



THE BOOK OF ROGUISH LUCK

A SOURCEBOOK
by
WOLFGANG
BAUR

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A character sourcebook for rogues, bards, and troublemakers

BY WOLFGANG BAUR

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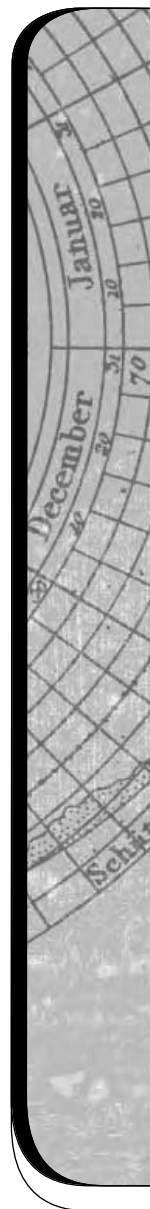
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Making Mischief

It's inevitable. In every group, there's always at least one player who would rather make mischief than play the straight-ahead heroic knight or the mysterious spellslinger. These are the players who always pick the halfling, the tiefling rogue, or the smooth-talking bard. If an encounter isn't swashbuckling enough for their tastes, they'll start asking what ropes and chandeliers are available for them to swing on, or they'll start counting up how many oil flasks they have available for spreading some fiery mayhem.

If you've bought this book, you are probably one of those rascals. (If you acquired this book through rather more dubious means, you're *definitely* one of them.) Roguish characters never want to play by the rules that bind everyone else. They push a little harder to be rebels, to strut their stuff, and to get away with . . . well, with everything. Once they succeed, they brag about it, and usually they do it a little louder than might be wise. Their attitude is a big part of their charm—they would never get away with half their schemes if they weren't so damn funny, flattering, and amusing about them all.

The Book of Roguish Luck offers options to support and expand sly, tricky characters of all kinds. Give them an inch and they'll take your entire baggage train—but admit it, sometimes we all want the rogues to take crazy chances to grab a little more flash, to earn their way up in the harsh hierarchy of a street guild, or to get away with a maneuver that seems outrageously unlikely. This book is loaded with character types, feats, spells, and items that players of rogues will find irresistible.

Despite that, *The Book of Roguish Luck* is not all about making life easy for rogues. A bored rogue is a dangerous rogue. To keep boredom at bay, this book offers just as many ways to complicate a rogue's life as it does to simplify it. The detailed chapters on sneak attacks, on guild laws and practices, and on lockpicking, chases, and NPC contacts are intended to be used primarily from the DM's side of the screen, and the new luck rules can work for villains as well as heroes.

The principle at work in providing this material on roguish play styles and mechanics is that a DM who knows what rogues will want to do and is prepared for that is a DM who won't be caught off guard. Give a rogue the tools to be cool, and he'll take them and run. Keeping the rogue in the group happy often means fewer party headaches and more party laughs.

Mostly, though, *The Book of Roguish Luck* is for players who just want to be a little faster, a little savvier, and a lot richer than the next guy.

WHAT'S INSIDE?

Here's what you'll find in each chapter of *The Book of Roguish Luck*:

Chapter One: Core Classes—Three new roguish classes for your game, two with more arcane punch and one with a mean streak.

Chapter Two: Prestige Classes—Three prestige classes based on special societies devoted to smooth-talkers, explorers, and gangsters.

Chapter Three: Sneakier Attacks—Ways to turn the standard roguish sneak attacks into something more, combining them with intimidation, range, and treachery.

Chapter Four: Gangs and Guilds—Initiations, costs, types, and stat blocks for guilds of all varieties, from the public to the secretive.

Chapter Five: Gambling—When the cards and dice go your way, you can make a pretty penny—but cheaters beware.

Chapter Six: Luck—A new subsystem shows just why rogues get all the breaks—but luck is available for all classes.

Chapter Seven: Roguish Spells—Extensive new shadow magic, plus spells for bards and gutter mages, and the Fortune domain.

About the Author

Wolfgang Baur is a game designer and veteran rogue wanted for questioning in several recent cases, including *Beyond Countless Doorways*, *Frostburn*, and *The Dragons' Return*. He is of average height and build, with no known tattoos or distinguishing features. He is currently at large in the Seattle area with his wife and a small black dog.

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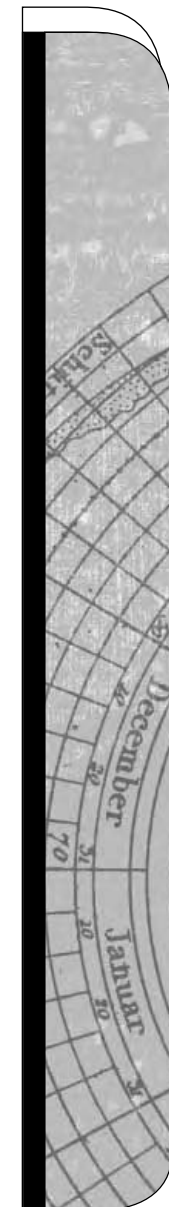
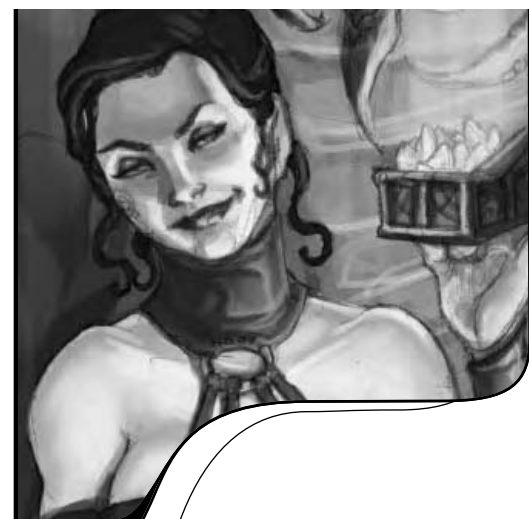
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Malhavoc Press

Malhavoc Press is game designer Monte Cook's d20 System imprint devoted to the publication of evocative game elements that go beyond traditional fantasy. Malhavoc Press products such as *The Complete Book of Eldritch Might* exhibit a mastery of the d20 System rules that only one of its original designers can offer.

Current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com. Look for *Transcendence: An Arcana Evolved Player's Companion*, available soon.





Chapter Eight: Feats—Just what it sounds like: sneaky feats with a bad reputation, plus a few new eldritch feats and the new luck feats.

Chapter Nine: New Equipment and Magic Items—New item properties and new specific items, all the tools of the trade. Most items not sold in public view.

Chapter Ten: Burglary and Housecracking—Includes details on how medieval locks worked, how to foil them, expanded lock-picking rules, and rules for ropes and climbing, alarms and guards, and chases.

Chapter Eleven: Bribes and Contacts—Sure, you might steal the Red Queen's Ruby, but where do you sell it? Also provides NPC contact tables and a system to resolve attempts at bribery.

Appendix—The appendix contains conversion rules for using this book's new classes and spells with *Monte Cook's Arcana Evolved*. These are purely optional elements that can be disregarded in a more traditional campaign.

USING THIS BOOK

Throughout *The Book of Roguish Luck*, all references to spells, feats, and other rules come from either this book or from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

Bonus source material and ideas to augment the information in *The Book of Roguish Luck* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's page online at <www.montecook.com/BORL>. In particular, look for the Champion of Luck as a free download.

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Good luck!

Core Classes

This chapter presents new roguish character classes for your game. Two of them pack quite an arcane punch, and the other one has a decided mean streak.

The three new classes for players who prefer roguish character types are: the bandit, the gutter mage, and the shadowsworn. With them, you can either mix magic and mayhem or embrace your inner thug.

BANDIT

Whether operating as scouts, burglars, or brigands, bandits are simply thieves who have left the city for the easier pickings of the wide-open countryside. These woodland and rural rogues don't earn an honest living; instead, they smuggle, poach, rustle, and rob from the rich—because that's where the money is. What they lack in urban skills they more than make up for in scouting, ambush, and tracking expertise.

Adventures: Bandits seek out adventure in many forms, robbing lone knights, making dangerous runs as couriers across siege lines, and sometimes signing on with armies as scouts and raiders. They prefer the journey leading to a castle or dungeon over the location itself and often serve as underhanded servants of druids, rangers, and others who might need dirty deeds done to protect a small village or a distant grove. Bandits are of two minds about taking credit for their deeds: Some prefer to stay quiet to avoid notice, while others enjoy the attention they get for treating nobles well while stealing only from a particular type of target.

Characteristics: The bandit's power comes from ruthlessness, speed, intimidation, and knowledge of terrain. Most bandits hate a fair fight, preferring to catch their victims entirely by surprise, snap off a few one-liners while they take what they want, then vanish without much more than a word and a wink. While bandits are more combat-focused than traditional rogues, they still have limited staying power in a stand-up fight.

Alignment: Bandits are rarely bound by the laws of king and country. As a result, they tend toward chaotic alignments. Bandits are more often out for themselves than they are interested in serving others, but not all of them are evil. Many have a price on their heads for some real or imagined crime. Some seek to avenge injustice and strive to overthrow evil rulers, living outside the law when the law serves only a tyrant.

Religion: Bandits believe in what they can touch, and their devotion is typically just as strong or weak as their

most recent run of luck; they tend to become more devout whenever things turn against them. Many bandits follow the nature gods of the druids and elves, reflecting their close ties to the land. Others worship a wide range of helpful gods and goddesses, such as deities of strength, luck, or even horses.

Background: Bandits are usually outlaws, exiles, and former soldiers fallen on hard times. They are accustomed to working with a team of like-minded fellows, the better to take down bigger targets. They are also comfortable splitting up to avoid pursuit. Their fellowships are typically temporary gangs rather than permanent guilds or societies. While most have little or no formal education, bandits are very savvy in matters of wilderness survival, the rule of might, and effective (rather than honorable) combat.

Races: Humans, half-orcs, tieflings, half-elves, and elves are the most common and most widely known bandits. Human bandits thrive by virtue of their sheer numbers and because so many peasants and soldiers turn to crime when they are exiled or outlawed for some offense. Half-orcs have both the savagery and the outsider status to make excellent bandits, and often the toughness and cunning to lead bandit gangs. Half-elves, shunned by humans and elves alike, frequently find themselves cast into the wilderness, but they are rarely wholly accepted by either human or elven bandit gangs.

Relatively few elves turn to banditry, but those who do rarely retire from the profession before spending at least a hundred years pursuing it. In some cases, elf bandits become so well established in an area that they simply extract tolls from travelers, rather than taking all they have. Oddly, elf bandits show a marked tendency toward racial loyalty, usually stealing only from nonelves.

Gnome, halfling, and dwarf bandits are rare. Halfling bandits lack the viciousness required to truly excel in the class, but a few have become known for their skill in setting ambushes. Gnomes make less than optimal bandits because most lack a forceful presence. Generally, dwarves have too much respect for the law to stoop to banditry.

Other Classes: Bandits often ally themselves with fighters, bards, druids, and barbarians for added punch and striking power. Bandits frequently join forces with rangers as well, especially around the fringes of settled lands. When

robbery is difficult and roads are too well patrolled, they hire themselves out as raiders for one feudal lord against another. When scouts and spies are called for, they wander through the woods with druids, whom they respect and fear. They rarely spend time with wizards or sorcerers (who have no interest in living outdoors), paladins (who would arrest them as outlaws), or clerics (most of whom simply have unrelated concerns).

Bandits rarely work with urban rogues; their relationships are usually limited to asking rogues to fence goods. Occasionally, groups of bandits and rogues might work together to shelter one another—the bandits provide a conduit for the rogues to escape from town when pursued by the law, while the rogues reciprocate by allowing the bandits to seek shelter inside their guild outpost when the king's patrols get a little too close.

GAME RULE INFORMATION

Bandits have the following game statistics.

Abilities: Dexterity is crucial for a bandit to move quickly and stealthily when preparing ambushes, stalking the king's deer, or evading pursuit. Wisdom is important when tracking, spotting or hearing an ambush, judging others' intentions, and working with animals, such as when silencing dogs. Strength helps a bandit fight, climb, and swim away from trouble.

Alignment: Any nonlawful. A bandit who becomes lawful cannot gain new levels as a bandit but retains all bandit abilities.

Hit Die: d6

Luck Die: d6 (see Chapter Six)

CLASS SKILLS

The bandit's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Intelligence bonus) × 4

Skill Points at Each Additional Level: 6 + Intelligence bonus

CLASS FEATURES

All of the following are class features of the bandit.

Weapon and Armor Proficiency: Bandits are proficient with all simple and martial weapons and with all light and medium armor.

Furtive Trail (Ex): A bandit is highly skilled at hiding his tracks. The Difficulty Class of any Survival check made in an attempt to track a bandit increases by 10 rather than the usual 5. A bandit can use this ability to cover tracks while he is mounted and can cover the tracks of a number of mounts or companions equal to half his level.

At 8th level, a bandit can move at full walking or riding speed while covering his own tracks, and at half speed while covering the tracks of others.

Quick Draw: At 2nd level, a bandit gains Quick Draw as a bonus feat, even if he does not meet the prerequisites.

Special Ability: At 2nd level and every fifth level thereafter (7th, 12th, and 17th), a bandit gains a special ability of his choice from among the following options.

Evasion (Ex): A bandit can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a *lightning bolt* or a behir's lightning breath), he instead takes no damage. Evasion applies only if the bandit is wearing light armor or no armor. A helpless bandit (such as one who is tied up, unconscious, or *held*) does not gain the benefit of evasion.

Eye Strike (Ex): A bandit who rolls a critical threat may try to blind an opponent instead of increasing his damage. To do so, the bandit replaces the roll to confirm the critical hit with an eye strike attack roll against his foe, using the foe's normal Armor Class. If this attack roll fails, the bandit deals no damage on the attack.

Should the eye strike attack succeed, the target is entitled to a Reflex save (DC 10 + half the bandit's class level). If the save succeeds, the target suffers the minimum damage for the attack, as if the bandit had rolled a 1 on all damage dice (including sneak attack damage).

If the save fails, the bandit deals normal damage (no doubling or tripling from critical damage, and no sneak attack bonuses) and injures the eyes or eyelids of his target enough to prevent normal vision temporarily. The opponent is blinded for 2d4 rounds, loses his Dexterity bonus to Armor Class, suffers a 50 percent miss chance on attack rolls, and cannot make attacks of opportunity. The loss of sight can be restored before its normal duration ends by regeneration, a *cure* spell, or natural healing sufficient to offset the damage from the attack.

A bandit can make eye strike attacks only against living creatures with discernible eyes—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to eye strike attacks. The bandit must be able to see the target well enough to pick out its eyes and must be able to reach them; Large creatures that are tall may be able to avoid an eye strike by a melee weapon due to their relative height. A bandit cannot make an eye strike against a creature with concealment or one whose eyes are beyond reach. Creatures with multiple heads or more than two eyes, such as ettins and eye tyrants, can be blinded more than once, but each success affects only one head or eyestalk.

Feat: A bandit may gain a bonus feat in place of a special ability. He must meet all the prerequisites for the bonus feat.

Flying Charge (Ex): When a bandit makes a charge from horseback, from a jump, or from a swinging rope, he gains a +4 bonus on the attack roll rather than the usual +2 bonus. A bandit suffers a -4 penalty to Armor Class during a flying charge.

The charge, jump, or rope-swing attack may require a Ride, Jump, or Tumble check, depending on circumstances.

Knockout (Ex): This ability can be chosen only at 7th level or higher. A bandit can knock out an opponent faster and more

reliably than anyone. Whenever a bandit chooses to make a melee attack for nonlethal damage, he gains his sneak attack damage as bonus damage on the attack if the opponent fails a Fortitude save (DC 10 + bandit's class level). If the knockout attempt is already a sneak attack, the sneak attack damage increases by an additional 2d6 points. The knockout ability cannot be used with ranged weapons, and this ability does not stack with the effect of a merciful weapon.

These nonlethal strikes are more difficult to execute than normal strikes, since they involve striking at the head or spine of an opponent. If the strike fails, the bandit has gotten too close or has opened himself up, and he immediately provokes an attack of opportunity from the target.

Low Blow (Ex): A bandit can use dirt, sticks, a kick, or other unexpected tactics to gain a sudden advantage during melee combat. A low blow attack can be made as a standard action whenever the bandit attacks a flat-footed foe (though not in a flanking attack). The low blow attack is rolled as an unarmed attack; the bandit must declare the attack as a stunning attempt or trip attempt before the die is rolled. If successful, the opponent suffers the minimum damage for the bandit's attack and is left either stunned for 1 round or prone. If the low blow attack fails, the bandit inflicts no damage.

Attempting a low blow does not provoke an attack of opportunity.

Opportunist (Ex): Once per round, a bandit can make a melee attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the bandit's attack of opportunity for that round. Even a bandit with the Combat Reflexes feat can't use the opportunity more than once per round. The bandit must be threatening his opponent to use the ability.

Diehard: At 3rd level, a bandit's strength of will grants him Diehard as a bonus feat, even if he does not meet the prerequisites.

Sneak Attack: If a bandit of 3rd level or higher can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

The bandit's attack deals extra damage any time his target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the bandit flanks his target. This extra damage is 1d6 points at 3rd level, and it increases by 1d6 every two bandit levels thereafter. If the bandit scores a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can follow the new rules in Chapter Three: Sneakier Attacks.

With a sap (blackjack) or an unarmed strike, a bandit can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A bandit can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The bandit must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A bandit cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

The sneak attack damage of a bandit stacks with sneak attack damage gained from other sources.

Pounce (Ex): At 4th level and higher, a bandit can maximize his advantage when he catches others off guard. A bandit can take a full attack action when he charges an opponent who is surprised, flat footed, or who would be denied his Dexterity bonus to Armor Class.



Bravado (Ex): At 6th level, a bandit can use a flurry of attacks to overwhelm an opponent who is caught off guard. The bandit gains a +2 bonus on all damage rolls made during a surprise round.

Improved Disarm: At 6th level, a bandit gains Improved Disarm as a bonus feat, even if he does not meet the prerequisites.

Ride Like the Wind (Ex): At 8th level or higher, a bandit can out-ride most pursuit without difficulty. A bandit's mount gains a 10-foot bonus to its speed whenever the bandit rides it, even in unusual movement modes (such as flight). The bandit himself gains a +4 competence bonus on all Ride checks in combat. This ability can be used whether or not the bandit is being pursued.

Strike First: When he reaches 12th level, the bandit gains a permanent +2 bonus on initiative checks.

Woodland Stealth (Ex): When a bandit reaches 14th level, he gains the ability to blend into natural terrain. This ability means that a bandit can move normally or take two move actions while hiding and moving silently in natural terrain without suffering the usual –5 penalties for moving at full speed and hiding. A bandit cannot run while using this ability and cannot hide while being directly observed.

If he is traveling on a mount through natural terrain that provides concealment (such as a forest, jungle, scrub, savannah, tall grass prairie, or bayou), a bandit can apply his ranks in Hide or Move Silently to his mount's checks with these skills. He can move at normal speed while doing so but cannot take a double move, run, or withdraw while using woodland stealth when mounted.

Normally, a rider cannot attempt to hide while mounted.

Great Disarm (Ex): At 16th level or higher, a bandit can disarm a flat-footed opponent as a free action. If successful, he removes a single held or sheathed weapon from the target creature and can make an immediate followup attack.

The bandit can gain possession of the item if he chooses, or he may toss the item up to 10 feet away as part of the great disarm attempt.

Great Escape (Ex): At 20th level, a bandit gains the ability to retreat from any fight unharmed. He gains a +4 bonus on Tumble checks when withdrawing from melee combat, and he can do so at full speed rather than half speed without penalty. With a successful Tumble check, he can leave combat at full running speed without provoking attacks of opportunity.

If he must tumble through occupied squares or over the heads of foes, the Tumble check Difficulty Class increases by 5.

This ability also helps a bandit escape from capture. He gains a +4 bonus on Escape Artist checks against any nonmagical ropes, shackles, bars, chains, or other bonds that confine him.

The bandit can even escape from magical constraints such as a *hold person* spell or supernatural paralysis; doing so requires a full-round action and an Escape Artist check. The Difficulty Class to escape from magical bonds is equal to the save DC of the spell + 5.

The bandit is always entitled to an Escape Artist check, even in situations that normally do not allow one.

TABLE 1-1: THE BANDIT

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	Furtive trail
2	+1	+0	+3	+0	Quick Draw, special ability
3	+2	+1	+3	+1	Diehard, sneak attack +1d6
4	+3	+1	+4	+1	Pounce
5	+3	+1	+4	+1	Sneak attack +2d6
6	+4	+2	+5	+2	Bravado, Improved Disarm
7	+5	+2	+5	+2	Sneak attack +3d6, special ability
8	+6/+1	+2	+6	+2	Ride like the wind, furtive trail (full speed)
9	+6/+1	+3	+6	+3	Sneak attack +4d6
10	+7/+2	+3	+7	+3	—
11	+8/+3	+3	+7	+3	Sneak attack +5d6
12	+9/+4	+4	+8	+4	Strike first, special ability
13	+9/+4	+4	+8	+4	Sneak attack +6d6
14	+10/+5	+4	+9	+4	Woodland stealth
15	+11/+6/+1	+5	+9	+5	Sneak attack +7d6
16	+12/+7/+2	+5	+10	+5	Great disarm
17	+12/+7/+2	+5	+10	+5	Sneak attack +8d6, special ability
18	+13/+8/+3	+6	+11	+6	—
19	+14/+9/+4	+6	+11	+6	Sneak attack +9d6
20	+15/+10/+5	+6	+12	+6	Great escape

GUTTER MAGE

The gutter mage is an arcane rogue, able to use magic for nefarious purposes and often supported by a guild of wizards or sorcerers who need some underhanded help—or by a rogues' guild that seeks some arcane muscle. Gutter mages command a motley collection of class-specific spells not available to traditionally taught arcane casters, plus a few standard arcane spells. Gutter mages are sometimes called motley mages.

Adventures: Gutter mages are often thrill-seekers, eager to undertake adventures and confront danger. Many enjoy posing as wizards or rogues, keeping their true abilities secret until the moment calls for them to be revealed. They enjoy making flashy moves, smart remarks, and the bold entrances and exits that their abilities allow them to perform.

Characteristics: The gutter mage's power comes from combining mystical forces with speed and cunning. While his understanding of the arcane arts is usually weak and imperfect, it is highly focused on the practical, on rote memorization of the strongest formulas, and on arts that enhance his speed and hide his actions. A gutter mage prefers to strike so subtly that the victim has no idea the attack was coming—and ideally, has no idea he's been robbed until much, much later.

Alignment: Gutter mages tend toward chaotic alignments, and most seek to follow a path of freedom from guild and city laws. They are as likely to be driven by kindness as by greed, though, and they show no preference for good over evil. A few gutter mages are lawful, blending their powers for a higher purpose, such as serving on a magistrate's team or as commissioned investigators for a local ruler.

Religion: Gutter mages are rarely devout; they believe too much in their skills and hard-won knowledge to place much faith in the divine. Nevertheless, many are superstitious enough to hedge their bets. The more direct worshippers follow gods of luck and wealth. Those devoted to a higher cause often worship gods of knowledge, magic, or wisdom.

Background: Gutter mages are usually runaway apprentices from harsh wizard taskmasters, or independent rogues who first taught themselves magic from a stolen spellbook. They are used to working alone; few others understand their compulsion to pursue both physical and arcane talents. Gutter mages rarely form guilds or associations, but rather serve as specialists to existing guilds or (much more commonly) as freelancers who hire on for a season and then move on. Gutter mages may have come literally from the gutter or escaped from the workshop, but they are both street-smart and learned.

Races: Humans, elves, and gnomes are the most common and most widely known races among the gutter mages. Halflings, dark elves, and tieflings are known to become gutter mages as well, although they do so less frequently.

Elves quickly master arcane thievery because of their high dexterity and natural affinity for magic. Their independent point of view also means they often take the risks that other races hesitate at. They view magic as a noble calling, whether it is practiced alone or in conjunction with combat or stealth.

Gnomes succeed through trickery, and their racial makeup favors those who combine stealth with magic. Even without their aptitude for illusions, they use their small size and frequently underestimated stature to slip past barriers that might stop others.

Half-orc, half-elf, and dwarf gutter mages are rare. Neither dwarves nor the half-breeds have the disposition that makes magic come easily to one half schooled, and the fact that most races distrust the half-breeds makes it difficult for them to find work as freelancers.

Other Classes: Gutter mages often work with rogues, sorcerers, wizards, and bards, sharing arcane secrets and tricks of the rogue's trade. When an army or warlord requires someone to serve as a spy or messenger, a gutter mage is often the logical choice. Gutter mages rarely spend time with barbarians (who despise them as weak), paladins (who distrust their chaotic attitude), or most druids (who simply have unrelated concerns).

Gutter mages rarely cross established wizards' or thieves' guilds; they always prefer to retain the possibility of being accepted as a member by one or both organizations.

GAME RULE INFORMATION

Gutter mages have the following game statistics.

Abilities: Dexterity is crucial for a gutter mage to move quickly and stealthily. Intelligence is vital to his understanding of the workings of arcane magic and to committing spells to memory. An Intelligence of 14 or higher is necessary to access the highest-level gutter mage spells, as well as for the crafting of scrolls, forged documents, and other items. Charisma helps a gutter mage gain information, bribe officials, and talk his way out of trouble.

Alignment: Any

Hit Die: d4

Luck Die: d8 (see Chapter Six)

CLASS SKILLS

The gutter mage's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Profession (any) (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points at 1st Level: (4 + Intelligence bonus) × 4

Skill Points at Each Additional Level: 4 + Intelligence bonus

CLASS FEATURES

All of the following are class features of the gutter mage.

Weapon and Armor Proficiency: Gutter mages are proficient with all simple and light martial weapons and all light armor. Gutter mages do not use shields, because they hamper spellcasting. They suffer the normal chances of spell failure for wearing armor.

Spells: Beginning at 1st level, a gutter mage can cast a small number of arcane spells. To cast a spell, a gutter mage must have an Intelligence of 10 + the spell's level, so a gutter mage with an

Intelligence of 9 or lower cannot even cast cantrips. These spells are cast as if the gutter mage were a standard arcane caster, with a save DC of 10 + the spell's level + the caster's Intelligence bonus.

Gutter mages do require spellbooks, though these books rarely resemble those used by wizards. Instead, a gutter mage's spellbook is a collection of pages torn out of other books, scrawled notes, scroll pages that somehow never quite seem to fade when read, and other bits of magical flotsam. If a gutter mage ever loses his spellbook, he can create another one from found objects and purchased scrolls and scraps. This task takes constant searching and focused effort for one week per class level and costs 500 gp per class level.

If a gutter mage steals a spellbook containing any spells of the highest level he can cast, he need not create another one. Instead, he "adopts" the new spellbook as his own. In time, he can add to it normally; he cannot use spells in the book that are not on the gutter mage spell list, except by scribing them onto scrolls (see below).

A gutter mage can make a stolen spellbook his own through one week's study and a successful Spellcraft check (DC 15 + the highest level of spell in the spellbook). If the check succeeds, the book works normally for the gutter mage. If the check fails, the gutter mage must spend another week in study before trying again.

Scribe Scroll: A gutter mage can read arcane scrolls and gains Scribe Scroll as a bonus feat. This benefit includes the ability to read scrolls of arcane spells not on the gutter mage class list.

Wand Mastery: Beginning at 2nd level, a gutter mage knows how to handle magic wands. As a result, he gains a +4 competence bonus on his Use Magic Device check when using any wand that holds a spell not on the gutter mage spell list. When he uses a wand that holds a gutter mage spell, no Use Magic Device check is required.

Sneak Attack: If a gutter mage of 3rd level or higher can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. The gutter mage's attack deals extra damage any time his target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the gutter mage flanks his target. This extra damage is 1d6 points at 3rd level, and it increases by 1d6 every three gutter mage levels thereafter. If a gutter mage scores a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can follow the new rules in Chapter Three. With a sap (blackjack) or an unarmed strike, a gutter mage can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Gutter mages can sneak attack only living creatures that have discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. A gutter mage must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Ward Sight (Su): When a gutter mage reaches 4th level, he gains the supernatural ability to recognize warding spells, runes, and magic traps, including spells such as *glyph of warding*, *sepia snake sigil*, *alarm*, and so forth. He may use this ability as a full-round action a number of times per day equal to 3 + his Intelligence modifier. Ward sight acts as the rogue class' trap sense ability but requires a single successful Search check to see all wards and magic traps on an object. A Disable Device check is needed to deactivate any magic traps found. When a gutter mage uses ward sight and finds active wards, he sees the wards without further need for concentration until they are removed. As long as he can see such wards, a gutter mage can attempt to disarm them as if they were physical traps. For a gutter mage, a spell's default Disable Device DC is 15 + the level of the spell.

Nondescript (Ex): At 5th level or higher, a gutter mage can pass without notice in a crowd or an area filled with other creatures and can effectively hide in a crowd as if hiding in shadows. Indeed, a gutter mage is often overlooked entirely by guards and searchers when at least 10 other creatures are present. Using this ability in plain sight requires a successful Disguise check opposed by the watchers' Spot check.

Even if the Spot check succeeds, watchers see the gutter mage but don't regard him as worth noticing—they are not immediately suspicious. Normally, a failed Disguise check makes others suspicious of the disguised person's activities or appearance. With the nondescript ability, only particular offensive actions, such as combat, thievery, or spellcasting, are likely to trigger suspicion in the watchers.

Improvise Spell (Sp): At 8th level or higher, a gutter mage can attempt to cast an arcane spell that he doesn't really understand, albeit with a higher than usual risk of backfiring. He cannot improvise a spell of a level higher than the highest-level spell he can cast.

Improvising a spell is a form of spontaneous casting that uses up existing spell slots in a way similar to a cleric's or druid's ability. An improvised spell normally takes up a spell slot equal to the level of the spell being cast, but if the gutter mage has no appropriate spell slots available (if he has already expended all spell slots of the appropriate level for the day), he can expend two spell slots of the next lower level instead. The spells in those slots are lost. If those slots are already expended as well, the character cannot use this ability.

The chance of success when attempting to cast an improvised spell varies according to the situation. If the gutter mage has seen the spell performed and studied the formula in a spellbook or on a scroll, casting the spell requires a Spellcraft check (DC 20 + the spell's level). If he has only seen the spell written in a book or scroll, the DC is 25 + the spell's level. If he has seen the spell in action but not written in a spellbook, the DC is 30 + the spell's level. If he has never seen it either written or in action, the DC is 35 + the spell's level. If he is trying to improvise a spell he has previously stolen (see "Steal Spell" on the next page), the DC is 27 + the spell's level.

If the attempt fails, the slot(s) are lost as normal, and no spell effect results.

An improvisation attempt backfires when the skill check result is a natural 1, or when the result is at least 10 lower than the target Difficulty Class. In the case of a backfire, the results should follow the scroll mishap rules under “Scrolls” in Chapter Seven: Magic Items of the DMG. Typically, a damaging spell or a charm effect hits the caster instead of the intended target, while an illusion or motion spell likely spins out of control. Helpful spells intended for a friendly character are either reversed or target an enemy instead.

Improvised spells can be improved with metamagic feats as long as the gutter mage can increase their spell level as normal.

Staff Mastery (Ex): At 10th level or higher, a gutter mage can use any arcane staff with an additional +4 competence bonus on his Use Magic Device check.

Steal Spell (Su): At 10th level or higher, a gutter mage can literally steal a spell from an adjacent arcane caster’s mind a number of times per day equal to 6 + the gutter mage’s Intelligence modifier. The gutter mage does not know ahead of time which particular spell he will succeed in stealing, but he must specify the spell level he wants to target. Outside combat, stealing a spell requires a successful Sleight of Hand check against a Difficulty Class that varies according to the level of spell being targeted (see the table below). In combat, an attempt to steal a spell is made as part of a successful melee attack, including a sneak attack.

If the initial attempt succeeds, the target is entitled to a Will saving throw (DC 15 + half gutter mage’s level + Intelligence modifier) to resist the theft. Should the save succeed, the attempt to steal the spell fails and the target becomes alerted to the attempt.

Spell Level	Sleight of Hand DC
0	15
1–2	20
3–4	25
5–6	30
7–8	35
9	40

If the attack roll or skill check succeeds and the target’s Will save fails, choose the stolen spell randomly from among those at the spell level the gutter mage targeted. Either a prepared spell or an available spell slot can be stolen, depending on whether the target uses prepared or spontaneous casting. If the target has no prepared spells or available spell slots remaining at that level, randomly choose a spell of the next lower level. The spell is removed from the target’s inventory and added to the gutter mage’s list of castable spells for the day. No material components are required to cast a stolen spell.

The spell remains in the gutter mage’s inventory of available spells for 2d12 hours; after that, it fades away and is lost. If a stolen spell is of a higher level than the gutter mage can normally cast, use a caster level check to determine whether the casting succeeds, as is usual for scrolls (see Chapter Seven of the DMG). Having stolen a spell does not enable the gutter mage to use it on future occasions. The spell cannot be written into a scroll or spellbook.

Stealing a spell is disorienting to both the target and the gutter mage; the target may attempt a Fortitude save (DC 10 + level of stolen spell) to avoid being dazed for a single round by the pain of having arcane energy ripped from his mind. The gutter mage is not dazed, but needs time to restore his arcane equilibrium; he cannot attempt to steal another spell for 1d10 rounds.

Arcane spells cannot be stolen from traps, scrolls, constructs, or inanimate sources. Stealing spells from undead targets increases the Difficulty Class by 4, as the undead’s negative energy makes the process much more difficult.

Reflect Spell (Su): Once he reaches 14th level, a gutter mage can counter and reflect a spell back against its caster three times per day. Doing so requires the gutter mage to ready an action, then make a successful saving throw against the spell (or a Spellcraft check against DC 25 + spell level if the spell does not normally allow a saving throw). The



TABLE 1-2: THE GUTTER MAGE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day				
						0	1st	2nd	3rd	4th
1	+0	+0	+2	+0	Scribe Scroll	1	0*	—	—	—
2	+1	+0	+3	+0	Wand mastery	2	0*	—	—	—
3	+2	+1	+3	+1	Sneak attack +1d6	2	1	—	—	—
4	+3	+1	+4	+1	Ward sight	2	2	—	—	—
5	+3	+1	+4	+1	Nondescript	3	2	—	—	—
6	+4	+2	+5	+2	Sneak attack +2d6	3	3	0*	—	—
7	+5	+2	+5	+2	—	4	3	0*	—	—
8	+6/+1	+2	+6	+2	Improvise spell	4	4	1	—	—
9	+6/+1	+3	+6	+3	Sneak attack +3d6	5	4	1	—	—
10	+7/+2	+3	+7	+3	Staff mastery, steal spell	5	5	2	0*	—
11	+8/+3	+3	+7	+3	—	6	5	2	0*	—
12	+9/+4	+4	+8	+4	Sneak attack +4d6	6	5	3	1	—
13	+9/+4	+4	+8	+4	—	6	6	3	1	—
14	+10/+5	+4	+9	+4	Reflect spell	6	6	4	2	0*
15	+11/+6/+1	+5	+9	+5	Sneak attack +5d6	6	6	4	2	0*
16	+12/+7/+2	+5	+10	+5	Capture spell	6	6	5	3	1
17	+12/+7/+2	+5	+10	+5	—	6	6	5	3	2
18	+13/+8/+3	+6	+11	+6	Sneak attack +6d6	6	6	6	4	3
19	+14/+9/+4	+6	+11	+6	Spell resistance	6	6	6	4	4
20	+15/+10/+5	+6	+12	+6	Alter spell	6	6	6	5	5

* Intelligence bonus spells only. If no bonus, no spells are gained at this level. A score of 12 Intelligence is required for a bonus 1st-level spell, 14 Intelligence for a 2nd-level spell, and so on.

reflected spell targets its caster as the center point of its effect and otherwise performs normally, using the original caster's level and original saving throw DC.

A spell can be reflected only if it targets the gutter mage, and this ability cannot be used against touch spells.

Capture Spell (Su): At 16th level or higher, a gutter mage can capture a spell that targets him or the area around him three times per day. To do so, he must ready an action and make a successful saving throw against the spell (or a Spellcraft check against DC 30 + spell level, if the spell does not normally allow a saving throw).

Should he capture the spell successfully, the gutter mage stores it within an item of his own choosing (typically a wand or a weapon) until he decides to release it or until the spell fades away. A captured spell fades away within 2d12 hours if it is of a level that the gutter mage could cast normally, or within 1d4 hours if it is of a higher level than the gutter mage could normally use.

Spell Resistance (Ex): At 19th level, a gutter mage gains spell resistance equal to 10 + his class level. As with other creatures that have spell resistance, he can choose to drop his resistance to allow the application of healing magic or other harmless spells.

Alter Spell (Su): Upon reaching 20th level, a gutter mage gains the ability to interfere with another arcane caster, altering the opponent's spell as it is cast. The other arcane caster must be within line of sight, and the gutter mage must ready an action prior to the enemy's casting of a spell in order to alter it.

To succeed at the attempt, the gutter mage must make a melee touch attack or a ranged touch attack against the target caster, using his Intelligence modifier as a bonus on the roll instead of his Dexterity or Strength modifier. If the attack hits, the victim may attempt a Will save to negate the effect (DC 10 + caster level). Even on a successful save, however, the target must make a Concentration check (DC 30) to complete the spell.

If the attack hits and the victim's save fails, the gutter mage determines where the spell is targeted, how long it lasts, and any other variable conditions associated with the spell, up to the limit of the original caster's level or the gutter mage's caster level, whichever is lower.

GUTTER MAGE SPELLS

Gutter mages follow a motley, disjointed path to the arcane arts, combining half-taught elements of illusion with enchantments, shadow magic, and transmutations. Their skills are always aimed at two primary goals: reaching their targets and stealing from them. Everything else is secondary.

Because gutter mages associate with thieves and rogues of every kind, they do not always refer to their spells by names as formal as those used by more academic or highborn arcane casters. In the spell list that follows, the formal name comes first, followed by the spell's name in thieves' cant or gutter mage argot (where applicable).

The gutter mage's spell list appears below. Gutter mages have access to cantrips and spells of up to 4th level. Spells from the *Player's Handbook* are unmarked, and spells included in Chapter Seven of this book are marked with an asterisk (*).

0-LEVEL SPELLS (CANTRIPS)

Arcane Mark (Gutter Mark): Inscribes a personal rune (visible or invisible).

Bat Sight* (Blind Eye): Blindsense, low-light vision, bonus on ranged attacks for 1 round.

Bouncing Fall* (Bounce the Baby): Minimizes falling damage.

Create Equipment* (Just the Thing): Creates one nonmagical object for 1d4 rounds.

Daze (Upside the Head): Humanoid creature of 4 HD or less loses next action.

Detect Magic (Finder): Detects spells and magic items within 60 feet.

Fast Escape* (Quicker): Adds +10 bonus to Escape Artist checks.

Flare (Flasher): Dazzles one creature (–1 penalty on attack rolls).

Ghost Sound (Groaner): Fignent sounds.

Guidance (Just a Bit): +1 bonus on one attack roll, saving throw, or skill check.

Lullaby (Crooner's Chant): Makes subject drowsy; –5 penalty on Spot and Listen checks, –2 penalty on Will saves against sleep effects.

Prestidigitation (Fingertips): Performs minor tricks.

Read Magic (Gutter Sight): Read scrolls and spellbooks.

Smuggler's Veil* (Empty Pot): Container appears empty.

Thief Hand*: Use Sleight of Hand at a distance.

Trinket Charm* (A Coin for Uncle): Distracts creatures with Intelligence of 1 to 4.

1ST-LEVEL SPELLS

Beggar's Charm* (Fly a Flag): Helps beggars draw attention.

Card Control* (Flip You for It): You always get the card, coin flip, or die roll you want.

Compelling Question* (Shakedown): Target must answer a question with a single-word answer.

Confession* (I Shouldn't Tell You This): Target shares secret information.

Distraction* (Screamer): Target takes no action for 1 round/caster level (new save each round).

Dust and Dirt* (Not Worth Much): Reduces the appraised value of an item by 50 percent + 1 percent per level.

Expeditious Retreat (Triple Time): Your speed increases by 30 feet.

Feather Fall (Double Bounce): Objects or creatures fall slowly.

Gambler's Luck* (Sharper): Target gains a +1d4 bonus on gambling checks.

Gutter Storm*: Caster surrounded by whirlwind that penalizes attacks and deals 1d4 points of damage/round.

Hold Portal (Locker): Holds door shut.

Hypnotism (Fey Lights): Fascinates 2d4 HD of creatures.

Jump (Higher Step): Subject gets bonus on Jump checks.

Mage Armor (Thick Rags): Gives subject +4 armor bonus.

Private Conversation* (Just Between Us): Allows subjects to speak without being heard.

Rattling Chant*: Zone of noisiness creates –10 penalty on Move Silently checks.

Ray of Enfeeblement (Palsy and Shake): Ray deals 1d6 +1/two levels of temporary Strength damage.

Rogue's Stab*: Target gains +1d6 sneak attack damage.

Shocking Grasp (Reynard's Handshake): Touch delivers 1d6 points/level of electricity damage (max. 5d6).

Sleep (Like a Baby): Puts 4 HD of creatures into magical slumber.

Switch Item* (Fool Me Once): Replaces one object with a duplicate.

Thieves' Charm* (Mine Mine Mine): Allows caster to take item without challenge.

Watch the Watchers*: Puts a "bell" on guards that only caster hears.

2ND-LEVEL SPELLS

Bull's Strength: Subject gains a +4 bonus to Strength for one minute/level.

Cat's Grace: Subject gains a +4 bonus to Dexterity for one minute/level.

Charming Lie* (Trust Me, Boys): Listeners believe whatever you say.

Cloak of Darkness* (Black Gentleman): Darkness surrounds caster, provides 20 percent miss chance and a +5 bonus on Hide checks.

Darkness (Out the Light): 20-foot radius of supernatural shadow.

Darkvision (Rat Sight): See 60 feet in total darkness.

False Life (Bigger Boots): Gain 1d10 temporary hit points + 1 point/level (max. +10).

Fog Cloud (Morning Sky): Fog obscures vision.

Knock (Every Key): Opens locked or magically sealed door.

Mirror Image (Twins and Triplets): Creates decoy duplicates of you (1d4 +1 per three levels, max. 8).

Misdirection (Maze Chant): Misleads divinations for one creature or object.

Part Crowd* (Step Aside): Crowds move aside to let you pass and press back to block pursuit.

Peerless Camouflage* (Running the Shadows): Allows hiding at full movement.

Roof Runner*: Run safely over sloping surfaces.

Silence (Coffin Chant): Negates sound in 20-foot radius.

Silent as Rats*: Share your Move Silently skill with others.

Silent Combat (Midnight Muffle): Silences combat noises.

Small as Mice*: Share your Hide skill with others.

Step Under My Shadow*: Allows creature to attempt Hide check in plain sight.

