an object from a person has a base DC of 20. Passing an object unseen has a base DC of 10. Secretly making an escape artist check or attack against bindings is simply an opposed check against the observers. In all cases, your Sleight of Hand check is also opposed by the Perception checks of those who are observing you. It is possible to take or place an object with a successful Sleight of Hand check, but to also been seen doing so if the other creature's Perception roll was high enough.

Certain situations can add penalties to your Sleight of Hand check, as detailed below. Objects that take several rounds to remove, such as worn armor, requires a separate check every round until the task is complete.

Examples: Stealing a sword from a scabbard gives a -5 penalty (big item.) Stealing the sword and its scabbard by detaching it from a person's belt gives a -15 penalty (big item + detaching.) Placing a ring inside someone's pocket brings no

penalty, but placing a ring on someone's finger carries a penalty of -25 (worn + extremely difficult.) Secretly tying a rope around someone's leg carries a -10 penalty (attaching,) while sneaking someone's armor off unnoticed carries a -35 penalty, and requires a check every round for as long as it takes to remove that piece of armor (big + worn + extremely difficult).

Bluff and Sleight of Hand

When playing with the alternate rules listed under Stealth in this chapter, either you or an ally may make a Bluff check to create a diversion, which negates the +4 bonus a creature gets from actively keeping an eye on you.

Stealth and Sleight of Hand

If you are hidden from a target and use your Sleight of Hand check on that creature, that creature compares its Perception check to both your Stealth check and your Sleight of Hand check. Beating one check grants that creature a +4 bonus against the other check.

Bluff

Several new rules have already been presented for the Bluff skill, as it relates to the new Stealth and Sleight of Hand skills above. Apart from those uses previously mentioned, another new use is listed here.

Feign Death

After being struck in combat, a creature may spend an immediate action to fall prone and feign death. This is an opposed Bluff check against the Sense Motive checks of those observing the creature. Any creature that fails its Sense Motive check believes the creature is dead, although any close examination reveals the ruse. Successfully feigning death counts as having situational concealment for making a Stealth check to become hidden. Future attempts to feign death against the same targets receive a cumulative -10 penalty, regardless of whether the earlier attempts were successful or not.

New Feat:

Expert Feign Death:

Prerequisites: Bluff (5 ranks).

You receive a +2 bonus to your Bluff checks made to feign death. If you successfully feign death against a creature, that creature is flat-footed to your first attack on the round you decide to move and break the ruse.

The New Rogue's Arsenal

The guardhouse wall was covered in notices detailing information every guard was to be familiar with: a notice on Fash, a serial killer who was still at large; a description of Princess Damina, who had fallen off a bridge at her engagement party last year, but who's body was never recovered; a profile on Shiffe, the man suspected somehow in half the illegal activity in the city, but so far no one could prove a connection.

"That's all the information they have on me?" Shiffe said. "I'm honestly insulted."

Nigen broke off reading the notices and spared a glance for the man standing next to him. The disguise was very well done, the hat and fake beard a particularly nice touch. The magic over the guardhouse door disarmed spells on those who entered, but a master like Shiffe had little need for magic to hide his identity.

"All of Fash's associates and hiding places," Shiffe said, reaching into his pocket and covertly handing Nigen a piece of paper. "He's planning to smuggle himself out of the city tomorrow, but I've arranged a delay in his plans."

Nigen took the paper, then a thought struck him. "The Princess Damina. Was that you?"

"Funny story that," Shiffe said, smiling. "Princess Damina came to me six months before her marriage, asking to be smuggled to the Silver Coast. Apparently she not only found her fiance repugnant, but she'd wanted to run off to sea for years. When she 'fell' off that bridge, she was wearing a tear-away dress, and was carrying swimming flippers, an air bladder, and an amulet of non-detection we'd secured for her. The last I heard, she was captaining a small ship off the coast and making quite a name for herself as an adventurer and pirate."

Shiffe tipped his hat and stepped off, while Nigen mulled that information over in his head. The things he learned in his line of work.

"Who was that?" the under-captain asked Nigen as he walked past.

"A friend of my ailing mother, come to give me a list for the market," Nigen lied smoothly, showing his captain the list.

As the under-captain walked away disinterested, Nigen couldn't help but smile. The list of course was a fake. Later, Nigen would run it over a candle, revealing the true list written in invisible ink on the back.

It was of course Nigen who made sure the guards could never track anything back to Shiffe. It was part of their arrangement: Shiffe kept the underworld in check and passed along information to Nigen, and Nigen kept the guard off Shiffe's back and used the information to keep the more dangerous villains off the street. Nigen knew his captains would never understand, but the underworld was better under Shiffe than it had been in generations. Nigen had no desire to see it return to the days of his youth, when innocent neighborhoods were turned into battlegrounds as gang leaders and crime lords struggled for control.

And, of course, it never hurt to be the guard who always had the best information.

The Old Rogue's Arsenal

A rogue can do with a pocket razor and a fake mustache what most could only do with special magic and a good bit of luck. There are countless pieces of equipment a rogue can use to help him accomplish amazing feats, and many rogues keep an assorted arsenal of equipment at a safehouse or local guild hall, selecting beforehand whatever they feel they need for their next job.

The Pathfinder Roleplaying Game already has many items a rogue would find useful. These items can be found in the Pathfinder Roleplaying Game Core Rulebook, Advanced Player's Guide, Advanced Race Guide, Adventurer's Armory, and also collected in Ultimate Equipment. Those items that already exist in the Pathfinder Roleplaying Game and are most helpful to a rogue have been assembled below for your convenience.

Climb: Whether scaling a wall to break into a building or climbing a rope to escape a minotaur, rogues are often known for their ability to scale any surface with ease.

Climber's Kit, Grappling Hook, Grappling Arrow, Piton, Iron Spike, Spider Sac, Armor Ointment.

Breaking and Entering: Rogues are usually the one first looked to when a door has to be breached, whether by picking a lock, stealing a key, or simply cutting through a door's hinges.

Thieve's Kit, Drill, Saw, Stonechipper Salve, Copy Key, Skeleton Key, Wax Key Blank, Glass Cutter, Wire Saw, Rusting Powder.

5. Escapes: When a rogue gets caught and needs to escape, a bag of caltrops can mean the difference between freedom and a lifetime in prison.

Alchemical Grease, Distilled Terrap Sap, Caltrops, Vicious Caltrops, Marbles, Billow Cape, Fake Footprint Shoes.

Sleight of Hand and Sneak Attack: Stealing purses, hiding knives, and sneaking goods all depend on a hidden pocket and the Sleight of Hand skill, and many a fight has been decided by a single hidden weapon.

Dilettante's Outfit, Pickpocket's Outfit, Pocketed Scarf, False Jewelry, Switchblade Knife, Hollow Pummel, False-Bottomed Scabbard, Wrist Sheath, Spring Loaded Wrist Sheath, Blade Boot, Sword Cane, Liquid Blade.

Appraise: Rogues are often called on to evaluate treasure. If a rogue can't tell if a treasure is genuine or not, he might just be risking his life to sneak out with a fake.

Magnifying Glass, Merchant Scales.

Disguise: Many warlords have spent thousands of gold pieces hiring guards and building defences, only to have his defences thwarted by a single rogue in a stolen uniform.

Disguise Kit, Symptom Kit, Tear-away clothing, Mock Armor, Monster Mask, Reversible Cloak.

Heal: The Medic rogue archetype works wonders with his Heal skill, but any rogue might also find himself needing to patch up wounds without the aid of a divine spellcaster.

Healer's Kit, Leeching Kit, Surgeon's Tools, Doctor's outfit, Doctor's Mask, bodybalm, Veterinarian's Kit.

Perception: Looking for traps, searching for hidden doors, or hunting an invisible mage all require good perception.

Powder, Clear Ear, Hound's Blood, Spyglass, Ear Trumpet.

Stealth: Sometimes called the rogue's bread and butter, rogues are helped both in and out of combat by knowing how to avoid detection.

Smokestick, Smokepellet, Scentbane Incense, Scent Cloak, Periscope, Shadowcloy, Darkflare, Darklight Lantern, Camouflage Netting.

Swim: Sometimes a rogue must cross a moat or hide in a river to accomplish his goals, as guards rarely look under water.

Swim Fins, Floatation Device, Air Crystals, Air Bladder, Elemental Breath, Snorkel.

Secret Messages: Messages can be hidden or written in code and left in plain sight.

Invisible Ink, Chalk, Pantograph, Cypher Books.

Acrobatics: Rogues can often get into places or bypass obstacles a regular man couldn't dream of.

Balancing Pole, Armor Ointment.

Diplomacy/Bluff: Befriending an important figure or convincing someone of a lie not only lasts longer than charm magic, but can't be dispelled, and often yields better results.

Perfume/Cologne, Blue Book.

Poison: Poison tipped arrows, poisoned daggers, or the hidden kill via a poisoned drink are all staples of the rogue.

Blackfingers paste, False bottomed cup, Poison Pill Ring, Poisoning Sheath.

Cons: From rigged gambles to fake fortune telling, cons are a reliable source of income for a d skillerogue.

Marked Cards, Loaded Dice, Breakaway Chains, False Manacles, Harrow Deck, Fortune-Teller's Deck.

Forgeries: Sometimes all you need is a letter from the king endorsing your adventures. That such a letter doesn't yet exist is only a minor inconvenience.

Book of Letters, Forger's Kit.

Traps: Rogues are famous not only for disarming traps, but also for using them.

Bear Trap, Wire, Tresspasser's Boot.

New Equipment

The following items and exotic weapons are also available for any rogue who needs the right tool for the job at hand.

Weapons

Bladed Hook: Exotic Light Weapon

Cost: 20 gp.
Damage: 1d4 small, 1d6 medium
Crit: x2
Range: 10 ft
Weight: 15 lbs.
Damage Type: Piercing
Special: Grapple, Disarm

Notes: The bladed hook is a special form of grappling hook with sharpened prongs and dagger blades, and is favored by burglars who must be prepared to fight or flee at a moment's notice. Designed to be used as both a grappling hook and a melee weapon, it is a light weapon in melee and a grappling weapon at range. If you are proficient with grappling hook, you are considered proficient with bladed hook as well.
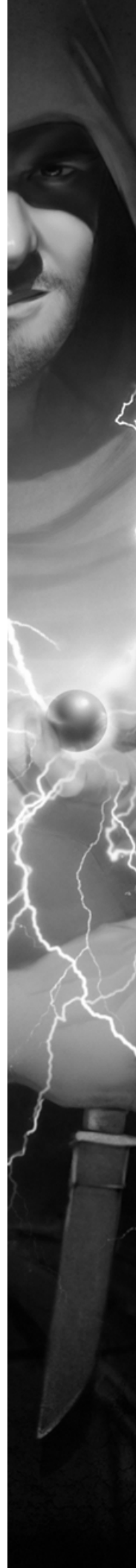
If you are proficient in the grappling hook and using the bladed hook at range, then on a successful critical hit you can attempt a combat maneuver check to grapple your opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple if that creature is not threatening you. While you grapple the target with a grappling weapon, you can only move or damage the creature on your turn.

You are still considered grappled, though you do not have to be adjacent to the creature to continue the grapple. If you move far enough away to be out of the weapon's reach, the grapple ends.

A bladed hook's weight includes the weight of 50 feet of hemp rope. It can be reduced by using shorter or lighter rope.

Thief's Hook: Exotic Two-Handed Weapon

Cost: 10 gp

Damage: 1d4 small, 1d6 medium

Crit: x2

Weight: 5 lbs.

Damage Type: Bashing, Piercing

Special: Reach, Trip, Disarm, see text

Notes: A thief's hook is a 10 ft pole with a special hook on one end, used by thieves to snag objects through windows, over walls, and in other hard-to-reach places.

A thief's hook is a trip weapon and disarming weapon, and may also be used to make a Steal combat maneuver check with reach. Any enhancement bonus on the thief's hook is added to this maneuver check.

Climbing Claws: Exotic Light Weapon

Cost: 30 gp

Damage: 1d3 small, 1d4 medium

Crit: x2

Weight: 1/2 lbs.

Damage Type: Piercing

Special: see text

Notes: Climbing claws are spiked metal bands that are worn wrapped around the palm of the hand. When worn, they grant a +2 circumstance bonus to climb checks made without a rope, although they also give a -2 penalty to hit with any held weapons. If a creature is proficient in climbing claws, that creature is considered armed while wearing them. A creature cannot use the disarm action to disarm you of climbing claws. Climbing claws may be hidden with a Sleight of Hand check even while worn, provided the wearer has pockets, long sleeves, or some other method of covering them.

Hilt Dagger: Simple Light Weapon

Cost: +35 gp,

Damage: 1d3 small, 1d4 medium

Crit: 19-20, x2

Weight: 1 lbs.

Damage Type: Slashing or Piercing

Special: double weapon

Notes: A hilt dagger is a small spring-loaded blade installed into the hilt of a sword or similar weapon, and is treated as a dagger for purposes of Weapon Proficiency, Weapon Focus, and similar feats. It is designed to be undetectable, although an observer can make a DC 20 Perception check to notice the hidden blade. Releasing a hilt dagger is a free action, and resetting it is a standard action.

A creature can attempt to catch his opponent off-guard with a hidden hilt dagger, denying his opponent his Dexterity bonus to AC. The creature can make a Bluff check as a free action in conjunction with releasing the hilt dagger. If his Bluff check succeeds, the target is considered flat-footed to that creature's next attack, provided that attack is made with the hilt dagger. Once a creature has been attacked with a hidden hilt dagger or seen someone attacked with a hidden hilt dagger in that encounter, he
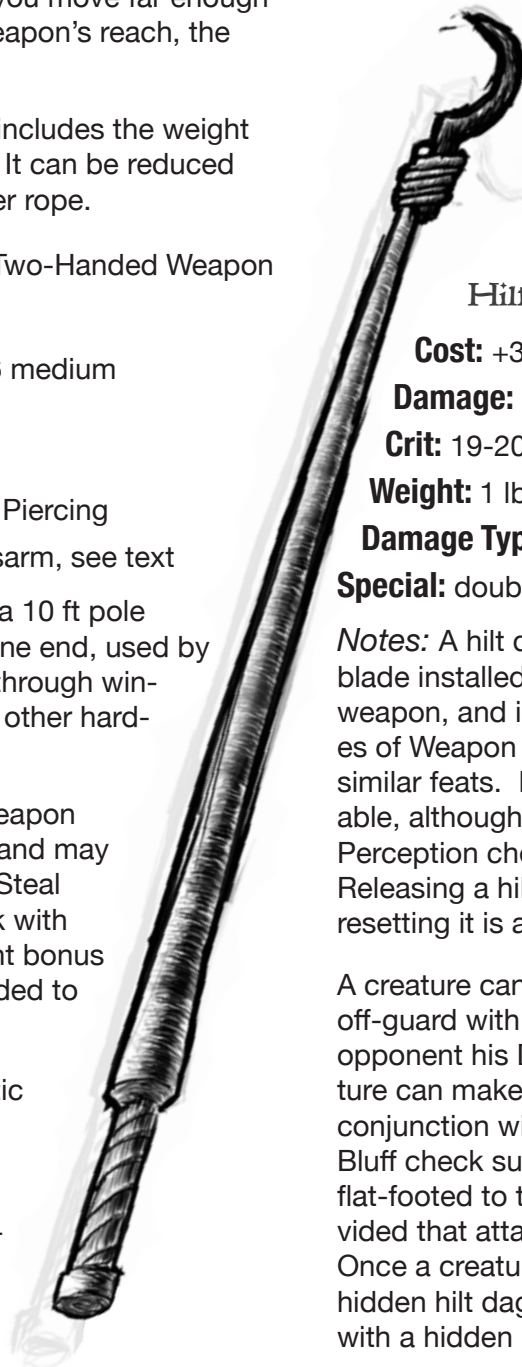
cannot be caught off-guard by the same hidden hilt dagger again, even if it is re-hidden.

A weapon with an extended hilt dagger is treated as a double weapon.

Collapsible Bow: Martial Ranged Weapon

Cost: 60 gp
Damage: 1d4 small, 1d6 medium
Crit: x3
Range: 40 ft
Weight: 2 lbs.
Damage Type: piercing
Special: see text

Notes: A Collapsible bow is a special kind of short bow, and is treated as if it were a short-bow for the purposes of Weapon Proficiency, Weapon Focus, and similar feats.

A collapsible bow is built to separate into pieces, allowing it to be folded and concealed with a successful Sleight of Hand check, as if it were a light weapon.

A collapsible bow is weaker than a normal shortbow, and thus has a shorter range. A collapsible bow also suffers a -1 on damage rolls.

Collapsible Bow, Composite: Martial Ranged Weapon

Cost: 100 gp
Damage: 1d4 small, 1d6 medium
Crit: x3
Range: 50 ft
Weight: 2 lbs.
Damage Type: piercing

Notes: The composite version of the collapsible bow. For purposes of strength rating costs, a composite collapsible bow is treated as if it were a composite shortbow. For Weapon Proficiency, Weapon Focus, and similar feats, a composite folding bow is treated as if it were a shortbow. Like a collapsible bow, a composite collapsible bow suffers a -1 on damage rolls.

Needle Launcher: Exotic Ranged Weapon

Cost: 400 gp
Damage: 1 small, 1d2 medium
Crit: x2
Range: 40 ft.
Weight: 25 lbs.
Damage Type: Piercing
Special: Poison

Notes: Needle launchers are highly illegal, as their use is almost exclusive to thieves and assassins. As such, it is often impossible to find one outside of the black market, and then only for two or three times its base price. Many of those who use this weapon design and built it themselves. Crafting one requires the Craft (Trap) or Craft (Mechanics) skill, with a DC of 25.

A needle launcher holds up to 10 needles, each specially prepared with poison beforehand in a process that takes about 10 minutes and uses 1/2 a dose of poison for each needle. If someone is hit by an attack from a needle launcher, they are affected by the poison used to prepare the needles, with a -2 penalty to the poison DC, due to only being affected by half a dose.

As a full-attack action, the wielder of a needle launcher may choose to fire all the remaining needles from a needle launcher. Doing so is a single attack which, if it deals damage, deals damage for each needle fired. The target must save against every poison found on the needles.

If the target is hurt by two needles of the same poison, in the same round (a complete dose), the poison DC suffers no penalty. For every two needles with the same poison thereafter, the poison's DC increases by 2, and the duration increases by half.

The needle launcher may be reloaded as a full-round action, and counts as a crossbow when determining which feats affect it.

Needle Launcher, Hand: Exotic Ranged Weapon

Cost: 550 gp

Damage: 1 small, 1d2 medium

Crit: x2

Range: 30 ft.

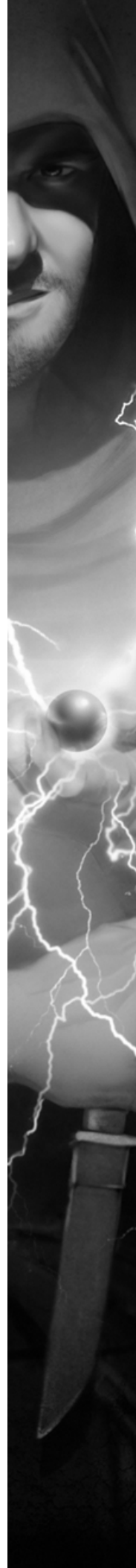**Weight:** 4 lbs.

Damage Type: Piercing

Special: Poison

Notes: This is a much smaller version of the needle launcher, small enough to be wielded one-handed or even strapped to the wrist, and may be hidden with the Sleight of Hand skill.

A hand needle launcher is just as rare as a needle launcher, with the same increase in price if purchased. The crafting DC is 25.

A hand needle launcher is similar to a needle launcher, but it only holds up to 4 needles, and firing all remaining needles is only a standard action.

A hand needle launcher may be reloaded as a full-round action, and counts as a crossbow for feats such as rapid reload and crossbow mastery.

Needle: Cost: 1 sp, **Damage:** 1 small, 1d2 medium

New Items

Parachute: Cost 50 gp. **Weight** 20 lbs.

A parachute is worn on the back and can be worn over armor. When activated during a fall, it slows the wearer down as if under the effects of a feather fall spell. However, after unfurling a parachute, you can only move at half speed. It takes a full-round action to put a parachute on or take it off, and 10 minutes to repack after opening.

Pocket Razor: Cost 5 gp, **Weight** —

a pocket razor is a small blade, unsuited for combat, but kept extremely sharp and used for cutting straps and cloth and allow a pickpocket to get at hidden items by going straight through the pouch they are held in. A pocket razor grants a +2 circumstance bonus Sleight of Hand checks made to take objects from a person that are kept in a pouch or attached to them somehow. A pocket razor may also be used to deal 1 point of damage to ropes or bindings. A character gains a +4 bonus to Sleight of Hand checks made to hide a pocket razor.

Pocket Razor, Masterwork: Cost 35 gp, **Weight** —

The masterwork version of the pocket razor, this blade is tempered and kept amazingly sharp. It adds a +3 circumstance bonus to Sleight of Hand checks made to take objects from a person that are kept in a pouch or attached to them somehow, and deals 3 points of damage to ropes or bindings per round. A character gains a +4 bonus to Sleight of Hand checks made to hide a pocket razor.

Forger's Friend: Cost 10 gp, **Weight** —

This piece of alchemically- altered paper becomes transparent for 1 hour after being exposed to heat, after which it becomes indistinguishable from regular paper. During that time, it grants a +2 circumstance bonus to Linguistics checks made to create copies and forgeries of another document in the forger's possession.

Book, Hollow: Cost 5 gp, **Weight** 2 lbs.

A hollow book is a book that has had its pages glued together, and a compartment cut into them. The book is designed to appear normal and usually has a few working pages on top of the hidden compartment. The compartment is usually cut into the specific shape of the object to be stored, to minimize the clunking when the book is rattled. The book can be small containing a few gems, or large enough to fit several daggers. Spotting the fake compartment takes a DC 20 Perception check, although anyone opening the book instantly detects the compartment.

Lead Lining: Cost 10 gp, **Weight** varies

A thin layer of lead can be put into a container or sewn into a pocket, protecting anything placed inside from many divination spells, such as detect magic. This price assumes the object to be small, like a robe pocket or small container, with larger containers costing more.

Lining an object with lead adds 10% to the object's weight.

Assassin's Lips: Cost 4 sp, **Weight** —

Used by spies and courtesans, assassin's lips is a special mixture applied to the lips that allows a creature to apply a dose of contact poison to their lips without affecting themselves (although the standard chance of poisoning themselves applies if they don't have Poison Use.) The next creature kissed contracts this poison.

Alternately, wearing assassin's lips can allow a creature to kiss another creature's poisoned lips without contracting the poison. The price listed is for one dose, which lasts 12 hours.

Night Suit: Cost 50 gp, **Weight** 4 lbs.

A night suit is a tight, black suit of clothing that features a face mask, gloves, boots, and a cloth covering for weapon scabbards. When worn, this suit grants a +4 to Stealth checks made with concealment from darkness. However, to many, nothing is more suspicious than someone wearing a night suit, regardless of what they are actually caught doing.

Small Lamp: Cost 5 gp, **Weight** 1 lbs.

A small lamp is a special lamp often used by thieves. It provides just enough light for someone to work by, allowing him to work with tools on projects such as disarming traps or picking locks. It does not, however, raise the surrounding light level, and does not break its holder's cover of darkness.

Traps

The following traps are usable by any character, but are especially useful for rogues, who may augment these traps with their Cunning Trigger, Quick Trapsmith, and Frugal Trapsmith rogue talents.

Most advanced and expert traps are highly illegal, and must be personally constructed rather than purchased. If they are available through a thieves guild or black market, it is usually for double or even triple the base price. Setting up a trap takes 1 minute, unless the character has the Cunning Trigger rogue talent.

Tripwire, Advanced: Cost: 50 gp. **Weight:** 1/2 lbs. **Craft DC:** 25

This tripwire is similar to the kind created by a simple wire and contained in Ultimate Equipment, except it is specially designed to be a tripwire and is thinner, stronger, and harder to see.

Type mechanical; **Perception DC** 20; **Disable Device DC** 10

Trigger location; **Reset** automatic

Effects trip combat maneuver +10 (+15 if the target is running)

Tripwire, Expert: Cost: 250 gp. **Weight:** 1 lbs. **Craft DC:** 30

This tripwire is actually a series of wires, made from pure spider's silk and spaced just far enough apart to not only trip an enemy, but also entangle it.

Type mechanical; **Perception DC** 20; **Disable Device DC** 10

Trigger location; **Reset** automatic

Effects trip combat maneuver +15 (+20 if the target is running) If successful, target is also entangled. A DC 10 Disable Device check, DC 14 Escape Artist check, or a DC 14 Strength check ends the entangled condition.

Bear Trap, Advanced: Cost: 350 gp. **Weight:** 20 lbs. **Craft DC:** 25

The bear trap presented in Adventurer's Armory and Ultimate Equipment is a common trap

used to hunt animals, and is readily available to any hunter. Trapsmiths and assassins, however, have long-since improved on the bear trap's design, changing it from a hunter's aid to a true deathtrap.

Type mechanical; **Perception DC** 15; **Disable Device DC** 25

Trigger location; **Reset** manual

Effects Sharp jaws (atk +15 melee 3d6+5); sharp jaws spring shut around the creature's leg and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 25 Disable Device check, DC 24 Escape Artist check, or DC 28 Strength check.

Bear Trap, Expert: Cost: 1,000 gp. **Weight:** 30 lbs. **Craft DC:** 30

This bear trap is a truly vicious contraption, designed to kill its victim rather than hold it in place.

Type mechanical; **Perception DC** 10; **Disable Device DC** 25

Trigger location; **Reset** manual

Effects Sharp jaws (atk +20 melee 4d6+10); sharp jaws spring shut around the creature's legs and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 25 Disable Device check, DC 26 Escape Artist check, or DC 30 Strength check.

Spring Shot: Cost: 10 gp. **Weight:** 1 lbs. **Craft DC:** 20.

The spring shot is a simple machine added on to a crossbow, designed to fire the crossbow when a certain mechanical condition is met (tripping a wire, opening a door, etc.) When placing the trap, choose a triggering square or action within 30 ft of the crossbow. Stepping on this square or performing this mechanical action triggers the trap. While the trigger may be hard to spot, the crossbow itself needs to be hidden (Behind a door, bush, etc.) or else be easily visible. Note that this trap only includes the firing mechanism: the crossbow must be supplied separately.

Type mechanical; **Perception DC** 15; **Disable Device DC** 20

Trigger location; **Reset** manual

Effects Ranged attack (atk +10 ranged damage as weapon); A crossbow bolt is fired at the enemy.

Spring Shot, Advanced: Cost: 70 gp. **Weight:** 2 lbs. **Craft DC:** 25

This functions much as a spring shot, except it is more advanced and more accurate.

Type mechanical; **Perception DC** 20; **Disable Device DC** 20

Trigger location; **Reset** manual

Effects Ranged attack (atk +15 ranged damage as weapon); A crossbow bolt is fired at the enemy.

Spring Shot, Expert: Cost: 250 gp. **Weight:** 2 lbs. **Craft DC:** 30

A masterwork version of the spring shot trap.

Type mechanical; **Perception DC** 25; **Disable Device DC** 25

Trigger location; **Reset** manual

Effects Ranged attack (atk +20 ranged damage as weapon); A crossbow bolt is fired at the enemy.

Launcher, basic: Cost: 50 gp. **Weight:** 10 lbs. **Craft DC:** 20

This trap is bulkier than most, and is comprised of a machine inside a long tube, designed to fire a spear, dart, dagger, or another thrown object. Like a spring shot, the weapon must be supplied separately, and the triggering square or action must be placed within 30 ft. Each launcher is only designed to fire one type of weapon, which must be decided when purchased or constructed. A launcher may be built with a high strength to add damage to the weapon, ranging from +1 to +10. Add +50 gp to the base price for each point of strength damage added.

Type mechanical; **Perception DC** 15; **Disable Device DC** 20

Trigger location; **Reset** manual

Effects Ranged attack (atk +10 damage as weapon); A spear, dagger, dart, or another object is fired at the enemy.

Launcher, Advanced: Cost: 200 gp. **Weight:** 10 lbs. **Craft DC:** 25

A more powerful version of the launcher, designed for accuracy and subtlety.

Type mechanical; **Perception DC** 20; **Disable Device DC** 20

Trigger location; **Reset** manual

Effects Ranged attack (atk +15 damage as weapon); A spear, dagger, dart, or another object is fired at the enemy.

Launcher, Expert: Cost: 500 gp. **Weight:** 5 lbs. **Craft DC:** 30

This launcher is deceptively small considering its ability, but expert gears and thread-like cords allows it to not only be more accurate than the more basic versions, but also more subtle.

Type mechanical; **Perception DC** 25; **Disable Device DC** 25

Trigger location; **Reset** manual

Effects Ranged attack (atk +20 damage as weapon); A spear, dagger, dart, or another object is fired at the enemy.

Weapon Spring: Cost: 10 gp. **Weight:** 2 lbs. **Craft DC:** 20

This trap takes a melee weapon and, by use of springs, ropes, and levers, strikes whatever creature enters its space. This is similar to a bear trap, except the weapon must be supplied separately. A weapon spring may be built with a high strength to add damage to the weapon, from +1 to +10. Add +50 gp to the base price for each point of strength damage added. A trap cannot wield a weapon two-handed to gain bonus strength damage.

Type mechanical; **Perception DC** 15; **Disable Device DC** 20

Trigger location; **Reset** manual

Effects weapon attack (atk +10 damage as weapon); the loaded weapon is swung or thrust into the target.

Weapon Spring, Advanced: Cost: 125 gp. **Weight:** 5 lbs. **Craft DC:** 25

A more complex, higher-quality version of the weapon spring.

Type mechanical; **Perception DC** 20; **Disable Device DC** 20

Trigger location; **Reset** manual

Effects weapon attack (atk +15 damage as weapon); the loaded weapon is swung or thrust into the target.

Weapon Spring, Expert: Cost: 400 gp. **Weight:** 5 lbs. **Craft DC:** 30

A masterwork version of the weapon spring.

Type mechanical; **Perception DC** 25; **Disable Device DC** 25

Trigger location; **Reset** manual
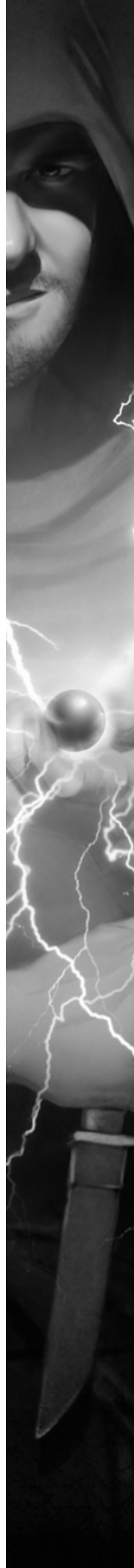
Effects weapon attack (atk +20 damage as weapon); the loaded weapon is swung or thrust into the target.

Alchemical Mines: Cost: 150 gp. **Weight:** 2 lbs. **Crafting (traps or alchemy) DC** 25

These traps are small explosives which, when activated and placed on the ground, explode when stepped on by a creature of small size or larger. The mine deals 2d6 bludgeoning damage and 1d6 fire damage in a 10-foot burst (DC 15 Reflex save for half.)

The alchemical mine may not be picked back up when activated and set. Even the one who set this trap must disarm it with a Disable Device check before picking it up. Once it is deactivated it may be picked up and used again.

Type mechanical; **Perception DC** 20; **Disable Device DC** 20

Trigger location; **Reset** None

Effects Explosive (Reflex 15 DC, 2d6 bludgeoning, 1d6 fire); the mine explodes, dealing damage to everything in a 10 ft radius.

Alchemical Trigger: Cost: 70 gp. **Weight:** 1 lbs. **Craft DC:** 20

This trap is elegant in its simplicity: all it does is trigger an alchemical item (supplied separately)

on whatever creature steps into the trap's square. This could be sneezing powder, an acid flask, a fuse grenade, a firework, or any other item. In the case of an item such as a fuse grenade that normally has a wait time after activation, the item fires immediately upon triggering.

Type mechanical; **Perception DC** 20; **Disable Device DC** 20

Trigger location; **Reset** none

Effects Alchemical Item (atk +10, damage or effect as item); an alchemical item is activated, showering the triggering creature with its effects.

Magic Items

Dice of Unerring Result

Aura None; **CL** 3rd

Slot none; **Price** 2,500 gp **Weight** —

Description

A favorite of con men, this pair of ivory dice will always land with the result their owner desires, even if someone else rolls them. They do not register as magical under a detect magic spell, but an Identify spell can reveal their magical nature.

The Dice of Unerring Result must remain in a person's possession for 24 hours before the dice will begin showing the desired results.

Construction Requirements

Craft Wondrous Object, mage hand, magic aura; Cost 1,250 gp

Assassin's Love

Aura Moderate Necromancy; **CL** 10st

Slot none; **Price** 29,702 gp **Weight** 1 lbs.

Description

The Assassin's Love is a +3 dagger designed for those who strike from the shadows, guiding

itself to its target's weakest spots. It contains a special compartment that holds up to 3 doses of a poison, and as a swift action the weilder of the Assassin's Love can press a button to coat the blade in this poison, applying it to the next creature hit.

In addition, if it is wielded by someone with sneak attack dice, the Assassin's Love grants the wielder and extra +2d6 sneak attack damage.

Construction Requirements

Craft Weapons and Armor, true strike, the creator must possess at least 2d6 sneak attack dice; Cost 14,851 gp

Thief's Wand

Aura faint transmutation; **CL** 5th

Slot none; **Price** 13,850 gp **Weight** 1/2 lbs.

Description

First employed by an unnamed rogue who referred to it as his 'screwdriver', the thieve's wand is a small, handy tool for any would-be rogue. Pressing a small button on the wand causes the jewel on the tip to glow, and grants the wielder the ability to manipulate objects he points at, as well as gives him insights into their operation.

Anyone wielding the thief's wand gains a +5 competence bonus to their Perception and Disable Device checks made to find or disarm magical traps, and the wielder may disarm magical traps as if he possessed the trapfinding class feature. Wielding a thief's wand also counts as possessing masterwork thieves' tools when making any Disable Device check. The wand also allows the wielder to make Disable Device checks on objects up to 30 ft away by adding 5 to the DC (the wielder cannot take 10 on this check.)

The wielder of a thief's wand can use read magic, detect magic, and mending at will, as a first level wizard.