Treasure Magnet* (Into the Bag): Sweeps most valuable objects into a sack in 1 round.

Trigger Item* (Pull the Lever): Activates a charged item without a command word.

Gutter Mage Spells From *Eldritch Might* and *Arcana Evolved*

The following spells from *The Complete Book of Eldritch Might* and Monte Cook's *Arcana Evolved* are well suited to the gutter mage. Spells from *The Complete Book of Eldritch Might* are marked with a double dagger (‡); those from *Arcana Evolved* are marked with a single dagger (†). These spells are not required for the class but can add depth to a campaign.

0-Level Spells (Cantrips)

Animated Tattoo‡: Creates a moving image on a subject's body.

Canny Effort†: Caster gains a +2 competence bonus on next skill check.

Disorient†: Target rerolls initiative and is flat footed until that time.

Door Warning†: Caster knows when door is opened and who opened it.

Long Flame†: Candle, torch, or lantern burns much longer than normal.

1st-Level Spells

Acrobatics†: Caster gets +5 competence bonus on Balance, Climb, Jump, and Tumble.

Disdain the Divine‡: Gives +1 bonus/four levels to saves against divine spells.

Glamour†: Illusion makes caster look attractive, +5 bonus on Bluff, Diplomacy, and Gather Information.

Guilt‡: One evil target is denied an action.

Noness Toma (Slip Between Sight)‡: Caster gains +5 bonus on Hide.

Unhand‡: Disarms subject.

2nd-Level Spells

Bypass Ward†: Suppresses magic traps, wards, seals, and touch-triggered runes.

Play the Fool‡: Makes caster believe spells were effective when they were not.

Precise Vision‡: +5 bonus on Spot and Search.

Silent Sheath†: Target makes no sound whatsoever.

Subtle Steps†: Caster gains +5 competence bonus on all Hide and Move Silently checks.

Thief Ward‡: Hide and Move Silently checks are made at a -10 penalty.

3rd-Level Spells

Alikaba's Theft‡: Object in subject's hands appears in your hands.

Compelling Question, Greater†: Target must answer a question.

Grant Mobility‡: Allows an intelligent item to float and attack under its own power.

Scry Retaliation‡: Inflicts 1d6 points of damage/level upon scrier.

Sleep, Greater†: Puts 4d6 HD (max. 10 HD) worth of creatures to sleep.

Tracert†: Caster always knows distance and direction to object of the spell.

4th-Level Spells

Coax Forth Power‡: Magic items inflict 50 percent more damage than normal.

Hidden Object‡: Object can only be seen through magic glass.

Locate Creature†: Provides direction to creature of specific type or to a specific individual.

Spelltrap‡: Prepare gem that is triggered by specific spell.

3RD-LEVEL SPELLS

Confusion (Ring the Chimes): Subjects behave oddly for 1 round/level.

Deep Slumber (Like a Rock): Puts 10 HD of creatures to sleep.

Deeper Darkness (Out the Stars): Object sheds supernatural shadow in 60-foot radius.

Dispel Magic (White Breaker): Cancels magical spells and effects.

Feign Death* (Gravedigger's Nap): Subject takes half damage from wounds, survives *coup de grace*.

Forget* (Nothing to See): Subject creatures lose all memory of the last minute.

Gaseous Form (Foggy Bottom): Subject becomes insubstantial and can fly slowly.

Glibness (Silvertongue): You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

Knockout* (Mugged in the Alley): Doubles allies' damage rolls, changes damage to nonlethal damage.

Nondetection (Blind the Law): Hides subject from divination, scrying.

One Step Ahead* (Spider Eyes): Subject gains uncanny dodge.

Quick Escape* (Out the Back Way): Creates a temporary normal door.

Smuggler's Chest*: Hides chest on ethereal plane for up to six days.

Spit Shine* (Pretty Pebble): Increases apparent value of an item.

Storm of Ten Thousand Knives* (Dagger Chant): Throw two ranged daggers/level.

Unreasonable Rage* (Mad as a Hare): Subject attacks creatures around it.

4TH-LEVEL SPELLS

Black Spellbreaker* (Black Blade): Item affected dispels magic by touch.

Freedom of Movement (Nothing Holds Us): Subject moves normally despite impediments.

Giant Vermin (Crawlers): Turns centipedes, scorpions, or spiders into giant vermin.

Modify Memory (What He Really Saw): Changes five minutes of subject's memories.

Quick Escape, Greater* (Open Every Window): Create a magical door in a solid wall.

Scrying (My Little Eye): Spies on subject from a distance.

Sending (Hawks and Pigeons): Delivers short message instantly.

Thief of Spells* (Borrow a Cup of Magic): Ends spell effects on a creature and grants them to you.

Transfer Curse* (My Gift to You): Passes a curse effect or cursed item from one creature to another.

Treasure Magnet, Greater* (I Said Into the Bag, Dammit): Takes worn or held items from foes.

Zone of Silence (Really Just Between Us): Keeps eavesdroppers from overhearing conversations.

SHADOWSWORN

Sometimes also called a shadow thief, a shadowsworn is an arcane rogue who sells his soul to the Plane of Shadow, one drop at a time. The commander of powerful shadow magic, he is utterly silent and deadly, able to walk literally under the noses of guards and watchers. Shadowsworn invariably go mad or become shades or shadows when their powers grow beyond mortal limits.

Adventures: Shadowsworn enjoy adventuring in darkness; many people think they are entirely nocturnal, though in fact they are perfectly capable of functioning in daylight. They prefer to operate entirely by stealth, without the flashy tactics of gutter mages, the strength from ambush of bandits, or the trickery of rogues. A shadowsworn is happiest when no one notices he has come and gone, usually taking a great treasure with him.

Characteristics: The shadowsworn's arcane knowledge comes from combining elemental shadow magic with stealth and treachery. A shadowsworn's understanding of the arcane depends on an oath sworn to the powers of shadow, and as such it resembles sorcerous magic far more than wizardly power. A shadowsworn who is detected is always at a disadvantage; much of his power comes from remaining in the background and from the fear that his reputation engenders.

Alignment: Shadowsworn tend toward selfishness and self-absorption, and are rarely concerned with great causes. They seem drawn toward balance and neutrality, though some retain a slight preference for law, chaos, good, or evil. They almost always serve themselves first, and other masters second.

Religion: Shadowsworn are sometimes religious; some see their journey into night as a spiritual one. Others are impious, with little time for such devotions beyond the initial oath to a shadow lord; they view this as more of a business arrangement than a spiritual one. Those who do spend time on the spiritual path tend to follow gods of night and darkness. A small minority follow gods of fate or the primordial powers.

Background: Shadowsworn are often born rather than made; they are baptized into cults of shadow-worshippers, and their childhoods are devoted to learning the mysteries of the night. A few come to the shadows as adults—men and women who turn away from the light and swear an oath to the gods of night in exchange for power over the darkness. Most shadowsworn work alone rather than as part of a guild. Even within an adventuring group, their nocturnal habits often lead to suspicion and misunderstandings.

Races: Humans, dwarves, and half-orcs are the most common and most widely known shadowsworn. Dark elves, duergar, and tieflings are all nocturnal and devious enough to follow the shadowsworn path; only their lesser numbers keep them from being the most famous of shadowsworn.

Dwarves who spend their lives in mines and quarries have a natural affinity for darkness that sometimes turns sinister and solitary. Dwarf shadowsworn are quiet, disciplined, and feared, but tend to make their own kind uncomfortable. They are often called “tunnel rats,” “black watchers,” or “shadow chasers.” Many leave the tunnels to find others who will embrace them.

Half-orc shadowsworn are relatively common; their dual heritage makes them enjoy the interplay between light and dark, and many seem to master shadow magic with innate understanding. They are honored by orcs as superior scouts and assassins, and are respected by human guilds as more naturally gifted than human shadowsworn. Their darkvision and keen senses give them an edge in the night world.

Elf, half-elf, halfling, and gnome shadowsworn are uncommon, as all these races enjoy the sun and surface world. The gnomes' affinity for illusion and shadow magic occasionally leads them into shadow thievery, but most gnome communities consider this a step onto a false path and banish those who pursue it. Elves who follow the





shadowsworn ways are considered only a single step above the dark elves and find themselves shunned by most other elves. Halflings and half-elves who follow shadow thievery are not rejected by their fellows, but few members of these races have the temperament for nocturnal prowling.

Other Classes: Shadowsworn often work with rogues, sorcerers, druids, and bandits, sharing arcane secrets and tricks of the rogue's trade. They are frequently burglars, scouts, and night raiders, able to harass even enemies with darkvision and defensive magic. They rarely spend time with clerics (except for priests of night and shadow), paladins (who distrust them), or monks (who dislike the shadowsworn's pact with powers outside himself).

Shadowsworn sometimes serve as enforcers for a wizards' guild, but more commonly they work alone or with a small party of adventurers.

GAME RULE INFORMATION

Shadowsworn have the following game statistics.

Abilities: Dexterity is crucial for a shadowsworn to move quickly and stealthily. Charisma proves vital for understanding and mas-

tering the workings of arcane shadow magic. Wisdom allows a shadowsworn to resist the corruption of working with shadow magic longer.

Alignment: Any nongood

Hit Die: d4

Luck Die: d6 (see Chapter Six)

CLASS SKILLS

The shadowsworn's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (any) (Wis), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points at 1st Level: (4 + Intelligence bonus) × 4

Skill Points at Each Additional Level: 4 + Intelligence bonus

CLASS FEATURES

All of the following are class features of the shadowsworn.

Weapon and Armor Proficiency: Shadowsworn are proficient with all simple and martial weapons and with all light armor. Shadowsworn do not use shields, because they hamper spell-casting.

Spells: A shadowsworn is a magic user able to cast a small number of arcane spells. To cast a spell, a shadowsworn must have a Charisma of 10 + the spell's level, so a shadowsworn with a Charisma of 9 or lower cannot even cast cantrips. These spells are cast as if the shadowsworn were a specialist in the school of shadow magic (see page 19).

A shadowsworn does not require a spellbook.

Scribe Scroll: A shadowsworn can read arcane scrolls and gains Scribe Scroll as a bonus feat.

Darkvision: Beginning at 2nd level, a shadowsworn gains increasingly powerful darkvision. If he has no darkvision, he gains it out to 30 feet. If he already has darkvision, he gains an additional 30 feet to his existing range.

This increases by another 30 feet at 7th, 13th, and 19th levels. Thus, a human shadowsworn at 19th level has darkvision out to 120 feet, and a dwarf out to 180 feet.

Sneak Attack: If a shadowsworn of 3rd level or higher can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

The shadowsworn's attack deals extra damage any time his target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the shadowsworn flanks his target. This extra damage is 1d6 points at 3rd level, and it increases by 1d6 every three shadowsworn levels thereafter. If a shadowsworn scores a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can follow the new rules provided in Chapter Three: Sneakier Attacks.

With a sap (blackjack) or an unarmed strike, a shadowsworn can make a sneak attack that deals nonlethal damage instead of lethal

damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A shadowsworn can sneak attack only living creatures that have discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The shadowsworn must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A shadowsworn cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Shadow Familiar: At 4th level or higher, a shadowsworn may conduct an all-day ceremony that releases his own shadow to serve as a familiar for him. This shadow has the usual statistics and abilities of a sorcerer or wizard familiar (see sidebar), but it is incorporeal, though not undead. It cannot be turned, rebuked, or commanded by a third party. It can be cured with normal curative spells. It resembles a flat, flickering shadow and remains invisible in full or partial darkness. The shadow familiar can move under doors and through other tiny openings and can hide itself perfectly well by posing as its master's normal shadow.

The shadowsworn may communicate with his shadow familiar normally starting at 4th level, rather than at 5th level as most wizards and sorcerers do. All other abilities are as shown on the familiars table in Chapter Three: Classes of the *Player's Handbook* for a caster of the shadowsworn's level.

If his shadow familiar is killed, a shadowsworn no longer casts a shadow normally during daylight. He may only summon another shadow familiar after somehow regaining his normal shadow. A *restoration* spell can accomplish this, as can the use of the summon shadow ability that the shadowsworn gains at 8th level (see below).

A multiclassed shadowsworn/wizard or shadowsworn/sorcerer may have a standard familiar as well as a shadow familiar.

Summon Shadow (Sp): At 8th level or higher, a shadowsworn can turn natural shadows into the undead creatures of the same name (see the MM). He can perform this summoning as a standard action up to three times per day, summoning $1d3+3$ shadows plus an additional one for every two shadowsworn levels above 8th. For example, a 14th-level shadowsworn summons $1d3+3$ shadows. Once summoned, the shadows obey his mental commands at any range, though they can only communicate with their summoner when they come within 10 feet per shadowsworn level.

After a shadowsworn reaches 12th level, he can substitute one greater shadow for every three shadows he would normally summon. Any other creatures summoned at the same time appear as normal shadows. For instance, when a 12th-level shadowsworn summons five shadows, he can summon one greater shadow (see the MM) and two normal shadows.

This ability is treated like a *summon* spell cast by a sorcerer of equivalent level. The shadows last for 1 round per shadowsworn level.

Blind (Su): At 10th level or higher, a shadowsworn can literally steal a victim's sight, including darkvision and magical vision, as a free action. This requires a successful ranged touch attack or melee

touch attack, or this ability can be combined with a normal melee or ranged attack (including sneak attacks).

The victim is entitled to a Will saving throw (DC $10 +$ half the shadowsworn's level + Charisma modifier) to resist the blindness. If the save succeeds, the shadowsworn cannot blind that target with any future attempts. If the save fails, the victim is blinded for a number of rounds equal to $1d4 +$ the shadowsworn's Charisma bonus.

A shadowsworn may return a creature's stolen sight as a free action.

Shadow Self (Su): Upon reaching 14th level, a shadowsworn can call up and control a single copy of himself made from shadow. This shadow self, unlike normal shadows, is corporeal and subject to critical hits. It appears as a duplicate of the shadowsworn, even wearing and carrying duplicates of the controller's gear (except that the shadow self's gear is always nonmagical). A shadowsworn can direct this body to go places that he could not safely go himself, and can see and hear everything that the shadow self sees and hears. A shadow self can easily be mistaken for its master; its gait, features, and mannerisms all resemble the shadowsworn's, unless they are deliberately distorted by use of the Disguise skill or magic. The shadow self can receive and use additional gear of any kind up to 40 lbs., including magic items.

The shadow self possesses all the shadowsworn's characteristics, except for having half his hit points, a Dexterity score 4 points higher than the shadowsworn's, a Strength score 4 points lower, and a $+2$ natural armor bonus. The shadow self's base attack bonus is equal to half its controller's base attack bonus, and it uses its own Strength and Dexterity modifiers to determine attacks and Armor Class. (Attack figures and Armor Class may need further adjustment if any of the shadowsworn's gear is magical.)

A shadow self is dispersed instantly by exposure to full sunlight, to a *daylight* spell or the equivalent (any effect that produces bright illumination out to 60 feet or more), or by a *dispel magic* spell; it goes unaffected by attempts to turn undead.

Shadow Familiar

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or $2d12$ HD, whichever is higher.

Hit Points: A shadow familiar has one-half its master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Armor Class: $13 (+2$ Dex, $+1$ deflection).

Attacks: Use the master's base attack bonus, as calculated from all his classes. The familiar deals $1d6$ points of damage on a successful melee attack.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude $+2$, Reflex $+2$, Will $+0$) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers on saves, and it doesn't share any of the other bonuses that its master might have on saves.

Skills: Hide $+8$, Listen $+7$, Search $+4$, Spot $+7$.

For each of these skills in which the master also has ranks, use either the familiar's skill modifier or the master's, whichever is better.

Ability Scores: Str $-$, Dex 14 , Con $-$, Int 6 , Wis 12 , Cha 13 .

Special Abilities: Shadow familiars are incorporeal and impart special abilities to their masters depending on the master's combined level in classes that grant familiars, as shown on the familiars table in Chapter Three: Classes of the *Player's Handbook*.

TABLE 1-3: THE SHADOWSWORN

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day				
						0	1st	2nd	3rd	4th
1	+0	+0	+2	+0	Scribe Scroll	2	—	—	—	—
2	+1	+1	+2	+1	Darkvision +30 feet	2	0*	—	—	—
3	+2	+1	+3	+1	Sneak attack +1d6	3	1	—	—	—
4	+3	+1	+4	+1	Shadow familiar	3	2	—	—	—
5	+3	+2	+4	+2	—	4	3	0*	—	—
6	+4	+2	+5	+2	Sneak attack +2d6	4	3	1	—	—
7	+5	+2	+5	+2	Darkvision +60 feet	5	4	1	—	—
8	+6/+1	+3	+6	+3	Summon shadow	5	4	2	—	—
9	+6/+1	+3	+6	+3	Sneak attack +3d6	6	5	2	—	—
10	+7/+2	+3	+7	+3	Blind	6	5	3	0*	—
11	+8/+3	+4	+7	+4	—	6	6	3	1	—
12	+9/+4	+4	+8	+4	Sneak attack +4d6, summon shadow (greater)	6	6	4	1	—
13	+9/+4	+4	+8	+4	Darkvision +90 feet	6	6	4	2	—
14	+10/+5	+5	+9	+5	Shadow self	6	6	5	2	—
15	+11/+6/+1	+5	+9	+5	Sneak attack +5d6	6	6	5	3	0*
16	+12/+7/+2	+5	+10	+5	Shadow strike	6	6	6	3	1
17	+12/+7/+2	+6	+10	+6	—	6	6	6	4	2
18	+13/+8/+3	+6	+11	+6	Sneak attack +5d6	6	6	6	4	3
19	+14/+9/+4	+6	+11	+6	Darkvision +120 feet, shadow walk	6	6	6	5	4
20	+15/+10/+5	+7	+12	+7	Shadeform, sneak attack +6d6	6	6	6	5	5

* Charisma bonus spells only. If no bonus, no spells are gained at this level. A score of 12 Charisma is required for a bonus 1st-level spell, 14 Charisma for a 2nd-level spell, and so on.

The shadow self can move any distance away from the shadowsworn, but it has a limited life span, slowly unraveling whenever it is in partial illumination or full darkness. In an area of twilight or shadowy illumination, it lasts for one week. In daylight under cloudy conditions or in a place of total darkness, such as an unlit cavern, it fades away within 24 hours.

A shadowsworn who has already created one shadow self in a week may attempt to create additional duplicates, but each attempt requires a successful Fortitude save (DC 20, +5 for each additional shadow self beyond the second). If any such save fails, the shadowsworn immediately gains a negative level and cannot create more than one shadow self until the negative level is removed.

Shadow Strike (Sp): At 16th level or higher, a shadowsworn attacking from the shadows can call on the power of darkness to strike down a foe once per day. This black, silent mass of negative energy rolls over a 20-foot-radius area, dealing 1d8 points of damage per two caster levels to any creature that fails a Reflex save (DC 10 + half the shadowsworn's caster level + Charisma modifier) and half damage to those that do save.

Undead are healed by this negative energy effect, usable only under conditions of shadowy illumination. Creatures standing in total darkness or full sunlight (or within the radius of a *daylight* spell) are immune to this effect. Creatures within the radius of a *continual flame* or *deeper darkness* spell gain a +4 bonus on the save. This ability is the equivalent of a 3rd-level spell.

Shadow Walk (Sp): At 19th level, a shadowsworn gains the ability to *shadow walk*, as the spell, three times per day.

Shadeform: Upon reaching 20th level, a shadowsworn can transform himself into a shadow at will, as if using the spell *shapechange*. Changing form (into a shadow or back again) is a move action.

SHADOWSWORN SPELLS

Shadowsworn follow a focused path in the arcane arts, using their affinity for shadow magic to cast spells in the same natural, attuned way that sorcerers do. Many shadowsworn say that using magic isn't so much a practiced skill as an extension of the darkness within themselves.

The shadowsworn's spell list is given below. Shadowsworn have access to cantrips and spells of up to 4th level. Spells from the *Player's Handbook* are unmarked, and spells that appear in Chapter Seven of this book are marked with an asterisk (*).

0-LEVEL SPELLS (CANTRIPS)

Arcane Mark: Inscribes a personal rune (visible or invisible).

Daze: Creature loses next action.

Detect Magic: Detect spells and magic items within 60 feet.

Douse*: Extinguishes one candle, torch, or lantern per level.

Flare: Dazzles one creature (-1 penalty to attacks).

Ghost Sound: Figment sounds.

Lengthen Shadows*: Darkness falls, –2 penalty on Spot and Search checks.

Read Magic: Read scrolls and spellbooks.

Shadow Bite*: Creature must make Concentration check, may drop items.

Shadow Blindness*: Cancel creature's darkvision.

Shadow Knife*: Create a weapon from shadow.

Silhouette*: Shadows dance on a wall.

Smuggler's Veil*: Container appears empty.

Tongue of Fiends*: Speak Infernal.

1ST-LEVEL SPELLS

Animate Rope: Makes a rope move at your command.

Cause Fear: One creature flees for 1d4 rounds.

Chill Touch: One touch/level deals 1d6 points of damage and possibly 1 point of temporary Strength damage.

Compelling Question*: Target must answer simple question.

Feather Fall: Objects or creatures fall slowly.

Jump: Subject gets +30 bonus on Jump checks.

Light Blindness*: Hampers subject's vision.

Mage Armor: Gives subject +4 armor bonus.

Moonscript*: Writing invisible except in moonlight.

Private Conversation*: Subjects speak without being overheard.

Ray of Enfeeblement: Ray reduces Strength by 1d6 points +1 point/two levels.

Ray of Exhaustion: Ray makes subject exhausted.

Rogue's Stab*: Target gains +1d6 points of sneak attack damage.

Shadow Hands*: Touch deals 1d6 points of cold damage/level (max. 5d6).

Shadow Purse*: Purse links to extraplanar space.

Silent Sound*: Ranged touch attack deals 1d6 points of sonic damage/level (max. 5d6).

Sleep: Put 2d4 HD of creatures into comatose slumber.

Trackless*: Splits a trail or erases it, adding +10 to Track DC.

2ND-LEVEL SPELLS

Blindness/Deafness: Makes subject blind or deaf.

Cat's Grace: Subject gains 1d4+1 Dexterity for one hour/level.

Cloak of Darkness*: Darkness surrounds caster, provides 20 percent miss chance and a +5 bonus on Hide and Move Silently checks.

Darkness: 20-foot radius of supernatural darkness.

Darkvision: See 60 feet in total darkness.

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 bonus to Strength, and +1 level.

Grey Spellbreaker*: Cancel or suppress ongoing spells by touching area, creature, or object.

Knock: Opens locked or magically sealed door.

Mirror Image: Creates decoy duplicates of you (1d4+1/three levels, max. 8).

Misdirection: Misleads divinations for one creature or object.

Scare: Panics creatures of less than 6 HD.

Shadow Jump*: Move between shadows within 100 feet + 10 feet/level.

Shieldbreaker*: Allows one weapon to ignore or break shields, dispels *shield*.

Silent Combat*: Silences combat noises.

Slither*: You become an incorporeal shadow for 1 round.

Step Under My Shadow*:

Hide while in plain sight.

Touch of Idiocy: Subject takes 1d6 points of temporary Intelligence, Wisdom, and Charisma damage.

The School of Shadow Magic

The school of shadow magic is closely related to the school of illusion and somewhat more tangentially related to creation and necromancy, but it stands apart from all of them. It uses the power of the planes of Negative Energy and Positive Energy to generate spell effects, in the same manner that elementalists use the various elemental planes to generate their magic.

All spells cast by shadowsworn are of this school, rather than the traditional schools they are also associated with. All shadowsworn spells have the shadow descriptor.

3RD-LEVEL SPELLS

Blink: You randomly vanish and reappear for 1 round/level.

Confusion: Subjects behave oddly for 1 round/level.

Deeper Darkness: Object sheds absolute darkness in 60-foot radius.

Dispel Magic: Cancels magical spells and effects.

Displacement: Attacks miss subject 50 percent of the time.

Enter Shadow*: Become incorporeal and enter target's shadow.

Feign Death*: Subject takes half damage from attacks, survives *coup de grace*.

TABLE 1-4: SHADOWSWORN SPELLS KNOWN

Level	0	1st	2nd	3rd	4th
1	4	—	—	—	—
2	5	2*	—	—	—
3	5	3	—	—	—
4	6	3	—	—	—
5	6	4	2*	—	—
6	7	4	2	—	—
7	7	5	3	—	—
8	8	5	3	—	—
9	8	5	4	—	—
10	9	5	4	2*	—
11	9	5	5	2	—
12	9	5	5	3	—
13	9	5	5	3	—
14	9	5	5	4	—
15	9	5	5	4	2*
16	9	5	5	5	2
17	9	5	5	5	3
18	9	5	5	5	3
19	9	5	5	5	4
20	9	5	5	5	4

* If the shadowsworn has a high enough Charisma score to gain a bonus spell of this level.

Shadowsworn Spells From *Eldritch Might* and *Arcana Evolved*

The following spells from *The Complete Book of Eldritch Might* and Monte Cook's *Arcana Evolved* are well suited to the shadowsworn. Spells from *The Complete Book of Eldritch Might* are marked with a double dagger (‡), those from *Arcana Evolved* are marked with a single dagger (†). These spells are not required for the class but can add depth to a campaign.

0-Level Spells (Cantrips)

Detect Creature†: Detects the aura of a specified creature type.

Long Flame‡: Candle, torch, or lantern burns much longer than normal.

Minor Illusion†: Creates illusion of non-moving object in caster's hand.

Minor Ward‡: Inscription harms those who pass it.

Quick Boost‡: Gives +2 bonus to Constitution, Dexterity, or Strength score of one subject.

Scent Banet: Negates scent ability.

1st-Level Spells

Animate Weapon†: Weapon attacks on its own with caster's base attack.

Betray the Years‡: Object becomes immune to aging.

Comrade's Trail‡: You create a magical trail only your friends can see.

Illusory Creature, Lessert: Illusory creature moves as caster wishes.

Illusory Object, Lessert: Creates illusion of a static object.

Minor Lasting Image‡: Creates permanent, tiny, immobile image.

Recent Occupant‡: Learn name and race of last creature in area.

Touch of Disruption†: Touch attack deals 1d8 hp damage +1 point/caster level; heals undead.

2nd-Level Spells

Bypass Ward†: Suppresses magic traps, wards, seals, and the like.

Energy Lash‡: Energy whip inflicts 1d6 points of damage +1/two levels.

Garris Adon (Seeming of Form)‡: Object seems like something else.

See Invisibility†: Caster can see invisible creatures and objects.

Shrapnel Globe‡: Creates exploding sphere for 1d6 hp damage/two levels.

Silent Sheath†: Target makes no sound.

Subtle Stepst: Caster gains +5 competence bonus on Hide and Move Silently checks.

3rd-Level Spells

Arrow Deflection‡: Sends incoming ranged attacks back at attackers.

Bone Tattoo‡: Offers spell resistance of 10 + level against cold, polymorph, and mind-affecting attacks.

Compelling Question, Greater‡: Target must answer question.

Dragonskin‡: +4 natural armor plus elemental resistance 10.

Illusory Object, Lessert: Creates illusion with sound, smell, texture, and temperature.

Whisper of Madnesst: Target suffers 1d8 points of damage +2 points of Wisdom damage +1 point of Wisdom/five levels.

4th-Level Spells

Circle of Binding‡: Targets cannot leave circle.

Gaze of Terror†: Gaze attack panics targets, making them flee.

Slay Illusion‡: Creates illusion that destroys other illusion.

Haste: One creature/level moves faster than normal, +1 bonus on attack rolls, Armor Class, and Reflex saves.

Nondetection: Hides subject from divination, scrying.

Shadow Bridge*: Magically jump between two locations.

Silence: Negates sound in 15-foot radius.

Slow: One subject/level takes only one action/round, -2 penalty to Armor Class, -2 penalty on attack rolls.

Suggestion: Compels subject to follow stated course of action.

Terror*: Subject is panicked for 1 round/level.

4TH-LEVEL SPELLS

Black Hand*: Permanently drains 1d3 points of Strength, Dexterity, and Constitution from enemy; you gain these points.

Black Spellbreaker*: Affected item dispels magic by touch.

Enervation: Subject gains 1d4 negative levels.

Fear: Subjects within cone flee for 1 round/level.

Flickering Fate*: +4 bonus to Armor Class, attacks, and saves for one creature.

Freedom of Movement: Subject moves normally despite impediments.

Ghost Weapon*: Weapon ignores armor and natural armor.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 points of damage.

Plane Shift: Up to eight subjects travel to another plane (plane of Shadow only).

Scrying: Spies on subject from a distance.

Shadow Conjunction: Mimics conjuration below 4th level, but only 20 percent real.

Prestige Classes

In this chapter you'll find three new prestige classes based on special societies devoted to smooth-talkers, explorers, and gangsters.

The swaggering deadheart gangster is used to getting his way. Fortune hunters get by on luck, guts and smarts. The silvertongue charmer's artful conversation sways others and maybe even changes reality. So whether your character is after profit, thrills, or power, there's a prestige class here that's sure to fit.

DEADHEART GANGSTER

Deadheart gangsters have given up the flash and panache of the lone thief for the solid, dependable profit of organized street crime. These ruthless toughs with political connections arise as often from warrior backgrounds as from roguish ones. The greatest of deadheart gangsters are the founders of criminal brotherhoods that live on even after their deaths.

Deadheart gangsters succeed through fear and the threat of violence. They don't always attack foes head on; instead, they maneuver around them, firebombing their establishments, burning unwanted rivals out of their lairs, and gathering together bands of the urban poor to take what they want from rich nobles, merchants, and traders. Their power to terrify ordinary people is the source of their strength; once that power is broken, deadheart gangsters rarely survive for long, as their own kind quickly kill them and take over their positions of power.

Deadheart gangsters are good fighters in a rough-and-ready street-fighting way. However, they are neither disciplined combatants nor adept with any form of learned magic; instead, their sheer stubbornness, physical presence, and willingness to break the law give them an edge. In addition, deadheart gangsters often have a great web of contacts that gives them influence among constables, guards, and other law-enforcers.

This prestige class is most popular among humans, dwarves, and halflings who have mastered the arts of bribery and corruption. Most deadheart gangsters come from peasant stock, though a few fallen nobles have been found among their numbers.

Hit Die: d8

Luck Die: d4+1 (see Chapter Six)

REQUIREMENTS

Alignment: Any nonlawful

Base Attack Bonus: +5

Hide: 4 ranks

Intimidate: 7 ranks

Sense Motive: 7 ranks

Special: Must be initiated by a clan or guild member; see "Man of Respect," below.

CLASS SKILLS

The deadheart gangster's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Intelligence bonus

CLASS FEATURES

All of the following are class features of the deadheart gangster.

Weapon and Armor Proficiency: A deadheart gangster gains proficiency with martial weapons and with light and medium armor.

Legbreaker: A deadheart gangster is proficient in unarmed combat and automatically gains the Improved Unarmed Strike feat at 1st level. His unarmed strike deals greater-than-normal damage that increases at higher levels for all sizes of character, as shown in the table below.

TABLE 2-1: DAMAGE BY LEVEL

Character Size	1st–4th	5th–9th	10th+
Large	1d6	1d10	1d20
Medium	1d4	1d8	1d12
Small	1d3	1d6	1d8
Tiny	1d2	1d3	1d6

Streetwise: A deadheart gangster gains a +2 competence bonus on Gather Information, Knowledge (local), Intimidate, and Sense Motive checks.

Man of Respect: At 2nd level, a deadheart gangster is fully initiated into the fellowship in a special ceremony that replaces all the candidate's feudal ties to liege lords, churches, and family with a powerful oath to serve the silent brotherhood of the deadhearts. (See Chapter Four: Gangs and Guilds for more on initiations.) Someone who breaks this new oath of loyalty is usually found dead with his heart cut out within a short period of time. On the other hand, members of the gang do not fight one another and can usually count on each other for mutual aid.



When they reach 2nd level, all members of the class understand a special thieves' cant peculiar to their kind (see Chapter Four). It can be understood only by other members of this prestige class or by the use of *comprehend languages* or similar magic.

Informants: At 3rd level or higher, a deadheart gangster may use his Gather Information skill to extract street lore from informants who come to him, rather than having to seek out information. Doing this requires a Gather Information check in a settled area of at least 50 other creatures, such as aboard ship or in a city, town, or village. In such an environment, the deadheart gangster may roll on the table below once per week. The exact information he gains is up to the DM; some suggestions are provided below.

Gather Information	
Check Result	Information Gained
15 or less	No new information.
16–20	Minor crimes, fines and punishments, gang arrests, prostitutes beaten, counterfeiting, street fights, bar brawl, gambling den raided, smuggling attempt, poisoning attempt.
21–25	New rogues in area, rival released from prison, corrupt officials, bribes offered, merchant asks favor, rigged gambling or racing, poisoning attempted, poisons for sale.
26–30	Secret treasures of merchant, shipment details, news of own gang's politics or major crimes, corrupt guards or sentries, skimming of gang profits, scroll or potion for sale.
31–35	Blackmail information, treachery among rogues, raid by lawful forces, news of an attack by another gang, fraud, noble asks favor, attempted assassination, major magic item for sale.
36+	Secrets of nobles, treachery among nobles, secret plans of a rival, cohort or follower's imminent betrayal, attempted coup, regicide.

Whenever the deadheart gangster is away from the settled area, he can make no checks to gain new information. However, on his return the character is entitled to make several checks to “catch up on events”—a number of checks equal to his class level or the number of weeks he was away, whichever is smaller. These catch-up checks require that the deadheart gangster spend a day prior to each check questioning henchmen, fellow gang members, and street informants; the information does not come without effort.

Icy Dread (Ex): At 4th level and higher, a deadheart gangster can exhibit a disquieting presence that upsets normal animals, small children, and weak creatures when he moves adjacent to them. The character may choose to turn this ability off at any time.

When the ability is active, creatures within 5 feet of the deadheart gangster that have fewer Hit Dice than the character become panicked unless they make a successful Will save (DC 12 + the deadheart gangster's Charisma modifier). Creatures with less than 1 HD are automatically affected (no save). If a creature is allowed a save and succeeds, it is unaffected. If the save fails (or if the creature has less than 1 HD), the creature is panicked for a number of rounds equal to half the gangster's class level, rounded up. If the gangster has 12 or more ranks in Intimidate, increase the save DC by 2.

Icy dread has no effect on undead, constructs, oozes, and similar mindless creatures.

Paralyzing Gaze (Su): At 5th level and higher, a deadheart gangster can effectively stare down and paralyze any creature that uses eyes to see. Doing so requires a full-round action. He can attempt it a number of times per day equal to 3 + the gangster's Charisma modifier.

TABLE 2–2: THE DEADHEART GANGSTER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+0	+2	+2	Legbreaker, streetwise
2	+1	+0	+3	+3	Man of respect
3	+2	+1	+3	+3	Informants
4	+2	+1	+4	+4	Icy dread
5	+3	+1	+4	+4	Paralyzing gaze
6	+3	+2	+5	+5	—
7	+4	+2	+5	+5	Fearsome leadership
8	+4	+2	+6	+6	Tribute
9	+5	+3	+6	+6	—
10	+5	+3	+7	+7	Crime lord

Treat the deadheart gangster's paralyzing gaze as a standard gaze attack that holds a target that fails a Will save (DC 10 + half the gangster's class level + gangster's Charisma modifier). If the save fails, the creature remains held for a number of rounds equal to the gangster's class level. If the save succeeds, the target goes unaffected.

Fearsome Leadership: At 7th level, a deadheart gangster can attract a larger than usual crowd of followers and gains stronger than usual loyalty from the ones he has. If he does not already have the Leadership feat, he gains it as a bonus feat, even if he does not meet the prerequisites. If he already has the Leadership feat, he gains a +1 bonus to his Leadership score, improving his cohort and possibly gaining additional followers.

Tribute: At 8th level or higher, a deadheart gangster receives money from those who respect him and pay him a form of criminal fealty, also called tribute, tithing, vigorish, or “the percentage” in various cants and argots. This tribute is granted for a particular community; each deadheart gangster chooses his own territory when he reaches 8th level and must successfully negotiate access to that territory (violently or otherwise) with any other deadheart gangsters, bandits, or rogues of 8th level or higher in the area. Typically, this negotiation leads to either a profit-sharing agreement, an assassination, or an offer that cannot be refused.

Once he secures access to his chosen territory, each month the deadheart gangster gains 1 percent of the gold piece limit for that community (see “Generating Towns” in Chapter Five: Campaigns of the DMG) as his share of the proceeds from all criminal activity in the city. This tribute can be reduced by aggressive action from the town watch (which cuts the amount in half), by infighting among the territory's gangs (which reduces the tribute to nothing for that month, even if the fighting lasts only a few days), or by the appearance of a rival (which either cuts into profit by means of some sharing arrangement, or results in the death of one of the claimants to the tribute).

Crime Lord: At 10th level, a deadheart gangster has such a wide range of influence in his chosen territory that he knows about most crimes committed by any rogue, bandit, or assassin in the area. Even those misdeeds not performed by criminals who work for him are immediately reported to him by a network of informers. The dead-

heart gangster may roll on the informants table on the previous page once per day rather than once per week, and he gains a +3 competence bonus on all Gather Information checks.

The crime lord's connections with fences and other shady characters give him an opportunity to buy stolen magic items for 75 percent of the usual cost. The DM still determines whether a particular item is available for purchase.

In addition, his tribute increases to 4 percent of the gold piece limit of his territory per month, though a crime lord often shares this wealth with his followers or rivals.

Finally, a crime lord acquires a special 7th-level character as a personal retainer—either an assassin, a fighter who serves as a bodyguard, a gutter mage advisor, or a shadowsworn. This retainer acts as a special cohort attracted to the crime lord's organization and serves loyally as long as the crime lord rules. Upon the crime lord's death, the follower may attempt to control the territory for himself.

FORTUNE HUNTER

Some people are born lucky. Others make their own luck. Fortune hunters depend on both kinds of providence to get ahead and have a talent for finding what others ignore, achieving what others consider impossible, and seeing what others miss. They are found everywhere, from jungles where rumors tell of golden cities, to lost tombs abandoned to their curses and their traps, to ancient temples said to hold powerful relics—anywhere there might be a big score at high risk, you'll find a fortune hunter. Most fortune hunters are invited into their secret society with a few simple rituals and a toast.

While some classes use luck as a supplement to their own skills and abilities, fortune hunters are hooked on the stuff. Their fights are often a matter of perfect timing and lucky breaks, and their discovery of clues and treasures is likewise often driven by Dame Fortune more than by hard work. Some fortune hunters work a valuable sideline in gambling, forgery, and roguish swindles; others are upright and trustworthy—but they always keep their eye on the prize. Their power comes from being in the right place at the right time, though they also have guts and common sense in abundance and use them to muddle through tough situations.

TABLE 2-3: THE FORTUNE HUNTER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+2	Narrow escape, Improved Unarmed Strike
2	+1	+0	+3	+3	—
3	+2	+1	+3	+3	Just a scratch
4	+3	+1	+4	+4	Special ability
5	+3	+1	+4	+4	Evasion
6	+4	+2	+5	+5	Fool's luck, Leadership
7	+5	+2	+5	+5	Intuition, lucky move
8	+6/+1	+2	+6	+6	Improved bluff
9	+6/+1	+3	+6	+6	Improved evasion, special ability
10	+7/+2	+3	+7	+7	Fortune hunter's lore
11	+8/+3	+3	+7	+7	—
12	+9/+4	+4	+8	+8	Slow fall 20 feet
13	+9/+4	+4	+8	+8	—
14	+10/+5	+4	+9	+9	Slow fall 30 feet, special ability
15	+11/+6/+1	+5	+9	+9	Perfect chase

Greed is a major factor in determining what races become fortune hunters. This prestige class is most popular among humans, half-orcs, gnomes, and dwarves because of their mercenary nature. Many elves and half-elves consider the class beneath them. Some halflings become fortune hunters with moderate success, though they are rarely quite as greedy or as bold as the humans who brazenly seek their fortunes. Rogues, gutter mages, and bandits often decide to become fortune hunters, throwing in their lot with Lady Luck.

Fortune hunters are adventure-seekers first, last, and always. They rob tombs, steal secret plans, recover holy relics, save villagers whose children have been enslaved, and launch rebellions when such activities might be profitable. They seek thrills, opportunity, and things previously unknown as eagerly as forgotten tombs, abandoned temples, and lost causes. While some fight for good and others are just out for themselves, all fortune hunters crave new and dangerous journeys.

Most fortune hunters are deeply superstitious; any class devoted to tomb-robbing, trickery, and plain dumb luck would be foolish to ignore the gods of luck, fortune, fate, and wealth. Many fortune hunters worship practical gods of wisdom, speed, and strength; they rely on themselves but are always happy to accept a little help.

Hit Die: d6

Luck Die: d12 (see Chapter Six)

REQUIREMENTS

Base Attack Bonus: +3

Spot: 8 ranks

Appraise: 5 ranks

Survival: 5 ranks

Luck Points: 25 or more (no penalty if points drop below 25 later)

CLASS SKILLS

The fortune hunter's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (any) (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (n/a) (Int), Spot (Int), Survival (Wis), and Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Intelligence bonus

CLASS FEATURES

All of the following are class features of the fortune hunter.

Weapon and Armor Proficiency: A fortune hunter is proficient with all simple and martial weapons, and with a single exotic weapon of the character's choice. A fortune hunter is also proficient with all light and medium armor and shields.

Narrow Escape (Ex): Once per round, a fortune hunter has a chance of avoiding any confirmed critical hit or any hit that would reduce the character to 0 hit points or less. This ability only operates if the player chooses to avoid the critical hit. Avoiding the hit requires a successful Will save (DC 10 + half the points of damage dealt). In the case of a damaging spell that would reduce the character to 0 hit points or less, this ability effectively gives the fortune hunter a second saving throw.

A successful narrow escape costs 1 luck point (see Chapter Six). No luck is lost if the attempt fails.

Improved Unarmed Strike: Fortune hunters are good with their fists and sometimes have a history of brawling. A fortune hunter gains Improved Unarmed Strike as a bonus feat, even if he does not meet the prerequisites. If he already has this feat, he gains

Endurance instead. Should the character already have both feats, he gains no benefit from this class feature.

Just a Scratch: Beginning at 3rd level, the fortune hunter's wounds are never as bad as they first appear. The fortune hunter can always heal a number of hit points equal to his class level immediately after an encounter in which he lost more than that number of hit points.

Special Ability: At 4th level and every fifth level thereafter (9th and 14th), a fortune hunter gains a special ability of his choice from among the following options. Some options may be taken more than once.

Eye Strike (Ex): A fortune hunter who rolls a critical threat may try to blind an opponent instead of increasing his damage. To do so, the fortune hunter replaces the roll to confirm the critical hit with an eye strike attack roll against his foe, using the foe's normal Armor Class. If this attack roll fails, the fortune hunter deals no damage on the attack.