Construction Requirements
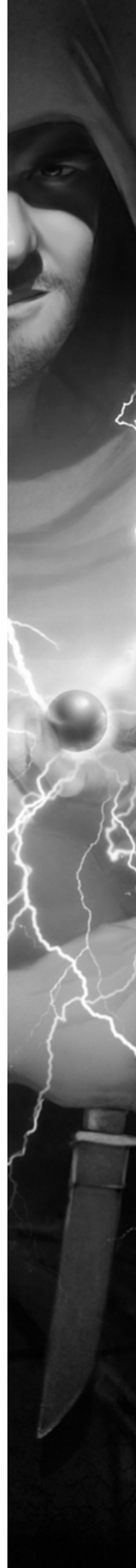
Craft Wondrous Item, detect magic, read magic, mage hand, the creator must have the trap-finding class feature, the ranged legerdemain class feature, and 5 ranks in both Perception and Disable Device; Cost 6,925 gp

Charlatan's Ring

Aura minor evocation; **CL** 1st

Slot ring; **Price** 4,000 gp **Weight** —

Description

This ring helps those who, for one reason or another, must convince others they are a wizard. The wearer of this ring gains the ability to cast prestidigitation, arcane mark, and ghost sound at will.

Construction Requirements

Forge Ring, prestidigitation, arcane mark, ghost sound; Cost 2000 gp

Vanishing Pellets

Aura minor illusion; **CL** 1st

Slot none; **Price** 125 gp **Weight** —

Description

When thrown on the ground, a vanishing pellet explodes and unleashes mist, as the obscuring mist spell, centered on the spot the pellet was thrown. In addition, the thrower is affected by a vanish spell for 1 round.

Construction Requirements

Craft Wondrous Item, vanish, obscuring mist; Cost 75 gp

Scammer's Cape

Aura moderate necromancy; **CL** 9th

Slot shoulders; **Price** 19,750 gp **Weight** —

Description

This cape endows its wearer with the essence of history's greatest con artists, thieves, and scoundrels. When worn by a rogue, that rogue treats their rogue level as 4 higher when determining the efficiency and uses per day of his rogue talents, such as resiliency and honeyed words, and gains a +5 competence bonus to Stealth checks. He also treats his sneak attack dice as being 2 higher when determining the effectiveness of rogue talents that alter sneak attack, such as bleeding attack.

Construction Requirements

Craft Wondrous Item, Speak with Dead, Invisibility, Creator must possess 5 ranks in Stealth and 4 rogue levels; Cost 9,875 gp

Ring of Smuggling

Aura moderate conjuration; **CL** 9th

Slot ring; **Price** 2,000 gp; **Weight** —

Description

A Ring of Smuggling is a handy tool that serves as a link to a non-dimensional space. Unlike a bag of holding, the ring can only hold one item, but the item may be of any dimension-so long as it is a single item and does not weigh more than 100 lbs. The item is summoned or dismissed by tapping the ring and giving a mental command, which takes a move action and does not provoke an attack of opportunity.
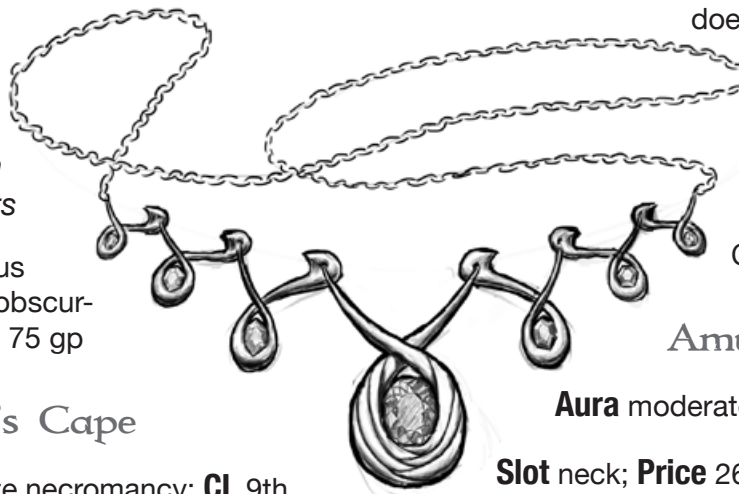
Construction Requirements

Forge Ring, secret chest; Cost 1,000 gp

Amulet of Fake Death

Aura moderate illusion; **CL** 11th

Slot neck; **Price** 26,400 gp **Weight** 1/2 lbs.

Description

Once per day when the wearer of the Amulet of Fake Death is reduced to a fourth of his total hit points or below, the amulet creates an illusion that the wearer has died in a horrible fashion from the last effect to reduce his hit points. If anyone interacts with this illusion, they may make a Will save (DC 19) to disbelieve the illusion.

At the same time, the wearer is made invisible, as if under the effects of greater invisibility, for 11 rounds.

Construction Requirements

Craft Wondrous Item, mislead; Cost 13,200 gp.

Cape of Escapes

Aura moderate transmutation; **CL** 7th

Slot ring; **Price** 15,120 gp; **Weight** 1 lbs.

Description

The Cape of Escapes allows its wearer to use dimension door once per day upon command. Upon reaching the other side, the wearer is also turned invisible, as the spell invisibility, for 10 minutes. The invisibility effect only applies to the wearer, and not to anyone else who travels along with him via the dimension door.

Construction Requirements

Craft Wondrous Item, dimension door, invisibility; Cost 7,560 gp.

Ring of Glibness

Aura moderate transmutation; **CL** 7th

Slot ring; **Price** 63,000 gp; **Weight** —

Description

Whoever wears this ring gains a +20 to their Bluff checks made to convince another of the truth of their words. If a magical effect is used against the wearer of a ring of glibness that would detect their lies or force them to speak

the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 22 to succeed, or the effect does not detect the wearer's lies or force the wearer to speak only the truth.

Construction Requirements

Forge Ring, glibness; Cost 31,500 gp

Artifacts

Saphire's Legacy

Slot None **Aura** Overwhelming Transmutation; **CL** 22nd; **Weight** —

Description

If you ask thieves who the greatest rogue in history was, they will most likely answer 'Saphire.' The stories of Saphire are so old and convoluted that it is impossible to separate fact from myth, but according to legend she could steal beauty from a nymph, power from a dragon, and immortality from a god. History cannot verify these claims, but the breadth of abilities that make up Saphire's Legacy would appear to support this story.

Saphire's Legacy is a series of abilities that have no physical form, but can be taken, given away, and in most other ways behave like items. Each ability is always possessed by a single person, and unless the owner of a piece of Saphire's Legacy agrees to give the ability away willingly (and the new owner agrees to accept the gift,) the only way to take a piece of Saphire's Legacy is to kill its owner, in which case the power passes to the closest intelligent living thing.

The pieces of Saphire's Legacy are Saphire's Song, Saphire's Seduction, Saphire's Gaze, Saphire's Luck, and Saphire's Body.

Saphire's Song: the bearer of Saphire's Song may use Suggestion, Confusion, and Charm Monster as spell-like abilities once per day, using their character level as their caster level. These abilities are Charisma-based.
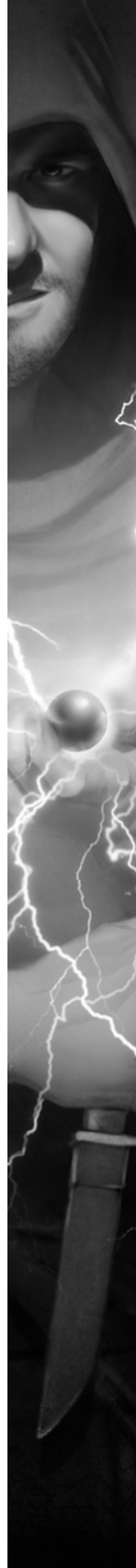
The bearer of Saphire's song cannot talk normally- she may only verbally communicate through song. This does not interfere with performing the verbal component of spells.

Saphire's Seduction: The bearer of Saphire's Seduction may drain energy from any intelligent, mortal creature she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the bearer of Saphire's Seduction can use this ability. This effect bestows one permanent negative level, and also has the effect of a suggestion spell, asking the victim to accept another act of passion. The victim must succeed on a Will save to negate the suggestion, and a Fortitude save to negate the negative level. The DCs for each of these saves is 14 + the bearer's Charisma modifier.

The bearer of Saphire's Seduction must drain energy from a victim in this fashion once a day, or become sickened. If another day passes without successfully using this ability, she becomes nauseated. For each day beyond the 2nd spent without using this ability, she gains a negative level. If the bearer of Saphire's Seduction drains energy from a target with this ability, she removes all these detrimental effects from herself. Negative levels gained in this fashion by the owner of Saphire's Seduction can only be removed by draining energy from a victim.

Saphire's Gaze: Any target who meets the gaze of the bearer of Saphire's Gaze must pass a Fortitude save of 14 + the bearer's Charisma modifier or be turned to stone permanently. This is effective to a range of 30 ft.

This ability cannot be suppressed. Anyone with whom the bearer locks gazes must save or be turned to stone. Many past bearers of Saphire's Gaze took to wearing tinted glasses or a large hood to diminish the chance of accidentally turning someone to stone.

Saphire's Luck: The bearer of Saphire's Luck may reroll the first two natural 1s she rolls each day on any skill check, saving throw, or attack roll, and must take the second result. She must also reroll the first natural 20 she rolls each day on a skill check, saving throw, or attack roll, and take the second result.

Saphire's Body: At the beginning of every day, the bearer of Saphire's Body may choose two attributes. There is a 50% chance she will gain a +2 bonus to the first attribute and a -2 to the second attribute for that day. Otherwise, she gains a -2 to the first attribute and a +2 to the second attribute for that day.

If a single person manages to bear all 5 parts of Saphire's Legacy, she gains a number of additional abilities beyond the scope of the individual parts. She may use limited wish twice per day as a spell-like ability, using her character level as their caster level. In addition, she no longer is required to sing, no longer suffers detriments if she doesn't drain energy each day, may suppress and activate her Saphire's Gaze ability as a free action, and no longer needs to reroll the first natural 20 she rolls each day. She may also choose which attribute she gains a +2 bonus to each day through her Saphire's Body ability, and no longer suffers a -2 penalty to a different attribute.

However, the bearer of all 5 pieces of Saphire's Legacy also gains a number of side effects from the power surging through her. Her hair turns golden and grows at a rate of 5 feet per day. She no longer has a reflection in mirrored surfaces, and she must consume 3 times as much food each day as normal. If she does not eat enough food each day, she become fatigued. If she does not eat enough two days in a row or go a full day without eating, she become exhausted.

Destruction

Every piece of Saphire's Legacy must be returned to the creature Saphire first stole it from. After this happens, the powers become the property of those creatures who first possessd them, and Saphire's Legacy is no more.

Dual-Faced Luck

Slot None **Aura** strong divination; **CL** 20st;-
Weight —

Description

Dual-Faced Luck is the name for a small coin that features the face of a smiling man on one side, and a distraught man on the other. Whenever the coin is held and the holder makes a skill check, there is a 50% chance that he gains a +20 bonus to that skill check. Otherwise, he suffers a -20 to that skill check.

The owner of Dual-Faced Luck cannot speak about the coin's true nature, and cannot remove the coin from his person voluntarily. If the coin is stolen by another, that person becomes the coin's new owner. The only other way to be rid of the coin is to suffer a -20 penalty to 100 skill checks in a row, after which the coin instantly transports itself to a random place in a random plane of existence, awaiting another owner.

Destruction

Dual-Faced Luck can only be destroyed if a god of luck becomes the coin's owner and wills it to be destroyed.

Bleeding Cup

Slot None **Aura** overwhelming necromancy; **CL** 24th; **Weight** 5 lbs.

Description

The Bleeding Cup is a terrible instrument, first presented to an ancient assassin by a demon lord, although the name of the assassin and demon lord are no longer known. Within 1 minute of the death of an adjacent intelligent creature, the holder of the Bleeding Cup can choose to siphon that person's soul into the cup, in which case the soul is contained, as if under the effects of a *trap the soul* spell. There is no limit to the number of souls the Bleeding Cup may hold.

At any time, the holder of the bleeding cup can choose to drink the collected souls. When this decision is made, the cup fills up with blood, which the holder drinks. If one soul is trapped in the cup, the drinker gains a +2 inherent bonus to all his ability scores for one week. If 10 souls are trapped in the cup, the drinker gains a +4 inherent bonus to all his ability scores for one week. If 50 souls are trapped in the cup, the drinker gains a +6 inherent bonus to all his ability scores for one week.

Drinking from the bleeding cup destroys the souls trapped within, and nothing short of a wish or miracle spell can restore a soul that has been destroyed by the Bleeding Cup.

Destruction

If the soul of a demon lord is contained in the Bleeding Cup and subsequently drunken by a paladin, the Bleeding Cup will shatter, dealing 30d6 force damage to everything within 10 miles.

Kaponoh's Dagger

Slot None **Aura** Strong Evocation; **CL** 20th; **Weight** 2 lbs.

Description

Kaponoh, the great rogue and master craftsman of old, spent most of his life constructing this dagger. Kaponoh was said to have touched every plane during his travels, the dagger always in tow. When Kaponoh was finished with his dagger, the dagger had slain more magical creatures and powerful outsiders than Kaponoh could count, and been blessed by a dozen gods. When Kaponoh died, part of his soul stayed with his masterpiece.

Kaponoh's Dagger is a +5 keen returning dagger that increases the wielder's sneak attack damage (if he has any) by 2d6. In addition, it may be animated at will by the wielder, in which case it flies on its own, attacking whatever target its owner specifies through mental command.

The dagger uses the wielder's base attack bonus modified by either his Intelligence or Charisma bonus (whichever is higher) when making attacks. Kaponoh's Dagger can flank,
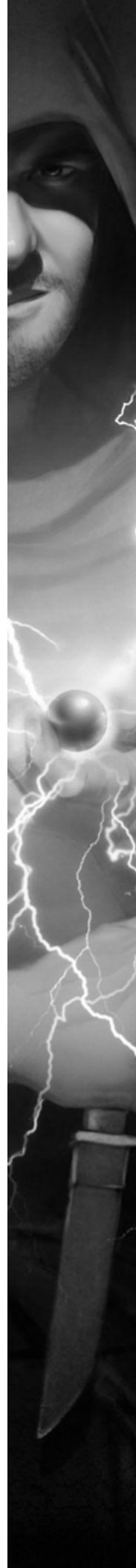
and unless the owner wills otherwise, will always attempt to maneuver into a flanking position if one is available. The dagger deals 5d6 sneak attack damage to opponents it is flanking or who are denied their Dexterity bonus to AC.

The dagger can fly with perfect maneuverability and a speed of 40 ft. It uses its wielder's Dexterity modifier as its own, and has a +4 natural armor bonus for being metal, a +5 enhancement bonus to AC, and a +2 size modifier bonus for being a Tiny object.

Kaponoh's Dagger can never gain the broken condition, but it can be grappled or otherwise trapped. Only when one master dies will the dagger accept another.

Destruction

Kaponoh's Dagger can only be destroyed by being submerged in the river Stix, and Kaponoh's spirit removed by a Wish or Miracle spell.

Rogues and the Campaign

Seshio Syndicate headquarters. It had been years since Zeihan had last set foot in this place. Years of neglect hadn't been good to it, and anything of value had been stripped away long ago. However, even at its greatest moment in history, Zeihan doubted this room had ever held such a collection of talent. Eilena, the tomb raider who had successfully robbed the crypt of Tak-Rethan; Telor Borotin, who, if reports were correct, was almost single-handedly responsible for the deposing of the mad Duke Finsva; Genaves, who had stolen the entire collection of magical staves from the vault of a prestigious arcane academy. If the rest were half as good as those Zeihan recognized, then heaven help those who stood between him and his goals.

Zeihan took a deep breath and laid his wide-brimmed hat on the small wooden table—it and a few chairs been carried down to make the room more comfortable.

"Ten years ago, I was reported dead and this organization was dissolved," Zeihan said, addressing those before him. "That report was supposed to allow me to retire in peace. Circumstances, however, have taken that option away from me."

"After a long talk with a businessman friend of mine, it has come to my attention that someone's been secretly moving slaves through the churches of the Neesven empire- so secretly, in fact, that none of the church's high officials know about it. I've asked Gaven to assemble the best team he could because I would like to end this slave trade, and in the most destructive way possible. In short, I'm reforming the Seshio Syndicate."

A low muttering grew around the room, as surprised whispers were exchanged. Gaven had issued dozens of bribes and called in countless favors to track down these experts, but this was the first time those present had heard the full reason behind this secret meeting. All of them knew the stories of the Seshio Syndicate. During the days of the old sorcerer-king, it had been called the directed arm of the underworld, wielding the considerable resources of the black market against the old regime's oppression. For a lot of those present, however, the Syndicate old methods undoubtedly promised too little profit and too much selflessness giving for their taste.

"If I may," asked a man seated in the back, patting the head of a pet wolf sitting next to him. The animal expert Finn, if Zeihan wasn't mistaken. "What exactly are you asking us to do? Walk into a church and tell them they have slaves hidden somewhere?"

"The plan is long and complicated," Zeihan said, "and you needn't worry, it will use all of your talents. In brief, we will blackmail a king, con an order of Paladins, and track these slavers from one end of their trade to the other. Eventually, we will expose and destroy every part of it from the inside out. You could say I have a particular interest in seeing these slavers burn."

The man in the back nodded slightly. "Lovely," he said. "And payment? I cannot assume you

think we will help you out of the goodness of our hearts?"

Zeihan smiled. "I've already told you your reward, friend. The Seshio Syndicate. Our power once made kings tremble, and while they may be older, those contacts, resources, secrets, and knowledge we accumulated over decades are still potent, and will be yours. After this job is finished, you may keep the syndicate around or dissolve it and take its resources your own separate ways, I don't care. But I'm sure you know enough stories to grasp the scope of what I'm offering."

That really got them talking. Like Zeihan, many of those present must have recognized each other, by reputation at least. This collection of talent, the promise of the fabled resources of the Seshio Syndicate—it was quite an endeavor being promised, and that would at least make them think.

And Zeihan had spoken the truth; he didn't care about keeping the syndicate. Once this job was over, he would once again return to retirement, this time where no one could ever find him. But this was his only lead, and he would do whatever it took to follow it. All the evidence, especially Fesegh's tortured confession, said that Zeihan's daughter had been sold through this hitherto unknown slave trade. It had taken all Zeihan's self control not to rush after her himself, but no, he was too good for that. This was what experts, contacts, and a team were for. With the help of the syndicate, Zeihan would track his daughter down wherever she was and rescue her.

And then, Zeihan would watch her captors burn.

Of all the base classes, the rogue shines brightest when he has a world around him to influence. Other classes may benefit from societies and factions, they can often shine equally as bright knowing only what to kill next or where the nearest spell library is. The rogue, however, needs people to talk to, cons to perform, and objects to steal to make full use of his abilities, and even the most solitary and combat-focused of rogues know the value of flankers, teammates, informants, clients, and co-conspirators.

Rogues and Adventure Planning

The rogue is not the only class that can be played in sneaky, tricky ways, but it is the class that most assumes such behavior from its players. Thus, when dealing with rogues and other skill-based characters, it can be beneficial to plan for this particular style of gameplay.

When playing with rogues and sneaky characters, there are certain situations many game masters fear:

-The game master spends hours developing the enemy forces, building encounters, creating maps, and planning the enormous combats the players must overcome on the way to their objective. However, a series of successful Disguise, Bluff, and Stealth checks circumvent all the GM's preparation, and clear the objective in half the expected time.

-The party rogue builds his character around his skills, spending rogue talents to improve his Diplomacy, Stealth, and Perception, only to have his build rendered useless whenever the party barbarian charges. Angry, the rogue's player says he should have built his character differently, or maybe been a different class altogether.

-The party waits while the rogue scouts, disarms traps, and engages in a series of encounters only he is qualified to handle. Effectively, the party has been split, and no matter what the GM does, he cannot engage both groups at once. The rest of the party sits bored while the rogue scouts on.

-Traps weren't important in the GM's game, but once he realizes one of the players has trapfinding he rushes to include a few in his game, so the player doesn't feel his character's abilities are going to waste. However, the rogue's player knows it, and idly wonders why he bothered taking trapfinding, if he hadn't, the traps would never have been there.

While other classes can engage in sneaky behavior, the rogue more than any other class is built around this specific style of play. This playing style (traps, scouting, hiding, bluffing, conning, ambushing, etc.) can be at odds with the play style of other classes, which often assume a character primarily focused on tactical combat. However, the presence of rogues and sneaky characters in general does not have to be a monkey wrench in the GM's plans. With a little preparation and a few suggestions (detailed below), rogues can be a boon, rather than a hindrance, to the GM's planned adventure.

Be Honest with your Players

Because the rogue can embrace so many different builds and take talents that help in so many different situations, the most common cause of in-game malcontent is simply a lack of clear communication before the game begins. Rogues, more so than any other class, benefits from a clear understanding of what they should expect from your campaign. Is your game mostly a series of epic combats? Then perhaps the rogue should know that talents like Esoteric Scholar, Fast Fingers, or Follow Clues won't prove as useful as more combat-focused talents. Will your game involve thievery, travel, and complicated social dynamics? Then perhaps the rogue doesn't need to fear taking little-used and fun-looking options like Getaway Artist, Nimble Climber, or Fast Picks. Rogues can do amazing things when they focus on Stealth and disarming traps, but if breaking and entering will never appear in your campaign, why should they even bother taking those options? A little pre-communication with your players will go a long way to helping them feel like they haven't made their characters in error for your particular campaign.

Plan for Sneaky Behavior

What do you do when you've filled your adventure with escalating combats, horrible villains, and epic battles, but the player characters instead decide on an elaborate con that circumvents all your preparations, passing all their skill checks? Do you railroad them down your appointed path, using DM fiat to negate their plans? Do you let them succeed, knowing you'll need to throw out all your preparation?

Often, when playing with rogues and other sneaky characters, it's good to simply plan on sneaky behavior. Sure the players could storm the castle's defences, but what if they decide to sneak in instead? What if they use disguises to infiltrate the cult, rather than simply attacking it? What if they challenge your main villain to a battle 5 levels too early, but succeed anyway by tricking him into walking off a cliff?

A few alternative plans, some wiggle room in the outline, and a mindset prepared to improvise can help you immensely. Consider what alternate choices the players could make, or what would happen if they circumvented you plot points with a plan you didn't consider. Perhaps, if your players have a history of sneaky behavior, the game should simply be planned around it, and your obstacles should simply be planned assuming the players will trick, rather than fight, their way through.

Sometimes a plan backfires, a dice roll fails, or a clever idea doesn't work as intended. Other times the players do something brilliant and get the jump on your villains. At these times, it can be tempting to circumvent the player's creativity by changing your outline—perhaps you decide the villain, being the genius that he is, planned for their deception (even if the GM didn't) and is waiting for them with a trap of his own. However, this can cause its own share of problems, for just as some players lose love for a game if they learn the GM has been fudging dice rolls, some players can become angry to learn that the GM has simply decided to negate their brilliant plan by waving his hand.

However, this doesn't mean your brilliant villain can't plan for some sneaky behavior as well. Maybe your cunning villain has planned for

several potential PC actions, and if the players don't find a new, even more original plan, they will fall right into the villain's clutches. After all, failing spectacularly at a plan can be just as much fun as succeeding.

Chekhov's Game

In literature and theater, there is a term writers use called Chekhov's Gun. Chekhov's Gun is the idea that if you have a gun hanging from the mantlepiece in Act 1, it should be shot in Act 3. Conversely, if you want to shoot someone in Act 3, you should hang a gun from the mantlepiece in Act 1. In simplest terms, it means that an author should foreshadow the things that will happen in his work, and if the author draws attention to something early on in his work, it should become important later.

useful to him, the character's background should make a difference somehow to the story, and the player's choice should be reflected in the world around him.

The idea of Chekhov's Game is especially important for rogues, who have so many options that only come into play in particular circumstances. With so many rogue archetypes that trade out trapfinding for more universally applicable abilities, many players will only take trapfinding if you tell them (or have a reasonable belief) that there will be traps in your game. Conversely, if a player gives his character trapfinding, he does so hoping to use this class ability at least a few times in the game. A rogue won't specialize in Climbing or Disguise, or take talents like Ledge Walker or Obfuscate Story, unless he feels that investment is worth-

In RPGs, Chekhov's Game is the same principal, but as applied to class features and player choices. If a player chooses a particular option in his build, a particular event in his background, or makes a particular choice in how his character interacts with the world, such things should be used, and be important, to the game itself. The player's build option should become

while, and if a rogue does take those talents or focus in those abilities, you'll be doing him no favors by simply giving him arena battle after arena battle, with no opportunity to use his unique abilities.

Note, however, that there is a difference between token encounters and the true

application of Chekhov's Game. One encounter by a river does not validate spending feats on the Swim skill, nor does a single trapped door validate trapfinding. This is not to say that the entire game must be dictated by the player's build choices, but rather than the ability to use their class options or implement their build choices should be present throughout your game.

Combats can be held in new and interesting locations, such as cliff sides, seasides, underground, or thick forests, to allow rogues to make use of more obscure, movement-based rogue talents. If one character has invested rogue talents into improved trap disarming, then perhaps one of the villain's chief minions should be a ranger who always sets up ranger traps for the PCs. It only takes a few horses and wagons to validate the Getaway Artist and Getaway Master rogue talents, but imagine how much more fun the player will have if he has the chance to pilot airships, steam giants, and seige engines?

Many players complain that only the combat-focused rogue talents are worthwhile, as other talents are too situational, and won't be used nearly as often. However, it only takes a little bit of consideration during the planning phase to reward players who take these more obscure options. Doing so can make your games much more varied and fun for everyone, regardless of their class.

Use Rogues as Enemies

The advice provided above may seem overwhelming, but there is a very simple way to implement it in one move—create enemies who employ roguish tactics against the players. If the adventurers are fighting enemies who are constantly climbing up trees, setting up environmental traps, making ambushes under cover of darkness, using Disguise and Sleight of Hand against the party, or destroying the party's reputation with cons and lies, it automatically validates the PCs use of similar tactics, and provides situations for their use.

Using rogues and roguish tactics against the party solves the problems of both Chekhov's Game and sneaky PC behavior by including roguish behavior in the heart of the game itself. It can also add an interesting dynamic to how the PCs approach fighting their enemies. Indeed, roguish enemies are a great way to encourage creativity and ingenuity in your players, as it turns the focus away from damage per round, and towards inventiveness, skills, critical thinking, and analyzing the world around them.

It should be noted that this book is not advocating the creation of the reverse-rogue problem (making fighters and combat-centric players feel like their builds are useless) unless that is the type of game you want to play and the players understand that beforehand. Instead, this is simply a reminder that the enemies the game master uses, and the tactics they employ, set the tone of the campaign, and a variety of enemy tactics can help keep the game interesting, and reward ingenuity on the part of the players. After all, sometimes the most dangerous villain isn't the evil necromancer making undead, nor the barbarian leading that necromancer's armies, but rather the rogue, spinning lies and making the populace believe the necromancer was the hero and the PCs were the villains.

Traps

Of all the rogue-centric abilities that suffers most from the problems illustrated above, it's the finding and disarming of traps.

Traps and trap-filled dungeons have been part of roleplaying since its earliest days, and there was once a time when advancing through a dungeon at a crawl, checking for traps every 10 feet was considered normal. However, in many Pathfinder games, traps have become the greatest example of a badly-implemented Chekhov's Game. With so many classes and archetypes available, but so few possessing trapfinding, fewer and fewer gaming groups contain a character trained in disarming traps. This means fewer and fewer GMs use traps in their games, which means fewer gaming groups feel the need to have trapfinding, and the cycle continues. Traps can be a great dynamic in Pathfinder when used correctly, and
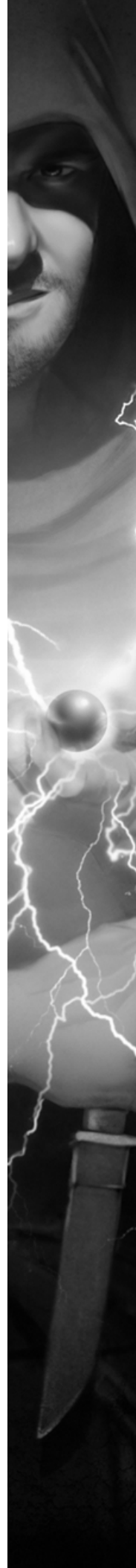
finding and disarming traps remains a staple aspect of the base Pathfinder rogue. It is worth taking some extra time to discuss how traps and trapfinding can be implemented well in an adventure.

Traps—The Meta Reason

One of the first things a GM must answer before he designs traps, is why he is implementing them at all. While this does tie into Chekhov's Game, "to give the rogue something to do with his trapfinding class feature" is not a very compelling reason. Instead, it can be helpful to decide beforehand what the traps are meant to accomplish in the particular session they appear. Are you running an adventure where one false step results in death and traps keep that sense of terror current in your player's minds? Or are you simply trying to add a sense of danger to your games and make sure the party stops and thinks every now and then? Will traps be used to make combats more interesting, as the players do battle in hazardous, trapped terrain? Or are traps an integral part of the plot itself, such as an adventure focused on breaking into a wizard's vault, or a game where the players must beat another adventuring party through a trapped dungeon, and must choose between speed or caution?

Knowing the overarching "Why" can help you decide what types of traps to include, how to implement them, and how to pitch the game to your players so they know what to expect from your game.

Traps: The In-Game Reason

In the early days of RPGs, traps and secret doors were such an expected part of the game that no explanation was truly required—every dungeon held multiple trapped doors, locked chests, secret doors, etc, that searching every room and hallway was simply how the game was played.

In most modern RPG campaigns, however, many players prefer a more realistic approach to their settings: Why does the megalomaniac wizard have a sprawling dungeon filled with traps at all? Is he paranoid? Why not simply

have a few powerful barriers around his fortress instead, and keep his choicest treasures on his person? These games can still include many traps, but an examination of the in-game reason for their existence is beneficial, and helps you design traps that help aid the story being told. Did the wealthy noble trap his treasury, and the secret passage leading out of his bedroom? If so, how does he bypass the traps without setting them off? Is the tomb trapped to ward away thieves, or to test those seeking entrance? If the orcs know the PCs are coming, will they build some environmental traps to aid their ambush? Perhaps an enemy spellcaster will use explosive runes and magic glyphs to aid his escape, and the PCs must disarm the spells to catch their quarry. Just like the meta-reason above, knowing the story reason why a trap was placed where it was will help you integrate traps realistically and logically into your gaming world, and make them an interesting part of your game.

Describing Traps

Examine the following situation:

Gensha steps into the hallway and instantly knows something's wrong. The skeleton of a rat decorates the floor, impaled by an arrow. Slits line the stone wall on the other end of the hallway, just large enough to fire arrows through. The hair on the back of her arm stands up. Magical sensors.

Arrows fly past her head. Ducking, leaping, rolling, Gensha dodges arrow after arrow, making her way down the hallway to the trap's source. Panting, she presses herself against the stone wall. She can hear the gears working, as she loads the arrow holding her Delnor crystal out in front of one of the arrow slits, feeling her way through the detection spell until she finds the trigger, suppressing it with a flick of the crystal.

Compare this to the following exchange, heard all too often at gaming tables:

Player: "I search for traps and got a 30 on my check."
GM: "You find a spiked pit trap hiding under a carpet 10 feet in front of you."

Player: "I disarm it with a roll of 35."
GM: "It's disarmed."

This exchange is hardly interesting, and does nothing to enhance the game. The mechanic presented for finding and disarming traps in Pathfinder is decidedly basic (so as to apply to many different trap situations), but is hardly the most interesting way to present traps in a game. It only takes a little bit of time to decide the specifics of a trap (how it is noticed, how it is activated, how it is disarmed,) but doing so is all that's needed to turn a simple trap from a forgettable moment into an exciting part of the game.

Noticing Traps

Mechanically, it only takes a Perception check to detect a trap, but what reason do the players have to even declare they are going to stop and search? What evidence is there that a a trap is worth looking for?

Maybe you want to catch the players off their guard with a random hidden trap, or maybe you are running a game where searching for traps every 10 feet is what you want the players to do. Other times, however, a random secret trap given without warning will only serve to make the players paranoid and slow the action down. Also, giving the players a clue that a trap might be lurking will help make the trap more interesting, and make bypassing it more of a worthwhile encounter than just a random drop in HP.

Perhaps the hallway with the poison dart trap is littered with the skeletons of past adventurers. In the room with the falling roof, the floor might be covered with crushed bones, but the walls be perfectly smooth from the repeated grinding of stone on stone. In the woods, perhaps the player characters notice the sound of birds is missing indicating the ranger they're tracking might be lurking nearby with a trap or two set. Maybe the villain's treasure just looks too inviting, with such a lack of obvious defenses that the player's just know there must be a trap somewhere.

Remember that fun is paramount in Pathfinder. Getting killed by a trap you never saw coming might be fun in certain situations, but other times the encounter will be severely helped just by dropping a few hints.

Activating and Disarming Traps

Is it a pressure plate? A tripwire? A trapdoor? And how exactly is the trap disarmed? Gumming up the gears? Latching the trapdoor so it won't open?

Knowing a few details about how a trap operates allows the trap to be a better encounter, as it gives players the information they need to experiment, play around, and engage with a trap far beyond simply rolling a Disable Device check.

Perhaps the trap is a pressure plate, and the players can try activating it from a safe distance with a long pole. Maybe the trap can't be disarmed, like a pit covered with branches, and the players must instead find a way around it. Perhaps the players, understanding the triggering mechanic of the trap, won't even want to disarm it, but will instead lead monsters into it to get an edge in combat. Most traps have some sort of bypass so those with legitimate business can proceed safely past, so how might the players discover what that bypass is? Even if the bypass won't help them, like requiring a key they don't have, it still adds flavor to your trap, and maybe finding and picking the trap's off-lock is how the party will disable the trap!

Not only will this make a trap more interesting, but by simple extrapolation it can change the most basic of traps into a wonderful encounter all on its own. Perhaps the floor is covered with pressure plates and the gears are hidden in the walls, and the rogue must either gum up the pressure plates one by one, or find a way to bypass the pressure plates altogether to reach the gears and disable the trap. Maybe the trap is activated by movement, firing arrow after arrow from a hard-to-reach spot, and the rogue must use his trapsense to dodge the arrows before he can even approach the trap. These details can mean the difference between traps being a distraction from your game, and traps being a benefit to your game.

Mixing Traps and other Encounters

Picture the following situation: The room is 3 stories tall with a single spiral staircase, a door at the top and at the bottom. The room contains a water trap, which seals off the bottom door and fills the room with water. Once the trap is sprung, the only way to disarm it is to reverse the gears located in the ceiling. The enemy goblins lure the player characters into the room, spring the trap and sit at the top of the staircase, blocking the room's only exit while raining arrows onto the players. How will the PCs escape? Suddenly the trap is not just a hazard, but an interesting part of a larger encounter- will the PCs try to escape the room before it fills with water? Will the rogue climb the wall and reverse the gears on the ceiling while the rest of the party provides cover fire? Will the party barbarian charge the goblins, creating an opening so the rogue can squeeze through and get to the gears?