Should the eye strike attack succeed, the target is entitled to a Reflex save (DC 10 + half the fortune hunter's class level). If the save succeeds, the target suffers the minimum damage for the attack, as if the fortune hunter had rolled a 1 on all damage dice (including sneak attack damage).

If the save fails, the fortune hunter deals normal damage (no doubling or tripling from critical damage, and no sneak attack bonuses) and injures the eyes or eyelids of his target enough to prevent normal vision temporarily. The opponent is blinded for 2d4 rounds, loses his Dexterity bonus to Armor Class, suffers a 50 percent miss chance on attack rolls and cannot make attacks of opportunity. The loss of sight can be restored before its normal duration ends by regeneration, a *cure* spell, or natural healing sufficient to offset the damage from the attack.

A fortune hunter can make eye strike attacks only against living creatures with discernible eyes—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to eye strike attacks. The fortune hunter must be able to see the target well enough to pick out its eyes and must be able to reach them; Large creatures that are tall may be able to avoid an eye strike by a melee weapon due to their relative height. A fortune hunter cannot make an eye strike against a creature with concealment or one whose eyes are beyond reach. Creatures with multiple heads or more than two eyes, such as ettins, chimeras, and eye tyrants, can be blinded more than once, but each success affects only one head or eyestalk.

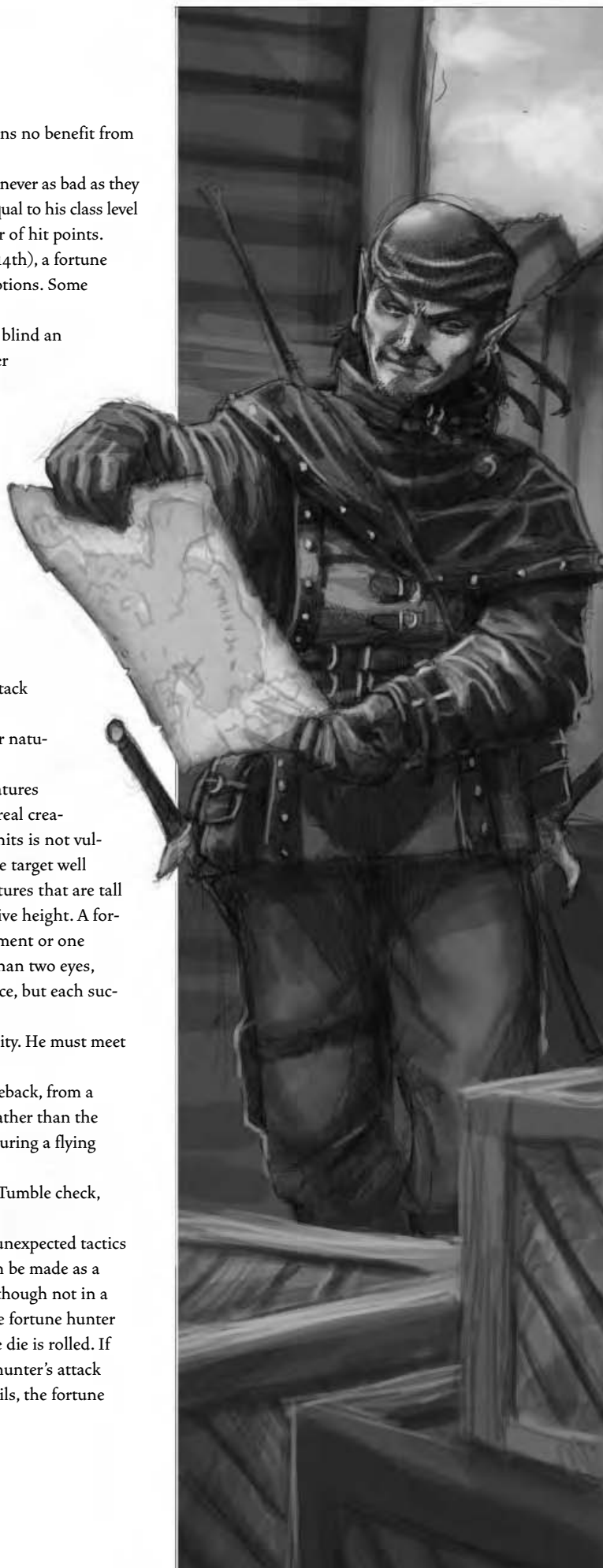
Feat: A fortune hunter may gain a bonus feat in place of a special ability. He must meet all the prerequisites for the bonus feat.

Flying Charge (Ex): When a fortune hunter makes a charge from horseback, from a jump, or from a swinging rope, he gains a +4 bonus on the attack roll rather than the usual +2 bonus. A fortune hunter suffers a -4 penalty to Armor Class during a flying charge.

The charge, jump, or rope-swing attack may require a Ride, Jump, or Tumble check, depending on circumstances.

Low Blow (Ex): A fortune hunter can use dirt, sticks, a kick, or other unexpected tactics to gain a sudden advantage during melee combat. A low blow attack can be made as a standard action whenever the fortune hunter attacks a flat-footed foe (though not in a flanking attack). The low blow attack is rolled as an unarmed attack; the fortune hunter must declare the attack as a stunning attempt or trip attempt before the die is rolled. If successful, the opponent suffers the minimum damage for the fortune hunter's attack and is left either stunned for 1 round or prone. If the low blow attack fails, the fortune hunter inflicts no damage.

Attempting a low blow does not provoke an attack of opportunity.



Lethal (Ex): A fortune hunter can make a critical hit count for more with one designated type of weapon with which he is proficient, such as a longsword or a rapier. When a fortune hunter confirms a critical hit with the selected weapon, its critical multiplier increases by 1. Instead of $\times 2$ for a longsword, for example, he inflicts $\times 3$ normal damage on a critical hit with that weapon. Likewise, with a greataxe, he inflicts $\times 4$ instead of $\times 3$. When unarmed, he always inflicts $\times 3$ instead of $\times 2$.

The benefit of this ability does not stack with the ability of a keen weapon, but it does stack with the Improved Critical feat.

Opportunist (Ex): Once per round, a fortune hunter can make a melee attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the fortune hunter's attack of opportunity for that round. Even a fortune hunter with the Combat Reflexes feat can't use the opportunity more than once per round. The fortune hunter must be threatening his opponent to use the ability.

Two-Fisted Mayhem (Ex): The fortune hunter is an expert brawler. He inflicts 1d3, 1d4, or 1d6 points of damage as a Small, Medium-size, or Large fortune hunter. This base damage increases by +1 for every five class levels the fortune hunter has.

Evasion (Ex): From 5th level, a fortune hunter can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. The fortune hunter can use evasion only if he wears light armor or no armor. A helpless fortune hunter does not gain the benefit of evasion.

Fool's Luck (Ex): At 6th level and higher, a fortune hunter exudes luck and confidence. For 1 round after he activates this ability as a free action, the fortune hunter is entitled to two rolls instead of one for every attack roll, opposed check, skill check, or saving throw he makes, keeping the higher roll. He may use this ability three times per day.

If a fortune hunter spends a luck point to reroll an attack roll, opposed check, skill check, or save during a round when this ability is active, he rerolls with two dice instead of one (see Chapter Six).

Leadership: At 6th level, a fortune hunter gains Leadership as a bonus feat, even if he does not meet the prerequisites. If he already has Leadership, he gains a +1 bonus to his existing Leadership score.

Intuition: At 7th level, a fortune hunter gains a sense of what to do in any given situation. He can improvise the right solution to most problems faster and more often than almost anyone else. In game terms, the player can ask the DM to modify a roll three times per game session, with regard to any problem. This substitution should always be tied to a game mechanic, such as:

- Rerolling a botched skill check with a second, related skill. For instance, after failing a Bluff check, the fortune hunter may immediately use his intuition ability to make a Diplomacy check. The first, failed check is ignored.
- Changing the last move action in progress, such as changing running movement down a hallway into a Climb

check when the fortune hunter discovers a nest of snakes in the hall.

- Substituting a skill check for a saving throw, such as making a Jump check to get over a pit instead of a Reflex save to avoid it, or using a Survival check instead of a Fortitude save after eating poisonous berries.

An especially generous DM may choose to have the intuition ability grant hints to the character as well. These hints should always allow the fortune hunter both a chance at success and maximum peril on the way to that success.

Lucky Move: At 7th level or higher, a fortune hunter can reroll any initiative check by spending a luck point. He keeps the higher roll.

Improved Bluff: At 8th level and higher, a fortune hunter can more effectively bamboozle a creature with which he shares a language. He can use a Bluff check (opposed by the viewer's Spot check) to don a disguise in a single round by changing his posture and a single article of clothing. He can also make his way past checkpoints with a Bluff check (opposed by the guards' Sense Motive check), even in situations when one would not normally be allowed.

Improved Evasion: At 9th level, a fortune hunter gains the improved evasion ability. This ability works like evasion, except that while the fortune hunter still takes no damage on a successful Reflex saving throw against attacks, henceforth he takes only half damage on a failed save. A helpless fortune hunter does not gain the benefit of improved evasion.

Fortune Hunter's Lore: At 10th level and higher, a fortune hunter may make a special fortune hunter's lore check with a bonus equal to his class level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or important places. (A fortune hunter with 5 or more ranks in Knowledge [history] gains a +2 bonus on this check.)

A successful lore check will not reveal the powers of a magic item but may give a hint as to its general function. A fortune hunter may not take 10 or take 20 on this check; this sort of knowledge is essentially random (see "Bardic Knowledge" in Chapter Three: Classes of the *Player's Handbook*).

DC	Type of Knowledge
10	Common, known by at least a substantial minority; common legends of the local population.
20	Uncommon but available, known by certain people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Slow Fall (Ex): At 12th level and higher, a fortune hunter within arm's reach of a wall can use it to slow his descent. With this ability,

he takes damage as if the fall were 20 feet shorter than it actually is. The fortune hunter's ability to slow his fall (that is, to reduce the effective distance of the fall while next to a wall) improves to 30 feet at 14th level.

Perfect Chase: A fortune hunter who attains 15th level is always fortunate during a chase (whether he is pursuing or being pursued). A boat is available when he leaps from a bridge, a rope awaits at every chasm, and so forth. Whether his Jump, Climb, and Use Rope checks succeed, of course, is another matter entirely.

SILVERTONGUE CHARMER

Some rogues are talkers. The silvertongue charmers raise the art of conversation to such a high level that they talk most other creatures into doing their work for them; they are relentlessly social creatures. They are typically found in urban centers full of people, especially in castles, courts, palaces, taverns, fairs, tournament grounds, and markets.

A silvertongue charmer specializes in using her steady patter to directly influence those around her and has access to a range of enchantments and charms. Charmers combine a wide range of information with flattery and insight into what others want in order to steer events their own way. Their power lies not in combat or even primarily in magic; instead, they succeed or fail based on their persuasiveness and their network of contacts.

A silvertongue charmer believes so strongly in what she is saying that she sometimes becomes caught up in her own web of words, unable to distinguish between what she says or believes and the real world around her. If she says something, it is so. For this reason, when a silvertongue charmer swears a great oath, she usually does not break it—sometimes to other people's great surprise. This doesn't mean that charmers are trustworthy; what they say one day, they may change the next. "I will follow you to the ends of the earth" may turn into "I think you'll have to visit that dragon lair without me" without any real sense of contradiction in the charmer's mind.

This prestige class is most popular among humans and elves who rely heavily on Bluff, Diplomacy, and the power of performance, especially bards, rogues, and aristocrats. Some sorcerers find themselves drawn to it as well.

Hit Die: d4

Luck Die: d8 (see Chapter Six)

REQUIREMENTS

Bluff: 8 ranks

Diplomacy: 5 ranks

Sense Motive: 5 ranks

CLASS SKILLS

The silvertongue charmer's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Perform (any) (Cha), Profession (any) (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 6 + Intelligence bonus

CLASS FEATURES

All of the following are class features of the silvertongue charmer.

Weapon and Armor Proficiency: A silvertongue charmer gains no additional proficiency with any weapons or armor.



TABLE 2-4: THE SILVERTONGUE CHARMER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day
1	+0	+0	+2	+2	Fast talker	+1 level of existing class
2	+1	+0	+3	+3	Discern lies	—
3	+1	+1	+3	+3	Master of rhetoric	+1 level of existing class
4	+2	+1	+4	+4	Enthrall	—
5	+2	+2	+4	+4	Confidence	+1 level of existing class
6	+3	+2	+5	+5	Smooth talk	—
7	+3	+3	+5	+5	Arcane voice	+1 level of existing class
8	+4	+3	+6	+6	Snake charm	—
9	+4	+4	+6	+6	Temptation	+1 level of existing class
10	+5	+4	+7	+7	Greater truth	—

Spells: When a silvertongue charmer who was formerly an arcane spellcaster gains a level in the class, she gains new spells per day (and spells known, if applicable) as if she had gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained.

A silvertongue charmer casts arcane spells much like a bard. In fact, the spell list for the class is the same as the bard spell list.

Characters who enter this class without any previous spellcasting experience uses Table 2-5: Charmer Spell Advancement (see next page) to determine how many silvertongue charmer spells (i.e., bard spells) they can cast each day.

The key ability for the class' spellcasting is Charisma. To cast a spell, a silvertongue charmer must have a Charisma modifier at least equal to the spell's level. A charmer's bonus spells rely on her Charisma, and saving throws against her spells have a DC of 10 + spell level + her Charisma modifier.

A silvertongue charmer is limited to casting a set number of spells of each level per day, but she need not prepare them in advance. The number of spells she can cast per day is improved by bonus spells based on her Charisma score even if she was previously a wizard.

Fast Talker (Ex): A silvertongue charmer can confuse and delay anyone she talks to and often leaves other individuals in such a state that they need a bit of time to recover. This ability functions only when one or more creatures willingly listen to what the charmer has to say; thus it does not work in combat. The targets are not hostile while the charmer continues speaking and for 1 round after she stops.

Listeners are allowed a Will save to resist (DC 10 + half the charmer's level + her Charisma modifier). A successful save means that the target sees through the charmer's web of confusion and remains unmoved. Failure means the target is effectively dazed for a full round.

Discern Lie (Sp): At 2nd level or higher, a silvertongue charmer can use *discern lies* at will three times per day. This effect is equivalent to the spell cast by an arcane caster of the charmer's class level.

Master of Rhetoric (Ex): At 3rd level, a silvertongue charmer can use Diplomacy to sway large crowds (rather than just individuals) to undertake a particular course of action. To do so, she must speak to the listeners uninterrupted for at least one minute in a language they understand. This time allows the charmer to sway the crowd through sheer force of personality.

The charmer must make a Diplomacy check for this ability to succeed, as described in "Influencing NPC Attitudes" (*Player's Handbook*, Chapter Four: Skills), and using any applicable modifiers from the table below. At the end of the charmer's speech, the crowd may or may not decide to adopt the charmer's suggested course of action, but their attitude will be no worse than indifferent. If the charmer succeeds, a number of audience members equal to three times her class level becomes helpful.

Diplomacy Circumstance	DC Modifier
One or more skills in the crowd support you*	-2/skill, max. -10
Charmer has bad reputation	+2
Target of violent action is popular	+5
Target of violent action is hated	-5
Action requires petty cash or common goods from crowd	+2
Action requires weapons or valuables from crowd	+5
Crowd is already violent toward the character	+10

* Skills are not automatically successful; each one must have ranks in either *Bluff* or *Diplomacy* and must succeed at a skill check (DC 15) to add the skill modifier to a charmer's attempt.

Enthrall (Sp): At 4th level or higher, a silvertongue charmer can keep an audience listening for as long as she keeps talking. The crowd ignores most external sights and sounds while listening, as in the *enthrall* spell. This may affect a number of listeners equal to the charmer's class level. Listeners are entitled to a Will save (DC 10 + half the charmer's class level + Charisma modifier); those who succeed can ignore the charmer's voice and wander off.

Confidence (Ex): At 5th level and higher, a silvertongue charmer exudes an aura of confidence and trustworthiness. If she can talk to any creatures she meets for at least a full round, they generally

react with less hostility and resentment than normal. Creatures within a 20-foot radius suffer a –2 circumstance penalty to Will saves while in the charmer's presence. This ability is language dependent and does not function in combat.

Creatures with an Intelligence or Wisdom score of 6 or lower are affected by the charmer's confidence as if a *charm monster* spell had been cast on them. Affected creatures are entitled to a Will save (DC 10 + half the charmer's class level + her Charisma modifier); if this save succeeds, the creature goes unaffected by the aura of confidence. This effect lasts only so long as the charmer does not injure, insult, or abuse the creature, or leave its presence for more than a minute. If the charmer attacks the target creature, the effect ends immediately.

Smooth Talk (Sp): When she reaches 6th level, a silvertongue charmer's words have become powerful enough to hold a magical appeal for others. This effect acts as a *suggestion* spell with a caster level equal to the charmer's class level; she can use the ability three times per day. The suggestion typically involves convincing creatures that something is not at all what it seems. A peasant is truly a king's lost son, or a bag of beans is magical, or a writ of arrest is really a scroll of commendation and credit. The target of such an attempt is entitled to a Will save (DC 14 + the charmer's Charisma modifier).

Arcane Voice (Su): At 7th level, a silvertongue charmer can dispense with material components entirely, instead using just her voice and somatic gestures for any spell she casts once per day. This includes the ability to ignore material components that have monetary value; however, material components costing more than 100 gp can be dispensed with only if the charmer makes a successful Fortitude save (DC 12 + spell level). For spells with components worth 1,000 gp or more, the DC of this save becomes 20 + spell level. If the save fails, the spell fails, and the charmer loses the spell slot for the day.

Snake Charm (Su): When she attains 8th level, a silvertongue charmer's stare becomes hypnotic and keeps others entranced. The charmer's eyes can produce a gaze attack that holds the attention of one living creature that meets her stare; undead and constructs are immune. The charmer may affect any target creature within 10 feet by taking a full-round action to lock onto it with her stare. The target must make a Will save (DC 10 + half the charmer's ranks in Intimidate + her Charisma modifier). If the save fails, the creature stares, unable to break away, and is dazed for that round. If the save succeeds, the creature can look away, and the charmer may not attempt another snake charm against it for 24 hours.

While locked in a staredown, both charmer and the creature are effectively dazed. The target is entitled to another Will save next round to break the staredown, but the charmer may break it at any time. If she does so, the creature immediately becomes free to act.

Temptation (Sp): At 9th level, a silvertongue charmer gains the ability to cast *charm monster* as a language-dependent magical effect once per day. A silvertongue charmer can keep multiple creatures or monsters enchanted this way (a number equal to her Charisma bonus), but if she charms more than one such creature, the others grow jealous and will fight one another within 1d4 hours.

Each time this ability is used, there is a 5 percent cumulative chance that the charmer becomes ensnared in her own temptation and falls prey to a fit of narcissism, staring into a mirror or other reflecting surface, or gazing at her body in self-absorbed fascination for 1d4 rounds. When the charmer falls victim to this narcissism, the cumulative percentage chance resets to 0 and increases normally again as above.

Greater Truth (Su): At 10th level, a silvertongue charmer can make entire groups of listeners believe any lie passionately and without hesitation. They may believe there is a bridge where none exists, or that a particular creature has insulted the king, or that their gold is cursed to bring them bad luck. The lie can be as outrageous as day turning to night, and the listeners will believe it and do their best to act accordingly.

This ability, usable once per day, can affect a number of creatures equal to 10 + the charmer's Charisma bonus. Each listener is entitled to a Will save (DC 10 + half the charmer's class level + her Charisma bonus). If the save succeeds, the listener sees right through the attempt, though this does not prevent other creatures from believing in the greater truth the charmer has described for them. The effect lasts for one hour, at which point the creatures realize they have been duped.

SPELL ADVANCEMENT

While the silvertongue charmer prestige class generally advances the spellcasting ability of a character as if she had continued with a former class, a charmer who begins without any arcane spell access gains spells as shown in the spell advancement table below.

Silvertongue charmers who already have access to arcane spells on their own gain additional access to the bard spell list, but do not gain the extra spells from Table 2–5.


TABLE 2–5: CHARMER SPELL ADVANCEMENT

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

* Charisma bonus spells only. If no bonus, no spells are gained at this level.

Sneakier Attacks

In this chapter you'll find ways to turn standard roguish sneak attacks into something more, combining them with intimidation, range, and treachery.



To some, the sneak attack is the essence of the rogue—the right strike at the right time, rather than a blow that connects with sheer brawn behind it. While the rules for sneak attacks cover the most common uses of this ability, this chapter presents some additional ways to strike when least expected. It expands upon sections of the core rules that are not covered in detail, and changes some core rules to make them consistent with other rules presented in this book.

RANGED SNEAK ATTACKS

Typically, one makes a sneak attack with a melee weapon, but the standard rules support sneak attacks using ranged weapons as well, as long as the target is within 30 feet. This might be acceptable for weapons with long-range accuracy, but many weapons are far more variable than this rule suggests. The substantial difference between, say, a dagger and a heavy crossbow, is best represented by using ranged sneak attack rules appropriate to each weapon, based on its range increment and whether the target is moving or stationary.

MOVING AND STATIONARY TARGETS

The standard rules for ranged attacks do not distinguish between moving targets and stationary targets, but anyone who has attempted to fire an actual ranged weapon will understand the difference between the two kinds of targets.

For game purposes, a stationary target is one that has remained still by sitting, lying prone, or standing in a single location for 2 rounds or more without taking a move action. This amount of time is long enough for a skilled archer or sneak attacker to optimize a shot. A creature usually must be unaware of danger to be considered stationary. No target remains stationary after the first shot is loosed against it, whether or not the attack hits; any target becomes a moving target—assuming it's capable of moving—as soon as someone shoots at it.

A moving target is equivalent to the standard sort of target covered by the existing game rules. Creatures that are walking, running, in melee combat, or otherwise adjusting their position each round are all considered moving targets, even if they do not use their full movement allowance each round.

The key difference between attacks against stationary targets and moving targets is distance; a ranged sneak attack can cause

damage out to a longer range if the target remains stationary and in plain sight. Targets sitting astride a horse or being carried on a litter count as moving, even though the mounts and bearers are taking the move actions.

To deal damage to a moving target, one must make a ranged sneak attack from a distance equal to or less than the weapon's range increment (due to the requirement for accuracy), if that range increment is 30 feet or less. A weapon with a longer range increment can be used to sneak attack a more distant target, reflecting the better accuracy of these weapons. The maximum range in such a case is equal to 30 feet + half the difference between 30 feet and the weapon's range increment. For instance, a rogue can use a light crossbow (range increment 80 feet) for a ranged sneak attack out to 55 feet (30 feet + half of 50 feet).

Against a stationary target, one can use any weapon for a sneak attack against a target up to 30 feet away. More accurate ranged weapons can hit a stationary target out to a distance equal to the weapon's range increment or 100 feet (whichever is less).

Table 3–1 on the next page provides these maximum range figures for all the ranged weapons in the *Player's Handbook* that deal hit point damage.

SNEAK ATTACK TO DISARM OR SUBDUE

Not every rogue is a would-be assassin, and not all sneak attacks are meant to kill their targets. A sneak attack may be intended merely to startle, disarm, or capture its target.

A character with the sneak attack ability who also has the Improved Disarm feat may attempt to disarm as part of a sneak attack with the usual +4 bonus on the opposed attack roll, but does not deal damage if he wins the opposed roll.

Sometimes, the intent of a sneak attack is to subdue a target rather than injure it. In such a case, a character with the sneak attack ability can make a sneak attack that deals nonlethal damage if he uses a sap (blackjack) or an unarmed strike. He cannot use a weapon that deals lethal damage to deal nonlethal damage on a sneak attack, not even with the usual –4 penalty on the attack roll, unless the weapon is a bludgeoning weapon such as a club, mace, or staff.

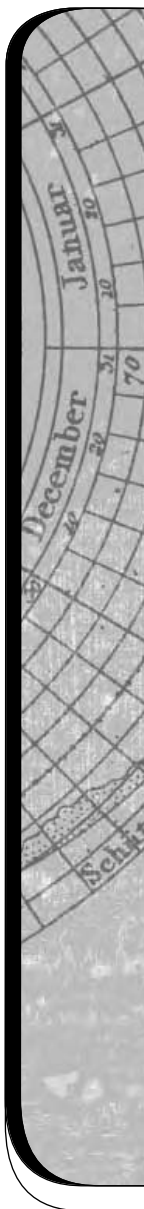


TABLE 3-1: RANGED SNEAK ATTACKS

Weapon	Moving Target Max. Range	Stationary Target Max. Range
Axe, throwing	10 feet	30 feet
Bolas	10 feet	30 feet
Crossbow, hand	30 feet	30 feet
Crossbow, heavy	75 feet	100 feet
Crossbow, light	55 feet	75 feet
Crossbow, repeating heavy	75 feet	100 feet
Crossbow, repeating light	55 feet	75 feet
Dagger	10 feet	30 feet
Dart	20 feet	30 feet
Club	10 feet	30 feet
Hammer, light	20 feet	30 feet
Javelin	30 feet	30 feet
Longbow	65 feet	90 feet
Longbow, composite	70 feet	100 feet
Sai	10 feet	30 feet
Shortbow	45 feet	55 feet
Shortbow, composite	50 feet	60 feet
Shortspear	20 feet	30 feet
Shuriken	10 feet	30 feet
Sling	40 feet	50 feet
Spear	20 feet	30 feet
Trident	10 feet	30 feet

SILENT SNEAK ATTACK

On many occasions, it's more important to be silent than to be deadly. In these cases, a rogue often will creep up to a foe and either grab his mouth or neck, or threaten to slash his throat. In some cases, magic will be used instead of Hide and Move Silently to place the rogue in a position to enforce silence; the effect is the same regardless of how the rogue gains the drop on his foe.

Making a silent sneak attack requires combining the use of a light bladed weapon with a successful grapple attempt (to place the blade in a threatening position) and an Intimidate check opposed by the target's Bluff check (the attacker gains a +4 circumstance bonus on this check). If both of these succeed, the attacker's threat of extreme damage makes the victim give in, enabling the attacker to tie him up, knock him out, or otherwise incapacitate him.

Should the grapple attempt fail, the attacker may still try to win an opposed Intimidate/Bluff check, but he must take a -4 circumstance penalty on the check. If this check fails, combat proceeds normally. If this check succeeds, the attacker has his victim cowed, and the victim gives in without further resistance.

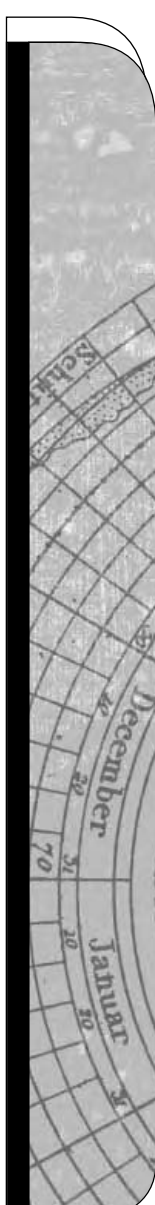
TRAITOROUS SNEAK ATTACK

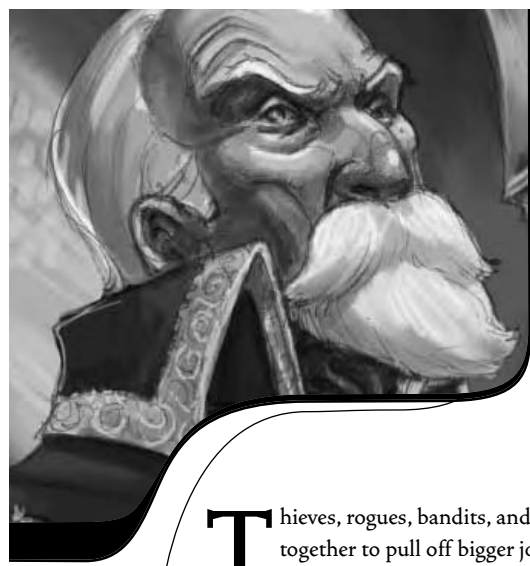
Usually a rogue seeking to make a sneak attack does so by staying out of sight until the blow is struck. However, some rogues,

particularly members of the silvertongue charmer prestige class (see Chapter Two), can walk right up to a victim and make a surprise attack while keeping a smile on their faces. This ploy is called a traitorous sneak attack, and it involves the use of social skills as well as melee skills.

One must meet two conditions to succeed at a traitorous sneak attack: hiding one's weapon and obscuring the intention to attack. Keeping a weapon hidden until the crucial moment requires a successful Sleight of Hand check opposed by the target's Spot check. Keeping the target from guessing the attacker's true intentions requires a successful Bluff check opposed by the target's Sense Motive check. If this second check fails, the target senses that something is wrong and becomes suspicious of the attacker, though he does not necessarily see the threat of a blade. If the attacker pulls his weapon while behind the victim or otherwise out of the victim's line of sight, only the Bluff check opposed by the target's Sense Motive check is required. However, if other people are present, they are entitled to Spot checks to notice the weapon and may warn the victim.

While the need for two checks means that the target has two chances to avoid a sneak attack, the conditions of a traitorous sneak attack usually mean that the target is flat-footed and not wearing armor. In most cases, sneak attacks by seduction are made as part of a larger effort to convince a target to retire to a private place where armor can be removed.





Gangs and Guilds

This chapter gives you the lowdown on initiations, costs, and stat blocks for guilds of all types, from the public to the secretive. It also provides two sample guilds, ready to run.

Thieves, rogues, bandits, and rascals of all kinds gather together to pull off bigger jobs, to find a patsy, to brag to their peers, to fence goods, and just to find someone who both understands and appreciates their triumphs. As a result, street gangs, city guilds, secret societies, bardic colleges, and roguish conspiracies are all common in civilized lands large enough to support a criminal population. This chapter deals with these organized rogues.

GUILD STATISTIC BLOCKS

Rogues' guilds vary in size and purpose, from small gangs to powerful conspiracies that span continents. The guild statistics block is intended to summarize the power and influence of a particular guild in a succinct way. The following elements make up such a block. (For sample guilds, turn to page 34.)

Secrecy: Not all guilds are known to the public, and even among secret guilds, there are different degrees of obscurity. A guild is categorized as public, open, or secret.

Public guilds are known to almost everyone, and their headquarters are marked with a sign known to members and non-members alike. They may not seek attention, but they do not hide themselves, either. Their presence in a city is easy to learn about, as are most of its members. A successful Gather Information check (DC 11) is enough to reveal a public guild's place of operation.

Open guilds are known among most rogues, but not among the public at large. Their buildings are not marked and often are guarded against any visitors other than members. Finding out about such a guild requires a successful Gather Information check (DC from 14 to 19) plus a little bit of fast talking or bribery to get in the door.

Secret guilds are not known to the public or to most members of the underworld. Their headquarters are obscure, unmarked, guarded, and often concealed behind a façade of some other business, building, or a "cover" organization (such as a charity, a noble's club, or a merchant's guild). Just finding a contact who knows anything about a secret guild requires a successful Gather Information check (DC 20+), followed by persuasion or threats, as reflected in a successful Diplomacy or Intimidate check (DC 22+), to get the contact to talk. Gaining an audience with members of a secret guild is rarely accomplished on their territory; more often, asking about a secret guild eventually gets the guild's attention (sometimes weeks or months later). The secret society usually sends someone it

trusts to approach the snooper and find out whether he presents a threat or an opportunity.

Strictness: Some guilds are much friendlier and more accepting than others; their degree of strictness varies from soft to rulebound to strict to harsh.

The most relaxed guilds are referred to as *soft guilds*. They tend to be those involved in less dangerous activities, led by good- or neutral-aligned patrons, and with few punishments for failure. Even the most heinous betrayal of the guild tends to result in exile and removal from the guild rather than retribution.

Far more common are *rulebound guilds*, which have a code of expected behavior and punishments. Fines and extra duties are more common than physical punishment or magical penalties for failure, but rulebound guilds do discipline those who fail in their duties.

One step more rigid are the *strict guilds*. These organizations typically enforce a chain of command, such as initiate, apprentice, journeyman, senior master, and guildmaster. Punishment for failure may take the form of a beating, time in a cell, or a magical effect such as a *charm* or other enchantment commanding future obedience.

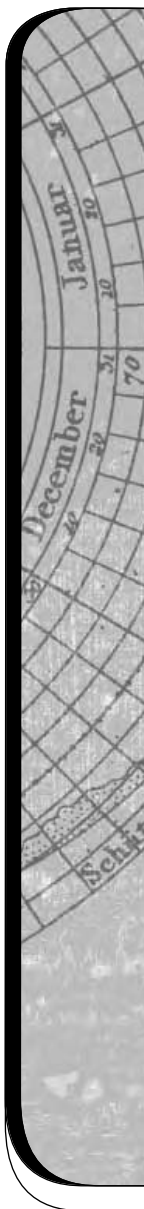
The most organized and hierarchical guilds are referred to as *harsh guilds*. They are uncompromising in their conditions, guidelines, and code of behavior, with severe physical penalties for failure. These military societies, assassins' guilds, and other types of very restricted guild are typically lawful or evil in their outlook. Typical punishments include flogging, ritual scarring, beatings by fellow guild members in a gantlet, or the loss of an eye, a hand, or a finger.

Size: Every guild is also categorized by the size of its membership, being either a gang (2–12 members), band (13–40), company (41–100), guild (101–300), major guild (301–900), or society (901+). When a guild is located in a particular village, city, or nation, that location is also listed here. The exact membership appears in the Members section, with a racial profile.

Purpose: Just as important as a guild's size and level of secrecy is its purpose. The most common purposes a guild could have are described here, though others are certainly possible.

Assassins are hired killers, a guild devoted to mayhem more than most. They kill for profit, for politics, or both. Most *assassins' guilds* are strict.

Beggars depend on the charity of others, but they do form guilds among themselves to regulate districts and income among their members. Most *beggars' guilds* are rulebound.



A Brief Guide to Thieves' Cant

Many thieves, rogues, and gamblers have their own slang or argot, also called thieves' cant. The samples provided here are taken from terms used by 18th-century British thieves, a form of jargon that works fairly well for English speakers.

Arrested: boned, hooked, pulled, roasted, snapt, touched

Bandit: colt, high pad, knight of the road, land pirate, rank rider

Beggar: rattling mumper, ruffler

Begging: maunding

Booty: quota, swag, whack

Bribe: dawb, grease, hush money, sop

Brothel: academy, nunnery, snoozing ken

Call for the watch: cry beef

City watchman: bandog, bus napper, bus napper kenchin, harman, myrmidon, night magistrate, pig

Cloak: calle

Club: jordain, oaken towel

Coin (counterfeit): button, dump

Con: amuse, bilk, fob, fun, fuzz, hood-wink, sham

Con man: amuser, jack in a box, needle point, nip, sharper

Counterfeiter: figure dancer, queer bit maker

Counterfeiting: drawing the king's picture, sweating

Courthouse: nubbing ken

Criminals being punished:

- Being transported: barrow man, lag
- In stocks: babes in the wood, nappered, overseer
- With hands burned: badge, characterized

Crowbar: Bess, Betty, ginny, jemmy

Danger: lay

Day: lightmans

Death sentence: cramp word

Dog: bufe

Drunk: clear

Escape: bing, burning the ken, hike, rub

Follow: drag

Fool: Ben, cullability, gudgeon, gull, milch cow, pigeon, queer

Gallows: chatts, deadly nevergreen, leafless tree, morning drop, new drop, nubbing cheat, three legged mare, three legged stool, topping cheat

Gambling den: hell

Gang: birds of a feather

Gypsies: cattle, moon men

Good: bene, rum

Hanged: acorn, artichoked, beilby's ball, cry cockles, cropped, dangled, frumma-gemmed, hearty choked, hempen fever, ironmonger's shop, jammed, leaf, noozed, nubbing, scragged, stretched, swing

Hangman: Jack Ketch, Ketch, nubbing cove, sheriff's journeyman, topping cove, turned off

Hideout: dive, fencing ken, flash ken, stalling ken, stop hole abbey, stuling ken

Highway robbery: recruiting service

Hit: click

Honest man: cull

House: ken, panny

Housebreaker: cracksman, draw latch, rusher

Inform: cackle, long tongued, nose, office, peach, rat, sing

Judge: beak, fortuneteller, queer cuffin

Kill: crash, use up

Lantern: darkee, glim

Lawyer: black box, cursitor, petty fogger, puzzle-case

Lead: moss

License: jukrum

Lie: amuse, gamon, palaver

Lock pick: charm, dub, kate, screw

Lock picker: gilt

Lock picking: black art, dub lay

Man: cove

Madam of brothel: abness, aunt

Money: caravan, iron, king's pictures, plate, pony, rag, ready, rhino, ribbin, wedge

Mugger: ding boy

Murder: hush

Night: darkman

Oath: cap, earnest, rap (false), salmon

Pickpocket: autem divers, bung nipper, buzman, foyst, natty lad, nypper, reader merchants

Picking pockets: dive, figging law, forking

Pocket: cly

Priest: autem bawler

Prison: bilboes, boarding school, porridge, pound, queer ken, quod, repository, sheriff's hotel, shop, spring-ankle warehouse

Prison ship: floating hell

Prisoner: jail bird, queer birds

Prostitute: aunt, bat, bawd, buttock and file, cattle, fen, laced mutton, public ledger, queer mort, tail

Purse: boung, dummee, reader

Rich: equipt, oak

Ring: jem, onion

Shackles: darbies, king's plate, ruffles, slang

Staff: jordain

Steal: bite, bite the blow, cloy, curbing law, heave, hoist, lift, nim, prad lay

Stocks: Bilboes, parenthesis, penance board, wooden ruff

Stolen: ard, made

Swap: bug, ring the changes

Tavern owner: beggar maker

Theft: game

Thief: angler, ark ruffian, bawdy basket, blue pigeon, bubber, bufe napper, bung nipper, buzman, canter, canting crew, Captain Sharp, clank napper, cloyes, cracksman, draw latch, dromedary, fagger, fidlam ben, filcher, footpad, foyst, gallows bird, gilt, glazier, kiddey, little snakesman, lully prigger, made man, moon curser, napper of naps, natty lad, nypper, old hand, pad borrower, poulterer, prigger, queer cove, reader merchant, resurrection man, rover, sneak, swaddler, tayle drawer, waterpad, whip jack

Thief (head): Arch Rogue, Dimber Damber, Prince Prig, Upright Man

Thieves' cant: flash lingo, gibberish, patter flash

Victim: content, provendor

Whipping: air and exercise, cly the jerk, hue, teize

Whipping post: jigger

Widow: ace of spades, hempen widow (if husband was hanged)

Witness (false): affidavit man, knight of the post

Woman: mort, mot

Wound: beef

Sources:

Dictionary of the Vulgar Tongue: A Dictionary of Buckish Slang, University Wit, and Pickpocket Eloquence, London, 1811 (based on a version by Captain Grose, 1785).

The Penguin Dictionary of Historical Slang by Eric Partridge (for some pre-WWI terms).

Cultists form a *religious guild* or sect that bands together as part of the worship of a particular god.

Highwaymen are members of a brotherhood that robs (and sometimes kills) travelers. Many *highwaymen's guilds* are soft in strictness, simply exiling those who do not fit in.

Jobbers are a type of city guild run for profit only; all other concerns are secondary. A stat block should include a list of the organization's primary money-making activities, such as counterfeiting, extortion, gambling, prostitution, theft, or the like.

Rebels are just that—peasants or others seeking to overthrow their lords. A guild made up of *rebels* may include assassins, smugglers, or brigands all with their own immediate goals, but the group's main objective is always the end of a particular priest's or noble's rule of their region.

Smugglers form guilds devoted to the task of moving goods and people into and out of certain territories for profit, by evading laws, taxes, and tariffs established by a king or other ruling power. Most *smugglers' guilds* work along a natural border such as a coastline, or they bring goods into or out of a city in defiance of the law.

Alignment: Most rogues' guilds tend toward either evil or chaos, though guilds of any alignment are possible in theory. Lawful evil guilds are both efficient and ruthless, and thus tend to survive longer than most. Only a few guilds are good-aligned.

Cash Limit: Most guilds are in the business of both buying and selling services (see Table 4–1: Guild Services Rates). The maximum amount of money available to the guild to purchase goods appears next in the stat block. For transactions of greater value, the sellers need to gain an audience with one of the guild's leaders.

Assets: This shows the amount of cash available if the entire guild's holdings, both as a group and individually, were added up. All of a guild's assets are rarely found in a single location.

Initiation: A cost in gold or magic items, or a task from the list below, is usually required before an applicant is accepted as a full guild member. Honorary members are not required to undergo an initiation. In many guilds, more than one type of initiation is required, such as a vigil followed by a trial by fire for a highwaymen's guild, or an apprenticeship followed by the commission of a crime for a smugglers' guild.

Apprenticeship initiations require a payment of a fee and then a course of study under a guild master.

Bloodline initiations are only used for those who are born into the guild, or those who marry a member.

Crime initiations require that the initiate commit some sort of illegal act.

Membership approval initiations are tryouts; candidates are accepted on a temporary basis, as novices, and slowly indoctrinated into the guild's secrets, plans, and methods. At a certain stage, the candidate is usually either fully accepted into the society ("made" or "sponsored" by a higher-ranking member) or blackballed and dismissed. A skill check Difficulty Class or a minimum skill rank requirement is often included in the listing.

Quest initiations require a member to perform a specific task for the good of the guild. This can be as simple as a burglary or a

prison break, or it may require a long trek to retrieve a sacred object, assassinate a powerful leader, or the like.

Trial by fire initiations require a candidate to show his or her physical speed, fortitude, or strength of will, with tests such as walking on hot coals, snatching a dagger in mid-flight, or standing in freezing water for hours. A Fortitude save DC is included in the listing.

Vigil initiations require that the candidate stand watch in a temple or at a particular site sacred to the guild until he receives a sign, or until the existing members agree that he has passed the vigil.

All of these types of initiations are discussed in more detail in the "Initiation Standards" section on page 36.

Note that most guilds willingly waive their initiation requirements for the right candidate, or at least make the initiation a formality rather than a true test.

Membership: This part of the statistics block spells out both the number of active members of the guild (which matches the size information) and its racial composition. The possible racial compositions are unified (100 percent of a single type), dominant (at least 80 percent of a single type), mixed (no more than 60 percent of any type), and mongrel (no more than 30 percent of any type).

Leaders, Bosses, and Others: A list of the guild's leaders, its most important captains and bosses, and its oddballs and notables comes next. Race, level, and gender are typically listed here.

Notes: Numbers are never quite sufficient to describe anything as fluid as a guild. This final section denotes special goals, feuds, strongholds, and other information about a particular guild.

SAMPLE GUILDS

The two examples in this section can play a role in your campaign or merely serve as models for new guilds and gangs that you create.

THE DEADHEART GANG

Open rulebound guild, Gather Information (DC 18), city of Tarsis; Jobbers (theft, extortion, gambling, counterfeiting); AL NE; Cash limit 2,500 gp; Assets 28,878 gp; Initiation: apprenticeship and crime (Sleight of Hand pickpocketing job [DC 20] or highway robbery); Membership 209; Mixed (human 58%, half-orc 17%, halfling 9%, gnome 7%, dwarf 5%, quickling faen* 4%).