Just like alternate terrains, extreme temperatures, diverse lighting conditions, and powerful winds, traps can make otherwise mundane combats, travel, and exploration very interesting. Just searching ruins is boring. Searching the trapped ruins in a race against the clock when it's freezing cold outside is interesting and exciting.

Experience Points

When all these considerations are taken into account, it can result in a game very different from the clinically-balanced combats some players and GMs are used to. This means that the way many game masters think about experience points needs to change as well.

To many game masters, experience points are given out as a result of defeating enemies in combat. Indeed, some game masters have such a strict definition of this, that players have been granted ludicrous amounts of XP for killing sleeping monsters, and denied gaining experience if the enemy manages to run away! Needless to say, this causes a problem when characters are routinely avoiding combats with their Stealth and Diplomacy skills, or easily

defeating enemies well above their Challenge Rating through hired help, assassination techniques, siege engines, and other cunning plans. In these cases, we provide two suggestions (detailed below) for giving out experience points when players overcome obstacles in unorthodox ways.

Encounter-based XP

Just like monsters and traps have Challenge Ratings, a GM can also assign Challenge Ratings to hazards, diplomatic encounters, stealth encounters, and skill checks. Usually, the easiest way to do this is to find the average level of the party, decide if the challenge is easy (a CR below the party's average level,) average (a CR equal to the party's average level,) or difficult (a CR above the party's average level,) and assign its experience according to the CR guidelines. This way, an encounter can grant XP whether it was overcome by diplomacy, stealth, or cunning.

The biggest concern in giving out XP in this fashion is it can require a different way of thinking about monsters and combats than some GMs are used to. If low-level players sneak past a sleeping ancient dragon, for example, they should not gain the same experience as if they had vanquished it in combat. Instead, the above encounter needs to be thought of based on how difficult it really is for the players- How hard will it be for the players to sneak past the dragon? If they wake it, how hard will it be to lie to the dragon, bribe the dragon, or run and escape in one piece? Does the dragon even care about what the adventurers are up to, or will waking him be an instant death for the offending adventurers?

Similarly, suppose instead the party poisons the dragon and collapses the mountain on its head with explosives- this would, in fact, kill the dragon, but was accomplishing this extreme task just as dangerous, less dangerous, or more dangerous than facing the dragon in combat? These are all questions that must be answered by the GM before this method of giving out experience can be effectively implemented. However, with careful consideration, a GM thinking about encounters instead

of monsters can award players handsomely, regardless of their preferred tactics.

Gold-based XP

Sometimes the players are after wealth, regardless of how it is obtained. Piloting a merchant ship, robbing a noble's mansion, or relieving the enemy of its valuables via Sleight of Hand are all valid uses of a player's time, and demand just as much skill and cunning as an upfront battle with marauding orcs. In some cases, a player could spend an entire session accomplishing great feats of roleplay, cunning, and skill rolls that add greatly to the character's wealth and breadth of experience, none of which involved combat or traditional encounters. In these cases, the easiest way to give out experience is often based on how successful their endeavor was, at a rate of 1 XP for each gold piece gained.

In some older RPGs (and some newer ones based on older mechanics,) it is standard to award XP to players not just for enemies beaten, but also for gold obtained. Doing so ties the players wealth automatically to their level advancement, awards them for creativity outside of combat, and keeps the in-game economy from getting out of control. While Pathfinder is not designed to use this XP system as its standard method, awarding XP for GP is a great way to reward those players who enjoy running businesses, employing thievery, or conning monsters out of their money by non-lethal means.

Guilds and Organizations

From gangs of highwaymen to networks of spies, organizations have always been part of how rogues practice their arts. Even the most solitary of rogues may find himself in need of an informant or a fence, and for any large endeavor, a good team is usually a necessity. While thieves guilds are the most famous type of rogue organization, others can include bounty hunter guilds, political conspiracies, or even a merchant's coalition. As long as there is profit to be made, property to be stolen, adventures to be had, or secrets to be traded, there will always be a call for organizations where rogues can work together for profit and protection.

The Professional Code

Of all the character classes present in Pathfinder, the rogue would appear to be the most untrustworthy. After all, thieves, con men, bounty hunters, and particularly scrupulous merchants would all fall under the broad umbrella known as 'rogue'. However, all rogues know that no group, no matter how dark their goals, can function without trust, justice, and loyalty among its members. Honor among thieves is not just a quaint idea; to give a historical example, one of the purest forms of democracy ever practiced was used on pirate ships, where decisions and codes of law were always decided by unanimous vote.

Codes of conduct are expected of professional rogues of all walks of life, whether they be politicians, spice-dealers, bandits or cat burglars, and even if two rogues aren't part of the same organization, there is usually an implied code of conduct between members of the same profession. Amateurs may break this code and think they can escape retribution, but the professional knows that a good reputation is everything, and a rogue who does not follow the code will find himself very short of friends. Sometimes, if a breach of the code is large enough, the justice delivered by fellow rogues against this breaker of the code is far worse than the trifling punishments the law provides.

Sometimes these codes are written and agreed-upon, such as the rules of a merchant's guild. Sometimes they are only a loose, unofficial set of rules, such as the social contract thieves have with each other. The following rules make up the simplest version of the code,

which is found at the heart of almost any professional code used the world over.

> 1. A rogue caught in misdoing never rats out his companions, partners, informants or clients.

> 2. A rogue never lies to his partners about the amount of money gained from a job, deal, or heist, and divides the spoils up evenly, or according to prearranged guidelines.

> 3. A rogue helps compatriots in need, and returns favors for favors. He gives information to those who give him information. He helps those who help him. He shares his money with incarcerated partners to bribe guards or pay fines. He returns political favors, and holds the secrets of his co-conspirators tightly.

Of course, some rogues choose to live by betrayals and double crosses. Some care for only themselves, and leave partners to rot without a care. However, any rogue hoping for continuous work or a reputation that won't get him killed knows and follows this code, no matter his alignment, profession, or situation.

Sample Organizations

Presented here are some examples of organizations, designed to act as a springboard for your own campaigns. Whether they are as small as a group of pickpockets or as large as a government conspiracy, any rogue organization could become a friend or a foe to the PCs, and could serve as the focus of an entire campaign. The secretive nature of many rogue organizations means the PCs will most likely never learn all their secrets, let alone know for sure if an enemy organization is truly destroyed, and so rogue organizations can always come back as the GM requires.

While the Pathfinder Chronicles Faction Guide is not required to use these organizations, the organizations presented in this book make use of the Prestige mechanic, as explained in that book. Any GM looking to include organizations in their Pathfinder game is recommended to obtain the faction guide, as the Prestige rules presented therein are always helpful for giving

PCs incentive to interact with your organizations, and provide suitable rewards for their work.

Nightbane
The Anti-Thieves

In the metropolis of Ghaven, it has long been held that the best protection against good thieves is hiring better ones. For those who can afford them, the Nightbane represent the height of this philosophy.

Hired mostly by nobles and wealthy merchants, the Nightbane specialize in the hunting of other thieves and the retrieval of stolen goods, using the same tactics as the criminals themselves. To a Nightbane, the only unbreakable rule is to never be the first to take a piece of property, and the wealthy of Ghaven know that to lie to the Nightbane and use them to steal what isn't rightfully theirs is to invite a deadly retribution.

The Nightbane is a secretive group, even more so than other rogue organizations. Because they exist and operate inside the Ghaven underground and use many of the same contacts and hideouts as the city's more nefarious rogues, a Nightbane member would face death if his true allegiance were known. Comprised mostly of rogues, wizards, and reformed assassins, the Nightbane are small in number, but supremely good at their jobs. Many were once members of other professional criminal organizations, and some still retain that former membership, existing undercover in the very organizations they work to undermine. The fear among assassins and criminals that one of their membership might secretly belong to the Nightbane has led to many false accusations and internal struggles, which suits the Nightbane just fine.

Headquarters: The Nightbane has few publicly known members, and no official headquarters.

Goal: The Nightbane is dedicated to battling crime from the inside. For a fee, they will use their extensive skills to restore stolen goods,

right wrongs, and undermine their more criminally-leaning associates from the inside.

Alignment: TN

While the nature of the jobs the Nightbane undertake could label them as lawful or good, their willingness to use criminal methods and their insistence in being paid for their risks puts them much closer to neutral. Such ethical distinctions are open to interpretation, however, and many individual members are either 'good' or 'lawful' in some way.

Joining: Player characters desiring to join the Nightbane must first peak the interest of the organization, usually by demonstrating their skill fighting criminals or by managing to uncover the identity of a member. Those that are inducted may receive lucrative job offers, contacts that provide information and equipment, and a privileged place in the eyes of the guards who serve as liaisons with the group.

Gaining Prestige: PC members of the Nightbane earn prestige by fulfilling contracts, undermining criminal organizations, and adding contacts and informants to the Nightbane's network.

Resources: The Nightbane receive many favors from the nobility and guardsman of Ghaven and it's surrounding territories, and while only the leadership of the NIghtbane itself knows its full membership, word is always passed along to ensure a member is given favor if they run afoul of the law while on assignment. The Nightbane does not often give out training or equipment, but they can call in favors on behalf of a member in need.

5+ CPA: You can make a bounty or criminal record disappear. If the person's criminal record is well known, you can have his record expunged as if all fines and debts to society were paid in full. More horid crimes will cost more CPA, and capital offences such as treason cannot be erased without government intervention.

5 TPA, 1 CPA: You may make use of another member's contacts and friends, gaining a +5 modifier to one Knowledge (Local) check or Diplomacy check to gather information.

5 TPA, 5 CPA: You gain permanent access to an especially well-informed snitch, who grants you a +5 bonus to all Knowledge (Local) checks and Diplomacy checks made to gather information made inside his city. You may only employ this contact once per week, however, as too many questions could compromise his cover and lead to his death, or worse.

5 TPA, 5 CPA: You may have the guard turn a blind eye to an activity of your choosing. No matter what happens (as long as combat doesn't spill into the street or innocents and property are threatened,) no one official will interfere with your activity, no matter how inconvenient it is. This may be applied retroactively, having the guard 'muddle up' their investigations and forge reports to cover up an activity of your choosing,

10 TPA, 1 CPA: You may make use of any resthouse or hideout frequented by the Nightbane for 1 week. If this resthouse or hideout is usually used by criminals, the necessary words will be put in with the right people to convince those present that you belong. This resthouse is stored with dried food, cheap mundane equipment, and compartments for storing objects. Some have hidden entrances as well. You may enter and exit the resthouse once per day without drawing attention to yourself or revealing your location to enemies. Guards are bribed to look the other way while you are stay in that location.

10 TPA, 2 CPA: You may have a known yet unarrested criminal, such as a recognized member of a crime family or thieves guild, abducted and held in a place of your choosing for up to 2 days for questioning and interrogation. This is done secretly and securely, and as long as the victim doesn't identify you later (or already recognize you,) they have no way of knowing who has taken them. Misleading those who inquire about the missing person's wearabouts takes resources, and an extra CPA must be spent for each day the person is held above 2. When you are finished, the abducted person is returned to where they came from.

10 TPA, 3+ CPA: You may have an arrested criminal released into your custody. While their
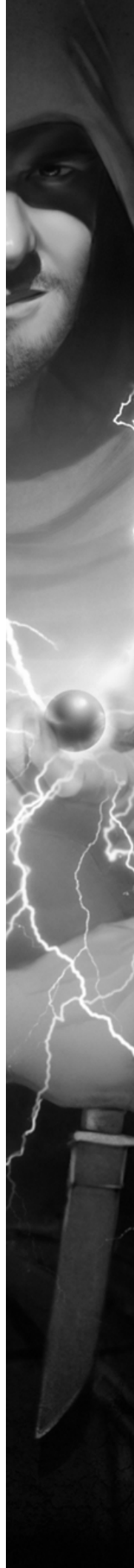
criminal record is not forgotten and their crimes not forgiven, their sentence is left up to you, and can be helping you on a mission or performing another service. When you release the criminal he is considered forgiven, although it is usually wise for such a criminal to leave town permanently. Especially violent, dangerous, or notorious criminals cost more CPA, as determined by the GM.

15 TPA: You may use Nightbane contacts to purchase any poison with a !0% discount.

20 TPA, 5 CPA: You may call in Nightbane favors with the city guard to deploy a squadron of soldiers (10 3rd-level fighters) to a specific location and specific time of your choice, on a mission of your choosing. While the mission cannot be overtly illegal (robbing a merchant's stand, setting fire to the city, etc.,) the mission can cross normal lines, as the guard is assured that their cause comes with their superior's approval.

20 TPA, 10 CPA: You may use contacts in the black market to purchase one magic item at a 20% discount.

Prominent Nightbane NPCs:

Ferven Windcaller— lv. 12 Gnomish Street Magician Rogue

Ferven is the founder and leader of the Nightbane. Little is known about his origins or why he founded the organization, but what is known is that he came to Ghaven decades ago, working his way up the ranks of the underground. He was one of the city's most dangerous and successful criminals before turning around and forming the Nightbane. His new organization has been so successful that the Ghaven city guard are under orders from the nobility to never impede his work, which is usually on their behalf. He has become more of a coordinator than an agent lately, and thus is surpassed in skill by many who work for him. However, he still goes on the occasional mission himself, eager to make sure his skills haven't rusted too much.

Ferven Windcaller **CR** 11

XP 12,800

Gnome Street Magician 12

NG small humanoid (gnome)

Init: +2; **Senses** Low Light Vision, Perception +17

Defence

AC: 17, **touch** 13, **flat-footed** 15, (+4 **armor**, +2 **Dex** +1 **small**)

HP: 78 (12 HD; 12d8 +24)

Fort +6 **Ref** +10 **Will** +5; +2 vs Illusions

Defensive Abilities evasion

Offence

Speed 20 ft

Melee 2 +3 daggers +16/+11 (1d3+2/19-20)

Ranged +2 blowgun +15/+10 (1+2)

Space 5 ft. **Reach** 5 ft.

Special Attacks Sneak Attack +6d6, Ambush (DC 19)

Spell-Like Abilities (CL 12, Concentration +16)

At-will-Prestidigitation

2/day- invisibility, acid arrow, spider climb, true strike, unseen servant, expeditious retreat, detect magic, read magic, detect thoughts (DC 14), twilight knife, strangling hair.

Spell-Like Abilities (CL 12, Concentration +15)

1/day- dancing lights, ghost sound, prestidigitation, and speak with animals.

Statistics

Str 6 **Dex** 14 **Con** 14 **Int** 18 **Wis** 14 **Cha** 23

Base Atk +9; **CMB** +7 (+11); **CMD** +19

Feats Extra Guile, Extra Rogue Talent (2), Leadership, Weapon Finesse, Two-Weapon Fighting

Skills Stealth +21, Bluff +21, Diplomacy +21, Sense Motive +17, Linguistics +19, Knowledge (Local) +19, Knowledge (Arcana)

+19, Perception +17, Disable Device +17, Use Magic Device +21

Languages Aklo, Aquan, Auran, Common, Dwarven, Draconic, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Orc, Sylvan, Undercommon.

SQ Minor Magician, Rogue talents (Additional Magic (spider climb, unseen servant, detect thoughts, strangling hair), Improved Magic (Extend Spell, Echo Spell,) Fast Stealth, Swift Poison), Guile Pool (14).

Combat Gear Potion of cure serious wounds (2), dust of tracelessness, +2 leather armor , 2 +3 daggers, +2 blowgun, blue whinnis (4), tears of death (2).

Other Gear Cape of escapes, masterwork thieves tools, dice of unerring result, wand of fireball (CL 10, 36 charges,) wand of greater invisibility (CL 12, 40 charges,) Headband of Mental Prowess +4, 423 gold and 150 gp in assorted gemstones,

Tactics Ferven is smart and prepared for anything. He rarely engages in fights if it can be avoided, and when forced his tactics could range from using spider climb to ascend a wall while firing poison darts at enemies, to fighting in melee with strangling hair and twilight knife, to bombarding the enemy with extended acid arrows and slipping away while the acid eats at them. Because of his Echo Spell metamagic feat, he can gain several extra uses of whatever spell-like ability is proving most useful at that time, and it is rare for Ferven to ever be found without some spells and tricks still waiting up his sleeve. When not in combat, he usually has several unseen servants activated at any given time to carry things for him and manipulate his surroundings.

Charlie "Renegade" O'Reilly—Human, lev 5 Medic Pet Trainer

Charlie is a low-ranking, yet promising member of the Nightbane. His unorthodox use of animals and non-fatal maneuvers makes him ideal for tracking, overcoming, and capturing those he is sent after. He also holds memberships in 3 other organizations under different aliases, passing along information on their movements to his Nightbane superiors. His life is a dangerous one of double-crosses and information dealing, but so far he has been quick enough of mind and tongue to not be caught.

Charlie "Renegade" O'Reilly **CR** 4

XP 1,200
Male Human Medic Pet Trainer 5
CG medium humanoid
Init: +1; **Senses** Perception +3

Defense

AC: 17 (+5 armor, +1 Dex, +1 Dodge)

HP: 32 (5d8 + 10)

Fort +2 **Ref** +5 **Will** +4

Defensive Abilities evasion

Offence

Speed 30 ft

Melee +1 rapier +5 (1d6+2/18-20)

Ranged shortbow +5 (1d6/19-20)

Space 5 ft; **Reach** 5 ft

Special Attacks Surgical Precision (+3), Ranger Traps (4/day, Poison Trap, Tripping Trap, DC 13, variable)

Statistics

Str 12 **Dex** 12 **Con** 13 **Int** 10 **Wis** 16 **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 14

Feats Boon Companion, Dodge, Learn Ranger Trap (Poison Trap)

Skills Bluff +11, Survival +11, Diplomacy +10, Handle Animal +10, Heal +13,

Disguise +10, Ride +9

Languages Common

SQ Medicine, Salve (3d6 temporary HP for 5 hours, usable 8 timers per day), Eye for Talent

(alternate Human racial trait), Surgical Precision (+3) Expert Care, Rogue talents (Cunning Trigger, Advanced Trap Training (Tripping Trap)).

Combat Gear +1 chain shirt, masterwork short-bow, +1 rapier, potion of cure light wounds, deathblade (2 doses), giant wasp poison (3 doses).

Other Gear healer's kit, surgeon's tools, path-finder's kit

Tactics Charlie prefers ambushes to upfront fights, and will rarely engage an enemy if he does not have the upper hand. He will use salve on his animal companions and set up traps, then lure the enemy into an ambush if at all possible. If he feels he has lost the advantage, or is running the risk of losing one of his animals, he will retreat to recuperate.

The Velvet Hand
Assassins for Hire

Far to the south, in the sun-blasted deserts, there exists a group of assassins known as the Velvet Hand. Ruthless and efficient, the Velvet Hand is extremely expensive, but well worth the money if you have an enemy that must be eliminated. Among the nobility of the desert city-states, assassinations via the Velvet Hand are quite common, and hiring the Hand is simply another form of political maneuvering similar to holding a party or making a trade deal. The Hand has a monopoly on assassinations in the area and no tolerance for freelancers. Any would-be assassins contracting with the local nobility often turn up dead before their contracts can be fulfilled.

Assassins are not allowed to take independent contracts- someone : someone wishing to order an assassination must make contact with a frontman for the Velvet Hand, and an appropriate member will be given the details of the contract. The Hand is very strict on the fulfilling of a contract, and failure is not acceptable. If a member is incarcerated during a mission the Hand will always find a way, legal or otherwise, to rescue their member. However, if a member is caught and reveals any secrets

of the organization-whether it be their client, the names of other members, or even simply admits to their own affiliation with the Hand, that loud-mouthed member will be dealt with swiftly and permanently. The only thing the Hand holds higher than successful missions is the continued guarding of their secrets.

Headquarters: The Velvet Hand is comprised of many small cells, often built into the backs of unassuming businesses scattered throughout the cities. The headquarters of the entire organization, however, is found in the sewers of Banlomeq, and is reachable through a series of carefully-guarded tunnels. This headquarters contains treasuries, training grounds, barracks, and all the luxuries its members could want, hidden underneath the city.

Goal: The Velvet Hand is a business, and a very successful one at that. Their goal is to carry out their contracts, and to be paid for their services. With each new member, and each new contract, the reach of the Hand increases, and one day they hope to expand out of the Southern Desert to the rest of the world.

Alignment: LE

The Velvet Hand tolerates no insubordination, no failure on missions, and demands total ruthlessness from its members. A member of the Velvet Hand is expected to act without remorse, compassion, or any other emotion that could stand in the way of accomplishing a mission. This is not to say that members of the Velvet Hand cannot find enjoyment in their job and enjoy the finer points in life, but instead simply means that their reputation as successful assassins is of paramount importance. They are a razor, designed to strike wherever their employer commands, regardless of what that may entail.

Joining: Player characters desiring to join this organization must track down one of the Hand's contacts. Those who desire to join have an assassin sent to investigate them (to be sure there is no evidence of ulterior motives) and to test the applicant's abilities. Failing this test simply leads to the death of the applicant, but should the candidate prove skilled enough, they will be given a simple contract,

the fulfillment of which brings them into membership with the Hand. The applicant is then introduced to a more experienced member of the Hand, who will serve as their sponsor. Until they progress to the middle ranks of the hand, their sponsor is their only contact with the rest of the organization, and will give them contracts, rewards, and information as needed.

Gaining Prestige: Prestige with the Velvet Hand is gained through the fulfillment of contracts. The Hand has little interest in anything else, and no interest in those who cannot fulfill their missions. Otherwise, a player character can gain prestige with this organization by actively working to secure more contracts, protect its secrets and members, and expanding its area of influence to new cities.

Resources: The Velvet Hand provides training, equipment, and luxuries to its members, and lavishes rewards on its oldest and most successful assassins. The work of the Velvet Hand is dangerous and difficult, but no one can accuse the Velvet Hand of not aptly rewarding success.

TPA 1: You may take levels in the Assassin prestige class.

TPA 1, CPA 1: The Hand will arrange your invitation to any social event, no matter how prestigious. For 2 CPA more, the Hand will also forge you a false identity that will allow you to move among this event without raising suspicion, if, for example, the event was only supposed to be attended by nobles.

TPA 5: You may purchase any poison through Velvet Hand contacts with a 10% discount.

TPA 10: You may purchase any magic item through Velvet Hand contacts with a 10% discount.

TPA 5, CPA 5: You undergo a rigorous training regimen with Velvet Hand trainers, designed to improve your capability to remain unseen when making a kill. You gain a permanent +2 bonus to your Stealth skill.

TPA 10, CPA 5: You gain the employ of 3 servants (level 3 Experts) to serve you, with the Velvet Hand absorbing the cost of their upkeep. These servants are not combatants, but will perform jobs for you, watch your property, and perform other duties as you direct.

TPA 10, CPA 5: The Velvet Hand will arrange for you to become the owner of a nice home, as well as absorb the usual cost of upkeep. This home is a building that would normally cost at least 5,000 gp to construct. Owning this home counts as having a wealthy cost of living, if using that set of alternate rules.

TPA 15, CPA 5: The Velvet Hand will arrange for you to become the owner of a mansion, as well as absorb the usual cost of upkeep. This home is a building that would normally cost at least 10,000 gp to construct. Owning this home counts as having an Extravagant cost of living, if using that set of alternate rules. You must have the nice home before you may obtain the mansion. If both costs are spent at once you gain the mansion. If you already possessed the nice home, the mansion replaces your old home.

TPA 15, CPA 10: The Velvet Hand will summon a succubus or incubus for you via planar binding, paying the cost in yor behalf to bind the succubus or incubus to you as a personal servant, consort, and companion for up to 1 year. The agreement forbids the succubus or incubus from using its energy drain ability on you, but like all planar bindings, the outsider may still find ways to pursue its own agenda while fulfilling its contract.

TPA 20, CPA 10: You may borrow and make use of the Bleeding Cup for one week. It arrives containing no souls, and any souls it still contains when your week is up are lost to you. You may extend the time you have the cup by an additional week for every 5 CPA you spend above the regular cost. Losing the Bleeding Cup, no matter the circumstances, results in your death, and the disintegration of your body.

Notable Velvet Hand NPCs:

Xes Demm—gnome, level 18 stalker

Xes is one of the Velvet Hand's greatest assassins, and highest ranking field agents. She

rarely speaks, and is methodical in her work. She takes only the toughest assignments, and so far hasn't failed once.

When not on a mission, she is particularly fond of operas, and is a regular patron of the arts. Her favorite opera is Denaila Rex, Lover of Kings.

Xes Demm CR 18

XP 153,600
Gnome Stalker 18
NE Small Humanoid

Init: +10; **Senses** Perception +25

Defense

AC: 33 (+6 armor, +4 deflection, +4 natural, +8 Dex, + 1 Size)

HP: 124 (18d8 + 18)

Fort +12 **Ref** +24 **Will** +13

Defensive Abilities Evasion and Uncanny Dodge

Offence

Speed 30 ft. (35 ft. if only moving with boots)

Melee +16/+11/+6

Ranged +22/+17/+12

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack 9d6, 1/day – Speak with Animals

Statistics

Str 15 **Dex** 26 **Con** 12 **Int** 14 **Wis** 14 **Cha** 12

Base Atk +14/+9/+4; **CMB** +23 (+32 Grapple); **CMD** 38

Feats: Skill Focus (Stealth), Improved Grapple, Greater Grapple, Strangler, Bludgeoner, Sap Adept, Sap Master, Agile Maneuvers, Defensive Combat Training

Skills Acrobatics +26, Climb +15, Disable Device +26, Disguise +19, Escape Artist +26, Knowledge (local) +18, Perception +25, Sleight of Hand +16, Stealth +54, Swim +15, Use Magic Device + 22

Languages Common, Sylvan, Gnome, Draconic, Elven

SQ Stalking (Terrain Mastery Plains, Forest, Urban, Underground) Rogue talents (Abduction Artist, Maneuver Mastery Grapple, Powerful Sneak, Fast Stealth, Deadly Sneak, Devastating Sneak, Quiet Death, Feat, Feat), Guile Pool (10)

Combat Gear +4 greater shadow leather armor, +4 merciful heavy mace, +4 ring of protection, amulet of natural armor +4, cloak of resistance +5, boots of striding and springing, gloves of swimming and climbing

Other Gear thieves tools, climber's tools, headband of inspired wisdom +4, belt of physical might +4

Tactics Xes is unique in her assassinations, in that she specializes in knocking her opponents unconscious first. She will stalk her prey for days, deciding on the exact time and place to make her move. After she has knocked her target out, she will kidnap them and bleed them of all the information they have to spare before killing them.

If engaged in an upfront fight, she will find a way to knock her enemies out, or run and return later for an ambush. She does not surrender, does not beg, and while she will tactically retreat, she never fails for long.

Chaz Remma—elf, lev 12 Street Magician

Chaz is a high-ranking member of the Velvet Hand, but spends more of his time performing bureaucratic work than actually going on missions. Unlike most rogues, it is in upfront fights that Chaz is strongest, as his position means he is more prepared to thwart assassination attempts than to make them.

Chaz Remma CR 12

XP 19,200
Elf Street Magician 12
LE medium humanoid (elf)

Init: +3; **Senses** Perception +18, low-light vision,

Defense

AC: 24 (+7 armor, +3 Dex, +1 Dodge, +3 Deflection)

HP: 90 (12d8 + 36)

Fort +5 **Ref** +11 **Will** +5

Defensive Abilities evasion, +2 saves against enchantment spells and effects Immunities sleep

Offence

Speed 30 ft

Melee +8/+3

Ranged +3 heavy crossbow +15/+10 (1d10+3/ x3) or +12 (scorching ray)

Space 5 ft; **Reach** 5 ft

Special Attacks sneak attack 6d6, ambush

Spell-like Abilities

4x/day – scorching ray

2x/day – jolt, mage hand, shield, color spray, invisibility, lesser animate dead

1x/day (alternate elf racial trait: Envoy) – comprehend languages, detect magic, detect poison, read magic

Statistics

Str 8 **Dex** 16 **Con** 12 **Int** 19 **Wis** 12 **Cha** 10

Base Atk +9; **CMB** +8; **CMD** 21

Feats Toughness, Antagonize, Dodge, Empower Spell-Like Ability: (scorching ray), Quicken Spell-Like Ability (scorching ray), Extra Rogue Talent, Skill Focus (Diplomacy)

Skills Acrobatics +17, Bluff +15, Diplomacy +21, Disguise +15, Knowledge (Arcana) +19, Perception +18, Stealth +17, Spellcraft +19, Use Magic Device +15, Sense Motive +16

Languages Common, Elven, Draconic, Gnome, Sylvan, Goblin

SQ Minor Magician (prestidigitation at will), Rogue Magic (jolt, mage hand, shield, color spray, acid arrow, scorching ray, invisibility, lesser animate dead) Rogue talents (Bonded Item, Bleeding Attack, Distracted Shot, *Extra Magic: scorching ray, Redirect Attack, Feat: Quicken Spell-Like Ability: Scorching Ray) Guile Pool (6)

Combat Gear +3 chain shirt, +3 heavy crossbow, Sniper Goggles, Bonded Item (Ring of Protection +3).

Other Gear 1,000 gp in onyx stones, fake jewelry, noble's clothes, disguise kit.

Tactics If possible, Chaz allows his undead minions (up to 48 HD of skeletons and/or zombies) to start the fighting while he hides with invisibility, and protects himself with shield. He uses empowered, quickened scorching ray in conjunction with massive sneak attack damage, plus his bonus from his sniper goggles and bleeding strike, as his opening move. He tries to devastate his enemies as quickly as possible, using his powerful scorching rays to finish them off, or using antagonize while remaining out of his enemy's reach. When Chaz runs out of offensive spell-like abilities and half his undead minions (or is reduced to 1/4th his total hit points) he will flee, and if detained will beg for his life, but will always lie when asked questions about the Velvet Hand.

The Bleeding Court
An Apocalyptic Cult

Almost 400 years ago, the great composer Dalvin se Nolva composed the opera "Yellow Faces," went insane, and died. In Act 1 of Yellow Faces, a king and his court use an artifact to call an elder god to the material plane. in Acts 2 and 3, the play descends into madness and death, as the god's presence warps reality. During the opera's first and only performance, accounts claim half the audience went insane, and some saw visions of an apocalyptic future.

Many have forgotten this old opera, and most of the score has been lost or deliberately destroyed. There are some, however, who seek to reunite the lost fragments. To the Bleeding
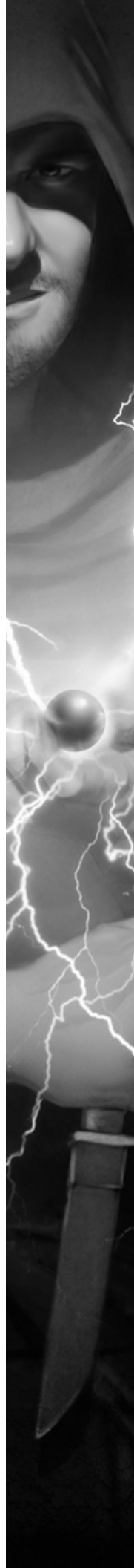
Court, this opera was not art, but prophecy; a declaration of events that would one day bring a primordial god into the physical realm, delivered to Dalvin in visions that broke his mind. Not only does the Bleeding Court welcome this apocalyptic future, but they actively seek to bring it about.

The Bleeding Court does not yet possess the entire score, and has agents constantly searching for more fragments. Once a generation, the Bleeding Court attempts to recreate the events of Act 1 of the Opera, in hopes to bring about the Apocalyptic events of Act 2 and 3. So far they have not succeeded, but the world will certainly know when they do.

Headquarters: An abandoned theater in the heart of the city of Wither Falls. This is where the court meets to discuss matters, and where they enact their rituals once a generation. Powerful enchantments and alarms ensure visitors will only see an old theater if they visit, and the government of Wither Falls in content to pretend that theater doesn't even exist.

Goals: Once a generation, the Bleeding Court assembles to enact the events of the first Act of Dalvin's opera, (Which, as far as the Bleeding Court has been able determine, features among other things an assassination, the theft of a powerful artifact, and the enactment of the summoning ritual.) When not enacting their Apocalyptic rituals, they send their agents out to search for fragments, or to increase their power via blackmail, theft, and kidnappings so as to increase their numbers and enlarge the range of their search.

Alignment: CE

The Bleeding Court revels in destruction, chaos, and insanity. They revere the aberrations and outer gods from the outermost reaches of existence, where even a glimpse is enough to drive a man insane.

Joining: As an apocalyptic cult, the Bleeding Court must be sure of a person's loyalty before allowing them to join. If someone seeks to join willingly, they are subjected to a series of truth spells and divinations to insure they possess no ulterior motives. Often, however, the

membership of the Bleeding Court is grown by use of enchantments and coercion.

Gaining Prestige: Members of the Bleeding Court gain prestige with their organization by securing new information about the opera, protecting the actors and locating suitable replacements as needed, recruiting new members, investigating what could be the artifact from the score, and by gaining information that the Court could use to apply pressure to those in power.

Resources: The Bleeding Court possesses several masks used in the original production of Yellow Faces, and which have been endowed with power. Each of these masks is a minor artifact with a powerful transformation aura, and a caster level of 20. The masks can only be destroyed by fulfilling the summoning ritual.

The Sanguine Emperor—the central character of Yellow Faces, the Sanguine Emperor trades away all that he lays hands upon for power and might. The wearer of this mask gains 100 temporary hit points, which replenish after 8 hours of rest.

The Man of Bronze—The embodiment of undying loyalty to the Sanguine Emperor, the Man of Bronze is an empty suit of armor bound by the sheer will of an undying spirit. The wearer of this mask gains Damage Resistance 10/-.

The Faceless Anguish—The Faceless Anguish has had all sense of self and identity removed, allowing him to take on any role, or to impersonate anyone. The wearer of this mask may use alter self and disguise self at will, and may resist any spell or effect that would detect their lies or force them to speak only truth, as if under the effects of the glibness spell.

The Lady in Shade—The Lady ferrets out secrets, delving into the hearts of others. The wearer of this mask may clairvoyance/clairaudience, detect thoughts, detect evil, detect good, detect law, and detect chaos at will.

The Feral Maid—A noble beauty who has had both nobility and beauty stripped away, replaced by a bestial cunning and power. She is the Emperor's assassin, slipping unseen

through the night to prey upon those her master sicks her upon. The wearer of this mask is treated as, and gains the abilities of, a natural werewolf lycanthrope.