*A race from Monte Cook's *Arcana Evolved*.

Leader: Guildmaster Radovan (NE male human bandit 7/deadheart gangster 10).

Important Characters: Gustoi Flambert, male half-orc rogue 5 (Keeper of the Inner Guard); Redmane, male human fighter 6/bandit 2 (enforcer); Ziombo the Lucky, male dwarf cleric 6 (priest of Fortuna); Sylva Cowslip, female halfling rogue 8/fortune hunter 2 (spy and gossip); Kinnea Pattermonger, female gnome expert 4/gutter mage 5 (trapmaker and arcane specialist).

Others: Runner Olli (gutter mage 2) and Runner Fra Telli (gutter mage 5), male human apprentices of Guildmaster Radovan; Bricol (fighter 5), Radovan's bodyguard.

Notes: The Deadheart Gang is concentrated in a single major metropolis and the roadhouses and villages in the surrounding roads and hills. While it is not the only rogues' guild in Tarsis, it is



very well informed about the city and knows everything going on within its territory. The Deadheart Gang hopes to expand to neighboring towns and along merchant routes over time. At the moment, it is consumed with a recruiting drive to support this expansion, actively seeking skilled candidates.

The gang is ruled with supreme skill by the two-faced Radovan, a man of coarse habits, a voracious sexual appetite, and remarkably dirty clothes and coloring. He spends little time in daylight and less time actually working, instead manipulating events through his guild captains. Physically, he is fat, flabby, and pale as death. He speaks crudely and without any sign of breeding. Born the bastard son of a fishmonger, he quickly put his ability to sense weakness in others to use. His earthy strength and his complete determination to claw a living from the rich gave him an advantage over those more hesitant, more educated, or more scrupulous. He is said to be married with a dozen children, but his wife is rarely seen.

The guild has recruited a large number of half-orcs in recent years to serve as debt collectors, leg-breakers, extortionists, and gambling den bouncers. This effort is evidence of the guild's movement further into gambling and loan-sharking operations. The gnomes and dwarves in the guild specialize in counterfeiting and running gambling dens. The Deadheart Gang's halflings and quicklings are its pickpockets, as well as its eyes and ears in the streets.

THE NIGHT MARKET

Public strict major guild, Gather Information (DC 11), cities of Arbatum, Earlscross, and Coldhill; Jobbers and smugglers (theft, fencing, gambling, forgery, counterfeiting); AL N; Cash limit 10,000 gp; Assets 889,043 gp; Initiation: apprenticeship and membership approval (six months); Membership 797; Dominant (human 81%, dwarf 15%, gnome 3%, tiefling 1%).

Leader: Guildmaster Alaric (LE male human rogue 8/gutter mage 9)

Important Characters: Thornhilda, female dwarf shadowsworn 5 (Keeper of the Treasury); Midnight Marrick, male human cleric (Luck) 8 (Chief of the Coldhill Market); Black Hand Maresha, female human cleric (Luck) 6; Tovanna Flicker, female gnome bard 6/silvertongue charmer 9 (diplomat and negotiator); Red Rose, female human fortune hunter 9 (Chief of the Abartum Night Market).

Others: Smuggler Chieftain Sunyareth (gutter mage 4) and Road Security Chieftain Nothbald (bandit 5), male human lieutenants of Guildmaster Alaric; Gunmark (barbarian 9), Alaric's enforcer; Right Honorable Theomund (male human cleric [Fortune] 9), the judge of the Night Market Court (settles disputes among thieves).

Notes: The Night Market is a powerful urban collective of fences, slavers, and smugglers with sidelines in forgery, counterfeiting, and rigged gambling. It is closely allied with priests of the goddess of luck, and her temples serve as meeting spots and recruiting grounds for the guild. Based in the great cities of Abartum, Earlscross, and Coldhill, the guild is quite open about many of its activities. Each night, it opens a marketplace that does business until dawn, offering gambling hells (see Chapter Five) and selling used and stolen property, carefully crafted tools for war and burglary, and illicit goods of all kinds. Depending on who turns up at the marketplace on any given night, potions, poisons, and magic scrolls can also sometimes be found there.

The guild's ruler, Alaric, is a proud man who sees members as his family—and tolerates no insolence or disobedience from his “younger cousins.” His strong rule keeps the large, far-flung guild together, and he makes a point of spending time with lesser members during the Night Market. Physically, he is tall, pale, and fair-haired, with a thick beard to make him appear older than his 44 years. He believes passionately in the guild and its patron goddess, and his behavior is closely tied to his faith. He frequently tells others of how he raised himself up from the streets (he was

apprenticed into the guild at age seven), and most believe this tale of self-improvement points the way to their own future good fortune.

The guild has a strict policy against allowing in elves, half-elves, and half-orcs, all of which Alaric considers unreliable. It strives to earn most of its wealth through (shady) trade rather than violence, but the Night Market is not above slaving, kidnapping, and engaging in the drug trade. Those who cross the guild are frequently warned off by plagues of bad luck inflicted upon them by the guild's priests—many of its enemies seem to die from bad fish, falls from a horse, or slipping on a muddy road next to a cliff.

INITIATION STANDARDS

Initiation is a part of joining most guilds, but the difficulty of getting in can vary wildly. The variable DCs and gold piece costs for test-based initiations are described in the sections that follow.

APPRENTICESHIP

The cost to become an apprentice starts at 500 gp for a raw recruit and can go up to 10,000 gp or more for a master rogue trying to join a prestigious guild (such as the Deadheart Gang or the Night Market).

As a rule of thumb, the minimum cost of an apprenticeship is 500 gp for each rogue level the candidate has, plus 800 gp per nonrogue level. For the purpose of this determination, rogue levels include rogue, bard, bandit, gutter mage, and shadowsworn levels. Some prestige class levels may also qualify as rogue levels, at the DM's discretion.

If the guild is public, the cost is simply the sum of these figures (for instance, 500 gp for an applicant with only one rogue level, or 1,800 gp for someone with two rogue levels and one fighter level). If the guild is open, multiply the base cost by 2; if the guild is secret, multiply the base cost by 3.

A Selection of Guild Taverns and Gambling Hells

Some taverns, inns, and gambling hells (see Chapter Five) are best known for their roguish, bawdy, or violent clientele. A few examples are provided here, all popular with guild members and recruiters. The "Assets" entry for each locale tells how much cash the place has for buying fenced goods or for placing into the bank when gambling. The "Specialties" entry is a short list of the services most likely provided by the business.

Black Lion Inn

The Black Lion Inn is a well-known haunt of prostitutes and a favorite of slumming aristocrats, immediately across the street from the Phoenix, a famous theatre where dancers, bears, jugglers, singers, and plays all amuse the crowds. Another reason for the Black Lion's popularity is that the madam and the barkeep are notoriously intolerant of anyone disturbing their guests' privacy.

For that same reason, secret meetings between thieves and fences are also common here, and many gamblers take a room to play dice or cards when they wish to bet against each other instead of against the bank in a gambling hell. At times, these gambling rooms hold many of the city's richest and most powerful guildmasters, merchants, and officials.

Assets: 2,500 gp

Specialties: Prostitution, strip card games, private rooms

Crossbones Club

The Crossbones Club, a gambling hell known for its wealthy patrons, offers up a bank of at least 5,000 gp a night, and typically 10,000 gp on holidays. Bets of up to 20,000 gp are known among the "deep" players, and young nobles are wined, dined, and treated with fawning care by the large staff.

The club employs a staff of more than 30 dealers, croupiers, waiters, guards, pit managers, chefs, and other workers. Pickpockets find the Crossbones Club a productive site, as drunken nobles with fat purses prove tempting targets. Getting in usually requires a pickpocket to adopt a disguise or bribe a doorman or kitchen maid.

Assets: 100,000 gp

Specialties: Hazard, primero card game (see Chapter Five: Gambling)

The Green Griffon

The Green Griffon, a racer's betting parlor, is just a short distance from the horse track and has a clear line of sight to the aerial loop where griffons and pegasi occasionally race.

Assets: 40,000 gp

Specialties: Racing bets, a rooftop gallery for watching aerial races

The Spread Eagle

The Spread Eagle is a famous tea and coffee house known for its rough and violent customers. Rumor has it that over the course of every year the Spread Eagle's customers are entirely exchanged for new ones, as the old thieves, rogues, and bandits are hanged, beheaded, stabbed in the street, exiled, or otherwise gotten rid of. Oddly enough, the house is just a stone's throw from the pillory and the gallows, a fact that guild members find darkly amusing.

Assets: 500 gp

Specialties: Fencing, forgery

The Tunnels

The Tunnels serve many of the establishments described here; the rogues of the city are like rats, quick to flee into subterranean homes, passages, and burrows whenever they are threatened on the surface. In the

slums, these passageways are referred to as "the tunnels" because they are so common and mazelike; only the natives of the area know all the underground routes. Some of the tunnels connect to the catacombs under the local church.

A few of the tunnels run down to the coast and were originally constructed by smugglers to move contraband from ships into the city (or vice versa). These areas are jealously guarded, especially when a shipment is coming in. The tunnels come in handy for a quick escape from town, or just for lying low until the mob or the watch gives up its search.

Assets: 100 gp

Specialties: Escape, secret rendezvous, smuggling

The White Lion

The White Lion is famous for concerts and dances in its upper rooms, many of which become orgies by morning. These festivities are often attended by nobles as well as common folk, because the White Lion encourages visitors to arrive masked. With masks in place, some noble women even arrange to meet their lovers here for a night out.

A few difficult-to-track rumors (Gather Information, DC 28) claim that some of the nobles who come here anonymously are confronted about their vices by intimidating bullies from the Deadheart Gang, who demand payoffs for their silence. If such a gentleman or lady can be tracked down (Gather Information, DC 20), that aristocrat would be very grateful to anyone who kills or otherwise silences the gangsters responsible for the slow bleeding and constant fear this extortion generates.

Assets: 4,000 gp

Specialties: Music, dance, prostitution, extortion



BLOODLINE

Bloodline membership can never be bought or won through a standard initiation. Those who are born into the guild learn of their membership either during childhood, when they are expected to begin training to master the needed skills, or upon achieving adulthood, which may be as young as 12 or 13 years old.

CRIME

Committing a crime as a form of initiation is as easy or as difficult as the members of the guild choose to make it. The crimes involved include theft, burglary, arson, highway robbery, smuggling, forgery, a jailbreak, fraud, extortion, and murder.

For a beggars' guild, the crime could be as simple as generating a certain amount of cash from begging while remaining completely silent; a jobbers' guild might require an applicant to pickpocket a city guard. For an assassins' guild or even a smugglers' guild, the death of a customs officer might be a requirement. Typically, the initiation is a crime against a special enemy of the guild, or a crime committed under difficult circumstances. The conditions that make committing a crime difficult could include doing the deed in daylight, without tools, silently, against a particular target (such as a guard station or a powerful wizard), or in a public place.

MEMBERSHIP APPROVAL

This form of initiation requires the candidate to work for the members for weeks or months, while they evaluate whether or not the candidate would fit in well and help the group survive and prosper. After an appropriate period of time has passed, the applicant makes a membership check ($d20 +$ the applicant's Charisma modifier + the

applicant's class levels in the relevant class or classes). The Difficulty Class for this check varies as shown on the table below. Use the highest Difficulty Class that applies (for instance, an assassins' guild that is secret has a DC of 25, not 18) and modify it up or down if the guild is harsh, strict, or soft.

Guild Type	DC
Public	8
Open	12
Secret	18
Rebel	20
Assassins	25
Harsh	+10
Strict	+5
Soft	-5

If the check succeeds, the guild welcomes the applicant as a fully initiated member. If not, the applicant is let go and asked to apply again (for a soft guild), turned away firmly (for a strict guild), or driven away and told not to return (for a harsh guild).

QUEST

A quest should play out as part of a longer campaign. Some initiation quests come with restrictions against identifying oneself as a guild member, accepting help, or even asking for advice. Others require the initiate to cover the entire distance of the quest on foot or accomplish a task unarmed. A few call for an initiate to avoid capture while carrying a message between two groups of guild members, or to swear a vow of silence during the quest.

TABLE 4-1: GUILD SERVICES RATES

Service Offered	Typical Member Fee	Nonmember Fee
Beggar's license	1 gp/day	—
Burglary, freelance	10% of take	—
Burglary, targeted	20% of take	200 gp+
Collection	10% of the sum owed	20% of the sum owed
Extortion	—	5% of all income
Fencing	20% value of goods	40% value of goods
Forgery	10 gp/point of DC	100 gp/point of DC
Gambling license	House's take is 10%	—
Intimidation	10 gp/level of target	50 gp/level of target
Mugger's license	30% of take	—
Pickpocket's license	1 gp/day plus 10%	—
Prohibited goods	Double normal rates	Triple normal rates
Poison procurement	Varies	Varies, may lead to extortion later
Protection	—	Varies, typically 20% of income
Safe house shelter	50 gp/night	250 gp/night

Some typical quests include finding a lost set of records of bribery of public officials, carrying out a flashy recruitment drive among a particular group (children, elves, toll collectors, and so on), or capturing a particularly famous songbird to return to a bards' guild. In some guilds, the initiation quest may overlap with a crime initiation: a quest for vengeance against an enemy before joining an assassins' guild, or a quest to slay a former guild member who betrayed her compatriots. Other quests are more cerebral, such as disarming a magic trap, or finding a way to pick a detector lock (see Chapter Ten: Burglary and Housecracking).

TRIAL BY FIRE

A trial by fire initiation typically requires a Fortitude or Reflex save. A variety of physical tests appear in the table below. The Difficulty Class for any particular save varies by the type of guild, as shown on the table in the "Membership Approval" section above.

A few soft guilds permit the use of protective magic during a trial by fire. An example of this would be a test that requires the candidate to walk across a lake of molten lava; with the help of protective magic, he could splatter lava in all directions and even walk out with knee-high "boots" of hardened stones. Even with the protection, a Will save might be required for the candidate to overcome his fear of fire, and a few points of damage might slip past the protections. For a twist on this initiation that a strict guild might use, the protective spell might be dropped once the candidate is in the middle of the test, to judge his coolness under fire and ability to survive.

Test	Save Type
Balance pit	Reflex
Drowning	Fortitude
Fire	Will to grab or enter fire, Fortitude to remain in it
Knives	Reflex
Poison	Fortitude

VIGIL

Vigils are tests of determination and stamina. Successful completion of a vigil involves either a Will save or a Fortitude save, using the Difficulty Classes on the table in the "Membership Approval" section on the previous page.

In all types of vigils, the candidate is first ritually purified or blessed by a senior member of the guild. Once the candidate is ready, she might then be told to keep a watch over some object or location day and night without rest. Sometimes the item under the candidate's protection during the vigil is a treasure (which may become animated and attempt to flee from the candidate) or a portal or doorway (which the candidate must defend with her life). If the candidate cannot maintain her attention, she fails; if she avoids tricks and distractions, she succeeds. The candidate may or may not receive sustenance during her vigil; typically, strict guilds provide no food, and harsh guilds provide no water.


GUILD SERVICES

Guilds don't just function as social clubs; they need to earn their way in the world. Different guilds offer different services, but all of them charge roughly similar rates for a particular endeavor. Table 4-1 above provides typical fees that members and nonmembers must pay to receive the indicated service.

Several guild services are called "licenses"; these are also referred to as territories, rackets, or fiefdoms. Any individual caught performing a task without having a license for it is either forced to join the guild on the spot with a hefty fine (at best), or may be beaten up as a warning or murdered outright (at worst). The degree of severity of the punishment depends on the strictness of the guild.

Gambling

When the cards and dice go your way, you can make a pretty penny—but cheaters beware!



It's no surprise that rogues who live and die by luck and skill are attracted to games of chance. Gambling for money has been a popular entertainment throughout history, and rogues have always walked away with their share of the action. A few rules that expand the scope and potential danger of gambling can turn a casual evening's entertainment at the inn into a side adventure worth pursuing.

PROFESSIONAL GAMBLING

It is possible but risky to use the Profession (gambler) skill to earn a living (see the sidebar). Adventurous player characters can earn more than the standard amount (half their Profession check result per week). The amount earned depends on the size of the pots available in a given area, and on whether a player character is willing to cheat. In addition, it is possible to have a string of bad luck and lose money, even for a professional gambler.

The maximum pot available for a week's work is the same as the gold piece limit of the community (DMG Table 5–2, under “Generating Towns” in Chapter Five: Campaigns). This is rather less than the amount of ready cash a community might have, because relatively few NPCs are willing to wager their money on games of chance. Winning the entire amount requires a perfect combination of luck and skill. In all cases, a gambler must bring at least 10 percent of the gold piece limit as a stake to play at the table of the biggest game in any community. If he puts out a smaller stake, his potential winnings are reduced accordingly.

To determine a gambler's takings, the gambling PC makes a Profession (gambler) check; if his check equals or exceeds the minimum DC for the community's size (see Table 5–1, next page), multiply the check result by 2 percent, and then by the gold piece limit to determine how much he wins. For example, in a large town (limit 3,000 gp) a gambler plays for a week and gets a gambling check result of 25, which gives him winnings of 50 percent. That translates into a haul of 1,500 gp. On a check result of 20, he would still have won 40 percent, or 1,200 gp. If the check result does not beat the minimum, the locals get lucky and the professional loses half his stake.

Seems too easy, doesn't it? It is. The snag in this easy road is that if another professional gambler plays in the town, he is trying to take the same available funds, and the two (or more) gamblers must make opposed checks to see who comes out the winner for the week. The losers in such a

contest lose their entire stake. If a loser rolls a 1, he has foolishly overbet and loses twice his stake. Thus, in a village or hamlet, a gambler might well pick up 50 gp or 100 gp relatively unopposed, but in a small city, he might just as easily lose 1,500 gp.

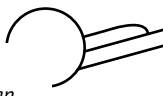
Winnings may be spread around. If four or more gamblers seek to win in a large city or metropolis (and most large settlements have several professionals in residence), not just the highest check wins; there are enough sheep for multiple card sharps to fleece. The city's total pot is divided equally between the gamblers

whose check results put them in the top half of all competition. For example, a small city with seven players would divide the pot evenly among the top three players; the size of the pot is determined by the highest check result.

In a metropolis with 41 gamblers competing, the pot would be divided among the top 20 players; on a gambling check result of 40, the pot would be 80,000 gp, or 4,000 gp for each competitor. The losing players each lose their stake.

The number of NPC professional gamblers present in a community (and serving as competition for one or more PCs) depends mainly on the community's size, as shown on Table 5–1. Roll d% to determine whether any NPC professionals are present; if that roll indicates the presence of nonplayer characters, another die roll can determine the exact number. An NPC professional gambler has a Profession (gambler) modifier equal to half the minimum Difficulty Class for the community (round down).

Profession (Gambler)



Profession (gambler) is a skill that can help any character make more money at games of chance. Ranks in the skill function in most ways just like ranks in any other Profession skill. If a gambler wishes merely to make a few coins, he can earn half his Profession check result in gold pieces per week of dedicated work with no risk of losing. It's also possible to use Profession (gambler) to make much more money by cheating when gambling, or to use ranks in Profession (gambler) to affect the odds in a single game of chance.

Action: *You can add a certain number of your ranks in Profession (gambler) to a card game, dice game, or board game gambling check. The limit typically ranges from 1 to 4 ranks (plus your Wisdom modifier), depending on the type of game played. In games such as picket, primero, mancala, and senet (all described later in this chapter), one may add any number of ranks in Profession (gambler).*

For fights and races, a character with at least 5 ranks in Profession (gambler) gains a +2 synergy bonus on his gambling check when betting on such activities.



TABLE 5-1: GAMBLING DCs AND NPC PROFESSIONALS

Community Size	Minimum DC	NPC Professionals
Thorp	7	5% chance of 1
Village	10	10% chance of 1
Hamlet	13	20% chance of 1d2
Small town	18	30% chance of 1d4
Large town	20	40% chance of 1d6
Small city	25	65% chance of 1d10
Large city	30	80% chance of 1d20
Metropolis	35	95% chance of 3d10

Finally, a gambler can attempt to cheat, which allows him to add his Sleight of Hand modifier to his gambling check, as described in the “Cheating” section on page 43. A professional gambler who cheats may be discovered if a Spot check catches him. On a roll of 1, the cheating is so clumsy and blatant that no opposed check is required to notice it.

GAMBLING HELLS

A gambling hell (also called a gambling den) is a club devoted to gambling in all its forms, from dice and cards to arena fights, cock-fights, and racing.

The size of the wagering in one of these places varies greatly. Poor peasants, soldiers, and other members of the lower classes dice for a few coppers, which they can ill afford to lose. Royalty, nobles, merchant princes, and priests can and do wager 100,000 gp on a single horse race. The most notorious gamblers won't even open their purses for any wager of less than 500 gp.

RICH CLUBS AND POOR HELLS

Gambling is a social activity, and in every society there are leaders and there are followers. The small hells that cater to the lower classes are home to the downtrodden. These rough, noisy, filthy dens are pits for gambling, gluttony, and vice, all openly on display—however, there isn't much money to be made as the owner of a small hell. Rogue guilds sometimes operate poor hells as fronts for other more sordid activities.

Rich clubs are another matter entirely. Marris Crockford is the owner of a large gambling hell called the Crossbones Club (see the sidebar in Chapter Four). As the richest and most fashionable of the many gambling hells of a large city's noble quarter, it is the place to see and be seen. For Crockford, it is a hunting ground: He lures his prey to the killing floor, and his skill and wits keep him two steps ahead of those who have money to squander on gambling habits. Everything in the Crossbones Club is of high quality, but nothing is really free: The beautiful singers and dancers, the finest wines and spiced foods—everything is calculated to lure those few nobles who can afford to lose big.

Crockford is busy ruining a generation of young nobles, perhaps as many as 100 rakes and hell-raisers who are both very rich and very idle. They gamble not so much for gain (they already have more than enough to buy whatever they wish) but for thrills. Crockford makes sure that they have all the best wines, brandy, rich

foods, and beautiful surroundings when they place their wagers. At the same time, many customers of the Crossbones Club are poor sports; they lie and cheat and complain bitterly when they lose. They often get away with not paying their debts, though their reputations always suffer if they leave debts to linger.

HONEYBEE BALLS

Though many of the heaviest gamblers are men, women often organize gambling occasions of their own at the fashionable gambling hells known as honeybee balls. Well-connected members of society invite the wealthy and powerful to dances and balls where gambling is ostensibly a sideline. In fact, these ladies often receive a small fee for every gentleman who shows up and wagers, as well as getting a percentage of the bank's winnings. Smart rogues know that pretty flowers will draw a crop of bumbling bees to the tables and dice—and launching a new club or renewing the clientele at an old one more than justifies the expense of a lavish party.

An entry ticket to a honeybee ball costs at least 150 gp; anyone who can't afford that isn't worthy. The club committee is as select and powerful as any city council—despite the cost, it's an honor to be invited and a bigger honor to lose money. Some women run gambling hells of their own, but most work with an established club or guild. In any case, betting freely and losing handsomely is a sure way into a lady's heart, if she is on the committee. Some women also use these occasions to hatch schemes of their own—romantic, roguish, or otherwise.

THE STAFF

The workers at any gambling hell or club have just one purpose: to separate gamblers from their money as smoothly and quickly as possible. The idea is to take the mark's money politely, even fawningly, without giving offense to the nobles for fear of delaying their return.

The staff in a gambling hell typically consists of 25 people in addition to the owner. A director watches the gambling, a dealer handles the cards (and is often an expert in sleight of hand tricks, as the house is not above cheating), and at least one crowpee (croupier) watches the game and ensures that no one cheats the dealer. One or two puffs are retained to act as decoys, playing and winning for high stakes that are always secretly returned to the house. A clerk watches the puffs to ensure that they only cheat the players and not the club, and a squib watches the puffs as a puff-in-

training. A flasher is sometimes hired to talk about the bank's heavy losses, to encourage others to play. A waiter or two makes sure that players drink too much; senior waiters will sometimes create a distraction when the house is cheating. Sometimes a gambling hell retains a barrister to double-talk anyone who doubts the rules or interpretations of a game. Some clubs employ a cooler, who can steal luck from a gambler on a lucky streak.

The more violent side of the club's personnel is seen in the dunner, who collects the debts of gamblers, though not always on the premises. The captain is purely a fighter, meant to beat down anyone who attempts violence in the club. The orderly and the porter work together to watch the street, the first as a lookout and the second to stand on duty at the door and stay on good terms with the local night watchmen, soldiers, and constables. The porter is typically a powerful fighter or barbarian, often a former soldier.

The house staff at the better establishments includes a cook, a wine steward, and an usher or linkboy to carry a lantern for the big spenders. Part-timers such as street urchins, harlots, actors, bards, and beggars may sometimes steer customers to the club, or offer additional services once players arrive. Most of these hangers-on earn a small fee from the club for every person who mentions their name; others are simply members of the staff, paid a weekly wage.

CARDS AND DICE

Cards used in gambling are both expensive and rather rare. Usually only the well-off and a few criminals can afford a deck. Each deck is made separately, and the size of cards is not standard: round cards, tall cards, and larger, Tarot-sized cards are all common. Owning a deck of cards is sometimes cause for suspicion, and some cities pass laws attempting to regulate just how much money young lords are allowed to wager and lose in these games. These laws are almost universally ignored, but might make for an interesting encounter with a magistrate or lord who hopes to bully his money back from a card sharp who has taken everything he has.

Dice in their most basic form are rough cubes made from sheep's knuckles (thus called "knucklebones"). Expensive dice can be made of ivory, rare woods such as mahogany or ebony, or horn.

RACING AND FIGHTING

Races involving horses, chariots, camels, griffons, dogs, or other creatures are a part of many cultures and the object of many a wager.

The arenas also offer opportunities for gambling, but the blood sports are not for everyone. Cockfights, bullfights, bear baiting, lions, boxing, wrestling, and gladiatorial contests are entertainment in crueler societies with a tradition of warlike prowess. These fights can include giant-versus-dwarf grudge matches, or a single giant lizard opposed by a group of halflings. In a heavily magical society, owlbears could match up against wolves, or a young dragon might come up against several knights or gladiators.

To keep expenses down, the arena owners might hire a cleric or necromancer to make zombies out of the losers from the week before—the opening act would be a match between up-and-coming gladiators and the zombies of their now undead predecessors.

RULES FOR GAMBLING

Typically, gamblers win or lose depending on a combination of their own skill and their opponents' prowess. Gamblers who wager on fights and races are dependent on inside information, their judgment of the animals, jockeys, and trainers, and so forth. In any case, a dose of luck is often part of the mix.

At the center of these rules is the *gambling check*: a roll of $d20 +$ character's Wisdom bonus. Any character can attempt a gambling check—it requires no ranks in any particular skill. However, those with ranks in Profession (gambler) may add their ranks to the check result. Other modifiers may apply as discussed below. If the optional luck ability score system is in use (see Chapter Six), PCs add their Luck ability score modifiers to gambling checks.

The rules in this section cover activity in a single game or over an evening of gambling. To use the Profession (gambler) skill over days or weeks, see "Professional Gambling" on page 39. Luck points added to a gambling check come off the character's luck pool normally.

AT THE TABLE

Not all gambling games are equal. Different games allow for a different portion of luck, as shown in Table 5–3: Gambling Games on page 46. In general, dice games are largely driven by luck, while card games are more often driven by skill.

The easiest way to determine whether a player character wins or loses in a particular card game is with a gambling check. In games that use bluffing as part of play, opposed Bluff/Sense Motive checks may add a bonus to some gamblers' chances and a penalty to others'.

If a game involves bluffing, any participant may try to bluff by making a Bluff check opposed by the other players' Sense Motive checks. If successful, he adds his Bluff ranks to the gambling check. If the check fails, he automatically suffers a -4 circumstance penalty on his gambling check, as the other players see through the deception.

If a player wants to cheat, he adds his Sleight of Hand modifier as a bonus to his gambling check. This check is opposed by the Spot checks of the other players at the table and possibly the dealer. See also the "Cheating" section on page 43.

The games listed on Table 5–3 are described in more detail starting on page 44. The amount of any game's winnings depends on the size of the betting pool; competitors should determine how much to wager before making any rolls.

AT THE RACES

A horse race and a race between wyverns both depend on roughly the same factors: the animals themselves, their riders, and the extent of their training. Most owners and trainers seek to keep as much of this information hidden from the public as possible, because what the public knows, their rivals will surely learn as well. Acquiring information, then, is the first goal of any serious gambler at the races. Grooms, jockeys, race officials, and others can turn a pretty profit by selling what they know. A day's work and a Gather Information check (ranging from DC 10 for a small race of five amateur colts to DC 30 for a kingdom-wide derby featuring a dozen

prime racehorses) grants a gambler a +2 bonus on his gambling check when wagering on the race.

The outcome of the race is determined by an opposed check among all the animals involved, assuming that all are of roughly the same type or breed. Each horse, dog, or dragon makes a d20 roll modified by the creature's Dexterity bonus (for short races), Constitution bonus (for endurance races), the Ride modifier of the jockey (if any), and the Handle Animal modifier of the trainer or jockey (if any). A jockey may expend luck points on a race normally (see Chapter Six). Barring cheating, the highest check result wins the race.

AT THE ARENA

Contests of raw skill are determined by the strength of the fighters or creatures involved. However, a smart gambler can use Gather Information checks or Handle Animal checks to judge the relative strengths of the opponents.

Judging a warrior usually takes another warrior's eye, or the eye of an arena gambler who knows the history of the combatants.

Finding someone willing to share this sort of privileged information usually calls for bribery or a great network of contacts. Success requires a day's work and a Gather Information check (DC 20 for gauging a well-known warrior's relative strength, DC 25 for a stranger with a reputation in the ring, and DC 30 for a complete stranger or newcomer with an unknown fighting style or history). If the Gather Information check fails, the gambler still gets an earful of opinion, but it is all wrong or even deliberate misinformation.

If the Gather Information check succeeds, the gambler can determine whether the odds being offered are stingy, fair, or particularly generous for a particular fighter. This knowledge should give him an advantage when placing bets; it may be easiest to assume that he bets correctly, and only bribery, cheating, or foul play in the ring can result in an upset.

Treat fighting animals the same way, though Handle Animal checks can apply instead of Gather Information checks to obtain accurate information. Since animals usually die in the arena more frequently than humans do, they rarely have a long history of victories and defeats for Gather Information to work on. The Handle Animal check for gaining information has a DC of 20; most animal fights are unpredictable, but their trainers can make a difference. Wins in the animal arena are decided by standard combat, modified by the skill of the fighting animal's handler. Every two ranks of Handle Animal a handler possesses provides a +1 bonus on the attack roll for a single round; these bonus points can be all spent in a single attack or spread over several rounds.



CHEATING

Where there are games, there are cheaters. Cheaters fall into three categories: those who cheat through sheer speed and dexterity, those who cheat using magic, and those who cheat through clever teamwork, marked cards, and manipulation. The last category might not be considered cheating by some—but tell that to the noble lord who is convinced that two of his opponents are working together unfairly.

And of course, as every rogue knows, it's only cheating if you get caught.

SLEIGHT OF HAND

The simplest and most direct form of cheating is sleight of hand: the card up the sleeve, the palmed set of weighted dice, the slide of a coin or chip from a losing bet to a winner. Not all of these moves are equally easy; it's much simpler to hide a card than to bring an extra one into play without being noticed, for example. Other circumstances can also help a cheat, such as a distraction or poor lighting. Note that games with a dealer are more difficult to cheat on than games between equal players, and games with an audience always increase the risk of discovery—though these games often can also be the most profitable.

Table 5–2 provides modifiers to a cheater's Sleight of Hand check that apply in the indicated conditions. For example, if a gambler is trying to cheat by palming dice (–2) in a game being overseen by a croupier (–5) in an environment with poor lighting (+2), he attempts his Sleight of Hand check with a –5 penalty.

TABLE 5–2: SLEIGHT-OF-HAND CHEATS

Condition	Sleight of Hand Modifier
Dealer	–2* (or make opposed checks)
Croupier or pit boss	–5
Small crowd	–3*
Large crowd	+1
Palming dice	–2
Take extra card	–2
Take hidden card	–3
Conceal a card	+1
Distraction	+3
Poor lighting	+2

* Disregard the penalty for a dealer or a small crowd in circumstances when cheating is most often ignored.

MARKED CARDS, PEEKING, AND COUNTING CARDS

Using marked cards, looking at another player's cards, and counting cards are all tactics that help a rogue beat the odds. All these techniques are well known to gambling houses, however. A cheater who is discovered can expect expulsion at best, and more often a severe beating or even the loss of hands or fingers.

Marked cards add a +5 circumstance bonus on gambling checks to the gambler who uses them. One can detect their presence with a Spot check (typically DC 20 or more, because the marks are usually well hidden).

Looking at an opponent's cards is generally accomplished in one of two ways: peeking when an opponent is sloppy, or using one or more mirrors to see the cards that are hidden from direct view.

Peeking requires a successful Spot check opposed by the cardholder's Sense Motive check, with a +10 circumstance bonus on the Sense Motive check allowed for most gamblers with any sense in a public setting.

Mirrors provide a +2 bonus on the cheater's Spot check against a single opponent. Any gambler at the table can find a mirror with a successful Spot check against a Difficulty Class equal to the Disable Device check used to place the mirror; discovery of a hidden mirror usually leads to trouble.

Counting cards requires a strong mind and a ready memory. A character must have an Intelligence score of 12 or higher to try to count cards. A gambler attempts to count a card by making an Intelligence check (DC 14). On a success, the player gains a +4 bonus on his gambling check to win the hand. On a failed check, the distraction of trying to count cards adds a –2 penalty to the player's gambling check for that particular hand of the game. On a check result of 1, the card counting becomes obvious to other gamblers who make a successful Spot check (DC 14).

MAGICAL CHEATING

The most subtle form of cheating is magical. In these cases, the god of fortune may literally turn the dice or spin the wheel to favor his followers and disciples, or arcane forces may transform the turn of a card or weight the throw of dice. Using divine magic to foretell the odds is frowned on, despite the quoting of Lady Fortune's scripture by priests of the luck gods.

Many gamblers carry charms said to prevent magical cheating or to warn them of such tampering. Most of these charms are useless, but a few sound a very clear chime when magic affects the course of play.

SPELLS

The use of magic isn't limited to combat; some wizards figured out long ago that casting a spell before entering a gambling den was a fine way to make a little extra money for inks, parchment, and other arcane materials. The most commonly used spells at the table include *scrying*, *augury*, *bles*, *prayer*, *card control*, *switch item*, and *gambler's luck*. (The last three of these are described in Chapter Seven: Roguish Spells.)

Many large establishments ban spellcasters outright; it's just too much trouble to watch them. Other gambling dens prefer to catch magical cheaters in the act through constant *scrying*, the use of *detect magic* spells, and careful monitoring of familiars (see the next page for more on using familiars to cheat).

FAMILIARS AND ANIMAL COMPANIONS

As long as a familiar or animal companion stays in a room and shares its senses with its gambling master, it can be a hugely valuable partner capable of telling its master what cards others hold, or watching for sleight of hand or other cheating by one's opponents. The best familiar for this purpose is the quasit (see "Familiars" in Chapter Six: Characters of the DMG), which can make itself invisible. However, any other creature can simply remain motionless and silent and stand a good chance of being ignored.

Many gambling establishments follow a "familiars on the table or at the door" policy to prevent this form of cheating.

GETTING CAUGHT

The best way to avoid a fight over cheating is not to get caught, but sooner or later every gambler who cheats runs across someone who spots his chicanery. The first line of defense is always denial, represented by a Bluff check. Note that most gambling hells have a director, barrister, or pit boss (the titles vary) with a Sense Motive modifier of at least +5, and often +10 or more. The banker or owner of the gambling hell may have a Sense Motive modifier of +15 to +20. Fooling the bankers is never easy, and they've seen it all before.

Even if the cheater's Bluff check succeeds, most accusations of cheating will get the suspected offender an invitation to leave for the night. He may keep his winnings, but he will be watched very carefully when he returns, and the establishment may warn other gambling hells about him.

If the Bluff check fails, the cheater is banned and added to that gambling hell's list of exiled cheaters and ne'er-do-wells. Depending on the type of institution and the local laws, he may also be arrested for fraud and charged in court. He may be acquitted at trial, assuming he can find a way through the court system. If he can't hire a lawyer, use Diplomacy and Knowledge (legal) checks to determine whether the cheater is found guilty. Typical punishments include a fine equal to twice the fraudulent winnings, a public whipping, or a few weeks of jail time. The whipping may be made private for noble criminals.

If his Bluff check fails by 5 or more, and the accusation of cheating seems credible, the cheater's winnings are likely to be impounded and he may be treated to enough nonlethal damage to bring him close to unconsciousness. Marked cards or loaded dice are taken and destroyed in front of his eyes. The victim will definitely be arrested and thrown in jail for at least a month.

The Bluff check isn't always the end of it, of course. Some cheaters proclaim their guilt by leaving in a hurry, pursued by those they have cheated. They may have fallback strategies such as creating a distraction and running off, using magic to escape, hiding during a distraction, and the like. Note that most gambling hells have a limited number of exits, all of them watched by the staff. And everyone at the table will certainly remember the cheater's face; it may be time to move on to another town before gambling again.

VARIOUS GAMES

Described below are just a few of the games played in gambling dens and taverns everywhere.

CARD GAMES

In cultures all across the land, a traveler looking for one can always find a card game to get into.

Bassette: The dealer gives each player 13 cards (the dealer takes none). Players put bets on cards they favor, then the dealer pulls cards from the bottom of the deck; those that match one of the cards with a wager on it are won by the dealer. Those that don't match are won by the player, who may choose not to be paid off, but to keep that card in play for a larger payout if the card wins again. Rather messy, but with enough decks, bassette can be played by a huge number of people.

Bone-Ace (also called One and Thirty): A version of blackjack, bone-ace requires no house dealer and always values an ace as one. The goal is similar to that of blackjack: to get as close as possible to 31 without going over. The dealer is determined randomly each round, and cards must always be dealt from the bottom of the deck.

Faro: This is the preferred card game of famous rogues and nobles. It is a banking game, in which any number of players or punters (typically up to five or six) bet against the bank.

The game is played on a board showing the 13 cards in a suit—ace to ten plus jack, queen, and king—on an inlaid or painted field. Players place coins on the board to bet on a particular card to win; the players can also bet on a card to lose by placing a copper counter on the board. It's possible to bet on multiple cards at once with a single coin or counter.

A single shuffled deck is placed face up next to the board; the top card is discarded. The second card thus revealed is a losing card, and the house pays off all the bets made with a counter (bets to lose), while collecting the bets placed with coins (bets to win). The second card is then removed, and the next card wins.

Two cards constitute a turn. A new round of betting takes place at the start of each turn. The game continues in the same way through the whole deck, alternating winning and losing cards. The last card is not counted as a win or loss. Note that it is possible to get a split; that is, for two cards in a row to be of the same type (two jacks, say). In this case, the jack both wins and loses, and the house takes half of all the bets on that card (whether the bets were to win or lose).

Karnoeffel (or Kaiserspiel): This trick-taking game has its own set of cards (king, ober, under, seven, six, five, four, three, two, and banner) and its own names for the suits (shields, flowers, bells, and acorns). The four banners usually are all included in the trump suit and are promoted from the side suits by calling out "Kaiser." The deck totals 40 cards.

The object is to win three out of five tricks, but the value of any given hand depends on how much betting there has been. The first player to get to 101 points wins.



Picket: Played with a 36-card deck, this deceptively complex two-player game rewards careful play; the goal is to reach 100 points first. The cards include ace, six, seven, eight, nine, ten, jack, queen, and king. The six through ten cards are worth face value, all the face cards are worth 10, and aces are worth 11. The cards are shuffled, cut, and dealt, 12 to each player. Anyone who has no face cards in the opening hand immediately scores 10. The players are called “dealer” and “elder.” The elder plays first, drawing up to eight cards and peeking at the rest. The dealer may then draw up to eight remaining cards and flip the rest face up.

This is followed by four scoring types, called ruff, sequence, ternary/quartorze, and tricks. The high degree of complication means that even skilled players can have a run of very bad luck against a novice.

Primero: Primero is a card game with some similarities to poker (and as with poker, there are hundreds of variations). The deck consists of 40 cards, essentially a normal 52-card deck with the eights, nines, and tens removed. All face cards count for 10 points, aces 16, and twos through fives count as 12 to 15, respectively. A six counts as 18, and a seven counts as 21.

Each player is dealt four cards face down. Each player may bid, stake, or pass; staking is essentially covering a previous bid, but in primero you only need to cover the most recent bid, not all bids since your last stake. You may also pass without staking, but this requires you to discard one or two cards from your hand (possibly destroying your hand) and then draw that number from the deck. Also, you cannot fold a primero hand—you must play it out. The hands are called, in order of increasing rank, numerus (a pair or three cards of the same suit), primero (one card of each suit),

maximus (the ace, six, and seven of a single suit), fluxus (four cards of one suit), and chorus (four of a kind).

For example, if a player has a three of clubs, a four of diamonds, a two of hearts, and a queen of spades, he has one of each suit (a primero) and he has $13 + 14 + 12 + 10$ points, or 49 total. He could bid “primero 49” as his highest bid. Any other player who bid would have to bid a higher rank than a primero (such as a maximus or chorus) or bid a higher point total (such as “primero 50”). Usually, a bid is announced with the amount of money wagered at the same time: “primero 49 for 10 ducats” or “I’ll raise that to 20 ducats at maximus 55.”

DICE GAMES

There are relatively few dice games compared to card games, and yet every soldier with time on his hands has a set of dice to throw during the long dull hours of a watch or on the day after the payroll comes to town. The most popular by far is hazard, though tablero has its adherents.

Hazard: As the most-played dice game in many gambling dens, hazard is enjoyed by both peasants and gentlemen. The game of hazard requires the shooter to first generate a “point” between 5 and 9 using two dice, and then to either roll the same number again to win, or roll a 2 or 3 to lose. Rolls of 11 and 12 may also win.

Tablero: This is a gambling or drinking dice game, the object of which is to make your opponent run out of coins or beer before you do. The two players play on a board of seven by seven squares, and they fill three or four of the board’s columns with coins of equal value. The first player must place the fourth column’s coins and

TABLE 5-3: GAMBLING GAMES

Name	Game Type	Maximum Number of Players	Maximum Profession (Gambler) Ranks	Bluff	Dealer?
Bassette	Cards	3 with one deck, 7 with two decks	2	No	Yes
Bone-ace	Cards	7 or 8	2	No	No
Faro	Cards	10	3	No	Yes
Karnoeffel	Cards	5	4	Yes	No
Picket	Cards	2	Unlimited	No	No
Primero	Cards	5	Unlimited	Yes	Yes
Hazard	Dice	Any	1	No	No
Tablero	Dice	2	3	No	No
Glückhaus	Board	3 to 6	0	No	No
Mancala	Board	2	Unlimited	No	No
Senet	Board	2	Unlimited	No	No

throw the dice; he may then move coins within the columns as indicated (rolling a 3 and a 6 allows him to move any coins exactly 3 and 6 places). If this results in two coins being adjacent to each other in any row other than the home row (the row closest to each player), he removes those coins from the board, and his opponent must replace them. If he wishes, he may leave the coins on the board and roll the dice again, hoping to expand the row and win more coins. If a player completes a row of seven coins, he removes them all and wins an additional coin from his opponent.