The Ashfallen Hero—Once a lauded hero who used purifying flame and fought the Emperor, his obsession with fire took its toll on his reputation and his body, until all chivalry and nobility were burned out, leaving behind only another servant of the Emperor. The wearer of this mask may use the fireball spell at will, and gains fire resistance 10.

reality on your behalf. That night, you will have a dream laced with madness, but containing prophetic information about your future. You gain a -2 to your Will saves for 1 week, but up to 3 times during that week, you may gain a +5 insight bonus to any d20 roll you make.

TPA 10, CPA 10: The Bleeding Court will perform a ritual for you, changing your anatomy to become more alien and aberrant. You gain a 25% chance to negate any critical hit or sneak attack damage dealt to you.

The Bound Knight—Like the Ashfallen Hero, the Bound Knight was once a foe of the Emperor, but after the Lady in Shade discovers her secrets, she is coerced into serving the Emperor. The wearer of this mask gains the constant effects of a shield of faith, protection from evil, protection from good, protection from law, and a protection from chaos spell.

TPA 1, CPA 1: You may use the Bleeding Court's contacts and information to make a Knowledge (Arcana) or Knowledge (Planes) check with a +5 bonus.

TPA 5, CPA 5: The Bleeding Court will perform a ritual for you, contacting the outer reaches of

TPA 10, CPA 10: The Bleeding Court will perform a ritual for you as above, but the result of this one is the expanding of your mind. You gain Telepathy to a range of 60 ft.

TPA 5, CPA 5: You may gain the service of 5 cultists (lev. 3 rogues) for 1 week. These cultists are fanatically loyal, especially in any mission that aids the cause of the Bleeding Court. The Bleeding Court will pay for any living expenses the cultists require while in your service.

TPA 20, CPA 10: You may gain one of the Bleeding Court's masks that is not currently

in use. When the time comes to perform the Court's ritual, you will play the part of that character.

Notable NPCs

The Sanguine Emperor—human, level 14 Weapon Expert

The Sanguine Emperor is the lead actor of the opera, and the head of the Bleeding Court. No one knows the true identity of the actor, and some theorize he is the same man every generation, benefitting from immortality until he sees the ritual finished. He allows his minions to handle most of the day to day coordination of the Bleeding Court, while he himself goes out to find recruits, actors, and leads on the missing sections of the score.

The Sanguine Emperor CR 15

XP 51,200
Human Weapon Expert 14
CE medium humanoid

Init: +4; **Senses** Perception +17

Defence

AC: 21 (7 Dex, +4 Deflection)

HP: 219 (14d8 +56 +100 temporary hit points)

Fort +8, **Ref** +16, **Will** +7

Defensive Abilities evasion, uncanny dodge.

Offence

Speed 30 ft

Melee +1 keen agile rapier +25/+20 (1d6 +16/15-20) OR +1 keen agile rapier +20/+15 (1d6 +22/15-20) and +3 dagger +22/+17 (1d4 +11/19-20)

Ranged +2 composite longbow, 16 Str draw +24/+19 (1d8+10/x3)

Space 5 ft. **Reach** 5 ft.

Special Attacks Swift Kick +23 (1d3 +9)

Statistics

Str 16 **Dex** 25 **Con** 18 **Int** 18 **Wis** 17 **Cha** 20

Base Atk +10; **CMB** +13; **CMD** 30

Feats Weapon Focus (rapier), Weapon Finesse, Critical Focus, Leadership, Weapon Specialization (rapier), Piranha Strike, Two-Weapon Fighting, Improved Two-Weapon Fighting

Skills Acrobatics +21, Bluff +19, Stealth +21, Use Magic Device +19, Sense Motive +21, Diplomacy +19, Intimidate +19, Perception +17, Knowledge (History, Nobility, Geography) +18

Languages Common, Halfling

SQ Rogue talents (Sprint, Swift Poison, Lasting Poison, Artful Guile, Swift Kick, Defensive Roll, Deadly Cocktail) Weapon Training (In order: light blades, close, bows, heavy blades, polearms, natural, siege engines) guile pool (12)

Combat Gear +1 keen agile rapier, +3 dagger, potion of cure serious wounds, purple worm poison (10 doses), blackfingers guard (5 doses), mask of the sanguine emperor.

Other Gear Headband of Mental Prowess +6, Belt of Physical Might +6, nobles clothes, +4 Ring of Protection.

Tactics The Sanguine Emperor never fights alone, and never runs. He dispatches his enemies as quickly as possible, sending his minions in to attack while he coats his blades in poison, then he attacks with quick and powerful strikes until his enemy falls. He does not fear death, and does not care if he is injured.

Trenton Callus—human, lev. 10 Imperial Flanker

The current bearer of the mask of the Man of Bronze, Trenton has had his mind eaten away by enchantments and alchemy until he became nothing more than a thrall for the sanguine emperor. However, while his free will is gone, his cunning is not.

Trenton Callus CR 11

XP 12,800
Human Imperial Flanker 10
TN medium humanoid

Init: +2; **Senses** Perception +12

Defence

AC: 27 (+8 armor, +5 shield, +2 Dex, +2 deflection)

HP: 64 (10d8 + 20)

Fort +5 **Ref** +9 **Will** +3

Defensive Abilities evasion, uncanny dodge, DR 10/-

Offence

Speed 30 ft

Melee +11/+6

Ranged +9/+4

Space 5 ft; **Reach** 5 ft

Special Attacks sneak attack 5d6

Statistics

Str 18 **Dex** 15 **Con** 12 **Int** 13 **Wis** 8 **Cha** 10

Base Atk +7; **CMB** +11; **CMD** 23

Feats Combat Reflexes, Bodyguard, Saving Shield, Combat Expertise, Gang Up, Two-Weapon Fighting, Shield Bash, Precise Strike

Skills Acrobatics +14, Bluff +13, Climb +12, Diplomacy +15, Intimidate +13, Knowledge (Local) +14, Perception +12, Stealth +15, Swim +11, Use Magic Device +13, Ride +7, Sense Motive +7

Languages Common, Gnomish

SQ Rogue talents (Fast Stealth, Calculated Strike, Bleeding Strike, Offensive Defence, Entanglement of Blades,) tactician (Precise Strike) Guile Pool (5)

Combat Gear +2 mithral agile breastplate, +3 mithral heavy shield, +3 flaming longsword, wand of cure light wounds (50 charges), +2 ring of protection, mask of the man of bronze

Other Gear thieves tools, climber's kit, dungeoneer's kit

Tactics Trenton has several soldiers under his command with him at all times, and if entering a fight he and his men will charge an enemy, overwhelming him before moving on to the next. He gives his teammates Precise Strike via Gang up, and debilitates his foes with his many sneak attack altering rogue talents. He also protects his teammates with Saving Shield and Bodyguard, ensuring that it is the enemy that will be overwhelmed, not his men.

Red Delvers
An Adventuring Street Gang

The Red Delvers began as a simple street gang, founded in the streets of Galgoa to protect a useless patch of turf. However, a chance encounter with a wealthy patron changed everything. He sponsored the Red Delvers to enact a kidnapping for him, and even though the deal went wrong, the influx of money led the leader of the Red Delvers to a sort of awakening. Why spend all their time just defending a worthless piece of the city, when there was so much more waiting for those with the skills to take it?

Since that day, the Red Delvers have begun a vigorous, aggressive work program, hiring themselves out as experts for robberies, kidnappings, dungeon raids, and small-time spy work. The Delvers have built a long list of professional contacts who use them for work both legal and illegal, and they also take many operations on of their own initiative in pursuit of wealth and power. The Red Delvers are still primarily comprised of youths, runaways, and poor orphans, but unlike other gangs it also has strict rules, a good collection of resources, and vigorous drills for its members in stealth, skill, and combat.

Headquarters: While the Red Delvers were once housed in an abandoned building in a back alley, they now make their home in the back rooms of the Fattened Nymph brothel. They have an arangement with the owner to never bring trouble back to the brothel, and pay the owners to turn away inquisitive types snooping around for a lead on the Red Delvers.
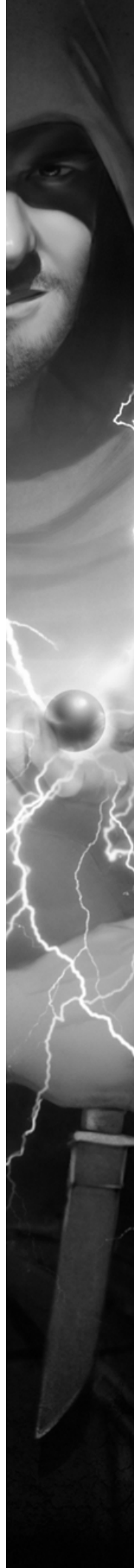
Goal: The Red Delvers exist to protect their members, secure their territory in the city, and make money by both independent operations and by taking contracts from those in need of some hired expertise.

Alignment: TN

The Red Delvers care about promoting their members and making money without making enemies. They are as likely to take legitimate jobs as illegal ones, and do their best to cover their tracks, eliminate evidence that incriminates them, and reach agreements with merchants, law enforcement, and other criminal organizations to make sure they never make enemies more powerful than themselves. As such, they maintain the same level of respectability expected from most mercenaries: Not much, but enough to not be run out of town.

Joining: Player characters looking to join the Red Delvers must locate their members and prove to them that they want to join the Red Delver 'family', and be an asset to the group. Skill is not as important to the Red Delvers as loyalty, and new members are watched closely before they are trusted with jobs, secrets, and equipment. Those who demonstrate loyalty, however, will find many rewards waiting for them.

Gaining Prestige: Members of the Red Delvers gain prestige by successfully fulfilling missions and contracts, by increasing the influence and power of the Red Delvers, finding new contracts, and protecting and aiding their members when they are in trouble with the law,

rival gangs, or if they have simply fallen on hard times.

Resources:

TPA 1: You may use the Red Delvers' contacts to sell off stolen or illegal goods. Items sold in this way pay half the item's market price.

TPA 1, CPA 1: You may use the Red Delver's contacts to make a Knowledge (Local) check or Diplomacy check to gather information with a +5 bonus.

TPA 5: You may use the Red Delver's underworld connections, as well as those businesses under the Red Delver's 'protection' to gain a 10% discount when buying any mundane/non-magical equipment.

TPA 5, CPA 2: You may arrange for the smuggling of people or property, including yourself, to any place in any territory where the Red Delvers have a presence. The Red Delvers will protect the goods and cover any costs required. You must already own the goods, or the people to be smuggled must all be willing.

TPA 5, CPA 3: You may have the Red Delvers uncover the blueprints for any building in their territory, as well as insider information such as the location of various goods, guard posts, personnel, and any other information related to the layout of the building.

TPA 10, CPA 3: You may have the Red Delvers gather information for you on a target. You gain information on any one person, such as that person's level and equipment, their

Tactics Matt likes to brag that he has never once been in a fair fight. If forced into a fit, he will run and return later, often in disguise, to get an advantage against his enemies before engaging. His favorite tactic is to use his men to divide an enemy, then leap onto the weakest one (often a spellcaster) and grapple them. Once he has tied the enemy up, he will deliver a Coup de Grace, or move on to grappling the next enemy in line.

If dropped below half his hp, he will run and return another time, or use his Bluff skill to make deals for his life.

Tana Otsmut—Duergar, lev 3 Medic

Tana was outcast from her own people, and forced up to the surface. While she has a natural contempt for all surface dwellers, she possesses a fanatical devotion to Matt Vinier and the Red Delvers, as they have taken her in, given her a purpose, and a direction for her life. She has studied medicine extensively, and uses her expertise to making sure her allies can fight another day. While she dreams of one day returning to the home of the Duergar, she knows she will need more strength and allies to succeed in such an attempt, and the Red Delvers are the best chance she has at securing both.

Tana Otsmut CR 3

XP 800
Female Duergar Medic 3
LE medium humanoid (dwarf)

Init: +5; **Senses** Perception +9, darkvision 120

Defense

AC: 15 (+4 armor, +1 Dex)

HP: 22 (3d8 + 9)

Fort +4 **Ref** +4 **Will** +4

Defensive Abilities evasion, +2 saves against spells and spell-like abilities Immunities paralysis, phantasms, poison

Offence

Speed 20 ft

Melee rapier +4 (1d6+1/18-20)

Melee (enlarged) rapier +4, (1d8+2 damage/18-20)

Ranged +3

Space 5 ft; **Reach** 5 ft

Special Attacks surgical precision (+2)

Spell-Like Abilities (self only, CL 3)

      1x/day – enlarge person, invisibility

Statistics

Str 13 **Dex** 12 **Con** 16 **Int** 10 **Wis** 17 **Cha** 4

Base Atk +2; **CMB** +3; **CMD** 14 (18 vs bull rush and trip)

Feats Lingering Invisibility, Improved Initiative

Skills Acrobatics +7, Escape Artist + 7, Heal +9, Perception +9, Knowledge (Local) +6 Stealth +7, Sense Motive +9, Survival +9

Languages Common, Dwarven, Undercommon

SQ Medicine, Salve (2d6 temporary HP for 3 hours, 6/day), Expert Care, Rogue talents (Bleeding Attack) Guile Pool (1)

Combat Gear +1 studded leather, masterwork rapier.

Other Gear healer's kit, surgeon's tools, dungeoneer's kit.

Tactics Tana does not engage directly, preferring instead to use her salves on her allies as they go into battle. However, if she must engage, she will often attempt to take her opponent down in one fell swoop, using enlarge person and invisibilty to sneak up on her target and deal a powerful bleeding attack. She gains concealment for up to three rounds after her invisibility effect is ended (due to the Lingering Invisiblity feat) and thus continues the bleeding assault as long as possible.

The Gavishino
The Great Thieves Guild

The Gavishino, which translated means "a thread that connects allies," is nothing more or less than a true guild for thieves. It does not undertake missions toward any common goal (unless there are extenuating circumstances,) and while people can hire the Gavishino out for jobs, it is not a mercenary organization. Instead, the Gavishino exists to see to the needs of its members by providing training, equipment, resale of stolen goods, protection from the law, and regulation to ensure one thief's activities don't threaten another.

The Gavishino collects dues from its members-200 gp a month, plus the cost of expensive training and equipment, as well as 10% of all proceeds from jobs provided by or coordinated through the guild. The Gavishino brokers no freelance thievery in its territories, and while it does have a sponsorship program for those too poor or inexperienced to pay for full membership, it has a zero tolerance policy for those who simply refuse to adhere to its rules and sovereignty.

If you get in trouble with the law, the Gavishino can make your fines and criminal record disappear. If you need an expert thief to help with a heist, the Gavishino can find exactly who you are looking for. If you need training or insider information, the Gavishino can provide it for you. While many law enforcers would love to destroy the Gavishino, the Gavishino does its job so well that there isn't enough hard evidence to prove it, or many of its members, even exist.

Headquarters: The Gavishino have safe houses built in a multiplicity of cities, but their principal headquarters is located in King's Winery in Windhaven, a large tavern and pub with enough constant traffic to hide the comings and goings of its members. The guild hall stretches for several floors underneath the pub, and has hidden passageways leading all throughout the city.

Goal: The Gavishino seeks to regulate and protect its members, maintain high standards of thievery, control relations between the thieves and important groups like law enforcement, merchants and government. The Gavishino exists to ensure the well-being of its members, without anyone causing too much damage to the city (and thus causing problems for other members.)

Alignment: NE

The Gavishino promotes its members, but has little love for others. Gambling, extortion, smuggling, thievery, slavery, prostitution, kidnapping, and other illegal activities are practiced by its members, and the Gavishino has little desire to stop it. At the same time, however, the Gavishino does not revel in these activities: it simply regulates its members as they practice them.

Joining: Player Characters wishing to join the Gavishino must be sponsored by a current member. From there they can pass a background check, pass a basic proficiency test, pay their dues, and start working. However, the best info, secrets, and equipment are reserved for older members, to ensure no one can simply infiltrate the organization and learn their secrets.

Gaining Prestige: Prestige is gained by player characters who pay their dues promptly, share information and goods with their fellow Gavishino members, share choice jobs with other Gavishino members, provide training for Gavishino members, and demonstrate their skills by succeeding at high risk, high paying jobs.

Resources:

TPA 1: You may use Gavishino contacts to sell off stolen or illegal goods. Items sold in this way pay half the item's market price.

TPA 1, CPA 1: You may use Gavishino contacts to send out a call for help on a job. The Gavishino will provide you with the names of those members who meet the specifications you desire (expertise in a specific field, connections to important figures, etc.) Brokering a deal with these members, however, is up to you.

TPA 5, CPA 5: You can undergo special training with the Gavishino, providing yourself with a +2 bonus to any two skills you desire. You can gain training multiple times, although you cannot gain training in the same skill twice.

5+ CPA: You can make a bounty or criminal record disappear. If the person's criminal record is well known, you can have his record expunged as if all fines and debts to society were paid in full. Worse crimes cost more CPA, and capital offences such as treason cannot be erased without government intervention.

TPA 10: You can buy any magical item through Gavishino contacts, at a 10% discount.

TPA 10, CPA 5: You can call in favors to hire an expert (level 5 rogue) to help you on one job, without asking for a cut of the profit. The expert will not undertake especially long or dangerous assignments, but will lend his expertise to any job with a reasonable expectation of survival.

TPA 10, CPA 10: You can call in favors to have any object you desire stolen and hidden in a safe place. While some objects are too well-protected to be stolen easily

(an archmage's staff, the king's crown, etc.,) most other objects are within the grasp of the Gavishino.

TPA 10, CPA 10: You gain permanent use of a Gavishino safehouse. You may enter and exit this safehouse once per day without drawing attention to it or yourselves. This safehouse comes equipped with an assortment of weapons and mundane equipment, and even features lead shielding on some rooms to protect its contents from many forms of divination.

CPA 10: The Gavishino will break you out of prison, no matter the severity of your crimes. This does not erase your criminal record, but it does give you the chance to run or cut deals to ensure your freedom.

Notable Gavishino NPCs

Cress Maxwell—Human, level 18 Fence

Cress is the leader of the Gavishino, and the coordinator of all guild activities. While as a younger man he was simply a fence of stolen goods, his charm and brilliant leadership have made the Gavishino what it is today. Cress is a true master of speech, disguise, and social interactions of all kinds, to a degree that few ever thought possible. He's talked his way out of punishment for crimes when the evidence was concrete against him. He has dined with kings as their personal guests. He has run elaborate cons that emptied entire royal treasuries. Those in Cress's good graces can be turned into aristocracy in a matter of months by his words alone. Those Cress seeks to destroy will find their reputation, fortune, and freedom forfeit when he's done weaving words against them.

Cress Maxwell **CR** 18

XP 153,600
Human Fence 18
TN medium human
Init: +2; **Senses** Perception +27

Defense

AC: 24 (+6 armor, +4 deflection, +4 natural)

HP: 103 (18d8 + 0)

Fort +11 **Ref** +14 **Will** +13

Defensive Abilities Evasion, Uncanny Dodge.

Offence

Speed 30 ft.

Melee +4 defending swordcane +17/+12/+7 (1d6+4/x2)

Ranged +13/+8/+3

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack 9d6

Statistics

Str 10 **Dex** 10 **Con** 10 **Int** 14 **Wis** 10 **Cha** 26

Base Atk +13/+8/+3; **CMB** +13; **CMD** 23

Feats Skill Focus (Diplomacy), Skill Focus (Sense Motive), Skill Focus (Bluff), Persuasive, Rhetorical Flourish, Voice of the Sibyl, Deceitful, Careful Speaker, Alertness, Iron Will

Skills Appraise +13, Bluff (SM) +41, Diplomacy +48, Disguise (SM) +33, Intimidate (SM) +33, Knowledge (Local) +23, Linguistics+23, Perception (SM) +27, Sense Motive (SM) +39, Stealth (SM) +38, Use Magic Device + 21

Languages Common, Undercommon, Terran, Tengu, Sylvan, Sphinx, Orc, Infernal, Ignan, Halfling, Goblin, Gnome, Gnoll, Giant, Elven, Dwarven, Draconic, Celestial, Abyssal, Aquan, Auran

SQ Businessman, Focused Study (Alternate Racial Trait) Rogue talents (Black Market Connections, Charmer, False Friend, Hard to Fool, Honeyed Words, Hard to Fool Advanced, Skill Mastery (SM), Slippery Mind, Rumormonger, Hide in Plain Sight (Urban)), Guile Pool (15), Organization (12 lv 5 rogues)

Combat Gear +4 greater shadow leather armor, +4 defending sword cane, wand of cure medium wounds (50 charges), +4 ring of protection, amulet of natural armor +4, cloak of resistance +5, ring of three wishes (2 remaining).

Other Gear thieves tools, headband of alluring charisma +4, belt of Incredible dexterity +4

Along with the many followers and workers Cress has through his guild, he also has 12 underlings left over from his days as a simple fence. These underlings are all 5th level rogues, and provide him an extra steady income of 900 gp a week.

Tactics Cress never fights if he doesn't have to, and starting a fight with him is very difficult, as his disguises make him hard to track down, and his immense command of language means he can talk his way out of virtually anything. If cornered, he will feint, attack with his sword cane, and spend his guile points liberally to aid in his attacks. He will run at the first opportunity, returning later with guild members in tow. If the situation turns dire, he will use his ring of three wishes to escape or turn the battle in his favor.

The Rogue Campaign

Sometimes an adventuring party doesn't have one or two sneaky characters, but a whole group of them. Sometimes characters use ambushes, hit and run tactics, and poison/assassination so often that 'balanced encounters' and 'escalating combats' go out the window. With these parties, breaking and entering, thievery, and spreading rumors can become primary focuses of the game, rather than just peripheral bits to the action. Indeed, entire campaigns can be played where disguise and diplomacy, rather than sword and fireball, are the party's preferred tactic.

Presented below are only a few examples of rogue-centric campaigns, designed to stir the imagination of game masters who find themselves with a group of sneaky, roguish and skill-focused characters who want a game that plays to their specific talents and styles of gameplay. As with the organizations provided
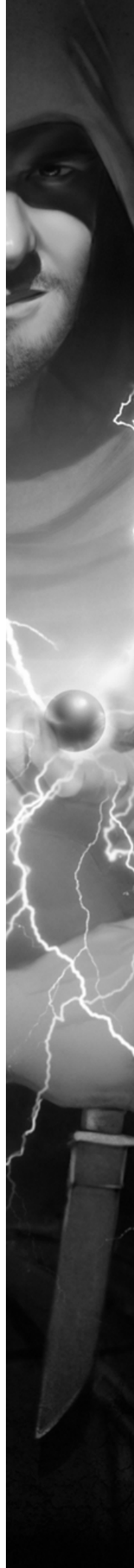
above, these are meant to serve as a spring-board for your own campaigns, and can easily be adapted to fit your own unique requirements and situations.

Campaign Seeds

Noble Warfare

The feud between two noble houses has risen to a boil and begun to spill into the streets. Law prohibits open warfare in the city, and each house is desperate enough to outdo the other that a team of stealthy adventurers is just what they need.

In this campaign, the PCs are hired by one group in order to undermine another. Possible missions include stealing choice artifacts from the rival's vault, spying in the rival to uncover secrets and schemes, dogging enemy retainers in the street, or even kidnapping members of the rival faction for ransom.

Goal: Perhaps the feud began because one house stole something valuable from the other. Perhaps it began because of a failed marriage and public shame. Or maybe it's strictly po-litical, as two factions or noble houses vie for control of the city. Either way, the goal is the same: the complete humi liation or destruction of the other side by any means necessary, so long as those means can't be traced.

Guild Shame

Nothing is worse than the death of a once-re-spected thieves guild. Some members will leave town before the guards close in, while others will join rival organizations. For the PCs, however, this isn't an option. Maybe its loyalty to the old, dying guild master, or may-be it's because they need the guild to achieve some larger goal. Whatever their reasons, the PCs must make some hard decisions. They must select targets to rob, nobles to blackmail, secrets to uncover, and pickpockets to recruit. No matter what it takes, they must revitalize the guild.

Goal: The goal of this campaign could sim-ply be 'revitalize the guild,' or it could be something grander that needs the guild to be accomplished. Perhaps a corrupt Duke must be deposed, and like Robin Hood the thieves must come to the people's rescue. Perhaps a rival organization threatens the fragile peace between criminal and town guard, and the PCs must undermine these rivals and build them-selves up, or face an all-out war with the law.

This kind of campaign lends itself very easi-ly to a city-styled sandbox game, where the game master does little to develop a plot, and instead serves as arbitrator to the PC's deci-sions as they try to find the best missions, plots and contracts to rebuild the guild. Some GMs fear giving their players so much control over the flow of a game, but when handled well, a city-sandbox can be an amazingly rewarding experience.

The Heist

Somewhere in this world is an object of such power or value that obtaining it a paramount to the PCs. However, instead of residing in the vault of some mediocre lich or in some troll den, this item rests somewhere where break-ing in and killing everything just isn't an option. Maybe the lich is just so powerful that a direct confrontation is impossible, or perhaps it rests in the hands of the good king of the land- killing him or making enemies with the court just isn't an option, but still the item must be obtained.

Goal: The goal of a heist campaign is to obtain the wealth or object in question, successfully and without complications with the law. While this might sound more like a subject for an ex-tended adventure rather than a full campaign, a heist adventure out to grand proportions. The item to be stolen could be held in the vaults of a great magic academy, or even in another plane of existence. It could take months to hunt down rumors, wizards, and ancient ruins for a clue about how to accomplish the final goal. Maybe the goal of the 'heist' isn't an object, but an objective, such as deposing the immortal dictator of the land and his innumera-ble armies that are too strong to take in a direct rebellion. The book "Mystborn" by Brandon Sanderson is a great example of an epic fan-tasy combined with a heist story, and shows how such a basic premise can grow into a full campaign or book trilogy.

Caravaning

Many beginning adventurers have done time as guards for a caravan. Swords for hire, these adventurers have little connection to the success or failure of the merchants they guard, except in making sure the protected survive long enough to pay their protectors. But what if, instead, the PCs were the caravan in question?

A caravaning campaign can have any number of objectives and over-arching plots, with the caviot that the PCs must earn money through their skills and cunning instead of through killing monsters and taking their stuff. PCs must drive the wagons, care for the animals, haggle for goods, carry enough food and water to survive the trip, and hire help and guards as needed. When prices are bad and money is tight, crime just might be the only means of making the required money, for monsters simply don't carry enough in their pockets to meet the PC's needs.

Goal: A caravaning campaign can have any number of plot objectives: Perhaps the PCs are driven by revenge or honor to accomplish some great deed, and must earn a certain amount of money before they can achieve their goal. Instead of running an actual caravan, the PCs can earn their money principally through crime, profession skills, or other means. While some players may resent having to handle their own money, others will relish the added difficulty, and the chance to thrive based on their abilities, rather than what the GM includes in the monster's treasure hordes.
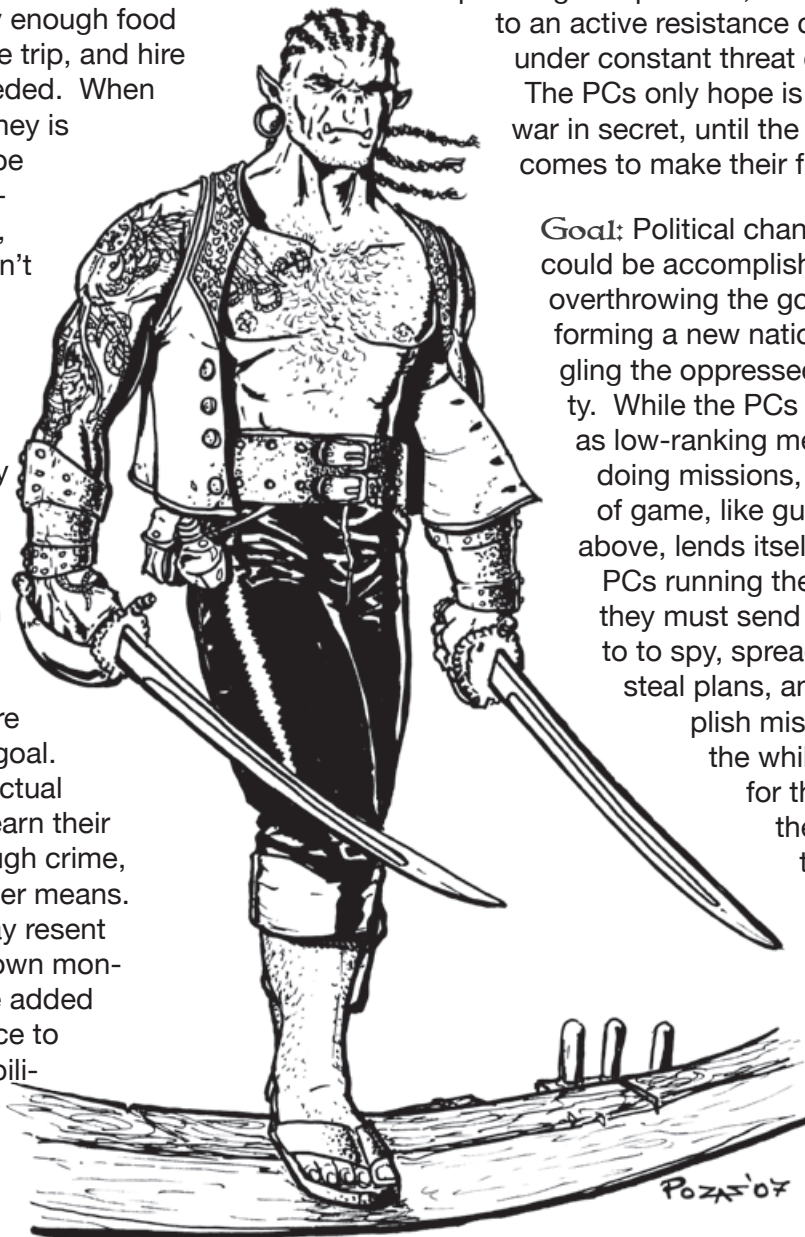
Freedom Fighters

A tyrant controls the land. He has bigger armies, greater magic, and superior funds. The PCs could never otherthrow this ruler on the battlefield, yet overthrow him they must. In these conditions rogues, rangers, and other skillful characters thrive, as it is guerilla tactics, stealth, lies, disguises, kidnappings, and extensive friend-making that will win the day, rather than simply strength of arms. While this in many ways is similar to the Heist campaign listed above, the difference lies in that in a Freedom Fighters campaign, armed conflict has already begun. Rather than secretly planning an operation, the PCs belong to an active resistance cell that is under constant threat of discovery. The PCs only hope is to wage war in secret, until the opportunity comes to make their final assault.

Goal: Political change. This could be accomplished through overthrowing the government, forming a new nation, or smuggling the oppressed to safety. While the PCs may start as low-ranking members doing missions, this style of game, like guild shame above, lends itself well to the PCs running the show, as they must send operatives to to spy, spread rumors, steal plans, and accomplish missions, all the while looking for the chance they need to take over the government and bring about their goals.

Adventure hooks and seeds for rogues and roguish characters

d20	Adventure Seeds and Hooks
1	A wealthy nobleman fears assassins, but must make an appearance at an important party. Clearly the answer is to hire the PCs to attend the party in disguise.
2	An old acquaintance of the PCs has a proposition: a boat laden with gold will soon be passing by the coast. If the PCs will help him extinguish the lighthouse at the right time, they can crash the boat and steal the cargo.
3	The PCs meet an old rogue in a tavern. He has a boat and a map to buried treasure, and he wants to hire the PCs as his crew.
4	There has been an accident at a wizard's academy. A misused artifact has summoned powerful creatures which are roaming uncontrolled. The academy must be retaken, but a frontal assault would result in too many deaths. If the PCs can sneak in and remove the artifact, the creatures will disappear and the academy may be retaken.
5	An unstoppable horde is marching on civilization. No martial force can stop this army, but perhaps the PCs can, if they can infiltrate the ranks and forge false orders or assassinate the leaders.
6	The town guard have locked up a prisoner who has information the PCs need. He will trade this information for his freedom, but the guards will never agree to his release.
7	A powerful wizard has important information hidden in his tower. The local thieves guild will pay handsomely for a copy.
8	A pacifist necromancer needs human blood for a ritual. He will pay the PCs if they can provide him with enough blood, but it must be obtained by non-lethal means.
9	A band of marauding orcs want to hide in human society. They need the PCs to help them make disguises and fake identities to pass as a human family.
10	Someone has been secretly poisoning the ale in a famed Dwarven brewery. If the PCs can't discover the culprit's identity soon, the business will close forever.
11	An eccentric old rogue gives the PCs a challenge- he will give them a powerful magic item if they can bring him the emperor's beard.
12	Someone has poisoned the king, and the only cure is a rare magic plant. The only place anyone knows it can be found is in the laboratory of an old, angry, powerful alchemist who hates visitors, and who has surrounded his home with magical defenses.
13	An expert trapsmith/locksmith has a standing deal: he is so confident his creations can't be beat that he will pay a great sum to anyone who can successfully navigate his basement.
14	A convicted murderer claims he was framed by the local thieves guild to get him out of the way. He needs the PCs to investigate and prove his innocence.
15	The PCs are hired by a lovesick knight entering a tournament, with his beloved's hand in marriage being offered as 1st prize. The PCs must sabotage the other contestants to make sure the lovesick knight wins.
16	The PCs need an item being given away as a prize in a tournament for Amazonian knights of royal lineage. The PCs must either steal the item, or use disguises to enter and win the tournament.

d20	Adventure Seeds and Hooks
17	The son or daughter of the king has become enamored with tales of the PCs exploits. He or she invites the PCs to the castle for feasts and stories, then secretly asks to run away with them.
18	The PCs are approached by a merchant whose son has been kidnapped, and is being held for ransom. She will pay you 3/4ths the ransom if you can rescue her son from her enemies.
19	The local blacksmiths guild is in trouble: their iron supplier claims supply is low, and is demanding unreasonable prices for the iron. If the PCs can prove the supplier is lying or find another source of iron, the guild will pay them handsomely.
20	A local merchant believes his neighbors are out to get him. Maybe it's paranoia, maybe it's true, but either way he has enough money to pay the PCs to find out.
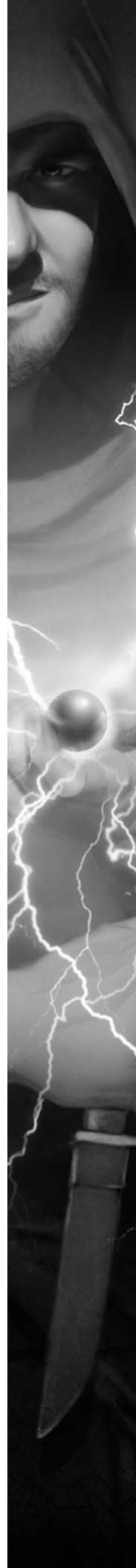
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