The players alternate dicing, each one's turn ending when he either removes coins from the board or rolls a 7, 11, or 12, in which case he does not move any coins and must pass the dice.

The drinking alternative requires a waterproof board, beer or wine, and glasses instead of coins, which the opponent must refill.

BOARD GAMES

Board games can be the most complex of the varieties discussed here. Some gamblers can spend their lives perfecting one game, so characters are urged to check out their opponents before risking their stake.

Glückhaus: This dicing board game can be played by two players, but is only interesting with three or more players. The board has a 12 at the top row, then two rows of three entries (9, 10, and 11 as well as 6, 7, and 8), tapering off with a row of 5 and 3 and the bottom row of 2. Fortune-telling cards or regular cards are sometimes used to make the board, or carved wooden images of merchant ports, ships, or anything else. Note that the lack of a

number 4 on the board is deliberate; rolling a 4 means the player passes.

Play begins when all players put one or more coins on the 7. The first player rolls two dice, and if he rolls anything other than a 2, 4, 7, or 12, he checks that field on the board and takes the coins he finds there. If he finds no coin, he must put one down on that number.

If he rolls a 7, he does not take the coins on that square, but instead adds another coin to the pile there. The "hoard" on the 7 sometimes grows large, and this square on the board is usually a little bigger than the others.

Rolling a 2 means the player takes all the coins on the board except the ones on the 7. Rolling a 12 means he takes all the coins on the board. After a single roll, play passes to the left.

Mancala: This game pits two players against each other, each trying to move the largest number of stones along two rows to a kalana, or scoring pit, where they score points while also capturing the opponent's pieces. It involves no dice and no elements of chance, just a straightforward movement of pieces, a bit like checkers. A player's Intelligence modifier is added to any gambling check he makes when playing mancala.

Senet: Senet is a race game played with dice and a simple board. Each player has seven pawns, and the first to move them all off the board's S-shaped track wins. However, some squares of the 30-square board have special effects that switch pieces, move pieces from one spot to another, and so forth. Both strategy and luck are required.

Luck

Rogues believe in their own skill, but most also put their faith in luck. If you would like to give divine and natural luck more of a role in your game, the luck rules presented here can help.

While these luck rules help player characters succeed more often on a given roll, NPCs and monsters can use them, too. For most monsters, this factor won't make a big difference, but fortune's favor means that powerful villains may succeed more often. If you prefer to help just the PCs, don't give monsters or NPCs luck points.

THE BASIC LUCK SYSTEM

All characters are lucky or unlucky to some degree, but rogues, bards, and similar characters tend to be luckier than most. The luck system grants all characters luck points, represented by a renewable pool of points that one can apply to saving throws, attack rolls, and skill checks.

LUCK POINTS

Each character begins play with a number of luck points determined by her class and the roll of the initial Luck Die shown in Table 6–1, plus her Charisma modifier. A character might have 0 or negative luck points at 1st level.

TABLE 6–1: LUCK DICE FOR CORE CLASSES

Class	Luck Die
Rogue	1d10
Bard	1d8
Gutter mage	1d8
Bandit	1d6
Shadowsworn	1d6
Cleric (Luck)	1d4+1
Ranger	1d4+1
Barbarian	1d4+1
Fighter	1d4
Paladin	1d4
Cleric (other)	1d3
Druid	1d3
Monk	1d2
Sorcerer	1d2
Wizard	1d2

When a character increases in level, she gains additional luck points to spend and raises the maximum number of luck points she may have at a given time. The number of luck points a character gains depends on the class she has just advanced in (see Table 6–1).

Prestige classes gain luck points depending on whether they are primarily roguish classes (1d6), fighting classes

(1d4), divine casters (1d3), or arcane casters (1d2). This is a DM determination for each prestige class; classes with a listed set of luck points are the only exception.

A character's maximum luck always equals her starting luck roll plus her rolls from gaining additional levels, just like maximum hit points. A character cannot exceed this number of luck points, even through the use of spells, feats, or magic items that grant additional luck points.

USING LUCK POINTS

A character can spend luck points to improve an attack roll, a skill check, or a saving throw. Luck points cannot be used to reroll damage rolls, hit point rolls, ability checks, caster level checks, or percentile rolls.

One can use luck points to improve initiative checks or negate critical hits in conjunction with appropriate feats or class abilities. For instance, fortune hunters gain the ability to spend luck points to reroll their initiative checks when they reach 7th level (see Chapter Two: Prestige Classes).

LUCKY ATTACKS AND LUCKY SKILL CHECKS

A character can use luck points to reroll attack rolls and skill checks. When an attack roll or skill check has failed, a player may declare that roll unlucky after the fact and announce that she is making a lucky roll. The character spends 1 luck point from her pool to reroll the original d20 roll. A luck reroll can be made only once for each attack roll or skill check, unless the character has the A Step Ahead feat (see Chapter Eight).

When a character spends a luck point, she rerolls the attack roll or skill check immediately. The spent luck point is deducted from the character's pool, which she can replenish by gaining additional levels or through certain feats, spells, and magic items. The result of the second roll is used, whether it succeeded or not.

A luck point may be used to reroll an attempt to confirm a critical hit.

If a character's luck pool ever falls to 0 points or less (due to a spell effect or use of the Burn Luck feat), she cannot make any luck rerolls until her pool again has at least 1 point in it.

LUCKY SAVING THROWS

Lucky saving throws are similar to lucky attacks and lucky skill checks, but it costs 2 luck points to reroll a failed save. The character is stuck with the result of the second roll, whether it succeeds or not.



LUCK FOR NPCs AND MONSTERS

Both monsters and nonplayer characters may be lucky, if they are not undead or constructs. In most cases, they should not expend more than one-fifth of their total luck points in a single encounter (minimum 1) against the party.

NPCs gain luck points per their class levels, and monsters gain 1d3 luck points per Hit Die. Or roll a Luck ability score for the creature or NPC (see page 49) and use that to assign luck points according to the table on the next page. The numbers on the table represent the monster's or NPC's total luck pool.

REGAINING LUCK POINTS

A character accrues luck points by gaining a level, from the effects of certain spells or feats, and sometimes when the DM grants 1 luck point or more as part of an adventure's award (see "Lucky Style," below). Luck is a fairly rare quantity in the universe. Be careful how you spend it.

MAXIMUM LUCK

No character may exceed her maximum luck. Maximum luck is always equal to the total result of all Luck Dice the character has rolled, just as maximum hit points are always equal to the total result of all Hit Dice the character has rolled.

When using the optional Luck ability score (see next page), add the modifier from that score to the Luck Dice total. A character

always gains at least 1 luck point per level, even if her Luck modifier is a negative number.

OPTIONAL LUCK RULES

There's always room for more luck in your games. With that idea in mind, here are a few additional luck rules to try.

LUCKY STYLE

As an option, the DM may award luck points for good play. That is, a player who makes the group laugh (or gasp), a player who delivers a line with gusto, or simply a timid player who steps up to a big confrontation may earn 1 luck point for doing so. Lucky style luck points are awarded immediately and can be used immediately, or the DM can track them and award them at the end of a session.

Actions	Luck Point Award
Impressing the group	+1
Invoking Lady Luck when truly desperate	+1
Showing extra style or panache	+1
Making the group laugh	+1
Taking a huge chance	+2
Luckiest player	+1
Writing up a game session	+1

All of these awards are a little arbitrary and at the DM's discretion, but the general idea is to reward good and amusing play. None of these awards should be given more than once per game session.

Impressing the Group: If everyone at the table goes “Ooooooh” at what a character just did or said, it’s probably worth a point.

Invoking Lady Luck: A truly amusing bit of pleading might be worth 1 luck point. Point-mongering and chiseling for points should be ignored. A DM might also make (or not make) this award on the basis of a die roll or coin flip, especially if multiple player characters are followers of deities of luck or fortune.

Extra Style or Panache: When someone performs with daring, pluck, spirit, or bravado, such as facing down a demon lord while the rest of the party flees, or taking on the elder dragon’s mother-in-law, the character deserves a luck point. She’ll probably need it.

Making the Group Laugh: It’s about having fun. Give the joker a luck point.

Taking a Huge Chance: Sometimes a character does something monumentally stupid that may save the entire party. If the party survives, grant the character 2 luck points. This award should never be given to someone being stupid to save himself, only for helping other characters.

Luckiest Player: If someone just made an almost impossible roll with or without spending luck points, she deserves 1 luck point. This award isn’t just for rolling a 20 to get a critical threat, but also for the low-Wisdom barbarian who sees through the clever bluff of the wily villain against all odds, or the foolhardy gnome who decides to disarm the fiendishly clever trap with a toothpick and some cross-class ranks in Disable Device.

Writing up a Game Session: If you keep track of campaign events and one of the players does a good writeup to share with the group, give that character a luck point.

LUCK ABILITY SCORE

If the DM decides that some people are born luckier than others, he can use Luck as an ability score. Roll the Luck ability score at the same time that all other scores are generated, using the same method of character generation. Luck bonuses or penalties are then applied to the luck points gained at each level, just as Constitution bonuses

or penalties are applied to hit points gained at each level. Bonuses and penalties for high and low Luck scores are the same as for any other ability score (see Table 1–1 in Chapter One: Abilities of the *Player’s Handbook*). Undead, constructs, and other nonliving creatures do not have a Luck score.

If a character casts a spell with the luck or fortune descriptor, she adds her Luck bonus (if any) to the saving throw’s Difficulty Class. Most of these are divine spells.

All Profession (gambler) checks, luck checks, and gambling checks are affected by the Luck ability score modifier as well. No other skill checks or saving throws are affected directly by the Luck modifier unless the character spends a luck point. If she does spend a luck point, she may use her Luck modifier instead of any other ability score’s modifier for a single attack roll, save, or check. For example, a gambler caught cheating might attempt to talk her way out of trouble; if she spends a luck point, she can use her Luck modifier (+4 for a Luck score of 18) instead of her Charisma modifier (–1 for a Charisma score of 9) on the opposed Bluff check. The player may declare this use of luck after making the roll.

LUCK GRANTED POWERS

If you choose, all worshippers of deities with the luck portfolio may regain 1 luck point whenever they perform a service for the church. Priests of a luck god or goddess regain luck points at a rate equal to 1 + their Charisma modifier per game session. This effect does not stack with the benefit of the Fortune’s Child feat (see Chapter Eight).

MAGIC AND LUCK

Sorcerers, wizards, gutter mages, bards, and other arcane casters can use luck to reduce or avoid the chance of arcane spell failure when casting a spell. To do so, such a character spends 1 luck point for every 5 percent chance of spell failure she wishes to offset. If this expenditure of luck brings the arcane spell failure chance to 0 percent, she need make no arcane spell failure roll.

TABLE 6–2: LUCK SCORES BY CHALLENGE RATING

CR*	LUCK SCORE					
	1–11	12–13	14–15	16–17	18–19	20+
1/4 or less	1	1	1	1	1	2
1/2	1	1	2	2	3	3
1	1	2	3	4	5	6
2	2	4	6	8	10	12
3	3	6	9	12	15	18
4	4	8	12	16	20	24
5	5	10	15	20	25	30
6	6	12	18	24	30	36
7	7	14	21	28	35	42
8	8	16	24	32	40	48
9	9	18	27	36	45	54
10	10	20	30	40	50	60

* For creatures of CR 11 or better, expand the table with multiples of that Challenge Rating.

Roguish Spells

This chapter provides spells for the new arcane casters presented in Chapter One, the shadowsworn and the gutter mage. Many of these spells are also available to characters of other classes.

In addition to shadow magic, this chapter includes new spells specifically for bards, introduces the fortune domain, and expands the choices available to clerics serving gods of luck, who may obtain access to the fortune domain.

FORTUNE DOMAIN

These divine spells are all available to priests of gods or goddesses of luck and possibly to deities of thieves, merchants, and gamblers, at the DM's discretion.

Granted Power: You gain 1 additional luck point per game session (see Chapter Six: Luck).

FORTUNE DOMAIN SPELLS

- Fortune's Frown:** Subject creature becomes unlucky.
- Lucky Break:** One future failed roll becomes a success.
- Fortune's Bitch:** Affected creatures gain +4 temporary luck points.
- Zone of Bad Luck:** As *fortune's frown*, but affects multiple targets.
- Lucky Totem:** Make a small item into a permanent lucky totem.
- Fortune's Armor:** Zone of good luck grants +5 bonus to Armor Class, +5 bonus on saves.
- Broken Mirror:** Ranged touch attack steals luck from living creature.
- Shared Luck:** Create a pool of luck points from which subjects can draw.
- Eternal Luck:** Grant a permanent +1 inherent bonus to one of target's ability scores.

SPELL LIST

Wizards and sorcerers rarely know the gutter argot names for spells of gutter mage origin, but most rogues, bards, and other members of the criminal underworld do. Thus the sorcerer/wizard spell list here does not mention the slang or gutter argot name of these spells, while some other lists include them in parenthesis after their formal names. The shadowsworn and gutter mage spell lists appear in their class descriptions.

ASSASSIN SPELLS

1ST-LEVEL ASSASSIN SPELLS

Fast Escape (Quicker): Adds +10 bonus to Escape Artist checks.

Forget (Nothing to See): Subject creatures lose all memory of the last minute.

Private Conversation (Just Between Us): Allows subjects to speak without being heard.

Rogue's Stab: Target gains +1d6 sneak attack damage.

Shadow Hands: Touch deals 1d6 points of cold damage/level (max. 5d6).

2ND-LEVEL ASSASSIN SPELL

Part Crowd (Step Aside): Crowds move aside to let you pass and press back to block pursuit.

BARD SPELLS

1ST-LEVEL BARD SPELLS

Confession (I Shouldn't Tell You This): Target shares secret information.

Countercharm: Breaks a *charm* effect.

Dust and Dirt (Not Worth Much): Reduces the appraised value of an item by 50 percent + 1 percent per level.

Gambler's Luck (Sharper): Target gains a +1d4 bonus on gambling checks.

Private Conversation (Just Between Us): Allows subjects to speak without being heard.

Silent Sound: Ranged touch attack deals 1d6 points of sonic damage/level (max. 5d6).

2ND-LEVEL BARD SPELLS

Charming Lie (Trust Me, Boys): Listeners believe what you say.

Peerless Camouflage (Running the Shadows): Allows hiding at full movement.

Rogue's Stab: Target gains +1d6 sneak attack damage.

3RD-LEVEL BARD SPELLS

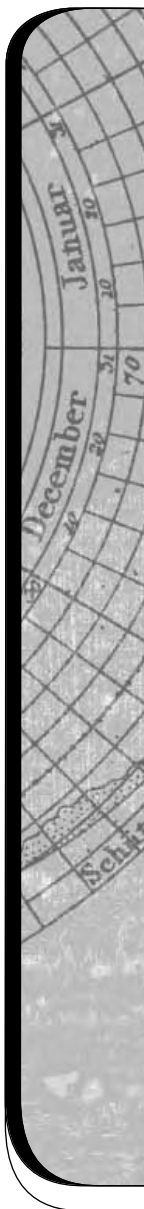
Quick Escape (Out the Back Way): Creates a temporary normal door.

Spit Shine (Pretty Pebble): Increases apparent value of item.

Unreasonable Rage (Mad as a Hare): Subject attacks creatures around it.

4TH-LEVEL BARD SPELL

Quick Escape, Greater (Open Every Window): Create a magical door in a solid wall.



5TH-LEVEL BARD SPELL

Thief of Spells (Borrow a Cup of Magic): Ends spell effects on a creature and grants them to you.

CLERIC SPELLS

0-LEVEL CLERIC SPELL

Tongue of Fiends: Speak Infernal.

1ST-LEVEL CLERIC SPELL

Gambler's Luck: Target gains +1d4 bonus on gambling checks.

2ND-LEVEL CLERIC SPELL

Fortune's Frown: Subject creature becomes unlucky.

3RD-LEVEL CLERIC SPELLS

Feign Death: Subject takes half damage from attacks, survives *coup de grace*.

Lucky Break: One future failed roll becomes a success.

4TH-LEVEL CLERIC SPELL

Fortune's Bitch: Subjects gain +4 temporary luck points.

5TH-LEVEL CLERIC SPELL

Zone of Bad Luck: As *fortune's frown*, but with multiple targets.

6TH-LEVEL CLERIC SPELL

Lucky Totem: Make a small item into a permanent lucky totem.

7TH-LEVEL CLERIC SPELL

Fortune's Armor: Zone of good luck grants +5 bonus to Armor Class, +5 bonus on saves.

8TH-LEVEL CLERIC SPELL

Broken Mirror: Ranged touch attack steals luck from living creature.

9TH-LEVEL CLERIC SPELL

Shared Luck: Create a pool of luck points from which subjects can draw.

DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Douse: Extinguishes one candle, torch, or lantern per level.

Moonscript: Writing invisible except in moonlight.

2ND-LEVEL DRUID SPELLS

Feign Death: Subject takes half damage from attacks, survives *coup de grace*.

Roof Runner: Run safely over sloping surfaces.

Silent as Rats: Share your Move Silently skill with others.

Small as Mice: Share your Hide skill with others.

RANGER SPELL

1ST-LEVEL RANGER SPELL

Rogue's Stab: Target gains +1d6 sneak attack damage.

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

Conj **Create Equipment:** Creates one nonmagical object for 1d4 rounds.

Ench **Trinket Charm:** Distracts creatures with Intelligence scores of 1 to 4.

Illus **Shadow Bite:** Creature must make Concentration check, may drop items.

Shadow Knife: Create a weapon from shadow.

Silhouette: Shadows dance on a wall.

Smuggler's Veil: Container appears empty.

Trans **Bat Sight:** Blindsight, low-light vision, bonus on ranged attacks for 1 round.

Bouncing Fall: Minimizes falling damage.

Douse: Extinguishes one candle, torch, or lantern per level.

Lengthen Shadows: Darkness falls, -2 penalty on Spot and Search checks.

Shadow Blindness: Cancel creature's darkvision.

Tongue of Fiends: Speak Infernal.

1ST-LEVEL SORCERER/WIZARD SPELLS

Ench **Beggar's Charm:** Helps beggars draw attention.

Thieves' Charm: Allows caster to take item without challenge.

Evoc **Silent Sound:** Ranged touch attack deals 1d6 points of sonic damage/level (max. 5d6).

Watch the Watchers: Puts a "bell" on guards that only caster hears.

Illus **Switch Item:** Replaces one object with a duplicate.

Trans **Light Blindness:** Hampers subject's vision.

Private Conversation: Allows subjects to speak without being heard.

Rattling Chant: Zone of noisiness creates -10 penalty on Move Silently checks.

Trackless: Splits a trail or erases it, adding +10 to Track Difficulty Class.

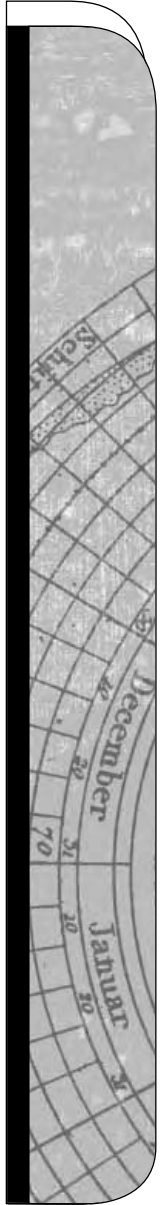
2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur **Grey Spellbreaker:** Cancel or suppress ongoing spells by touching area, creature, or object.

Conj **Shadow Jump:** Move between shadows within 100 feet + 10 feet/level.

Ench **Part Crowd:** Crowds move aside to let you pass and press back to block pursuit.

Evoc **Treasure Magnet:** Sweeps most valuable objects into a sack in 1 round.



- Illus **Peerless Camouflage:** Allows hiding at full movement.
- Div **Trigger Item:** Activates a charged item without a command word.
- Trans **Rogue's Stab:** Target gains +1d6 sneak attack damage.
Roof Runner: Run safely over sloping surfaces.
Shieldbreaker: Allows one weapon to ignore or break shields, dispels *shield*.
Silent as Rats: Share your Move Silently skill with others.
Slither: You become an incorporeal shadow for 1 round.
Small as Mice: Share your Hide skill with others.

3RD-LEVEL SORCERER/WIZARD SPELLS

- Conj **Smuggler's Chest:** Hides chest on ethereal plane for up to six days.
- Ench **Forget:** Subject creatures lose all memory of the last minute.
Unreasonable Rage: Subject attacks creatures around it.
- Illus **Shadow Bridge:** Magically jump between two locations.
- Necro **Feign Death:** Subject takes half damage from attacks, survives *coup de grace*.
Terror: Subject is panicked for 1 round/level.
- Trans **Enter Shadow:** Become incorporeal and enter target's shadow.
Knockout: Doubles allies' damage rolls, changes it to nonlethal damage.
One Step Ahead: Subject gains uncanny dodge.
Quick Escape: Creates a temporary normal door.

4TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Black Spellbreaker:** Item affected dispels magic by touch.
- Conj **Quick Escape, Greater:** Create a magical door in a solid wall.
- Div **Flickering Fate:** +4 bonus to Armor Class, attacks, and saves for one creature.
- Evoc **Treasure Magnet, Greater:** Takes worn or held items from foes.
- Necro **Black Hand:** Drain 1d3 points of Strength, Dexterity, and Constitution from enemy; you gain these points.
- Trans **Thief of Spells:** Ends spell effects on a creature and grants them to you.

SPELL DESCRIPTIONS

This section offers almost 80 new spells. In addition to regular components, some of them have a luck component detailing how many luck points the caster or subjects of the spell must spend in order for the spell to function. See Chapter Six: Luck for more on luck points.

An asterisk (*) denotes a spell that appeared previously in *The Complete Book of Eldritch Might*. A dagger (†) denotes one from *Monte Cook's Arcana Evolved*. And a double dagger (‡) denotes a spell that appeared originally in *The Assassin's Handbook* (by David "Zeb" Cook and Wolfgang Baur, from Green Ronin Publishing, 2002).

BAT SIGHT (BLIND EYE)

Transmutation
Level: Gutter Mage 0, Sor/Wiz 0
Components: V, S
Casting Time: Standard action
Range: Personal or touch
Target: You or creature touched
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

The subject of the spell gains echolocation for 1 round. This effect grants blindsense out to 20 feet and low-light vision, as well as a +1 bonus on all ranged attacks or ranged touch attacks made in that round. However, the subject takes double damage from all sonic effects in the round.

BEGGAR'S CHARM (FLY A FLAG)

Enchantment (Compulsion) [Mind-Affecting]
Level: Gutter Mage 1, Sor/Wiz 1
Components: V, S
Casting Time: Standard action
Range: 60 feet
Area: 60-foot-radius emanation, centered on you
Duration: One hour

This spell draws the eye of those within its area, making you more visible and (often) more sympathetic—and also increasing your value as a distraction when trying to draw the eye of guards, sentries, or scouts. You become easier to discern (+4 enhancement bonus on viewers' Spot checks) and provide a better distraction (+10 on the Wisdom check DC of any guards responding to an alarm; see "Breaking in . . . and Out" in Chapter Ten).

The spell is also used to help beggars draw attention to themselves when plying their trade, adding a +4 competence bonus on Profession (beggar) checks.

BLACK HAND

Necromancy
Level: Shadowsworn 4, Sor/Wiz 4
Components: V, S
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

You gather the powers of darkness into your fist and strike with a paralyzing and shadowy chill. Summoning a black hand effect encases your hand in black and purple flames. With a successful touch attack, you deal 1d3 points of permanent Strength, Dexterity, and Constitution drain to an enemy; these ability score points are then added to your own totals as an enhancement bonus for 1 round per your caster level. If the victim makes a Fortitude save (DC 14), she loses (and you gain) just 1 point of Constitution.

BLACK SPELLBREAKER (BLACK BLADE)

Abjuration

Level: Gutter Mage 4, Shadowsworn 4,
Sor/Wiz 4

This spell functions as *grey spellbreaker* (see page 58), except that the maximum caster level bonus on your check is +10.

BOUNCING FALL (BOUNCE THE BABY)

Transmutation

Level: Gutter Mage 0, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

You reduce but do not eliminate falling damage. Instead of suffering 1d6 points of damage per 10 feet fallen, you suffer the minimum 1 point of falling damage per 10 feet. This benefit comes from a magical bounce that occurs at the moment of impact. A successful Jump check (DC 10 +2 per 10 feet fallen) allows you to control the direction of the bounce; otherwise, the bounce throws you in a random direction from the point of impact. You bounce 2 feet horizontally per 10 feet fallen; for instance, if you fell

from a height of 80 feet, you would bounce 16 feet away from the point of impact.

If the direction of a bounce creates a secondary impact with a wall, object, creature, or person, you suffer 1d6 points of damage from that impact and immediately fall prone. A creature struck by a bouncing caster does not suffer damage, but must make an opposed Strength check or be knocked prone.

BROKEN MIRROR

Necromancy

Level: Clr 8, Fortune 7

Components: V, S, M, DF

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You shatter a mirror as you point your finger at someone and call on the gods of luck, releasing a spirit of bad fortune that steals the luck of the living creature you have designated. You must make a ranged touch attack to hit. If the attack succeeds, the target loses all luck points currently in its luck pool. These points immediately and permanently transfer to you.

The subject earns additional luck points normally if it gains a new level, but does not regain or regenerate any luck points from its former pool. Undead creatures and constructs are not affected.

The effect of a *broken mirror* can only be reversed with a successful *remove curse* spell. When this happens, the points remaining are restored to the victim, and you lose those stolen points permanently.

Material Component: A silvered glass mirror (50 gp), which must be dropped or otherwise shattered at the conclusion of the casting.

CARD CONTROL (FLIP YOU FOR IT)

Transmutation

Level: Gutter Mage 1

Components: V, S, F

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One coin, deck of cards, or set of dice

Duration: 1 round

Saving Throw: None (object)

Spell Resistance: No (object)

A single coin flip, dice roll, or draw of a card comes up exactly as you desire, even if this seems impossible (such as drawing a fifth ace from a single deck of cards, or flipping a coin onto its edge). The verbal component is a small plea, lucky phrase, or prayer to the gods of luck, and the somatic component involves a convoluted mystic pass over the cards or a showy way to flip the coin. In either case, the motion might be mistaken for showmanship instead of spellcasting (the victims are entitled to Spellcraft checks or Sense Motive checks opposed by your Bluff check to determine whether they know they are being scammed).

While the spell doesn't fail even if the viewers figure out what is going on, the effect of getting the desired result isn't quite the same when viewers know you accomplished it by magic. This spell does not work on magic items (such as a *deck of many things*).

If used in combination with a gambling check (see Chapter Five), *card control* grants a +4 circumstance bonus on the attempt. The rules for cheating still apply, and the spell is well known in most gambling hells.

Focus: The coin, dice, or cards to affect.

CHARMING LIE (TRUST ME, BOYS)

Enchantment (Charm)

[Language-Dependent]

Level: Brd 2, Gutter Mage 2

Components: V

Casting Time: Standard action

Range: 30-foot radius

Target: One or more creatures in range

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You tell a lie so convincingly that no one doubts you. You can make the subjects of this spell believe almost anything that their senses don't directly contradict. If it is something they especially want to believe, the targets suffer a -4 circumstance penalty on their saves.

Because this spell is particularly surreptitious and entirely verbal, it is not always apparent when it has been cast. A target that makes its saving throw is entitled to a



Spellcraft check (DC 12). If this succeeds, the target creature realizes the spell was cast; otherwise, it merely brushes off the caster's blather as a bunch of unbelievable nonsense.

The *charming lie* changes beliefs, but it does not allow the caster to give orders. Any statement of fact—"I'm a messenger for the king" or "These aren't the bandits you're looking for"—is pretty much accepted at face value. Any impossible or ridiculous statement entitles a target to a second Will save.

This spell does not allow you to suggest a course of action to the targets; inaction is fine, but you cannot directly tell the targets to do a particular thing. The targets may come to a conclusion on their own (such as confronting a corrupt official if they are told that he is robbing them, or going in search of water if they are told they are thirsty), but there's no guarantee of that.

CLOAK OF DARKNESS[†]

(BLACK GENTLEMAN)

Evocation [Darkness]

Level: Gutter Mage 2, Shadowsworn 2

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You create an area of magical darkness around you. All attacks against you have a 20 percent miss chance. Although you can see normally, you appear to be simply an ominous, cloak-shaped area of darkness, which grants you a +2 circumstance bonus on Intimidate checks (but the character you are trying to Intimidate cannot see you, which may negate other possible modifiers). When in areas of shadow, darkness, or dim lighting, you gain a +5 circumstance bonus on Hide checks.

COMPELLING QUESTION[†]

(SHAKEDOWN)

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting]

Level: Gutter Mage 1, Shadowsworn 1

Components: V

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You ask another creature one simple question that it can answer with a single word. On the subject's next turn, as a free action, it answers you as truthfully as possible. The DM is free to assign modifiers to the saving throw based on how important the target considers the information to be. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and may earn a trained assassin a +4 competence bonus on the save.

CONFESSION

(I SHOULDN'T TELL YOU THIS)

Enchantment (Charm)

Level: Brd 1, Gutter Mage 1

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 1d6 minutes

Saving Throw: Will negates

Spell Resistance: Yes

This spell makes the subject feel talkative, understood, and confessional, and makes you seem trustworthy and empathetic in the subject's eyes. When cast successfully, the spell typically results in the subject spilling secret information about past crimes, lovers, political intrigues, and so forth. The information provided can sometimes be prompted by you, though doing so requires a successful Diplomacy check (DC 10 + target's Sense Motive modifier).

The target suffers a -2 circumstance penalty on her save if she is drunk or otherwise intoxicated and an additional -4 penalty if she is under the influence of a *charm* spell. A successful save makes the target even more than usually suspicious of you. A target that succeeds on her save cannot be targeted by you with this spell for at least one day, plus one additional day for each 5 points by which the save result exceeded the Difficulty Class.

Material Component: A set of wooden prayer beads worth 10 gp.

COUNTERCHARM

Abjuration

Level: Brd 1

Components: V, S, M

Casting Time: Standard action

Range: 30 feet

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell breaks a charm effect, such as *charm person*, *charming lie*, or *charm monster*. Any victim of such a spell may immediately attempt an additional saving throw with a +2 bonus. If this save fails, the *countercharm* does not negate the existing spell, and you can make no further attempt to break the charm with this spell for at least a day.

Material Component: A piece of cold iron.

CREATE EQUIPMENT

(JUST THE THING)

Conjuration (Creation)

Level: Gutter Mage 0, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: 0 feet

Effect: One nonmagical object (see text)

Duration: 1d4 rounds

Saving Throw: None

Spell Resistance: No

You create any one nonmagical object, which remains in existence for 1d4 rounds. The object cannot be heavier than 5 lbs. and cannot cost more than 20 gp. Thus, the spell can create a rope, spike, brick, or shield, but not a diamond or a catapult. It can be used to create a spell component of up to the stated weight and value.

DISTRACTION[†] (SCREAMER)

Illusion (Phantasm) [Mind-Affecting]

Level: Gutter Mage 1

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: 1 round/level (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You create a mental image in someone's mind of something the target will find



distracting—it is either annoying, alluring, or frightening. The target, not the caster, decides what form the phantasm takes. A failed save means the target takes no effective action for 1 round other than to defend herself. Instead, she interacts with the image in her mind—swatting at an imaginary fly, dodging an imaginary attack, starting in surprise at an imaginary loved one, and so on. A new saving throw is allowed each round, and once the target makes a successful save, the spell ends.

DOUSE

Transmutation

Level: Drd 1, Shadowsworn 0, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: One light/level in a 40-foot radius

Duration: Instantaneous

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

You douse a number of small sources of natural light, such as candles, lanterns, or torches. You can extinguish multiple fires at the same time, as long as they are all within the spell's area. Hearth fires, campfires, bonfires, and magical fires are unaffected.

DUST AND DIRT

(NOT WORTH MUCH)

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 1, Gutter Mage 1

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: One touched object weighing no more than 10 lbs.

Duration: One minute/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes

This spell makes an object appear to be worth less than its actual value. The target object seems filthy, dirty, cracked, bent, or otherwise subpar. The object's apparent value declines by 50 percent + 1 percent per level of the caster.

Dust and dirt cancels and reverses any *spit shine* spell cast on a target object.

Material Component: A handful of dust.

ENTER SHADOW

Transmutation

Level: Shadowsworn 3, Sor/Wiz 4

Components: S, M

Casting Time: Standard action

Range: Personal or touch

Target: You or one creature plus one creature/four levels

Duration: One minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You or creatures you touch enter another creature's shadow and become incorporeal. By joining that creature's shadow, you and the other subjects that enter its shadow become part of the host creature, lingering within its shadow. If the spell is cast from a hidden location, the host creature does not notice what has happened if you make a successful Hide check (opposed by its Spot check). A creature that does not want to be part of this spell is entitled to a Fortitude save to negate the effect.

You can follow the host creature as long as the duration lasts and there is some darkness available. If the host creature ever enters an area of bright illumination (such as an open sky at noon or the area of a *daylight* spell), the spell ends immediately and the host creature's shadow ejects all creatures. In this case, each of the ejected creatures must make a Fortitude save (DC 16) or be stunned for 1 round.

If you wish to leave the host creature's shadow before the spell's duration expires, you can do so at will, but unless you make a successful Hide check (opposed by its Spot check), the host notices the change in its shadow. You determine in what order creatures enter or leave a host creature's shadow. The host is entitled to an attack of opportunity against any creatures leaving its shadow after the first.

You can cast *shadow jump* (see page 61) from within the host creature, to simplify the process of leaving its shadow. Doing so moves you (but not other creatures) to the target of the jump.

Material Component: One drop of frozen or liquid shadow per creature affected (worth 50 gp each).

ETERNAL LUCK

Transmutation

Level: Fortune 9

Components: V, S, DF, Luck, XP

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By casting this spell, you grant a permanent +1 inherent bonus to one of the target's ability scores (your choice). No creature can gain more than 5 points of combined bonus to its ability scores from *eternal luck* effects (and each ability is limited to a total inherent bonus of +5 as normal). Your luck pool maximum drops by 10 points permanently each time you cast this spell.

Luck Component: 10 luck points.

XP Cost: 2,000 XP.

FAST ESCAPE[†] (QUICKER)

Transmutation

Level: Asn 1, Gutter Mage 0

Components: V

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level

You gain a +10 bonus on Escape Artist checks for the duration. Because this spell reduces friction on your person and clothing, you also suffer a -4 circumstance

penalty on Balance, Climb, and Use Rope checks that rely on your ability to hang on, hold on, or remain standing.

FEIGN DEATH

(GRAVEDIGGER'S NAP)

Necromancy

Level: Clr 3, Drd 2, Gutter Mage 3,

Shadowsworn 3, Sor/Wiz 3

Components: V, S

Casting Time: Standard action

Range: Personal or touch

Target: You or one creature touched

Duration: 6 rounds + 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You put yourself or a willing creature you touch into a cataleptic state that is almost indistinguishable from death. Only a Heal check (DC 35) or *death watch* or similar magic shows that the subject is still alive. Someone affected by a *feign death* spell cannot move or act and has no sense of touch or sight. However, he can still hear and smell and knows what is going on around him.

The affected subject cannot feel wounds, kicks, fire, or other harm, nor can he react to such treatment. The subject takes only half damage from normal attacks and a *coup de grace* reduces him to 1d4 hit points rather than killing him outright. Poison and negative levels do not affect someone under the influence of a *feign death* spell, but poison still in the subject's system can affect him after the spell ends.

FICKERING FATE

Divination

Level: Shadowsworn 4, Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Personal or close (25 feet + 5 feet/two levels)

Target: You or one creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: No

You or the creature you choose see the flickering shadows of the future during combat, or you see a few seconds into the future in a noncombat situation. When the spell is cast, all creatures within range must declare

their actions for the next round before the subject of the spell has to decide on his own course of action. All creatures in range are entitled to a Will saving throw; those who succeed need not follow the course of action they declared. Those who fail must take their action exactly as declared.

The subject of this spell gains a +4 bonus to attack rolls, Armor Class, and saving throws against any creature that failed its saving throw against *flickering fate*.

FORGET[†] (NOTHING TO SEE)

Enchantment (Compulsion)

[Mind-Affecting]

Level: Asn 1, Gutter Mage 3, Sor/Wiz 3

Components: V, S, F

Casting Time: Full round

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature/three levels

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You make the subject creatures lose all memory of the last minute. If they fail a Will save, they do not remember what they have seen, heard, or discovered during that time. If there are multiple possible targets within range, you affect the creatures closest to you first.

FORTUNE'S ARMOR

Conjuration (Creation)

Level: Clr 7, Fortune 6

Components: V, S, DF, Luck

Casting Time: Standard action

Range: Touch

Target: One creature touched/level

Duration: One hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You create a zone of good luck around the target creatures; they always know where to step to avoid a trap, when to duck to miss an attack, and how to parry the swiftest of blows. As a result, the creatures enjoy a +5 luck bonus to Armor Class and all saving throws for the duration of the spell. The Armor Class bonus applies even when the targets are flat footed or subject to touch attacks.

Unlike mundane armor, *fortune's armor* entails no armor check penalty, arcane

spell failure chance, or speed reduction. Since *fortune's armor* is a property of good luck and timing, incorporeal creatures can't bypass it the way they do normal armor.

Luck Component: 1 luck point per creature affected.

FORTUNE'S BITCH

Transmutation [Mind-Affecting]

Level: Clr 4, Fortune 3

Components: V, S, DF

Casting Time: Standard action

Range: 50 feet

Target: You and all allies within a 50-foot-radius burst, centered on you

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creatures gain good fortune. You grant the subjects a +4 enhancement bonus to their luck points. These luck points are the first to be spent when a target uses luck on any roll.

Luck points gained by this spell are temporary luck points. They are lost first, just as temporary hit points are lost first.

Fortune's bitch counters and dispels *zone of bad luck* (see page 67).

FORTUNE'S FROWN

Transmutation

Level: Clr 2, Fortune 1

Components: V, S, DF

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature becomes unlucky. This spell cancels the creature's ability to use luck points on any roll for the duration of the spell; attempts to do so still remove luck points from the target's luck pool, but instead of a reroll, the subject gains a -4 penalty on the original roll.

This spell is most commonly used by coolers in gambling hells (see Chapter Five) to slow down a player on a lucky streak. Gamblers who discover this spell has been used against them typically are enraged that the house is "jinxing their luck"—to prevent this, the house often follows up with spells such as *forget*.

GAMBLER'S LUCK (SHARPER)

Transmutation

Level: Brd 1, Clr 1, Gutter Mage 1

Components: V, S, DF

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: 1d6 minutes

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target creature gains a +1d4 bonus on its gambling checks for the spell's duration.

GHOST WEAPON†

Transmutation [Force]

Level: Shadowsworn 4

Components: V, S, F

Casting Time: Standard action

Range: Touch

Target: One melee weapon touched

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

With a touch, a weapon becomes ghostly and translucent. A character can wield it normally, but its attacks ignore armor and natural armor bonuses to Armor Class. At the same time, treat its strikes as force damage when attacking incorporeal foes.

GREY SPELLBREAKER

Abjuration

Level: Shadowsworn 2, Sor/Wiz 2

Components: S, F

Casting Time: Standard action

Range: Touch

Target: Object or creature touched

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You can cancel an existing, ongoing spell effect on an object or creature, or temporarily suppress the magical abilities of a magic item, by touching it with the object affected by this spell, called the *spellbreaker*. The object you touch when casting the spell is subjected to an effect similar to a *dispel magic* spell. Spells that cannot be defeated by *dispel magic* cannot be defeated by this spell.

The object or creature you want to affect with the *grey spellbreaker* must be hit with a melee touch attack. You then make a caster level check (d20 + caster level [maximum

+5]) against each ongoing spell currently on the object or creature (DC 11 + the target spell's caster level). If you succeed on a particular check, that spell is broken; if you fail, the spell remains in force. If the first attempt fails, that particular *grey spellbreaker* is always unable to break that particular charm or spell.

If you target an object or creature that is the effect of an ongoing spell (such as a *wall of iron*), you may make a check to end the spell that conjured the object or creature.

Focus: The *spellbreaker* object touched.

GUTTER STORM

Evocation

Level: Gutter Mage 1

Components: V, M

Casting Time: Standard action

Range: 20 feet

Area: 20-foot-radius burst centered on you

Duration: Concentration, up to one minute/level

Saving Throw: Reflex half

Spell Resistance: No

You surround yourself with a whirlwind of rocks and garbage that harms every creature around you, leaving you safe in the center of the storm. Ranged attacks shot through the area of the *gutter storm* suffer a



–2 circumstance penalty on the attack roll, as the storm's winds are unpredictable. The eye of the spell moves with you.

Creatures caught in the area of the spell are entitled to a Reflex save to avoid its wind and debris. If the save succeeds, they suffer no damage but are effectively blinded (suffering a –2 penalty on attack rolls) while they remain in the area. If the save fails, they take the same penalty and suffer 1d4 points of damage that round. Creatures must make saving throws each round they remain in the spell's area.

Material Component: A handful of dirt, garbage, or small stones picked off a street.

KNOCKOUT

(MUGGED IN THE ALLEY)

Transmutation

Level: Gutter Mage 3, Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Up to one allied creature per level

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You change the weapon damage dealt by your affected allies from lethal to nonlethal, but you double all of their weapon damage rolls. Strength bonuses, magical bonuses, sneak attack damage, and similar additions to damage are not doubled—only the actual damage roll for the attack.

Material Component: A sap or blackjack made of black silk and filled with lead sling bullets (worth 40 gp).

LENGTHEN SHADOWS

Transmutation [Darkness]

Level: Shadowsworn 0, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 40-foot-radius emanation

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You channel darkness and shadows into your surroundings. The area affected becomes gloomier, murkier, and more difficult to see in without actually becoming too

dark to impede movement or combat. Low-light vision or darkvision is required to see clearly, and even then all Spot and Search checks within the area suffer a –2 penalty for the duration of the spell.

LIGHT BLINDNESS

Transmutation

Level: Shadowsworn 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You blind a creature that normally can see in daylight, such that the subject can see only in shadows or in darkness for the duration. If the spell targets a creature with darkvision, it can see only in shadowy illumination or in bright illumination, not in full darkness.

LUCKY BREAK

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 3, Fortune 2

Components: V, S, DF

Casting Time: Standard action

Range: 40 feet

Targets: All allies within a 40-foot-radius burst centered on you

Duration: Permanent until triggered

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

One of the next failed rolls made by one of the targets of the spell becomes a success. The gods of luck choose what type of roll is transformed, rather than the caster. The DM should roll 1d10 and consult this table:

d10	Roll Transformed
1–2	Saving throw
3–5	Skill check
6–10	Attack roll

The DM should also roll 1d4 to determine which roll is improved among those that immediately follow the casting of the spell. That is, a roll of 1 means the very next failed roll of the indicated type is improved, while a roll of 4 means that three rolls fail before one is changed.

The subjects cannot be under the effect of more than one *lucky break* spell at a time.

LUCKY TOTEM

Transmutation

Level: Clr 6, Fortune 5

Components: V, S, M, DF, Luck, XP

Casting Time: Standard action

Range: Touch

Target: Object touched (see text)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You make a small item weighing less than 1 lb. into a permanent *lucky totem*, infused with your own luck points.

The *lucky totem* grants you a +1 bonus on any rerolls you make by spending luck points. As well, the save DC of any spell you cast increases by 1, and you gain a +1 luck bonus on all Spellcraft, Knowledge (arcana), and Concentration checks.

This luck also infuses your melee weapons, allowing you to treat them as magic for the purpose of overcoming damage reduction. A weapon that is already magic gains an additional +1 enhancement bonus. In addition, all critical threats you score are automatically confirmed (though this benefit does not apply to any weapon that already has a magical effect related to critical hits, such as a *keen* weapon or a *vorpals sword*).

The *lucky totem* must remain in physical contact with you to work. The effects of multiple *lucky totems* do not stack.

Material Component: 500 gp worth of crushed gems and powdered sprite wings.

Luck Component: 5 luck points.

XP Component: 3,000 XP.

MOONSCRIPT

Transmutation

Level: Drd 1, Shadowsworn 1

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: Writing on one sheet of vellum or parchment

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You transform one sheet of ordinary writing into magical script visible only under moonlight. The sheet so protected can then be reused to hide the presence of the magical writing. Spells and scrolls can also be protected by *moonscript*.

Material Component: White ink made of crushed mother-of-pearl, whey, and spider silk (worth 100 gp).

ONE STEP AHEAD (SPIDER EYES)

Transmutation

Level: Gutter Mage 3, Sor/Wiz 3

Components: V, S

Casting Time: Full round

Range: Touch

Target: One living creature

Duration: One hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant a creature the uncanny dodge ability, allowing it to react to danger before its senses would normally allow it to do so. The target retains its Dexterity bonus to Armor Class (if any) even if it is caught flat footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to Armor Class if immobilized.

If the target already has uncanny dodge as a class ability, this spell automatically grants improved uncanny dodge instead. This means that the subject can no longer be flanked. This defense denies another rogue the ability to sneak attack the subject by flanking it, even if the attacker has at least four more rogue levels than the subject does.

PART CROWD[†] (STEP ASIDE)

Enchantment (Compulsion) [Mind-Affecting]

Level: Asn 2, Gutter Mage 2, Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: Up to 50 living creatures per level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

A crowd of up to 50 Small or Medium creatures parts to make way for your passage, immediately closing ranks again after you pass. You can take up to one creature with you, plus one for every three caster levels.

The crowd parts with uncanny speed, allowing you to move at a full run through it with no penalty. The people also fall back into place rapidly, so any pursuers suffer a –50 percent movement penalty, as if moving through thick undergrowth. In other words, each square of crowd movement counts as two squares of movement (and diagonal moves into crowd squares count as three squares).

This spell only works on creatures in a crowd that are able to move and are more or less unaware of your presence. Guards and other creatures actively attempting to block you or prevent your movement go unaffected.

PEERLESS CAMOUFLAGE (RUNNING THE SHADOWS)

Illusion (Glamer)

Level: Brd 2, Gutter Mage 2, Shadowsworn 2, Sor/Wiz 2

Components: S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level

You give yourself the ability to blend in with your surroundings while moving. You can move at full speed or even run while hiding. You suffer no penalties on Hide checks due to movement.

Material Component: A perfectly tanned chameleon skin (40 gp).

PRIVATE CONVERSATION* (JUST BETWEEN US)

Transmutation

Level: Asn 1, Brd 1, Gutter Mage 1,

Shadowsworn 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Two creatures + one creature/three levels

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The targets of this spell can converse without anyone overhearing what they are saying. Characters who can read lips might still be able to determine what is said, but no

Listen check allows one to overhear the conversation.

While under the effect of this spell, a character can speak to someone not affected by the spell, but all can hear that conversation normally. Only when an affected character speaks to another affected character does the conversation remain private.

QUICK ESCAPE (OUT THE BACK WAY)

Transmutation

Level: Brd 3, Gutter Mage 3, Sor/Wiz 3

Components: V, S, M

Casting Time: One minute

Range: Touch

Effect: An iron door 5 feet by 8 feet

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You create a temporary normal door in any wooden, stone, or plaster wall up to 10 feet thick. The door is iron and has a lock, an arrow slit, and a crossbar. It measures 5 feet wide and 8 feet high.

If the thickness of the surrounding wall exceeds 10 feet, then a single *quick escape* spell simply makes a 10-foot-deep niche or short tunnel sealed by a door that opens to reveal more of the wall. Several *quick escape* spells cannot be combined to form a continuing passage to breach very thick walls.

When the spell ends, the door disappears and the wall comes back into being. Creatures located in the space occupied by the wall are ejected harmlessly toward the nearest exit.

Material Component: A brass door knocker.

QUICK ESCAPE, GREATER (OPEN EVERY WINDOW)

Conjuration (Teleportation)

Level: Brd 4, Gutter Mage 4, Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Target: One window or door

Duration: 1 round

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly transform the window or door you are walking through into a dimensional portal that transfers you from your current location to any other door or window within range. You always arrive at exactly the door or window desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn.

You can bring along any object that you can drag or carry, up your maximum load. The portal can also transport one additional willing Medium or smaller creature per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

All creatures to be transported must pass through the portal in a single round, and you must pass through last. All creatures must pass through the doorway or window without squeezing. Damaging the door or window frame instantly ends the spell.

If there is no door or window within range, the spell simply fails. If a *greater quick escape* spell is dispelled in the middle of its duration, any creature crossing through the portal at that moment must attempt a Fortitude save (DC 14 + dispelling caster's key ability modifier) or suffer 6d6 points of damage and be ejected randomly to either the starting or receiving portal.

RATTLING CHANT

Transmutation [Sonic]

Level: Gutter Mage 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 20 square feet/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create a zone that magnifies sound so that is almost impossible to pass through without loudly proclaiming your entrance. In some respects, this spell is the opposite of a *silence* spell, and it is typically cast on a set of stairs or a passageway leading to an area where rogues are at work, outside a guildhall, or the like.

Creatures trying to pass through the area

of a *rattling chant* spell suffer a –10 penalty on any Move Silently checks as boots click loudly, a scabbard scrapes along a wall, or some piece of equipment drops or creaks.

ROGUE'S STAB*

Transmutation

Level: Asn 1, Brd 2, Gutter Mage 1, Rgr 1,

Shadowsworn 1, Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The target gains the ability to make sneak attacks, as the rogue ability, against opponents that are denied their Dexterity bonus to Armor Class or those that are flanked. The target deals +1d6 points of damage on a successful sneak attack. If the target can already make sneak attacks, the damage he deals with his sneak attacks increases by +1d6 points.

ROOF RUNNER

Transmutation

Level: Drd 2, Gutter Mage 2, Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: Personal or touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target creature can climb and travel on sloping (but not vertical) surfaces and can leap from point to point faster and farther than normal. The affected creature must have its hands free to run this way. The subject can move over roofs, along forest canopies, or through ship's rigging at a horizontal speed of 20 feet. It need not make Climb checks to traverse any horizontal surface. A *roof running* creature retains its Dexterity bonus to Armor Class (if any) while moving, and opponents get no special bonuses on their attacks against it. It can use the run action normally.

Material Component: A rat's whisker and the tip of a cat's tail.

SHADOW BITE

Illusion (Shadow)

Level: Shadowsworn 0, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One humanoid creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a momentary needle of cold, sharp pain in a target creature. This causes no damage but requires the creature to make Concentration checks (DC 13) while engaged in any action that commands its full attention. On the creature's next action following a failed check, it suddenly stands up or doubles over (DM's choice), using a move action. There is a 50 percent chance that such a creature will drop a held item.

SHADOW BLINDNESS

Transmutation

Level: Shadowsworn 0, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You stop one creature's darkvision from working. The victim has normal human sight instead and cannot see in complete darkness for the duration of the spell.

SHADOW BRIDGE

Illusion (Shadow)

Level: Shadowsworn 3, Sor/Wiz 3

Components: V

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

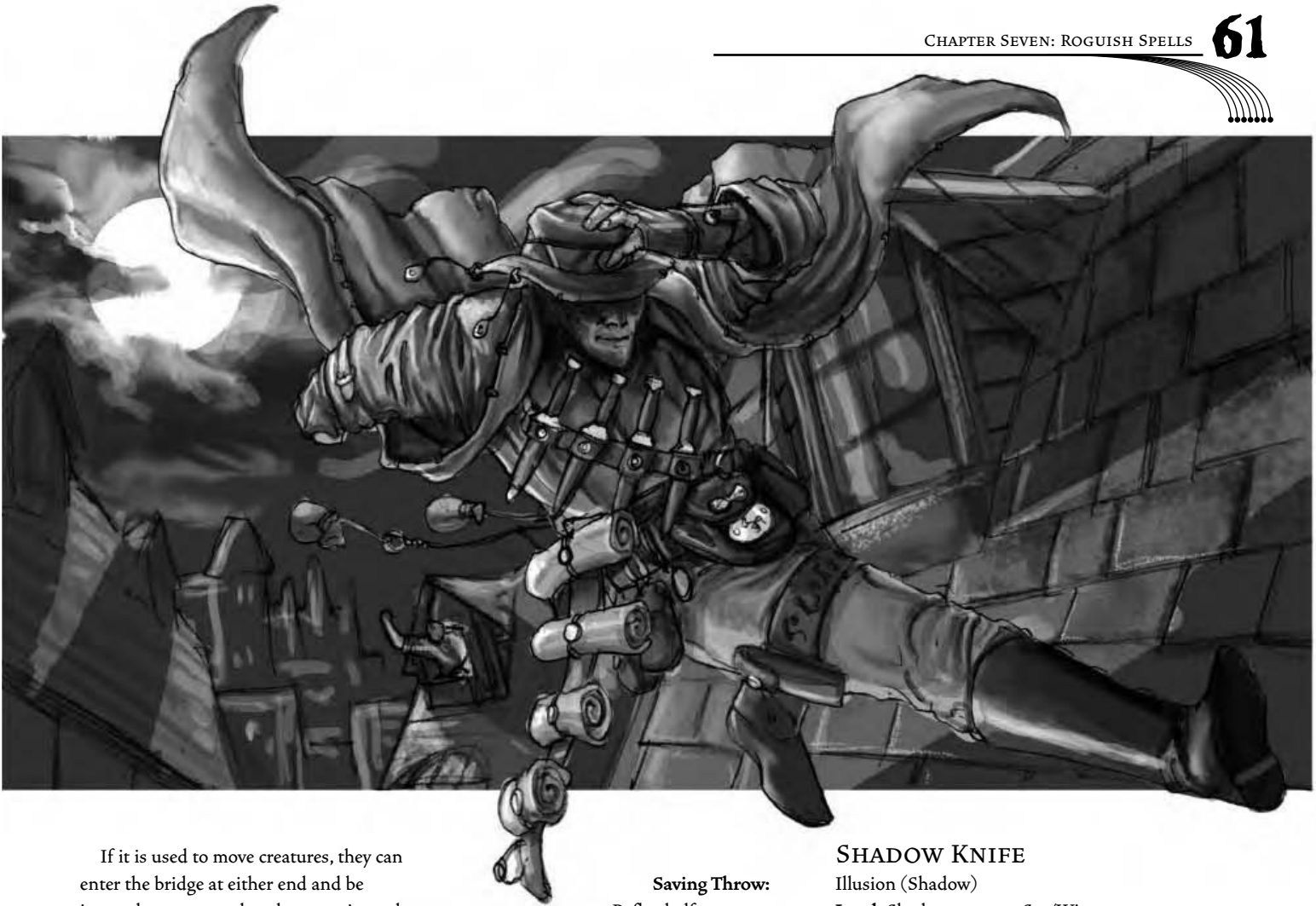
Target: One creature or object + one creature or object/five levels

Duration: Until full number of creatures or objects crosses

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You create a temporary path between two locations, even through walls, up to the maximum range of the spell. This *shadow bridge* can transport creatures or objects from one location to the other.



If it is used to move creatures, they can enter the bridge at either end and be instantly transported to the opposite end. Any creature can use the bridge until the maximum number of creatures allowed by the spell has crossed the shadowy path. Unwilling creatures targeted by a *shadow bridge* are entitled to a Will save; if it succeeds, the spell fails to move them. If the save fails, the spell instantly moves them either to your location or away from you to the opposite end of the bridge (your choice).

When used to move objects, the spell can send them away or bring them to you, as described above. A single casting of the spell cannot move both creatures and objects.

SHADOW HANDS[†]

Evocation [Cold]

Level: Asn 1, Shadowsworn 1

Components: V, S

Casting Time: Standard action

Range: 10 feet

Area: Semicircular wave of cold shadow 10 feet in radius, centered on your hands

Duration: Instantaneous

Saving Throw:

Reflex half

Spell Resistance: Yes

A freezing blast of shadow leaps from your hands in a fan pattern. Any creature caught in the shadow takes 1d6 points of cold damage per your caster level (maximum 5d6).

SHADOW JUMP

Conjuration (Teleportation)

Level: Shadowsworn 2, Sor/Wiz 2

Components: V

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

You may move from one shadow directly to another within medium range (100 feet + 10 feet/level) and within line of sight, without passing through the intervening space. After making a *shadow jump*, you can't take any other actions until your next turn.

You can bring along any object you are able to carry. You cannot bring other creatures along with you.

SHADOW KNIFE

Illusion (Shadow)

Level: Shadowsworn 0, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Personal

Effect: One weapon

Duration: 1 round/level

Saving Throw: No

Spell Resistance: None

You create a weapon, the size of which depends on your caster level. At 1st to 4th level, you can create only a dagger or other light weapon. At 5th to 8th level, you can create a longsword, rapier, or other one-handed weapon. At 9th level or above, you can create a two-handed weapon. Only you can wield a *shadow knife*; if given to any other creature, the weapon vanishes.

The weapon created always has a black blade, guard, and hilt, and feels slightly cold to the touch. The *shadow knife* provides no bonuses on attack rolls or damage rolls, and does not count as a magic weapon for the purpose of overcoming damage reduction. A *shadow knife* provides a +4 circumstance

bonus on Sleight of Hand checks involving attempts to hide the weapon. One can enchant a *shadow knife* with *magic weapon* and other item-affecting spells as normal.

SHADOW PURSE

Illusion (Shadow)

Level: Shadowsworn 1

Components: S, F

Casting Time: Full round

Range: See text

Targets: The purse and up to 1 lb. of goods/level

Duration: Concentration

Saving Throw: None

Spell Resistance: No

You create a link between a purse of shadow silk (the focus) and an extraplanar hiding place on the Plane of Shadow. You can place items into the purse and retrieve them at will. The purse can contain up to 1 lb. of material per caster level regardless of the purse's actual size. Living creatures cannot be placed in the purse; attempts to do so destroy the purse and end the spell.

Once the spell is cast, you open the purse by concentrating for a single round. You may close it the same way. The spell lasts only while you concentrate on it; failure to do so means you lose the contents of the purse on the Plane of Shadow and the spell ends. While the spell remains in effect, the *shadow purse* proves exceptionally difficult to see (Spot check, DC 11 + caster's total Hide modifier). Even when it is spotted, only you can open it.

Focus: A purse worth at least 200 gp, constructed for you by master weavers of shadow silk.

SHARED LUCK

Enchantment (Charm)

Level: Clr 9, Fortune 8

Components: V, S

Casting Time: One minute

Range: Personal and touch

Targets: You and one creature touched/three levels

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

You combine the luck points of all creatures targeted by the spell, creating a pool

from which all of them can draw. Any creature affected can use the points in the pool for any purpose for the duration of the spell, without requiring permission from the other creatures involved or from you.

When the spell ends, the luck points remaining in the pool are returned to the surviving creatures that participated in the ritual, in any proportion decided by you. However, no creature may have more luck points after the spell than it had before, and no creature may receive back less than 1 luck point (unless there are fewer luck points remaining than the number of creatures affected by the spell).

SHIELDBREAKER*

Transmutation

Level: Shadowsworn 2, Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One weapon

Duration: Permanent until triggered

Saving Throw: None

Spell Resistance: Yes

The weapon you cast this spell on becomes particularly useful against opponents with shields. The wielder ignores armor and enhancement bonuses to a foe's Armor Class gained from a shield. Further, instead of making a normal attack, the weapon's wielder can make a sundering attack against a nonmagical shield that automatically destroys the shield if the attacker wins the opposed check (see "Sunder" in Chapter Eight: Combat of the *Player's Handbook*). Shields with a +3 enhancement bonus or the equivalent in magical abilities are immune to this spell. The wielder may use this shieldbreaking effect only once per casting of the spell.

If used against a foe with the *shield* spell active, this weapon immediately dispels it.

SILENT COMBAT

(MIDNIGHT MUFFLE)

Transmutation [Sonic]

Level: Gutter Mage 2, Shadowsworn 2,

Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Any attack made by the subject of the spell is rendered utterly silent. The spell covers the noise of shouts and screams, rattling armor, clashing blades, or the heavy fall of a body. It does not prevent spellcasters from casting spells with verbal components, and it does not prevent whispers or normal speech—only abrupt or loud noises that carry for a distance.

SILENT AS RATS

Transmutation

Level: Drd 2, Gutter Mage 2, Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: 30 feet

Area: 30-foot-radius emanation, centered on you

Duration: 10 minutes/level (see text)

Saving Throw: None

Spell Resistance: No

You share your ability to move silently with one or more creatures traveling with you that are within range. All noises that the affected creatures make are either muffled or transformed to sound normal, such as a conversation among neighbors, hooting owls, a door blowing in the wind, distant horns, or the scuttle of rats—whatever might be appropriate to the situation.

When making Move Silently checks under the influence of this spell, the group makes a single check based on your skill modifier. That check suffers the armor check penalty associated with the heaviest armor worn by anyone affected by the spell.

The spell ends immediately if any affected creature is attacked or makes an attack.

Arcane Material Component: The whiskers of a dozen rats.

SILENT SOUND*

Evocation [Sonic]

Level: Brd 1, Shadowsworn 1, Sor/Wiz 1

Components: S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Ray



Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You fire from your fingertips a focused beam of sonic energy too shrill to hear. On a successful ranged touch attack, you inflict 1d6 points of sonic damage per level (maximum 5d6).

SILHOUETTE

Illusion (Shadow)

Level: Shadowsworn 0, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Touch

Area: Wall up to 100 square feet

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You make a shadow play against a screen or wall up to 100 square feet in size. It can show any number of people or animals, up to the limit of your Intelligence score. The shadow figures do not make any sound, but they can dance, run, move, cast spells, kiss, fight, and so forth.

Most of the figures are general types, such as a rabbit or a dwarf, but a number of forms

equal to your Intelligence modifier are recognizable as particular individuals, such as “Prince Banda” or “Silverlock the Elf.”

SLITHER

Transmutation

Level: Shadowsworn 2, Sor/Wiz 2

Components: V, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round

You briefly become a shadow, able to slide under a door, through a keyhole, or any other tiny opening. All of your equipment is transformed with you, and you can move up to your full running speed during the spell’s duration.

If you return to your normal size while in a space too small for you (such as a mouse hole, sewer pipe, or the like), you suffer 3d6 points of damage while creating a space just big enough to fit into. You can cast spells without somatic components, speak, and breathe while in such a space.

Arcane Material Component: Ashes from a wooden statue of you, made into ink and used to draw your portrait (50 gp).

SMALL AS MICE

Transmutation

Level: Drd 2, Gutter Mage 2, Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: 30 feet

Area: 30-foot-radius emanation, centered on you

Duration: 10 minutes/level (see text)

Saving Throw: None

Spell Resistance: No

You share your ability to hide with one or more creatures traveling with you that are within range.

When making Hide checks under the influence of this spell, the group makes a single check based on your skill modifier. That check suffers the armor check penalty associated with the heaviest armor worn by anyone affected by the spell.

The spell ends immediately if any affected creature is attacked or makes an attack.

Arcane Material Component: A tiny jacket made of mouse fur and stitched with cat’s whiskers (30 gp).

SMUGGLER'S CHEST

Conjuration (Summoning)

Level: Gutter Mage 3, Sor/Wiz 3**Components:** V, S, F**Casting Time:** One minute**Range:** See text**Target:** One chest and up to 1 cubic foot of goods/level**Duration:** Six days or until discharged**Saving Throw:** None**Spell Resistance:** No

You hide a chest on the Ethereal Plane for as long as six days and can retrieve it at will. The spell is otherwise identical to *Leo's secret chest*.

Focus: The chest and its replica.

SMUGGLER'S VEIL**(EMPTY POT)**

Illusion (Shadow)

Level: Gutter Mage 0, Shadowsworn 0, Sor/Wiz 0**Components:** V, S**Casting Time:** Standard action**Range:** Touch**Target:** One container no larger than 60 cubic feet**Duration:** 1 round/level**Saving Throw:** Will negates (object)**Spell Resistance:** Yes (object)

You make a container appear empty to a brief inspection. The container can be no more than 60 cubic feet in volume (6 feet by 5 feet by 2 feet, for example). Creatures opening and looking into the container see only empty space, but the container's weight remains unchanged. Rooms and doorways cannot be affected.

SPIT SHINE (PRETTY PEBBLE)

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Gutter Mage 3**Components:** V, S, M**Casting Time:** One minute**Range:** Touch**Target:** One touched object weighing no more than 10 lbs.**Duration:** One hour/level (D)**Saving Throw:** Will negates (see text)**Spell Resistance:** Yes

You increase the apparent value of a trade item, such as jewelry, gems, art

works, armor, weapons, potions, or the like. The *spit shined* item appears to be of higher quality than it really is; worthless items appear to be crude or unworked items, crude or unworked items appear normal, normal items appear to be of masterwork quality, and masterwork items appear to be magical. Only creatures you designate at the time of the casting can recognize the true nature of the item; all others believe in the illusionary appearance of the object.

Any creature that fails a Will save while attempting to appraise the object believes it to be worth 1d10+10 times its normal value. (Worthless items are thought to be worth 1d10 gp.) However, any item that is clearly valuable is difficult for the spell to disguise; for items worth 2,000 gp or more, the Difficulty Class of the Will save drops by 1 for each 1,000 gp of value beyond the first 1,000 gp (to a minimum of 2). For instance, if the save DC is normally 17 and the item is worth 5,000 gp, the Difficulty Class is reduced by 4 and becomes 13.

Of course, a *detect magic* spell targeted on a *spit shined* object reveals the trace of illusory magic.

Material Component: Saliva and a bit of cloth.

STEP UNDER MY SHADOW

Illusion (Shadow)

Level: Gutter Mage 2, Shadowsworn 2**Components:** V, S**Casting Time:** Standard action**Range:** Personal or close (25 feet + 5 feet/two levels)**Target:** You or one creature**Duration:** See text**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The subject creature gains a chance to attempt a Hide check even when in plain sight. Unlike *invisibility* spells, this spell only works if the target is capable of hiding successfully in the first place. The spell lasts as long as the target remains motionless or makes a successful Hide check while moving less than half his normal speed in a round.

STORM OF TEN THOUSAND**KNIVES (DAGGER CHANT)**

Evocation

Level: Gutter Mage 3**Components:** V, S, M**Casting Time:** Standard action**Range:** 30 feet**Area:** Cone-shaped burst**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** No

You magically throw a number of daggers equal to twice your caster level at targets in a 30-foot cone, dealing 1d4 points of damage with each projectile that hits. (Make a separate ranged attack roll for each dagger after specifying which target it is directed at.) The spell deals no damage to objects. Because the spell creates and hurls actual projectiles, spell resistance does not apply. The daggers are nonmagical for the purpose of overcoming damage reduction.

Material Component: A dozen knives or sharp objects (for example, glass shards or wooden stakes).

SWITCH ITEM**(FOOL ME ONCE)**

Illusion (Figment)

Level: Gutter Mage 1, Sor/Wiz 1**Components:** V**Casting Time:** Standard action**Range:** 0 feet**Effect:** Visual and tactile figment up to 10 lbs. and 1 cubic foot in size**Duration:** 1 round/level**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** Yes (object, harmless)

You create an illusory duplicate of an object up to 10 lbs. in weight and up to 1 cubic foot in size. If used with the Sleight of Hand skill to palm a small item and replace it with the duplicate, the spell grants a +4 circumstance bonus on the attempt.

TERROR

Necromancy [Fear, Mind-Affecting]

Level: Shadowsworn 3, Sor/Wiz 3**Components:** V, S, M**Casting Time:** Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will partial (see text)

Spell Resistance: Yes

An invisible ray of terror (requiring a ranged touch attack) causes one living creature to become panicked. Even if the save succeeds, the creature is shaken for 1 round.

Material Component: An eagle's claw.

THIEF HAND

Transmutation

Level: Gutter Mage 0

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One nonmagical, unattended object weighing up to 5 lbs.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

This heavily modified form of *mage hand* allows you to perform Sleight of Hand checks at a distance, using the spell instead of physically picking someone's pocket yourself. You make a Sleight of Hand check (with a +2 bonus for not being physically present) opposed by a Spot check from the possessor of the targeted object. If the attempt fails, the spell immediately ends. If the attempt succeeds, you take possession of the object and can propel it through the air at 15 feet per round as a move action.

The spell ends if the distance between you and the object ever exceeds the spell's range.

THIEF OF SPELLS*

(BORROW A CUP OF MAGIC)

Transmutation

Level: Brd 5, Gutter Mage 4, Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: Yes

With this spell, you touch a creature and attempt to steal any or all spell effects currently active upon it. Touching the creature makes you immediately aware of the highest-

level spell active on the target, and you can try to steal it if the level of the spell is not greater than your caster level. To do so, make a level check (d20 + your caster level, maximum +10). The DC for this check is 11 + the caster level of the spell effect in question.

If you succeed, you steal the spell, ending its effect on the creature, and gaining the effect as if you had the spell cast on yourself for the remainder of its duration. With one casting of this spell, you can steal a number of levels of spell effects equal to your caster level.

After a successful theft, or if you did not (or could not) steal the first spell you became aware of, you learn of the next highest-level spell affecting the target. You can then decide to steal that one. This process continues until you fail in a theft attempt, until you reach the limit of spell levels you can steal, or until you have identified all the creature's active spell effects. The whole process happens in an instant, no matter how many spells you steal.

Since you can choose not to steal a spell, but you do not know how many spells the creature has cast on it, you might identify the spells active upon a creature but inadvertently give up the chance to steal any. For example, if you pass up a chance to steal the first two spells you learn about, but the creature only has those two spells cast on it, your spell ends and you have stolen nothing.

THIEVES' CHARM

(MINE MINE MINE)

Enchantment (Charm) [Mind-Affecting]

Level: Gutter Mage 1, Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One object touched (and those viewing it)

Duration: One minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The *thieves' charm* spell changes the perception of ownership of an item that does not belong to you. Creatures viewing the touched item become convinced that it belongs to you rather than to its proper owner. Only those that actually know the truth of the matter are allowed a saving throw to resist the spell's effect.

Material Component: A copper piece and a marked piece of paper.

TONGUE OF FIENDS*

Transmutation [Evil]

Level: Clr 0, Shadowsworn 0, Sor/Wiz 0

Components: S

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

You can speak Infernal, allowing you to confer with demons and fiendish beings, as well as give commands to your summoned fiendish creatures.

TRACKLESS

(WIND AND BROOM)

Transmutation

Level: Shadowsworn 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute + one minute/level

You choose to either double your trail, splitting a false trail off in a chosen direction for up to 50 feet per level, or erase any trail you leave behind for the duration of the spell. Any creature attempting to track you takes a -10 penalty on the Survival check.

TRANSFER CURSE

(MY GIFT TO YOU)

Abjuration

Level: Gutter Mage 4

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Transfer curse instantaneously removes a cursed item or a harmful enchantment, transmutation, or otherwise unwanted spell (such as *bestow curse*, *bane*, or *doom*) from you and transfers it to another creature. You must make a touch attack to pass the item or curse along to the intended recipient. If the target fails its save, the curse is lifted from



you and transferred, or the cursed item falls to the ground, no longer attached to its original or intended target.

Transfer curse does not remove the underlying curse from a cursed item, but only allows one to hand it off to someone else. Certain special curses may not be passed along by this spell or may be passed along only by a caster of a certain level or higher, at the DM's discretion.

TREASURE MAGNET (INTO THE BAG)

Evocation

Level: Gutter Mage 2, Sor/Wiz 2

Components: V, S, F

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 20 square feet/level

Duration: Instantaneous

Saving Throw: No

Spell Resistance: None

You magically sweep the most valuable nonmagical unattended objects within the spell's area into a nonmagical sack or container in a single round. The objects slide, clank, clatter, and rustle normally as they

slide or fly toward the container. If the unattended objects within range are more than the bag can hold, only the most valuable that can fit are affected. If the container can hold all unattended objects within range, all loose objects (including dust, carpets, and furniture) are moved into the container, up to a maximum weight of 5 lbs. per caster level.

Only loose, unattended, and unsecured nonmagical objects can be affected. Living creatures are not moved and cannot be harmed by objects moving around them.

Focus: The sack or container that holds the objects.

TREASURE MAGNET, GREATER (I SAID, INTO THE BAG, DAMMIT)

Evocation

Level: Gutter Mage 4

Components: V, S, F

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 30 square feet/level

Duration: Instantaneous

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

This is a more powerful version of *treasure magnet* that takes items literally off creature's backs. It functions exactly like the less powerful version of the spell, except that it can also affect the 1d4 most valuable items worn or held by one creature per four caster levels.

These worn or held items must all be on a single creature and may weigh a total of no more than 5 lbs. per caster level. Items taken from a creature may even include clothing and armor, although the creature is allowed a separate saving throw for each item. Spellcasters may have their concentration broken by the removal of their clothes and equipment into a bag. A Concentration check (DC 20) negates this effect.

Focus: A large bag woven with gold thread (worth 250 gp).

TRIGGER ITEM (PULL THE LEVER)

Divination

Level: Gutter Mage 2, Sor/Wiz 2

Components: V

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One magic item with charges

Duration: Instantaneous

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

You can activate a charged item that produces a spell effect of 4th level or lower without knowing its command word. The item expends one charge normally, discharging in a random direction or at a random target in range, depending on the effect. (A range of touch always affects the creature holding the item, if applicable.) If a creature holds the item, the creature is entitled to a Reflex save to avoid the effect.

For example, if you cast *trigger item* on an unattended *wand of lightning bolt*, the DM determines a random direction for the bolt, and it affects all within its area normally. If cast on a *wand of touch of fatigue* held by an enemy caster, the caster gets a Reflex save to prevent the *trigger item* spell from working, and then another save to resist the *touch of fatigue* spell, as the wand holder is the only possible target for the touch spell in the wand.

TRINKET CHARM

(A COIN FOR UNCLE)

Enchantment (Charm) [Mind-Affecting]

Level: Gutter Mage 0, Sor/Wiz 0

Components: V, S, F

Casting Time: Standard action

Range: Touch (see text)

Target: One object and one creature (see text)

Duration: Permanent until triggered, then 3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

You soothe a creature with an Intelligence score of at least 1 but no higher than 4 by giving it something that distracts it for the duration of the spell.

Though the item must be touched for the spell to take effect, the caster need not touch the creature directly; he may touch the item and then hand it to the target creature. As soon as the creature touches the item, the spell's duration begins and the creature is entitled to a Will save. The caster must have line of sight to both the object and the creature when the spell is cast.

If the item is taken away from the creature, the spell immediately ends.

Focus: The item given to the creature, typically something of little value such as a bone, chunk of grass, rag doll, or shiny stone.

UNREASONABLE RAGE

(MAD AS A HARE)

Enchantment (Compulsion)

[Mind-Affecting]

Level: Brd 3, Gutter Mage 3

Components: V

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You turn a law-abiding, decent (or at least predictable) creature into an unreasonable animal driven by rage and violent urges.

In the first round of the spell's duration, the affected creature becomes agitated and begins screaming and shouting, pushing the nearest creature, and generally making a nuisance of itself. In the second round, it destroys nearby objects such as furniture, dishes, pots, or cloth, tearing and smashing. In the third round and every round thereafter, the affected creature attacks the nearest creature and continues to do so until the object of its rage is dead, unconscious, out of sight, or more than 40 feet away and running faster than the enraged creature.

If the creature wins this combat (or loses sight of its target) and is still affected by the spell, it is entitled to a second Will saving throw (same DC). If this save succeeds, the creature can take an action of its choice, speak rationally, ask for help, or otherwise act normally for a single round. The creature must make additional saves in the rounds thereafter to remain lucid until the spell's duration ends. If it fails any one of these saves, the victim immediately acts as before: seeking out another victim, shouting for a round, then attacking without mercy. If the creature kills, incapacitates, or loses sight of this second victim, the pattern repeats itself, with a brief interval of lucidity followed by further violence until the spell ends.

WATCH THE WATCHERS

Evocation

Level: Gutter Mage 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Invisible, immaterial bell

Duration: One minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You create a tiny, invisible, immaterial bell attached to a target creature or at a certain location within range. If the spell is cast on a single creature, this bell is only audible to you, which allows you to pinpoint the location of the creature as it moves. The bell can also be attached to a door or some other object so that you know if the object is opened or moved.

ZONE OF BAD LUCK

Transmutation

Level: Clr 5, Fortune 4

Components: V, S, DF

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature/level, no two of which can be more than 30 feet apart

Duration: One minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *fortune's frown*, except that it affects multiple creatures. *Zone of bad luck* counters and dispels *fortune's bitch*.

Feats

In addition to a number of general feats, this chapter introduces one new type of feat—the luck feat. Luck feats manipulate, generate, or otherwise allow characters to take advantage of luck points. They are available to all characters and creatures using the luck point rules presented in Chapter Six.

This chapter also includes some new eldritch feats, described in *The Complete Book of Eldritch Might*. These feats confer actual magical powers that should be treated as spell-like abilities. They are often available only to characters with exceptionally high ability scores, as described in their prerequisites. If a class feature allows a character to gain a bonus metamagic feat or item creation feat, the DM can choose to allow a member of that class to select a bonus eldritch feat instead.

FEAT DESCRIPTIONS

This chapter presents more than 30 new feats for you to choose from, presented in alphabetical order.

AMBUSH (GENERAL)

Your sneak attacks are deadlier than usual.

Prerequisite: Sneak attack ability

Benefit: You deal an additional 1d6 points of damage on a sneak attack when using any light melee weapon.

Special: This feat can be taken only once.

ARCANE WIT (GENERAL)

You see through charms and illusions.

Prerequisite: Skeptic or Sleight of Mind

Benefit: You can see through any illusion, shadow magic, sleight of hand, or enchantment more easily than most. You gain a +5 bonus on opposed checks involving Sleight of Hand and on saves against spell effects of the above schools.

BASTARD LUCK (LUCK)

You can permanently turn hit points into luck points.

Benefit: You permanently lose a number of hit points equal to your current level and gain twice that many luck points. The luck points gained cannot increase your luck points beyond your maximum.

Special: You can take this feat more than once. Its effects stack.

BORN LUCKY (LUCK)

Your luck replenishes itself quickly.

Prerequisite: Fortune's Child

Benefit: You regain 1d4 luck points per game session. If this number causes you to exceed your maximum luck, any points beyond your maximum are lost.

Normal: You gain additional luck points once per level.

BURN LUCK (LUCK)

You can use luck to succeed automatically on a save instead of attempting a saving throw.

Benefit: Whenever a save is called for, you have the option to burn luck points instead of rolling.

You must declare your intention to use this option before rolling the save. To use the feat, roll 1d6 and subtract the resulting number of points from your luck pool. If this reduction leaves you with at least 1 luck point, you automatically succeed at the saving throw. If this reduction leaves you with 0 luck points or a negative number, the save automatically fails.

CHEAT DEATH (LUCK)

You are hard to kill.

Prerequisite: Fortune's Child

Benefit: You can spend 3 luck points to negate a confirmed critical hit. The attack still deals normal damage, but the critical hit is no longer confirmed.

COOL UNDER PRESSURE (GENERAL)

Nothing bothers you, nothing flusters you.

Prerequisite: Wisdom 13

Benefit: You always remain calm under pressure, and you can take 10 as a standard action even when threatened or distracted on Climb, Decipher Script, Disable Device, Hide, Listen, Move Silently, Open Lock, Sleight of Hand, Search, Spot, and Use Magic Device checks. If the activity you're attempting takes more than 1 round, you can gain this benefit in only one of those rounds. For instance, you could climb the first section of a wall while under fire using this feat, but if the wall is taller than you can clear in a single round's climbing, you would need to make normal checks to continue climbing after the first round.

CROWD SLIPPING (GENERAL)

You can move quickly through crowds.

Prerequisite: Dexterity 13

Benefit: You can move at full normal speed through thick crowds. You can take a double move action if the crowd is not packed completely shoulder-to-shoulder. You cannot run through a crowd unless you succeed on a Tumble check (DC 15 for a dispersed group, DC 20 for closely spaced, DC 30 for shoulder-to-shoulder). If the crowd actively aids or opposes your movement, you gain a –5 or +5 circumstance modifier.

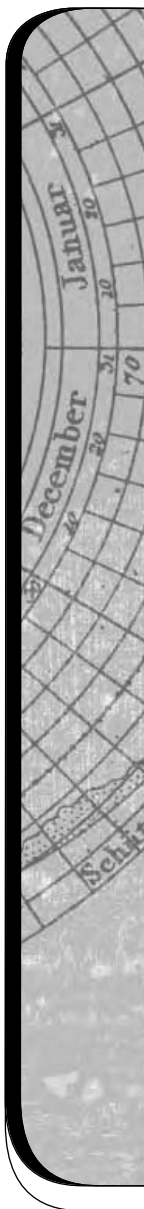
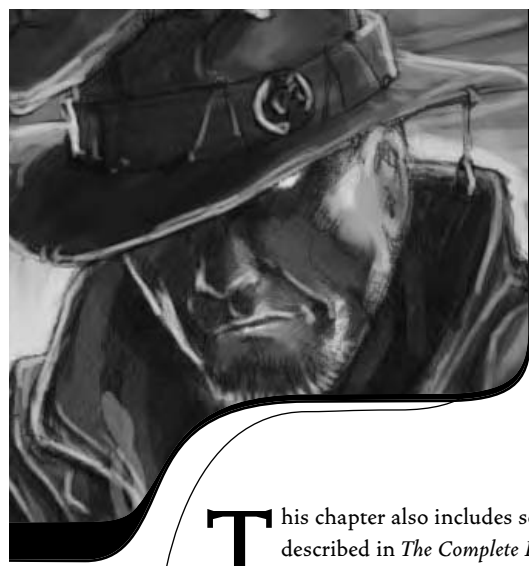
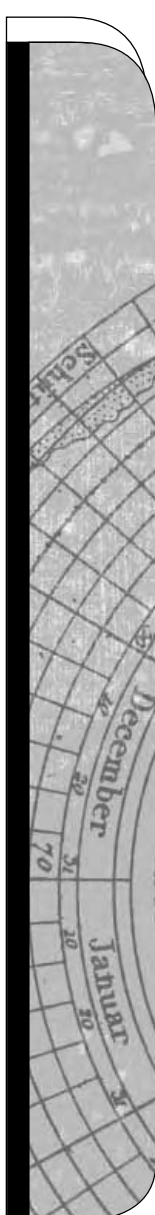


TABLE 8-1: NEW FEATS

Feat	Type	Prerequisites	Benefit
Ambush	General	Sneak attack ability	Additional +1d6 sneak attack damage
Arcane Wit	General	Skeptic or Sleight of Mind	+5 against enchantments, illusion, sleight of hand
Bastard Luck	Luck	—	Turn 1 hp/level into twice as many luck points
Born Lucky	Luck	Fortune's Child	Regain 1d4 luck points/session
Burn Luck	Luck	—	Lose 1d6 luck points to make save
Cheat Death	Luck	Fortune's Child	Spend 3 luck points to negate critical
Cool Under Pressure	General	Wisdom 13	Take 10 as standard action on some checks
Crowd Slipping	General	Dexterity 13	Full movement through crowds
Cutting Remark	General	Charisma 15	Taunt opponent to force attack
Dark Halo	Eldritch	Hide 10 ranks, Charisma 17, caster level 9th	Darkness 3/day, douse at will
Evil Eye	Luck	Fortune's Child, Charisma 13	Negate opponent's luck reroll
Fast Talker	General	Charisma 15	Confuse listeners for 1 round
Fortune's Child	Luck	—	You gain 3 luck points
Fortune's Smile	Luck	Fortune's Child	Reroll saves with 1 luck point
Haggler	General	Appraise 4 ranks	Gain +4 bonus to Diplomacy, Appraise, and Bluff when haggling or fencing
Keymaster	General	Open Lock 8 ranks	Open Lock, Disable Device as standard action
Lucky Touch	Luck	10 luck points available	Spend luck to help another reroll
Master of Darkness	General	Dexterity 14	Those with darkvision can't see you in shadows
Music of Gossip	General	Bardic music class ability, Perform 4 ranks	+4 bonus to Gather Information and Intimidate within 60 feet
Music of Love	General	Bardic music class ability, Perform 10 ranks	+4 bonus on Bluff and Diplomacy, +2 bonus to charm save DCs within 60 feet
Music of Mischief	General	Bardic music class ability, Perform 6 ranks	+4 bonus to Sleight of Hand
Natural Mystic	Eldritch	Charisma 15	+3 bonus to Use Magic Device, failure less severe, can take 10, aid another on checks
Shadow Cloak	General	—	Grant another creature your ranks in Hide
Silent Kill	General	Sneak attack, Move Silently 6 ranks, base attack bonus +3	Sneak attack without making noise
Skeptic	General	Intelligence or Wisdom 13	+3 bonus on illusion and shadow magic saves and attempts to spot Sleight of Hand
Slashing Strike	General	Sneak attack +2d6	Use d8 instead of d6 for two dice of sneak attack damage
Sleight of Mind	Luck	—	+3 bonus to Will saves against enchantments
Slippery	General	Dexterity 13	Escape grapple as a free action
Snake Charm	Eldritch	Charisma 17, Intimidate 8 ranks	Gaze attack holds target in place
Snatch	General	Sleight of Hand 8 ranks	Use Sleight of Hand during combat
Sniper	General	Sneak attack	+1d6 to ranged sneak attacks
Spinning Combat	General	Dodge, Mobility	You are harder than normal to flank
Sprint	General	Run	Run at six times normal movement
A Step Ahead	Luck	10 luck points available	Reroll more than once
Weapon Panache	General	Proficient with weapon, base attack bonus +1	Add Charisma instead of Strength on attack with chosen weapon
Wizard Nose	Eldritch	Arcane Wit, Wisdom 17	You smell magic



Normal: You move through a crowd at half your normal movement rate and cannot run.

CUTTING REMARK (GENERAL)

You can enrage and provoke your enemies into foolish attacks.

Prerequisite: Charisma 15

Benefit: You can taunt and sneer so effectively that you drive enemies to charge and fight, or to target you in combat with magic or ranged weapons. If you succeed on a Bluff check opposed by your opponent's Sense Motive check, you provoke your opponent to attack you in melee combat or with spells or missiles (if the setting is otherwise peaceful). If you fail, the opponent ignores your taunts.

DARK HALO (ELDRITCH)

Darkness loves and embraces you.

Prerequisites: Hide 10 ranks, Charisma 17, caster level 9th

Benefit: You can cast a *darkness* spell centered on yourself three times per day, and *douse* (see Chapter Seven: Roguish Spells) at will. You can also display a black halo over your head at will, or hide it as necessary. You gain a +2 bonus on Diplomacy checks involving evil creatures while displaying this dark halo.

EVIL EYE (LUCK)

You can ruin other people's luck.

Prerequisites: Fortune's Child, Charisma 13

Benefit: You can negate an opponent's luck reroll by spending 1 luck point yourself.

FAST TALKER (GENERAL)

You have a way with words.

Prerequisites: Charisma 15, Bluff 6 ranks

Benefit: You can confuse any creature that listens to you for more than a single round with your illogical asides, humorous quips, and daffy logic. You must use a full-round action to fast talk a target creature. The creature is entitled to a Will save (DC 10 + half your character level + your Charisma bonus) to see through the ruse. If the save fails, the target creature takes no action other than defending itself in the following round. You cannot affect a particular creature with this ability for more than a single round.

FORTUNE'S CHILD (LUCK)

You are lucky.

Benefit: You gain +3 luck points and increase your maximum luck by 3 points as well.

Normal: You gain luck points only from the roll of your Luck Die.

Special: You can gain this feat multiple times. Its effects stack.

FORTUNE'S SMILE (LUCK)

Lady Luck smiles on your misfortune, and you dodge the worst of many dangers.

Prerequisite: Fortune's Child

Benefit: You may reroll a saving throw by spending 1 luck point. You must take the result of the second roll.



Normal: You must spend 2 luck points to reroll a save.

HAGGLER (GENERAL)

You tend to get the best of any bargain.

Benefit: You gain a +4 bonus to Appraise, Bluff, and Diplomacy checks when haggling, fencing goods, or bartering for goods. As well, with a successful Charisma check you can acquire goods that normally are not for sale.

KEYMASTER (GENERAL)

You pick locks faster than anyone else.

Prerequisite: Open Lock 8 ranks

Benefit: You can make an Open Lock check as a standard action instead of a full-round action and can disable a trap in a similar amount of time. If you take 20 on an Open Lock check, you take just one minute to make the attempt.

Normal: An Open Lock or Disable Device check is a full-round action; Open Lock checks involving lever tumbler or detector locks can take even longer (see "Locks and Latches" in Chapter Ten). Taking 20 normally requires 20 times the usual length of time.

LUCKY TOUCH (LUCK)

Your luck helps those around you.

Prerequisite: 10 luck points available.

Benefit: Another character can reroll one skill check, attack roll, or saving throw when you spend the required number of your luck points on the character's behalf. You may do so as a free action whenever you have luck points remaining. The target must be in line of sight and cannot already have spent luck points on the same roll.

The luck prerequisite applies only when you choose the feat; Lucky Touch is still available if your luck points drop below that level later.

Normal: Characters can only spend luck points to reroll dice for their own actions.

MASTER OF DARKNESS (ELDRITCH)

You can hide from anyone, as shadows flock to protect you from all forms of vision.

Prerequisite: Dexterity 14

Benefit: Creatures with darkvision cannot see you when you attempt to hide in shadows.

Normal: Darkvision allows creatures to see others attempting to hide in shadows.

MUSIC OF GOSSIP (GENERAL)

You inspire others to talk freely.

Prerequisites: Bardic music ability, Perform 4 ranks

Benefit: Your music grants a +4 bonus on Gather Information and Intimidate checks made by anyone within 60 feet. Using this feat counts as one use of your bardic music ability for the day. The effect lasts for the duration of the song + 2d10 rounds.

MUSIC OF LOVE (GENERAL)

You inspire others to flirt, seduce, and fall in love.

Prerequisites: Bardic music class ability, Perform 10 ranks

Benefit: Your music grants a +4 bonus on Bluff and Diplomacy checks related to seduction made by anyone within 60 feet. Saving throw Difficulty Classes against spells of the charm subschool in this area increase by 2 points. Using this feat counts as one use of your bardic music ability for the day. The effect lasts for the duration of the song + 2d10 rounds.

MUSIC OF MISCHIEF (GENERAL)

You inspire others to make trouble and help tricksters get away with it.

Prerequisites: Bardic music ability, Perform 6 ranks

Benefit: Your music grants a +4 bonus on all Hide and Sleight of Hand checks made by anyone within 60 feet. Using this feat counts as one use of your bardic music ability for the day. The effect lasts for the duration of the song + 2d10 rounds.

NATURAL MYSTIC (ELDRITCH)

You have a natural affinity for magic devices of all kinds.

Prerequisite: Charisma 15

Benefit: Your Use Magic Device failures are less severe than normal. When you fail, the magic device does not lose a charge but simply does not trigger. As well, you can take 10 and aid another on Use Magic Device checks.

Normal: Failing a Use Magic Device check by 10 or more when activating blindly costs a charge and inflicts damage or hits the wrong target. You cannot take 10 or aid another with Use Magic Device.

SHADOW CLOAK (GENERAL)

You can help another creature to hide.

Benefit: You can give a creature within 5 feet of you an improved chance to succeed on a Hide check. The creature cannot attempt to move while hiding and cannot be more than one size category larger than you. It uses your ranks in Hide instead of its own, but it applies its own Dexterity modifier, size modifier, and armor check penalty to the attempt. Helping another creature hide is a standard action.

SILENT KILL (GENERAL)

Your sneak attacks are silent.

Prerequisites: Sneak attack ability, Move Silently 6 ranks, base attack bonus +3





Benefit: You strike to kill without noise, either by attacking the mouth and throat or by inflicting enough pain to prevent an alarm. If you surprise your target when making a sneak attack, the surprise round of combat is entirely silent and does not attract attention. You gain a +8 circumstance bonus on your initiative check for the combat. If you kill your target within 2 rounds (the sneak attack and the follow-up), the target dies without a sound.

SKEPTIC (GENERAL)

You see right through trickery.

Prerequisite: Intelligence or Wisdom 13

Benefit: You gain a +3 bonus on all saving throws against illusions and shadow magic. You also gain a +3 bonus on opposed checks against others' Sleight of Hand checks.

SLASHING STRIKE (GENERAL)

Your sneak attacks with slashing weapons are deadlier than most.

Prerequisite: Sneak attack ability (+2d6)

Benefit: Sneak attacks using slashing weapons directed at arteries, veins, tendons, and pressure points are far more effective than piercing or bludgeoning weapons at causing maximum damage. You know the secrets of inflicting mayhem with these weapons with strikes to open the arteries under the arms, in the neck, or between the legs.

When you use any slashing weapon for a sneak attack, calculate your damage using d8 instead of d6 for two of your sneak attack damage dice.

Normal: All sneak attack damage dice are d6s.

SLEIGHT OF MIND (ELDRITCH)

Charms have a way of slipping off you.

Benefit: You gain a +3 bonus on all Will saving throws against enchantment spells and effects.

SLIPPERY (GENERAL)

You are tough to hold onto in a grapple.

Prerequisite: Dexterity 13

Benefit: Whenever a grapple against you succeeds, you can take a free action to attempt an Escape Artist check (DC equal to the opponent's grapple check). If this check succeeds, you escape the grapple and can move normally on your next action. If you are held by two or more grapplers, you still need just one successful Escape Artist check to escape, but with a Difficulty Class equal to the highest grapple check.

Normal: Escaping from a grapple is a standard action.

SNAKE CHARM (ELDRITCH)

Your hypnotic stare keeps others entranced.

Prerequisite: Charisma 17, Intimidate 8 ranks

Benefit: Your eyes are a form of gaze attack that holds the attention of one creature that meets your stare. If you are within 10 feet of a target creature that faces you, you may attempt to lock it into a staredown by taking a full-round action. The target must make a Will save (DC 10 + half your ranks in Intimidate + your Charisma modifier). If the save fails, the creature continues to stare, unable to break away, and is locked in a nonmagical staredown with you for that round. If the save succeeds, the creature

can look away, and you may not attempt another snake charm on it until the next day.

While you are locked in a staredown, neither you nor the creature can attack. Both of you take a -4 circumstance penalty to Armor Class. You may not cast spells that require material components or move more than 10 feet away from the target creature. The target is entitled to another Will save next round to break the staredown, but you may break it at any time. If you do so, the creature immediately becomes free to act.

SNATCH (GENERAL)

You can steal items from others while in melee combat.

Prerequisite: Sleight of Hand 8 ranks

Benefit: You can attempt to take a single Small item from an opponent, even during combat. Taking an item requires a Sleight of Hand check opposed by the target's most recent attack roll, plus the damage inflicted on you by the target on that attack (if any).

The item cannot be a held weapon (which requires a disarm attempt). The snatch attempt may target clothing and armor, including shields. However, because these items are securely fastened to their wearer, they prove extremely difficult to snatch (with circumstance modifiers adding 10 or more to the Difficulty Class). Poorly secured items, such as hats, goggles, loose cloaks, items tucked into belts, and brooches pinned to the front of tunics are easy to snatch, providing a $+4$ bonus on your Sleight of Hand check. You can snatch a purse, sack, necklace, scarf, amulet, backpack, wineskin, sheathed weapon, or other loosely attached item with a -2 penalty on the check. Well-defended items such as rings and bracelets are very difficult, requiring a grappled and pinned defender.

A target armed with a melee weapon and aware of the attempt (able to see the character using this feat) is not entitled to an attack of opportunity against you when you use Snatch.

SNIPER (GENERAL)

You can target your opponent more precisely to deal extra damage on a ranged sneak attack.

Prerequisite: Sneak attack ability

Benefit: You aim your sneak attack at one of the target's most vulnerable points, carefully located for maximum effect. You gain an additional 1d6 points of sneak attack damage when using any ranged weapon.

Special: You can take this feat only once.

SPINNING COMBAT (GENERAL)

Your spinning, dodging style of combat makes you a constantly moving target and impossible to pin down.

Prerequisites: Dodge, Mobility

Benefit: You cannot be flanked except by rogues and barbarians six or more levels higher than you.

SPRINT (GENERAL)

You can outrun most people.

Prerequisite: Run

Benefit: When running, you can move up to six times your normal speed (if wearing light or no armor and carrying no more than a light load) or five times your speed (if wearing medium armor or carrying a medium load), or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description in Chapter Four: Skills of the *Player's Handbook*), you gain a $+6$ bonus on your Jump check. While running, you retain your Dexterity bonus to Armor Class.

You can sprint for a number of rounds equal to half your Constitution score.

Normal: You move four times your speed while running (if wearing light or no armor and carrying no more than a light load) or three times your speed (if wearing medium or heavy armor or carrying a medium or heavy load), and you lose your Dexterity bonus to AC.

A STEP AHEAD (LUCK)

You are luckier than others like you.

Prerequisite: 10 luck points available

Benefits: You can spend luck points to reroll an attack roll, skill check, or saving throw more than once, as long as you have additional luck points left to spend. Thus, a character who took A Step Ahead would be able to reroll as often as he liked, spending 1 or 2 luck points each time he does so.

The luck prerequisite applies only when you choose the feat. A Step Ahead is still available if your luck points drop below that level later.

Normal: You can only use luck points to make a single reroll of an attack roll, skill check, or saving throw.

WEAPON PANACHE* (GENERAL)

You are so brash and self-confident when wielding your chosen weapon that you gain a bonus on attack rolls.

Prerequisites: Proficient with weapon, base attack bonus $+1$

Benefit: Choose one type of light melee weapon, such as a short sword. With the selected weapon, you may add your Charisma modifier instead of your Strength modifier to attack rolls.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon. Its benefit does not stack with Weapon Finesse or Strength bonuses.

*Originally appeared in *The Assassin's Handbook* (Green Ronin Publishing, 2002).

WIZARD NOSE (ELDRITCH)

You can detect magical traces as a dog tracks a scent.

Prerequisite: Arcane Wit, Wisdom 17

Benefit: As a full-round action, you can smell magic in the air from up to 10 feet away. This distinctive sense allows you to detect magic items, arcane casters, outsiders, and active spells (including spell traps) a number of times per day equal to $3 +$ your Intelligence modifier. The feat only allows you to know that magic is present within 10 feet of you; it does not pinpoint the location of the magic or tell you the number of active magic effects, their strength, or the type of magic involved (evocation, enchantment, and so on).

You cannot smell the magic of divine casters or artifacts.

New Equipment and Magic Items

In this chapter you will discover new item properties, new specific items, and many tools of the roguish trade. Most of these items are NOT sold in public view.

Any bandit, fortune hunter, or bard is only as good as his tools. This chapter offers a selection of items—both magical and mundane—especially tailored for roguish characters of all stripes.

A ROGUE'S GEAR

Ever-more-deadly arrows and clever tools are always at the top of a character's shopping list.

TABLE 9-1: NEW GEAR

Item	Cost	Weight
Anchor spike and winch	20 gp	17 lbs.
Arrow, cutting (10)	2 gp	2 lbs.
Arrow, dousing (5)	50 gp	1 lb.
Arrow, fire (5)	5 gp	1 lb.
Arrow, grappling (1)	25 gp	1 lb.
Arrow, silent (1)	3 gp	1 lb.
Glass cutter	40 gp	—
Hood, see-through	1 gp	—
Rappelling device	15 gp	4 lbs.
Rappelling harness	5 gp	2 lbs.
Rope, adhesive, 50 feet	35 gp	10 lbs.
Rope, weighted, 50 feet	6 gp	11 lbs.
Rope line slider	5 gp	3 lbs.

Arrow, Cutting: These arrows are tipped with broad, V-shaped cutting edges that have been honed to cut ropes rather than pierce armor. They can cut any rope less than 1 inch thick; hitting a thin, tiny rope requires a successful attack against AC 15 (thicker rope might be AC 12). If the rope is swinging or moving (such as a rope holding up a chandelier), add 5 to the Armor Class.

Arrow, Dousing: This arrow contains a small vial of water and foam that instantly douses any lantern, candle, or torch it hits. Hitting such a small unattended target requires an attack roll against AC 12. If the lantern or candle is swinging or moving (such as one mounted on a moving vehicle), add 5 to the Armor Class. If a moving character holds the torch or other light source, use the normal rules for attacking attended equipment (see "Sunder" in Chapter Eight: Combat of the *Player's Handbook*). A dousing arrow is destroyed when fired.

Arrow, Fire: This arrow's tip has been soaked in pitch so that, after it is ignited, it stays lit when fired. A flammable target that it hits catches on fire.

Arrow, Grappling: This hook-tipped arrow has a short metal rod as part of the shaft. At the end of the rod is a metal ring

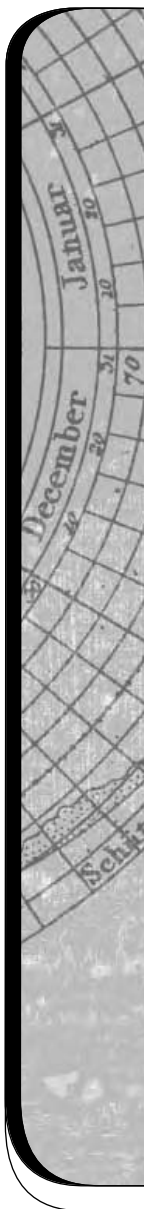
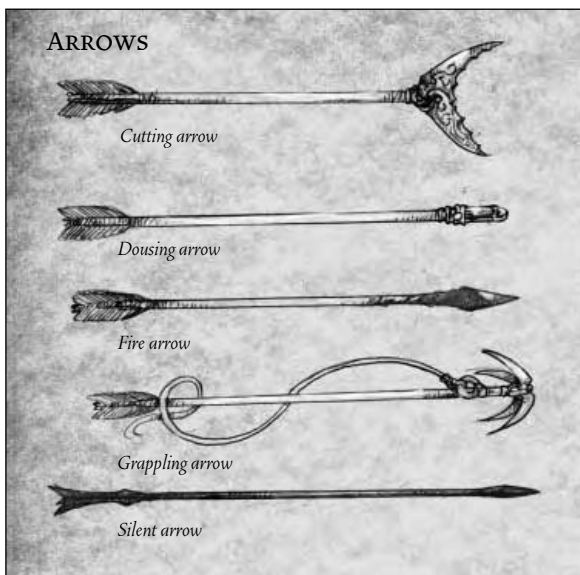
meant to hold a rope. While throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown), the use of a grappling arrow requires a successful ranged attack against AC 10 (+1 per 10 feet of distance). The weight of the metal hooks, rod, and rope itself means that this arrow reduces the range increment of any bow it is fired from by 20 feet.

Arrow, Silent: This arrow features a narrow bodkin point and minimal fletching made of thin wood, making it slightly less stable in flight but also very, very quiet. It reduces the range increment of any bow that fires it by 10 feet but requires a Listen check (DC 21) for someone to hear it in flight.

Glass Cutter: This short strand with a tiny piece of diamond embedded in one end can be used to cut a hole in a sheet of glass (usually a window) rather than breaking the glass outright. See "Violent Entry" in Chapter Ten for more details.

Hood, See-Through: This black cloth hood covers the wearer's entire head and face. It resembles the type of hood put on prisoners on their way from one prison to another, or from prison to the gallows or the executioner's block. However, this hood allows the individual wearing it to see more or less normally, imposing only a -1 penalty on checks and activities that rely on vision rather than causing the wearer to be blinded.

Rappelling Device: This piece of equipment allows a climber to control his fall when using a rope to rappel down the side of a cliff or on a free descent. It works by creating a bend in the



rope that causes friction as the rope passes through the device. The climber can increase or decrease pressure on the device by squeezing it or loosening it. See “Rappelling” in Chapter Ten for more information.

Rappelling Harness: Usually secured around the hips and legs, this leather harness carries the weight of the climber descending with a rappelling rope and device. It also connects to belaying ropes and the rappelling device itself.

Rope, Adhesive: This rope has a sticky end made from spider webbing, making it quieter and more efficient to use than a grappling hook. The rope automatically catches and holds when thrown onto a target, but it can hold only 150 lbs. of weight before releasing. It provides a +2 enhancement bonus on Use Rope checks.

Rope, Weighted: This rope has a small 2- or 3-ounce weight attached to one end, to make catching it on a pole or target creature easier to do. When thrown, the rope adds a +1 bonus to your ranged attack roll, and it provides a +3 enhancement bonus on Use Rope checks.

MAGIC ITEMS

Rogues love toys, and magical toys in particular. Described below are some new magic items that roguish characters especially will appreciate.

ARMOR SPECIAL ABILITIES

Climbing: Armor with this special ability carries no armor check penalty on Climb checks, no matter how heavy it is.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *roof runner*; Price +1 bonus.

Hidden: Armor with this ability lets its wearer make Hide checks while moving at full normal speed (but not while running). Those checks are made with a +2 bonus.

Faint illusion; caster level 3rd; Craft Magic Arms and Armor, *peerless camouflage*; Price +1,500 gp.

Silent: Armor with this ability allows its wearer to make Move Silently checks while moving at full normal speed (but not while running). Those checks are made with a +2 bonus. The armor makes no noise in combat.

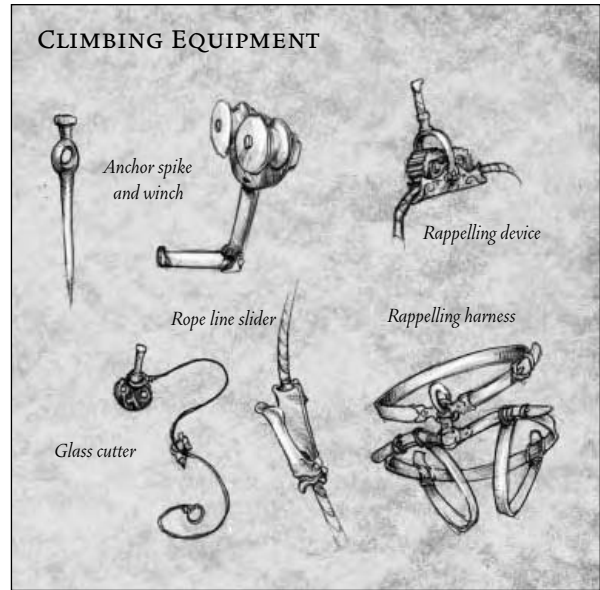
Faint illusion; caster level 3rd; Craft Magic Arms and Armor, *silent combat*; Price +1,500 gp.

WEAPON SPECIAL ABILITIES

Ambush: This weapon adds 1d6 points to the wielder’s sneak attack damage. If the wielder does not have the sneak attack ability, the weapon grants him no additional benefit.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *rogue’s stab*; Price +1 bonus.

Fortune: A fortune weapon allows its wielder to spend luck points stored within it rather than spending points from his own luck pool. When created, a fortune weapon contains 20 luck points. When this store of luck is exhausted, the weapon crumbles and becomes useless.



Faint enchantment; caster level 3rd; Craft Magic Arms and Armor, *lucky break*; Price +8,000 gp.

Midnight: A weapon with this ability is invisible and incorporeal in bright light. It cannot be used during daylight hours (or within the area of a *daylight* spell or similar magic). After the sun sets or in conditions of total darkness, such as deep underground where no sunlight can penetrate, a midnight weapon assumes its corporeal form.

Moderate evocation; caster level 5th; *shadow blade*; Price +1,000 gp.

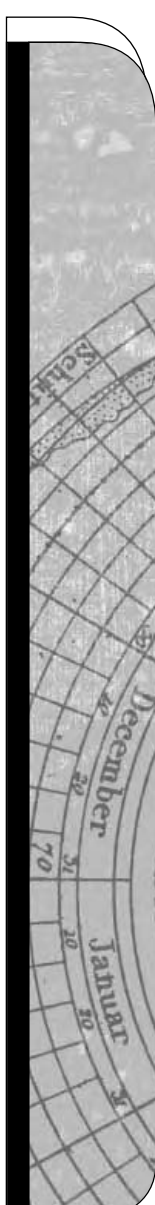
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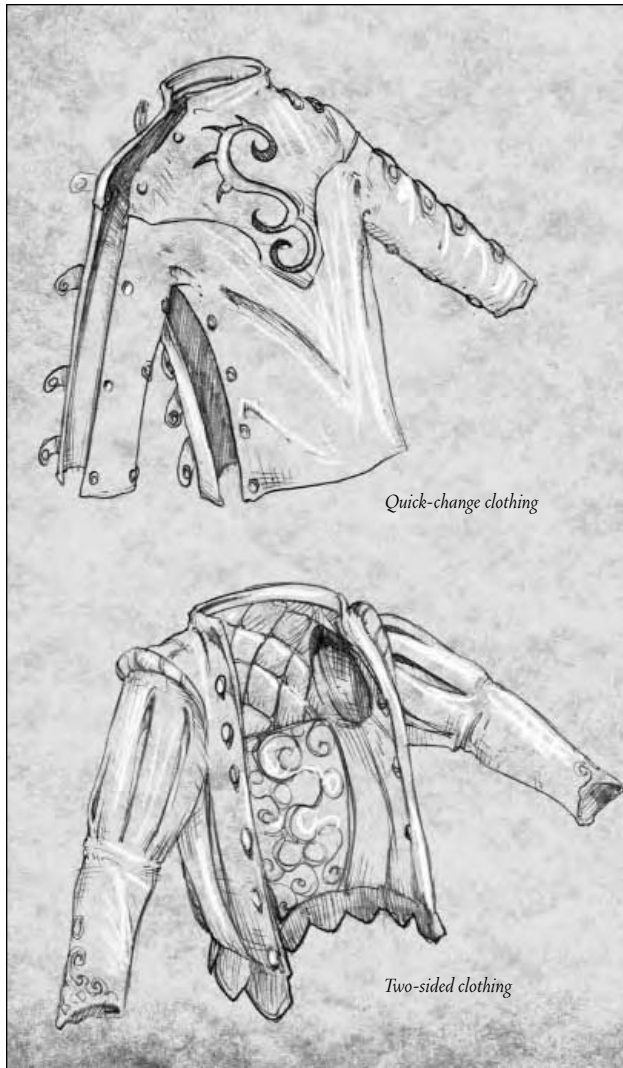
Blarney Elixir: This elixir grants the drinker a +2 bonus on Bluff and Diplomacy checks for 10 minutes. Price: 300 gp.

Golden Elixir: This elixir turns the drinker’s fur or hair a lustrous, shining golden color for a period of 2d12 days. It sheds light that illuminates a 5-foot radius at night and remains visible as a sunny glow even in full daylight.

This elixir is sometimes used in a type of fraud called “the Angelic Messenger,” in which the drinker poses as a divine emissary, complete with “halo.” It is also commonly used on prisoners to make them stand out and help prevent them from escaping. Price: 50 gp.

Luck Elixir: It seems impossible to make a luck elixir that doesn’t taste terrible. Drinking one requires a successful Fortitude saving throw (DC 14); failure means the drinker just can’t keep the noxious stuff down. If the elixir does stay put, the drinker regains 1d4 luck points. This elixir cannot give the drinker more luck points than his maximum; any points gained in excess of that number simply go to waste. Price: 500 gp.





Roguish Fashion

Rogues need to be prepared for anything, and so they can demand a lot of their clothing. The quick-change jacket is designed to allow a rogue on the run to remove it as a standard action (Price 30 gp, Weight 7 lbs.). The two-sided jacket is made to be reversible, offering a roguish character a +2 circumstance bonus on Disguise checks opposed by individuals who previously saw him wearing the other side out. It takes a full-round action to remove the jacket, reverse it, and don it again (Price 20 gp, Weight 8 lbs.).

WONDROUS ITEMS

Fingerless Gloves: These gloves provide a +2 enhancement bonus on Sleight of Hand and Open Lock checks.

Moderate transmutation; caster level 5th; Craft Wondrous Item, *cat's grace*; Price 2,500 gp; Weight —

Hundred-Pocket Cloak: This cloak resembles the *ten-pocket cloak* (see page 77), but carries up to 100 lbs. of equipment in its 30 pockets (the name is a bit of an exaggeration).

Faint conjuration; caster level 5th; Craft Wondrous Item, *smuggler's chest*; Price 1,500 gp; Weight 2 lbs.

Lifter's Gloves: These supple leather gloves provide a +2 enhancement bonus on Disable Device and Open Lock checks.

Moderate transmutation; caster level 5th; Craft Wondrous Item, *cat's grace*; Price 2,000 gp; Weight —

Lifting Chair: This chair lifts one Large or smaller creature into the air (as much as 50 feet in a single round) at high speed. It is typically used to gain access to a rooftop, tower, or chimney. The item is activated by pulling a lever along the side of the chair; while it is pulled back, the chair ascends at a rate of 50 feet per round up to a maximum height of 500 feet. While the lever is pushed forward, the chair lowers itself smoothly and safely to any surface up to 1,000 feet below it. When the lever is in the center position, the chair stops and floats in place until the lever is again engaged. The chair can be used to lift up to four times per day; descending can be done any number of times.

Faint evocation; caster level 3rd; Craft Wondrous Item, *levitate*; Price 4,500 gp; Weight 10 lbs.

Mask of Chaos: This mask gives its wearer a +4 deflection bonus to Armor Class, a +2 enhancement bonus to Dexterity and Charisma, allows the casting of *jump* at will as a 5th-level caster, and adds 10 feet to the wearer's normal movement rate.

However, once per day at sunset, the owner must make a Will save (DC 18). If the save succeeds, he can act normally and use the mask's properties at night.

If the save fails, the wearer is possessed by a spirit of mischief and spends the night playing pranks and generally making a nuisance of himself. The wearer remembers nothing of these activities later, and because the mask magically alters his voice, others may not realize who has been playing tricks.

The mask can be removed only when the wearer is unconscious or during daylight hours.

Strong transmutation; caster level 11th; Craft Wondrous Item, *cat's grace*, *eagle's splendor*, *expeditious retreat*, *jump*, *mage armor*; Price 31,000 gp; Weight 1 lb.

Mask of Stolen Hearts: This mask works to charm subjects of the opposite gender and is extremely popular with aristocrats at masked balls or street festivals. The wearer can use both *charm person* and *charm monster* once per day. The mask alters its size to fit any Small, Medium, or Large creature.

Moderate enchantment; caster level 7th; Craft Wondrous Item, *charm person*, *charm monster*; Price 25,000 gp; Weight 1 lb.

Pocket Mandolin: This musical instrument magically shrinks to fit in a pocket or sack when it is not being played. It takes up no more space than a small flask and weighs no more than 1 lb. when shrunk, but works normally when magically expanded.

Faint transmutation; caster level 3rd; Craft Wondrous Item, *reduce*; Price 500 gp; Weight 2 lbs.

Reynard's Passkey: This heavy warded brass key is engraved with hundreds of tiny runes. Every time one holds it up to a door, it seems to take on a slightly different shape. It can open any lock, even magical ones, without its bearer making an Open Lock check. It can be used 20 times before it reverts to being a normal key.

Faint transmutation; caster level 5th; Craft Wondrous Item, *knock*; Price 2,250 gp; Weight —

Rogue's Candle: This candle creates darkness rather than light in a 20-foot radius, acting as a *lengthen shadows* spell for as long as it burns (one hour when new). The pool of darkness it creates appears natural rather than magical if the candle is used at night or in a naturally shadowy area (such as under an overhang or in a cave).

Faint transmutation; caster level 3rd; Craft Wondrous Item, *lengthen shadows*; Price 500 gp; Weight —

Spell Scrapbook: Resembling a loose folio covered with leather or wooden end boards and bound with straps or string, a *spell scrapbook* looks like a collection of research notes made by a particularly untidy wizard. The spells contained in a *spell scrapbook* can be either cast as scroll spells or used to prepare daily spells. Once a spell is cast as a scroll, the page is wiped clean, though the spell still counts as one that has been seen and studied when improvised by a gutter mage. Many gutter mages use such scrapbooks, adding and subtracting pages.

Strong divination; caster level 10th; Scribe Scroll, improvise spell class ability, *read magic*; Price 35,000 gp + scroll value of contained spells; Weight 3 lbs.

Ten-Pocket Cloak: This cloak gives its wearer the ability to carry up to 10 lbs. of equipment without adding to encumbrance. These items are hidden in magical pockets that can only be opened by the wearer, making it impossible for others to steal those items.

Faint transmutation; caster level 3rd; Craft Wondrous Item, *shadow purse*; Price 1,500 gp; Weight 3 lbs.

Trackless Boots: These boots make the wearer more difficult to track than normal, even through snow, mud, or other easily readable terrain. The Difficulty Class of the track check increases by 5, 10, or 15, depending on the power of the boots.

Faint transmutation; caster level 7th; Craft Wondrous Item, *trackless*; Price 2,500 gp (+5 to DC), 10,000 gp (+10 to DC), 17,500 gp (+15 to DC); Weight 2 lbs.

Trackless Horseshoes: These magical horseshoes make any equine mount wearing them more difficult to track (as *trackless boots* for characters). They magically resize themselves to fit any size horse, from the smallest pony to the largest heavy warhorse. They can also fit horselike creatures such as nightmares, hippogriffs, pegasi, and so on.

Faint transmutation; caster level 7th; Craft Wondrous Item, *trackless*; Price 2,500 gp (+5 to DC), 10,000 gp (+10 to DC), 17,500 gp (+15 to DC); Weight 3 lbs.

Trickster Mask: This mask is near legendary, said to have been constructed by a group of dwarf gutter mages. The mask's wild grin and raised eyebrows are carved of black wood and inlaid with fire opals. It adjusts itself to fit any size wearer. The mask grants the wearer darkvision to 60 feet, or extends the darkvision of a creature that already has the ability by 60 feet beyond its normal range. The wearer can use *produce flame* and *deeper darkness* at will and can cast *fireball* and *shadow jump* (see Chapter Seven) once per day, all at a caster level equal to 5 + any arcane caster levels that the wearer possesses. The wearer gains a +20 bonus on all Hide and Move Silently checks, and shadowsworn and gutter mages who wear the mask cast all their spells at +1 caster level.

However, the mask's makers imbued it with a curse of greed. Every time the wearer sees an object of jewelry, gold, or gems worth 1,000 gp or more, he is compelled to possess it unless he succeeds at a Will save (DC 10, +1 per 1,000 gp value). If the save fails, he makes every effort (including bluffing, bribery, sleight of hand, and combat) to obtain the item. If the save succeeds, the wearer can resist the temptation and need not make another Will save until he sees another object worth 1,000 gp or more.

The mask can be removed only when the wearer is not in line of sight of a valuable object as described above (whether or not the wearer is looking at the object).

Strong transmutation; caster level 9th; Craft Wondrous Item, *deeper darkness*, *fireball*, *produce flame*, *shadow jump*; price 47,000 gp; Weight 1 lb.

Twitcher's Gloves: These cursed gloves inflict a -4 penalty on all Sleight of Hand, Disable Device, and Open Lock checks. They cannot be removed without a *remove curse*, *transfer curse*, or *dispel magic* spell.

Moderate transmutation; caster level 5th; Craft Wondrous Item, *cat's grace*; Price 2,000 gp; Weight —



Burglary and Housecracking

This chapter includes expanded lockpicking rules and describes how medieval locks worked and how to foil them. As well, it covers rules for ropes and climbing, alarms and guards, and chases.

The iconic, archetypical rogue is a thief on a mission to “visit” the house of a rich merchant. It may be the home of a powerful priest or a crazed wizard instead, but the goal is the same: get in, get the goods, and get out. This chapter offers additional detail to help the DM keep the tension high for this popular type of adventure.

LOCKS AND LATCHES

The biggest obstacle to easy entry of any house, chest, or room is the locks, latches, and other mechanical protections that people put on their property. This section describes different types of locks, their construction, and the difficulty (or lack thereof) in opening them.

BASIC LOCK AND KEY CONSTRUCTION

A lock is a bolt covered and protected by a steel plate. The bolt can only be moved by manipulating a lever that fits it perfectly. This specially shaped lever is a key, which matches a notch in the bolt and rotates to move it. A symmetrical notch allows the key to move the bolt from either direction (see Fig. 1, next page). In more sophisticated locks, a spring holds the bolt in proper position for the key, reducing the need to “jiggle” a lock to align the key and bolt cleanly.

A key (see Fig. 2) consists of a handle (which locksmiths call a bow), shank, shoulder, throat, and bit. Most of these parts are meant to align the key properly inside the lock. A key that doesn't align cleanly doesn't turn (meaning the lock doesn't open), so alignment is important for quality locks. The bow is purely ornamental, but good locksmiths know the value of a good-looking key and often decorate the bow with gilding or jewels. Engraving, plating, and carving of the metal bow are also common.

The key for a *barrel lock* doesn't have a shoulder. Instead, it has a hollow end, meant to fit over a post or pin within the lock. This post interferes with picking tools used to reach the notch and throw the bolt. Barrel or drill keys (see Figure 4) operate by first sliding over the post, then throwing the bolt normally. A few variants of this type literally screw onto the post within the lock (and rotating that post opens the lock). In all cases, the post or pin guides the key and keeps it centered, so the notch can be quite small.

Bear claw locks, also called spring locks, use a simple spring to automatically lock a door, chest, or trunk when it is closed. The key just pushes against the spring to lift the bolt, rather than moving the bolt in and out (see Fig. 3).

WARDED LOCKS

Locks and keys in medieval times and earlier didn't work the way modern locks do. The only way for a lock to provide true security was through a ward, a kind of obstruction that keeps the wrong key from working in a lock. A ward works in one of two ways: It either prevents a key from entering a lock or it keeps a key from turning within the lock.

The most common wards are thin plates attached to the key and to the “ward plates” on the lock itself; these two pieces have to match for the key to turn. Most good wards are circular; that is, a key doesn't just pass through a ward briefly like a gate or door would, but it rotates through the ward as the key is turned in the lock. Indeed, the difficulty of making a rounded ward within a lock accounts for most of a locksmith's job; making the key is a trivial task by comparison.

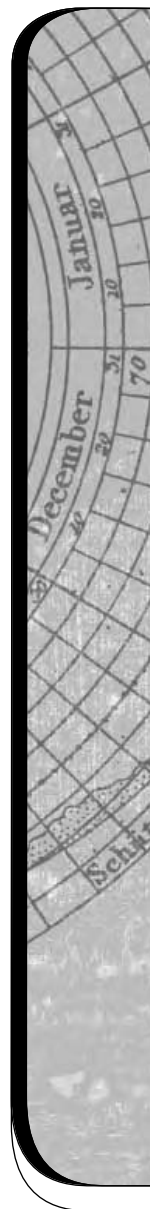
Other types of wards don't prevent a key from turning, but just keep a key from entering (see Fig. 5). These are less effective, because they are easier to bypass. Slots can be cut in a key to match a ward plate over the lock. A key that can bypass more than one set of wards is called a master key.

Most ancient and medieval keys were made with intricate wards as shown in Figure 6. These keys were made using tiny files and jeweler's saws. Despite the best efforts of the locksmith, though, these wards were still relatively easy to bypass for anyone with the right tools, and warded locks could be considered weak locks. Because of the weakness of the locks, many locksmiths also trapped their locks with dangerous poisoned pins, hidden keyholes, and other tricks.

PICKING WARDED LOCKS

Primitive locks may look beautiful, but they are not the only form of protection available to those with valuables to safeguard. False keyholes and trapped false keyholes are two typical methods of slowing down robbers. Hidden keyholes and keyhole covers with hidden latches accomplish much the same goal. The most common protection for primitive locks was the use of a ward, as described above. Once the wards are bypassed, however, pretty much any key or device can open the lock.

All of this means there are two ways to pick any warded lock: either bypass the wards, or find a way to make a duplicate key that matches the impressions of the wards. Neither task is very difficult. Bypassing the wards requires a false key that is bent or cast to avoid the wards, usually having a simpler shape than the



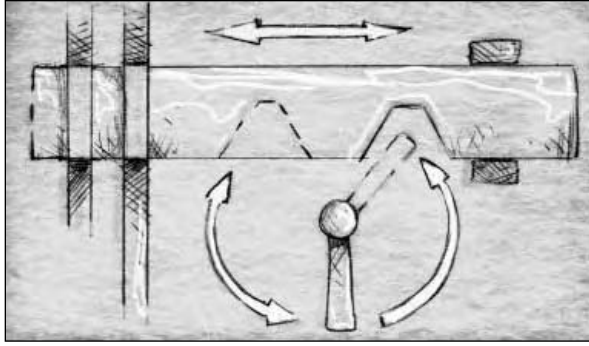


Figure 1: Key acts as a lever against the bolt

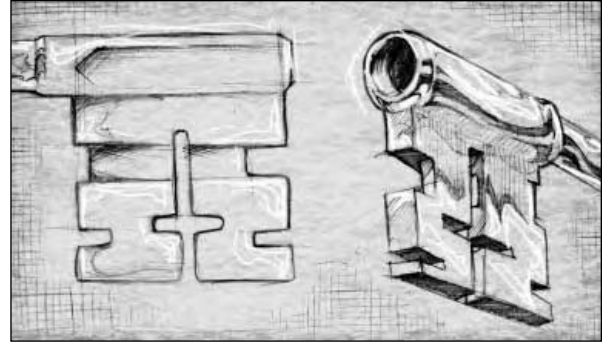


Figure 4: Barrel key with ward cuts

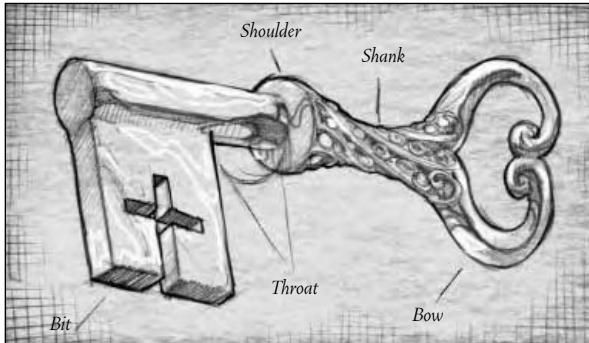


Figure 2: The parts of a key

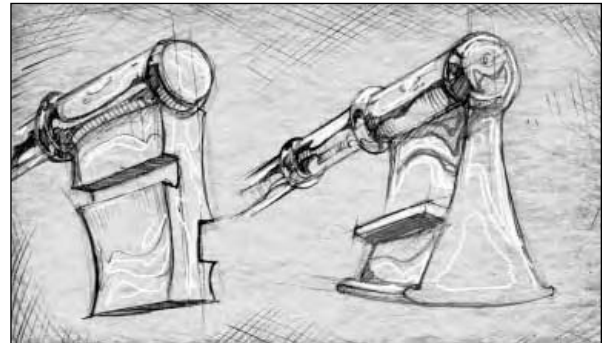


Figure 5: Wards to prevent a key from entering a lock

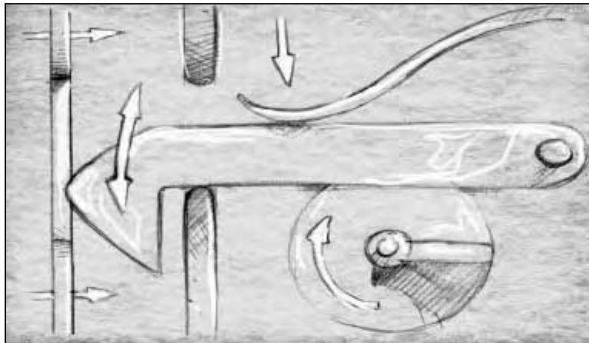


Figure 3: Bear claw lock

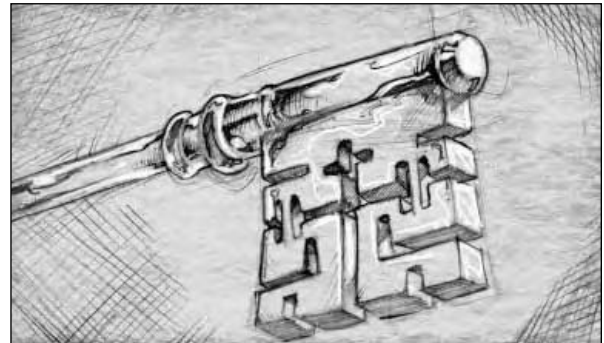


Figure 6: Wards to prevent a key from turning

true key. Once it passes the wards, the false key is wiggled around to find the locking lever and shoot the bolt open. The only trick here is having a selection of false keys of appropriate width to match all the most popular warding designs. Just seeing the proper key is often enough to enable a character to make a false key. Doing so requires one day of work and a Craft (locksmithing) check, with the Difficulty Class varying from 12 to 18 depending on the quality of the lock.

The other way to pick a warded lock is to use soap, wax, or clay to make an impression of the proper key, and then duplicate it. Getting possession of the proper key may require a Sleight of Hand check to steal it and another one to return it to the owner unnoticed, or it may simply be a matter of bribing the right person. In most cases, the result is a key that is narrower and more delicate than the proper key, to be sure that the

duplicate can bypass the wards. Making such a duplicate requires a Craft (locksmithing) or Profession (locksmith) check; the Difficulty Class varies depending on the quality of the impression and the difficulty of the wards. Creating such a key takes 1d4 days, if the proper materials, a workbench, and tools are available.

LEVER TUMBLER LOCKS

The basic principle behind a lever tumbler lock requires that a set of tiny levers be lifted to the proper height before they align and allow the movement of the bolt. If the levers are set too high or too low, the lock won't open. The simplest versions of this lock use two or three levers; most modern versions use as many as six very thin levers. Cheap door locks still use very few levers, but home safes, strongboxes for

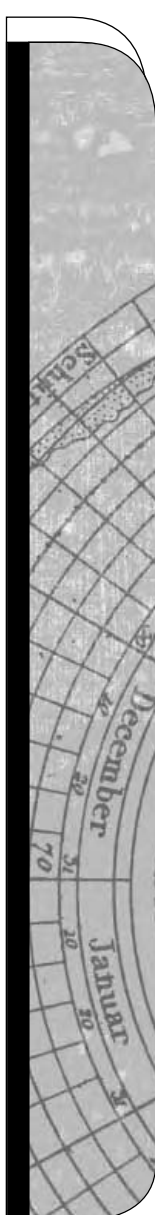


TABLE 10-1: LOCK TYPES

Lock Type	Open Lock DC	Time Required
Bear claw	5	1 round
Warded, simple	10	1 round
Warded, complex	15	2 rounds
Warded, masterwork	20	3 rounds
Barrel or post warded	13–18	1 round
Warded lever tumbler	18–28	1d4 minutes
Padlock or shackles	12–16	1 round
Lever tumbler, simple	20–25	1 minute
Lever tumbler, masterwork	25–30	1d10 minutes
Detector, simple	30–35	1d10 hours
Detector, masterwork	40–50	1d10 days

transporting cash, and security doors on vaults use many levers on their tumbler locks.

PICKING A LEVER TUMBLER LOCK

When picking a lever tumbler lock instead of a warded lock or a barrel lock, the main difference is time—lever tumbler locks require minutes rather than seconds to open. Doing so requires at least two tools rather than a single pick. One is a tension device that applies pressure to the bolt, while the second is a pick that lifts the tumblers. To open such a lock successfully, each lever has to be lifted carefully and independent of the others until it catches on the bolt. This is possible because none of the levers are perfect; the lever with the most resistance will catch on the bolt because of the pressure the tensioning device puts on it. Then the lever with the next amount of resistance can be picked, and so forth. When all the levers are set at the correct height, the bolt is free to move and the lock can be opened.

DETECTOR LOCKS

Detector locks are the best locks available; they are secure lever tumbler locks that detect attempts to open them without the proper key. Every detector lock contains a series of tripwires. Putting even slightly too much pressure into a tool when attempting to pick the lock means that the lock traps its bolt in a permanently closed position so that the lock can no longer be picked.

Once the bolt is trapped closed, the next time the owner tries to open the lock, she immediately knows that someone has attempted to pick it. To open it thereafter, the lock must first be relocked with the master key (thus resetting the detector), then unlocked. Picking a detector lock usually requires tools intended just for such a lock and hours or days of time. A detector lock's Difficulty Class is never less than 30, and most are in the range of DC 40 to DC 50. One may attempt to pick a particular detector lock only once; if the Open Lock attempt fails, the lock remains permanently locked.

VIOLENT ENTRY

Less talented trespassers gain entry by forcing a door open with a pry bar, also called a crowbar. These tactics rarely work against well-secured doors and windows, but they work well enough in other cases. Most important, they are typically faster and more reliable than picking a lock, at least against average doors. A pry bar provides a +2 bonus on the Strength check to break the door. It can likewise be used to smash locks.

The real danger of forcing an entry violently is the noise it makes. Breaking a wooden door or frame makes enough noise to be heard with a Listen check (DC –5). Attempting to crack a door silently adds +4 to the door's break DC, but increases the Listen Difficulty Class to 0. Each intervening door or barrier adds +5 to the Listen DC; each 10 feet of distance adds +1.

Shattering a glass window makes enough noise to be heard with a Listen check (DC –7). Using a glass cutter (see Chapter Nine) to make a hole in a glass pane can only be heard by an alert listener (DC 10). The modifiers for intervening barriers and distance, as described above, also apply.

MAGIC LOCKS AND DOORS

Some doors are magical to begin with, and their locks are warded and enchanted. These magic locks can assume a number of forms, but their functions break down into types from basic to extremely sophisticated.

Alarm: Doors with an alarm don't have magic locks, but they are enchanted to make noise when tampered with. A *magic mouth*, *alarm spell*, or *rattling chant* may be triggered when someone attempts to pick the lock. These enchanted doors radiate a faint aura of abjuration magic, and they can be detected by a gutter mage's ward sight ability.

Herald: Some doors aren't really security measures so much as status symbols; these are usually called *herald doors*. Typically they are ornately made of cast bronze or gilded black iron, with decorative false keyholes, bas-relief images, and elaborate knockers in the shapes of heads, lions, dragons, hands, or the like. When someone uses the knocker, uses any key on the door, or attempts to pick the lock, the door opens and announces the visitors in a booming voice, sometimes accompanied by the lighting of a parlor and interior hallway with magical lantern light.

Passkey: A lock with a *passkey* is enchanted not to open unless it is unlocked with a matching magic key. The keys radiate a faint aura of transmutation magic and can be constructed using the Craft Wondrous Item feat and a *hold portal* spell by a 3rd-level or higher caster. These magic locks are impervious to *knock* spells but can be bypassed with a *dispel magic*, *black spellbreaker*, or *grey spellbreaker* spell (see Chapter Seven: Roguish Spells).

Password: Some doors don't have locks at all; they are magical constructions that only respond to a password. Most of these doors are capable of issuing a verbal challenge (“Who demands passage?” or “What's the password?”), and some are intelligent enough to carry on a conversation. If the visitor has the password and speaks it, the door opens without any trouble.

Without the password, the character must attack and destroy the door to force a way through.

Personal: Some magic doors are enchanted to recognize certain people, such as their creator or people carrying a particular token, of a certain race, or the like. These doors cannot be opened by others without violence or a *dispel magic*, *black spellbreaker*, or *grey spellbreaker* spell.

Silent Alarm: The most elegant of magic doors are intelligent and capable of deception against those attempting to trespass. A door of this type speaks to anyone seeking to enter, determines whether the individual should be allowed entry, and then always continues speaking in nonhostile terms to those not allowed through. At the same time, a *silent alarm door* alerts a guardhouse or other location with a magical chime that cannot be heard by anyone standing near the door.

Almost all magic doors have defenses against the use of pry bars, fire, and violent entry. The most common is a *shocking grasp* spell, but some magic doors might be rigged to fire a *web* spell, shoot paralyzing poison darts, or even unleash a *lightning bolt*.

ROPES AND CLIMBING

Climbing up or down a tower or wall saves roguish characters all kinds of time and aggravation: They can bypass wards, guard animals, and sentries entirely just by climbing around and on the surface of a structure. But ropes present their own problems.

ROPE LINES

A character can use a rope line to escape quickly from a high position down to a lower one. A grooved wheel or a hook is used to slide down a rope that is tied down at both ends. A character doing so moves at four times his normal movement rate and must make a successful Balance check (DC varies) to keep his feet when he reaches the the bottom of the rope. Anyone helping the slider land at the bottom grants a +4 bonus on the check. If the Balance check fails, the slider suffers 1d6 points of damage and must make a Reflex save (DC 10, +1 per 10 feet of rope line that the slider covered on the way down) or fall prone. If the Balance check succeeds, the slider finishes his descent nimbly and without damage.

A rope line must be securely anchored and constructed of a single coil of rope or a carefully spliced rope. A character who makes a Use Rope check (DC 18) can splice two shorter lengths of rope together well enough for the sliding device (the wheel or hook) to move smoothly over the splice. The DM should make this check in secret, so the character doesn't know how good the splice is until it is tested in use. If the Use Rope check fails by less than 5, the splice obstructs the sliding device, stopping the character's descent at that point. If the check fails by 5 or more, the splice fails when the sliding device comes into contact with it, causing the character to fall.

ROPE WALKING

Walking along a rope is extremely difficult. This form of movement is governed by Balance checks, and the rope counts as a surface less than 2 inches wide (base DC 20) that is severely slippery (DC +5) and may also be angled (DC +2). Wind, rain, and other circumstance modifiers apply normally. The rope is always considered a moving surface, even if it is securely anchored at both ends. Failing a Balance check by 4 or less while rope walking means no movement is possible in that round. Trying to run across a rope imposes the usual -5 penalty but allows movement at normal speed instead of half movement. Failing a Balance check by 5 or more means the rope walker falls.

Carrying a cane, weapon, or other balancing tool provides a +1 bonus on the Balance check. Carrying a 10-foot or longer pole with both hands provides a +2 bonus on the Balance check.



RAPPELLING

Rappelling is the use of a rope and a rappelling device to control your fall down a wall or a cliff face. It amounts to making a sort of careful slide down the rope. Unlike normal wall or cliff climbing, the skill involved in rappelling is not Climb but Use Rope. A successful descent down a vertical or sloping surface requires that the rope be anchored at the top of the slope or surface. Unless noted, all Use Rope checks to rappel require a move action.

With the necessary equipment (see the rappelling device and harness described in Chapter Nine) and proper technique, it is possible to drop 60 feet per round safely (30 feet per move action), or descend half that distance and dismount from the rappelling line in the same round. The Difficulty Class for the Use Rope check to accomplish either of these relatively simple tasks is 15. If this check fails, the climber has accidentally glanced off the wall or cliff. He descends the distance he intended to move, but also takes 1d6 points of damage for each 20 feet of movement in the round.

It is possible to rappel at twice the usual speed (up to 120 feet per round). However, the Difficulty Class of the Use Rope check when rappelling at more than 60 feet per round increases by +2 for every 10 feet of descent beyond 60 feet. Succeeding on the check means all is well, but failure means that the rappelling device has jammed, leaving the climber hanging in mid-air, or that the climber has slipped and slammed against the cliff (50 percent chance of either). Clearing a jam takes a standard action and a successful Use Rope check (DC 18), after which the climber can continue to descend normally. As noted above, hitting a wall or cliff while rappelling deals 1d6 points of damage per 20 feet of movement attempted that round (maximum 6d6 for failing a check to descend 120 feet).

It's possible to swing from side to side while rappelling, which a climber might do to reach a platform or to drop down in a desired location. Swinging while rappelling adds +2 to the Use Rope Difficulty Class for every 10 feet away from vertical that the climber wants to swing.

Rappelling Around Overhangs: While one can bypass small protrusions on a wall or cliff with no more than a careful step, any overhang or protrusion wider than 2 feet is trickier to get by, because reestablishing footing and avoiding damage to the hands both require some careful moves. The climber must pause at the overhang, lower himself with some care past the lip, then continue descending. Moving past an overhang requires a standard action (thus limiting the distance the climber can descend in that round) and a Use Rope check (DC 20).

Rappelling Through a Window: It's possible to judge a swing so that a climber crashes through shutters or a closed window, or successfully flies through an open window, to get into a room. The target window or opening must be within 30 feet of the climber when his turn begins; he can then rappel down to the spot and swing through it by making a Use Rope check (DC 25). Success means that the character hits the desired spot with enough speed to break through resistance (if necessary), and then can tumble or step into

the room beyond. A character with 5 or more ranks in Tumble gains a +2 synergy bonus on this check. Hitting wooden shutters or a closed window on the way into a room automatically breaks the obstacle and deals damage to the climber: 1d6 points for wood, or 2d4 points for leaded glass.

CATCHING YOURSELF DURING A FALL

It is possible for characters other than monks to slow themselves during a fall from a wall or slope; it's just really unlikely. To have a chance to do this, a character must first have the good fortune to fall next to something that can help slow his descent (see the table below), then make a Climb check.

If the character spends a luck point, he can improve the existing category by one (for instance, from "narrow handholds" to "handholds," reducing the DC from 40 to 35). This luck point is spent before the attempt; a luck point may also be spent on the Climb check itself. If the check succeeds, the character takes falling damage as if the fall were 20 feet shorter than it actually is.

Climb DC	Available Fall Stoppers
20	Steep slope
25	A rope or knotted rope
30	Ledges, including very rough walls, or a ship's rigging
35	Handholds and footholds, including very rough natural rock surface, a tree or branches, an unknotted rope, or a pole
40	Narrow handholds and footholds, such as dungeon wall or ruins.
45	A rough surface, such as a natural rock wall or a brick wall.

BREAKING A ROPE

Most normal ropes are not indestructible. The following rules are addressed to DMs who want to take that fact into account.

Each time a rope is used to support a heavy weight (such as when a character climbs or rappels with it), there is a cumulative 1 percent chance that it becomes frayed. After you determine that a rope is frayed, there is a cumulative 1 percent chance that it breaks the next time it is used.

A character can discover that a rope is frayed by making a Spot check (DC 25) just prior to using it to climb or rappel (or to haul up a heavy item, or for some similar purpose). He may decide to use the rope anyway, and most of the time nothing bad will happen . . . until the rope gets so much accumulated use that the chance of it breaking approaches or exceeds 50 percent. If a rope breaks while in use, any creature or object that it was holding falls until it hits the nearest flat surface.

The other way to sever a normal rope is to cut it or purposely break it. A hempen rope has hardness 0 and 2 hit points per inch of thickness, and can be burst with a Strength check (DC 23). A silk rope has hardness 0 and 4 hit points per inch of thickness, and can be burst with a Strength check (DC 24).

BREAKING IN . . . AND OUT

The classic stealth adventure for a rogue, bandit, gutter mage, or shadowsworn involves visiting someone else's home or castle and making off with the goods. Doing this properly requires a high degree of skill, planning, and reconnaissance.

APPROACH AND RECONNAISSANCE

The first step in pulling off a job is finding out what you can about the target building and any possible opposition.

FALSE PRETENSES

If the target building is open to the public for part of the day, or if the building's owners are looking to hire servants, staff, or mercenaries, it may be possible to get a look at the interior under false pretenses. A successful Bluff or Diplomacy check is usually necessary to be hired, though sometimes a bribe does the trick as well (see Chapter Eleven).

Even if a character can't get a job within the walls of his target, sometimes a phony badge, tabard, or uniform can be enough to get past the guards at the door.

STEALTH

If you can't observe a place more or less publicly, the easiest way to get into a location is by being invisible (or effectively so). Moving in darkness with Hide checks, an *invisibility* spell, or magical *darkness* are the customary ways to visit someone announced.

Alternatively, you may be able to use a familiar as a scout. The shadow familiar of a shadowsworn is ideal for this purpose, but some characters may be reluctant to put their familiars in danger this way.

LOOKOUTS

If you have a little warning, you are much more likely to escape with your loot than if you are caught unawares. Putting a keen-eyed or sharp-eared bandit or rogue in a lookout position can give a party time to escape out the back way.

GUARDS

Once you know what obstacles you are likely to face, you can plan on bypassing or disabling them with the proper tools. The most obvious protections are guard animals, golems and other constructs, and human and humanoid sentries.

GUARD ANIMALS

A wide variety of animals and other creatures can be trained to defend a location. Most of these are territorial predators, including cobras, baboons, dogs, lions, behirs, griffons, and dragons. These guards often have the scent ability and sharp hearing, and cannot always be avoided. There are at least three options that are quieter than combat with guard animals: poison, moving silently while the animals sleep, and bribery.

Employing poison is as simple as throwing tainted food at the guards. Typically, a piece of meat or some other delicacy the creature favors is infused with poison that causes paralysis (such as carrion crawler brain juice) or unconsciousness (blue whinnis, for example).

Moving past sleeping guard animals requires a successful Move Silently check opposed by the animals' Listen check at a –10 penalty. If the Move Silently check fails, the animals wake. Dogs, griffons, and other predators awaken more easily and more quickly from sleep than humans do. A guard animal wakes fully in a single round; humans and similar races take 1d4 rounds to reach the same state (see "Human and Humanoid Sentries," next page).

The most intelligent of guard creatures, such as behir, griffons, and dragons, can sometimes be bribed to look the other way. Bribery rules appear in Chapter Eleven.

GOLEMS AND CONSTRUCTS

Some constructs that serve as guards have not only the ability to fight and capture intruders, but also the ability to fetch help. These "alarm automata" or "runners" typically have a built-in horn, bell, gong, or other noisemaker. Some of the most common alarm automata are equipped with the following special ability as part of their construction:

Alarm (Ex): The construct can take a standard action to create an alarm noise. This noise can be heard by anyone within 30 feet that succeeds at a Listen check (DC 0). This is a sonic effect.

Fortunately, almost all golems and other constructs are completely predictable. They follow orders, verify passwords, and watch exactly what they are told to watch—no more and no less. Thus, knowing a



golem's instructions can prove very useful; it is sometimes possible to determine these orders with a successful Use Magic Device check (DC 15 + the construct's Challenge Rating). Success on this check results in a golem explaining its orders and limitations.

HUMAN AND HUMANOID SENTRIES

The least predictable and most intelligent guards are humanoid watchers on the walls, gates, doors, and hallways of a particular home, dungeon, or castle. Sentries can be fooled, bribed, or defeated, but they can prove more difficult to bypass than guard animals or magical alarms. Stealth and diversion are the preferred options.

Humans and similar sentient species require 1d4 rounds to wake up fully from sleep. Until they do, they suffer a –4 penalty on initiative checks, a –2 penalty on attack rolls, and a –2 penalty to Armor Class.

ALARMS

Mundane alarms include every kind of noisemaker as well as visual signals: bells, gongs, clackers, whistles, flags, and bonfires. But the alarms themselves are not inherently interesting; it's what the alarms summon that makes them dangerous to a housebreaking burglar. The important thing to remember is that an alarm that goes off isn't dangerous if no one responds to it.

An alarm can be defeated in at least three ways: by silencing it, by disarming or incapacitating the guard who is supposed to use the alarm to bring help, and by overriding the intended effect of an alarm by introducing a complicating factor such as a fire or multiple alarms.

SILENCING ALARMS

The first method is straightforward: A closed door between a guard barracks and a bell tower can mean that no one heard the bell, a muffled or cracked bell won't make much noise, and a *silence* spell can simply shut the thing up. In each case, the alarm fails to bring a response.

INCAPACITATING GUARDS, OVERRIDING ALARMS

If an alarm goes off in an area where there are many noises, or if the guards who are supposed to respond are incapacitated or distracted, it doesn't matter how loud or how long the alarm rings. The complicating factors that can prevent an alarm from being noticed appear on the table at right. Each guard in the area of the alarm must make a Wisdom check to be aware of the alarm and able to respond to it. The Difficulty Classes for various factors are given in the table; use the factor with the highest Difficulty Class when more than one applies at the same time.

A drunk or sleeping guard blows no whistles and rattles no clacker, so he can usually be ignored by any rogue who has better things to do than risk a fight with a flunky who is not a threat. If a guard is asleep or drunk when an alarm sounds and he succeeds on the Wisdom check, he wakes up or pulls himself together enough to answer the alarm. If not, he remains oblivious.

If the guards are alert, you might be able to create a distraction that occupies more of their attention than a ringing alarm, or benefit from an existing condition. Other noises, a fire, storms and winds, or even simply unearthly noises may distract a guard from doing his duty. In these cases, if the Wisdom check succeeds, the guards muster their courage and answer the alarm. If it fails, either they don't hear the alarm, they ignore it, or they talk themselves out of responding to it.

Complicating Factor	Wisdom Check DC
Strong wind	8
Distracting noise	12
Rain	13
Terrifying howls or noises	13
Storm	15
Multiple alarms	16
Drunken guard	18
Mob	18
Fire	22
Sleeping guard	24

A distraction will work for as long as the distracting condition continues or for 1d6 minutes, as the DM determines.

MAGIC ALARMS

Worse than mundane alarms are the magic alarm spells such as *alarm*, *magic mouth*, *rattling chant*, and *guards and wards*. A few variations on these alarms are common, particularly in the form of enchanted constructs that make a noise or automatically lock a doorway, close a gate, or flood a tunnel if they are not bypassed with the correct key, password, or spell.

MEANS OF ENTRY

Breaking and entering into the rich lord's manor or the lich-king's lair involves using a few basic points of access: chimneys, air shafts, doors, windows, thatched or tiled roofs, and so forth. Doors and windows are fairly standard points of entry, but chimneys and roofs are often overlooked.

As long as the target location is home to breathing creatures, there will be air shafts to ventilate the dungeon; as long as the creatures prefer heat and warm food, there will be a hearth and a smoke-hole or chimney. Getting down a chimney or an airshaft is an excellent approach; a good climber can get down an average chimney—and into the kitchen or main hall—in 1 or 2 rounds, bypassing all guards, alarms, traps, and major opponents on the way. Sure, there may be servants in the kitchen or dogs under the table in the hall, but getting in through an airshaft or chimney is a terrific shortcut nonetheless.

Entering through the roof is another overlooked option. Thatch can easily be moved or cut away (as a full-round action) to get directly into a building's attic or onto a set of rafters. Tiled roofs take a little longer (1d4 rounds to lift tiles and make a hole among the struts that hold the tiles up), but are also relatively easy to bypass.

CHASES AND PURSUITS

Sometimes, a character just has to chase down an enemy or run away from one. When attempting to escape pursuit, you run at four times your normal speed if you are carrying no burden or a light load and light armor—or faster if you have the Run feat or the Sprint feat (see Chapter Eight). You can escape pursuit through sheer speed, by adopting a disguise, by hiding, or by moving where a pursuer cannot follow (such as climbing or slipping through the bars of a gate). Most of these options are covered by Disguise, Climb, Hide, and related skills. Flat-out running, however, requires a chase check, as described below.

THE CHASE CHECK

Determine the speed of the runner and the pursuer (which could be a running speed, a galloping speed for a mount, or some other form of movement entirely). Dividing that speed by 10 determines the runner's and pursuer's chase modifiers; the typical modifiers for characters and horses that are running (four times normal speed) appear in the table below. Runners and mounts also add their Dexterity modifier to the chase check during the first 8 rounds of a chase; after the eighth round, they add their Constitution modifier (see "Long Chases," below). A rider on a mount adds his Wisdom modifier to the mount's chase modifier at all times during a chase. If any of the characters or animals involved in the chase have the Run feat or the Sprint feat, increase their speed (and their chase modifiers) accordingly.

Conditions in the environment that can modify an individual's chase modifier are given in the second part of the following table. When you have determined all chase modifiers for a single round of the chase, each involved individual makes a chase check by rolling 1d20 and adding his chase modifier. The results of success and failure on this check are described below.

TABLE 10–2: CHASE FACTORS

Race	No Armor or	Medium or
	Light Armor	Heavy Armor
Human, elf, half-elf, half-orc	+12	+8
Dwarf	+8	+8
Halfling, gnome	+8	+6
Light horse	+30	+24
Heavy horse	+25	+20

Condition	Modifier	Line of Sight
Crowded streets	–4	50 feet
Difficult terrain		
Marsh	–8, add Str modifier	120 feet
Overgrown, brush	–4	120 feet
Rocky or uneven	–4	100 feet
Sandy	–6	200 feet
Steep slope	–8, add Balance ranks	Length of slope
Gradual slope	–4	Length of slope
Low fences, logs, hurdles	–4, add Jump ranks	120 feet
Rooftops with gaps	–8, add Jump ranks	100 feet

THE LEAD

The distance between a runner and a pursuer at the start of a chase is usually clear; however, in some cases, especially during melee combat, it's not apparent when a withdrawal attempt should end and a chase sequence begin. In the case of a withdrawal from combat, a failed Sleight of Hand attempt to pick a pocket, or a similar event that may surprise a victim, such as an attempted attack, the runner typically gains a lead equal to the distance he can cover in 1 round of running.

If an event does not suggest a clear starting distance, assume that the runner starts with a lead equal to his normal movement rate. Some such chases can end in a single round.

CATCHING UP OR LEAVING BEHIND

Whoever wins the opposed chase check gains distance, either closing the gap (if the pursuer wins) or widening it (if the runner wins). The amount that the gap changes is equal to the winner's normal movement rate. For instance, a pursuer with a normal movement rate of 30 feet gains 30 feet on the runner each time he makes a successful chase check.

If the distance between the participants falls to 0 feet, the runner is caught and combat may begin. If the distance exceeds the line of sight for the conditions in which the chase is taking place (see Table 10–2 at left), the runner has disappeared, and the pursuer must either guess where the runner has gone or begin tracking.

LONG CHASES

If a chase goes on for more than 8 rounds, substitute the participants' Constitution modifiers for their Dexterity modifiers on each chase check. After the eighth round of a chase, any participants with the Endurance feat may apply a +4 bonus to their chase checks as well.

A Sample Chase

Fleetfoot Barnabas is a halfling thief who has just stolen the purse of a rich human merchant named Maximilian—but the merchant and his two guards have spotted the theft, and the chase is on. Fleetfoot starts with a lead of 80 feet.

Fleetfoot is not armored or loaded down. Most halflings run at a rate of 80 feet per round, but Fleetfoot has the Run feat, so he runs at 100 feet per round. This gives him a +10 chase modifier; his Dexterity of 17 provides a +3 bonus, for a total chase modifier of +13.

Maximilian is human and unarmored, and so runs at 120 feet per round. His 11 Dexterity provides no additional bonus, so his chase modifier is +12. His guards are armored in chainmail, so they move only 20 feet per round normally, and can run three times that fast, or 60 feet per round. Adding in their 12 Dexterity, the guards' chase modifiers are both +7.

Fleetfoot rolls an 8, which results in a 21 on his first chase check. Maximilian rolls an 11 and gets a check result of 23—the merchant is catching up to his lost gold! The guards roll a 4 and a 13, for results of 11 and 20 respectively—both are falling behind. At the end of the first round of the chase, Maximilian has gained 30 feet, so Fleetfoot remains just 50 feet ahead. However, the guards have lost 20 feet because Fleetfoot outran them, so they are now 100 feet behind in the chase.

If one of the guards grabs a horse, things might change in a hurry, but as it stands, Maximilian has a decent chance to catch the thief in just two more chase rounds.

Bribes and Contacts

Sure, you might steal the Red Queen's Ruby, but where do you sell it? In addition to guidelines on fencing the goods, this chapter also provides nonplayer character contact tables and a system to resolve attempts at bribery.

Theft and trickery are second nature to most bards, bandits, and other roguish types. But so is the oily word in just the right ear, the heavy threat to just the right informant, and the sale of some mildly suspect goods to just the right greedy dwarf merchant. It's all about who you know, who you bribe, and who you hand the hot rocks to.

BRIBERY

Bribery is one of the smarter and easier ways to get around any obstacle. Successful bribes require gold or magic items, but money alone isn't always enough. The briber must know how to make the offer properly. This is represented by a successful Diplomacy check; this check is not opposed by a Sense Motive check, but rather has a DC determined by the target's alignment and social status. If the bribe check succeeds, the creature is bribed and the request is granted. If the bribe check fails, the money may still be lost, but the requested action is not performed. After all, who can a rogue appeal to for justice?

The amount of a suitable bribe depends on the Challenge Rating of the target. A would-be briber can determine this amount by making a successful Knowledge (local) check or Sense Motive check (DC 10 + the CR of the bribe's target). If this check fails, the would-be briber must make her best guess about what the target will accept, and might unintentionally sweeten the pot well beyond what the target considers suitable.

Note that, although Table 11-1 expresses the costs of bribes in gold pieces, higher-end bribes also can take the form of exclusive merchant contracts, the services of knights or priests, vast tracts of land, the right to collect customs and tolls, and advantageous marriages. Use Knowledge (nobility and royalty) checks instead of Knowledge (local) checks when attempting to determine the amount of a suitable bribe for priests and nobles.

Once the amount of a bribe is figured, the difficulty of getting it to work can be determined by referring to Table 11-2. Poor, irresponsible, chaotic evil NPCs offered large sums of cash are usually eager to take a bribe. Wealthy and powerful lawful good NPCs who are sworn to their duty are extremely unlikely to take a bribe, no matter how smoothly it is offered.

Once the difficulty is set, the player makes a Diplomacy check against the appropriate Difficulty Class. If the check succeeds, the target takes the bribe, and the desired deed is soon done. If the check fails by 5 or less (or by 10 or less if the target is chaotic-aligned), the target takes the money but does not follow through on the desired deed; the bribe has failed but the money is gone.

TABLE 11-1: BRIBERY

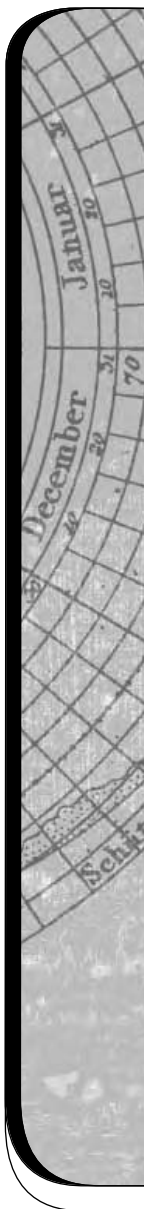
CR of Target*	Minimum Gold Required**
0 or less	1d3 × 10 gp
1-2	1d4 × 50 gp
3-4	1d6+4 × 50 gp
5-6	500-1,900 gp
7-9	2,000-3,900 gp (prefer gems)
10-12	4,000-5,900 gp (strongly prefer gems)
13-15	5,000-9,900 gp (potions/gems required)
16-19	10,000 to 50,000 (minor magic item required)
20+	Magic items, land, and services only

* Add 2 to the CR for a low noble (such as a knight, lord, baron, or earl), 4 for a high noble (duke, prince), and 3 for a cleric or paladin.

** Each doubling of the minimum provides a +2 circumstance bonus on the subsequent Diplomacy check, to a maximum of +10.

TABLE 11-2: BRIBE DIFFICULTY

Target Is ...	Diplomacy DC
Poor	10
Average	15
Well off	20
Wealthy	25
Powerful	30
Wealthy and powerful	35
Irresponsible	-10
Friendly	-5
Neutral	0
Hostile	+5 (mod.)
Sworn to duty	+5 (mod.)
Priest	+3 (mod.)
Noble	+3 (mod.)
Chaotic Neutral or Chaotic Evil	-3 (mod.)
Lawful Neutral or Lawful Good	+3 (mod.)
Location Is One Where ...	Modifier
Bribes are customary	-2
Bribes are illegal	+2
Amount Offered Is ...	Modifier
3 steps too low	+6
2 steps too low	+4
1 step too low	+2
On target	0
Double the target	-2
Four times the target	-4



If the check fails by more than 5 (or more than 10 if the target is chaotic-aligned), the target refuses the bribe and may take offense. To smooth things over, the bribe-giver must attempt a Bluff check opposed by the target's Sense Motive check. The target gains a +1 circumstance bonus for every point by which the briber's Diplomacy check failed. If the Bluff check fails, the bribe's target knows it was a bribe attempt. Depending on whether it was illegal, insultingly small, or crassly offered, the target may take offense, report the bribe-giver to the law, or retaliate in the future.

Bribe checks should always be made secretly, and the player character should not necessarily know whether a bribe has succeeded (unless it is meant to secure an immediate result). Any bribe involving future favors or actions at first appears to succeed. The sort of people targeted for bribery—poor sentries, greedy merchants, innkeepers, and politicians—rarely refuse to take the money; only honest and decent characters, typically good-aligned, will turn down the money for moral reasons. Many of these will report the bribe attempt to a guildmaster, city guard, town official, or the like. Offering a bribe is a crime in some societies; in others, it is an expected cost of doing business.

Neutral and lawful types may sometimes politely decline a bribe when the amount offered is too low; however, if the check fails by a large amount, or the player character targets an especially honest character for the bribe, he may find his bribe firmly declined. In such a case, offering the bribe may turn out to be worse than having done nothing.

However, just because a bribe attempt is made on an evil character does not mean that the player character has a good chance of success and nothing to worry about. While the odds are good that an evil character will take a bribe, the odds are better that, if the bribe fails, the evil character will turn the player characters over to the authorities or a boss, just to curry favor. Even evil characters can be law-abiding or sworn to duty.

NPC CONTACTS

Every bard and rogue who has ever gotten in trouble has needed friends to help bury bodies, hide the loot, get out of town, avoid the city guard, or escape prison. NPC contacts offer the DM a way to help player characters get out of the inevitable jams and difficulties they find themselves in. Most rogues cultivate informants, helpers, fences, and allies against the law.

Sometimes unexpected contacts show up as the result of die rolls. When a character seeks to acquire contacts or information, roll percentile dice and refer to the NPC Contacts tables here for random informants, old acquaintances, or even former enemies come to beg forgiveness. If a player character is seeking a particular kind of contact through Gather Information checks (an alchemist or city guard, for example), use the Gather Information DC provided to see whether the PC can find the desired contact in town. In smaller towns, border villages, and

TABLE 11–3: NPC CONTACTS

d%	Contact	DC*
01–02	Alchemist, corrupt	20
03	Alchemist, honest	25
04–06	Assassin, apprentice	25
07	Assassin, recruiter	30
08	Assassin, master	35
09–13	Apprentice, corrupt	20
14–16	Bandit, follower	15
17	Bandit, leader	24
18	Bandit, retired	20
19–22	Bard, big-mouthed	10
23–24	Bard, informed	12
25	Bard, knowledgeable	17
26–27	City guard, honest	18
28	City guard, corrupt	16
29–32	Deadheart gangster, respected	16
33–34	Deadheart gangster, lethal	20
35	Counterfeiter	23
36–30	Fence, shady	18
40–46	Fence, common	26
47–48	Fence, trustworthy	35
49–50	Forger, beginner	17
51–52	Forger, competent	22
53	Forger, masterwork	27
54–55	Fortune hunter, down on luck	20
56–57	Fortune hunter, riding high	12
58–65	Gambler, chronic loser	12
66	Gambler, breaks even	18
67	Gambler, talented	24
68–69	Gladiator, rookie	11
70–72	Gladiator, veteran	14
73–75	Gladiator, retired	18
76–79	Guard captain, honest	23
80	Guard captain, bribable	24
81–82	Guild broker, corrupt	15
83–85	Guild broker, honest	18
86–90	Guild recruiter, open	20
91–92	Guild recruiter, secret	30
93	Guild recruiter, ultrasecret	35
94–95	Gutter mage, bitter and vengeful	14
96–97	Gutter mage, boastful and loud	22
98–100	Gutter mage, friendly	30

* *Difficulty Class of Gather Information check required to find this contact*

freeholds, the Difficulty Classes for some of the more exotic character types should be modified upward.

The NPC Contacts table comes in two sections; roll randomly to choose either Table 11–3 (above) or Table 11–4 (on the next page).

FENCING STOLEN GOODS

To a certain degree, everything that adventurers loot from tombs and dungeons is stolen property, but most of the time, that's not important: the rightful owner is long dead or a horrible monster. No one but the dragon cares if a dragon's hoard is stolen and sold off.

TABLE II-3: NPC CONTACTS (CONT'D)

d%	Contact	DC*
01-02	Healer who keeps secrets	22
03-06	Healer who can't keep secrets	10
07-15	Informant, drunk	10
16-19	Informant, sober but poor	14
20-21	Informant, helpful	19
22-24	Locksmith, honest	14
25	Locksmith, corrupt	24
26-29	Merchant of thieves' tools	23
30-31	Necromancer "doctor"	28
32-36	Muscle, cowardly	12
37-42	Muscle, dumb but brave	18
43	Muscle, reliable	25
44-45	Official, honest	13
46-47	Official, corrupt	25
48-49	Paladin, fallen and drunk	23
50-52	Pirate, wanted	17
53	Pirate, retired	20
54	Poison seller	30
55-56	Priest, sympathetic ear	15
57-59	Priest who heals, no questions	20
60-63	Priest of luck	25 or 1 luck point
64	Priest who raises rogues	28
65-67	Prostitute, naïve	12
68-71	Prostitute, street hardened	14
72-74	Prostitute, madam	15
75-76	Ranger, in league with smugglers	19
77-79	Shadowsworn, apprentice	18
80-81	Shadowsworn, consumed by evil	25
82-83	Shadowsworn, silent and powerful	30
84	Silvertongue charmer, courtier	30
85	Silvertongue charmer, wanted rogue	25
86	Slaver	28
87-88	Smuggler, branded	24
89-90	Smuggler, successful	20
91-93	Spy	30
94-95	Sorcerer or wizard, condescending	20
96-97	Sorcerer or wizard, greedy	25
98	Sorcerer or wizard, sympathetic	30
99	Street tough, bully	10
100	Street tough, cunning	14

*Difficulty Class of Gather Information check required to find this contact

However, at other times, such stolen goods are a little more likely to raise attention from local buyers. That's when the receivers of stolen property—also called fences—come in and take their share.

FINDING A FENCE, GUILD BROKER, OR PAWN SHOP

In any place frequented by a decent number of roguish characters, there's someone who takes the goods they steal and makes a profit from selling those goods. These purveyors of suspect goods are either independent fences, guild brokers, or pawn shops.

Fences are merchants, middlemen, and dealers with connections in fields such as metallurgy (for melting down silver or gold), jewelry (for resetting stones), and importing and exporting. They work these connections to find a buyer for whatever a thief or adventurer brings them; sometimes they commission a particular type of theft when they know they have an eager buyer for paintings, rugs, or any other type of goods.

Guild brokers work similarly to fences but are more organized and belong to a guild. Thus, they know what the guild is likely to bring them and can combine goods of a similar type to get a bigger sale (and a better price) when moving goods along. They take a standard fee that is smaller than the fee of a freelance fence.

Pawn shop owners require a much smaller fee for their services than fences or brokers but are largely anonymous and will take just about anything salable. In theory, an item that is pawned can be redeemed. In practice, thieves almost never return to claim their stolen property.

Once a fence, guild broker, or pawn shop owner has taken on stolen goods, he needs to dispose of them. This can be done by exporting the goods, reshaping the goods, or hiding them in a high volume of trade.

Fences with connections in the exporting business resell the goods elsewhere; this approach is popular in smaller towns where resale within the town walls would soon be detected. The fence sends the goods out by means of a smuggler or by mixing them in with a batch of legitimate wares. Later, after the goods are sold elsewhere, the fence takes his cut. Rogues and bandits are often tipped off when a cargo of fenced goods is leaving town, to keep them from once again trying to steal the goods that their fence is selling for them.

Reshaping or reworking the goods may just involve melting down gold or other metals, or repainting a wooden strongbox with a new decorative pattern. There's always the chance that a maker's mark will give the game away, but the odds are pretty good that a reshaped item can be fenced successfully.

The most lucrative way to fence goods is to resell them within the same location without reworking them. This requires goods that are fairly nondescript (such as sacks of wheat, or bolts of standard cloth) or a city with markets and merchant districts so big and busy that few can trace all its wares from spot to spot.

If a player character wishes to sell her own stolen goods to a reputable buyer (not a fence or some other intermediary), there's a

TABLE 11-5: SELLING YOUR OWN GOODS

Town Size	Population	GP Limit	Appraiser's Rank Modifier	Bluff DC
Thorp	20–80	40 gp	–2	5
Hamlet	81–400	100 gp	+0	10
Village	401–900	200 gp	+2	15
Small town	901–2,000	800 gp	+4	20
Large town	2,001–5,000	3,000 gp	+6	25
Small city	5,001–12,000	15,000 gp	+8 (roll 2×)	30
Large city	12,001–25,000	40,000 gp	+10 (roll 3×)	35
Metropolis	25,001+	100,000 gp	+12 (roll 4×)	40

chance she'll be caught at it, depending on the community's size and the character's Bluff skill, as shown in Table 11-5: Selling Your Own Goods.

The town sizes on this table are the standard ones used elsewhere, defined by their populations. The gp limit is the value of the most expensive item available in the community; items costing more than this amount are generally not found in the shops or markets, though they might turn up in a guild specialty shop for members at an inflated price. The gp limit also represents the maximum price that any single item or package of goods can be sold for in that community; if you try to pull off a transaction involving more than this amount of cash, the deal automatically falls through.

The appraiser's rank modifier comes into play when a player character with goods to sell contacts a would-be buyer. The buyer makes an Appraise check using the rules in Chapter Four: Skills of the *Player's Handbook*, applying the modifier from the table as a penalty or bonus on the check. In a small city or a larger community, the appraiser is entitled to roll this check more than once if his earlier check failed. This rule reflects the fact that many buyers in large cities employ multiple experts, buyers, apprentices, and forgery detectors to guard themselves against making a poor purchase. The buyer estimates the value of the goods according to whether he succeeded or failed on the Appraise check; the resulting gold piece amount is what the buyer is willing to pay if the sale goes through.

Before the sale can be consummated, the seller must make a Bluff check against the Difficulty Class on the table. This check may be modified by any one of the conditions on the table below. Success on this Bluff check indicates that the seller has convinced the buyer that the goods are legitimate and not stolen, and the deal goes through. Failure on this Bluff check means that the buyer knows the goods are stolen property; whether that knowledge results in his summoning the watch really depends on the character of the buyer.

Type of Goods	Bluff DC Modifier
Unique	+10
Value over 1,000 gp	+2
Value over 5,000 gp	+5
Value over 25,000 gp	+10
Reshaped goods	–5
Exported goods	–3



Conversions

This appendix contains conversion rules for using the new classes and spells in this book with Monte Cook's *Arcana Evolved*. Some sidebars in Chapter One expand the use of these classes with *Arcana Evolved* and *The Complete Book of Eldritch Might*, but these are purely optional elements that can be disregarded in a more traditional campaign.

The material in this section is for DMs and players using Monte Cook's *Arcana Evolved*. It offers advice and specific rules for using the material in this book with that variant player's handbook.

CORE CLASSES

The core classes presented here are intended for rogue-heavy campaigns, but clearly the gutter mage could find a home in the urban sprawls of De-Shamod, and the shadowsworn has clearly sworn a ceremonial oath to powers of Shadow—many mojh and even verrik might follow this path in large numbers. Quickling faen and humans are the preferred archetypes for gutter mages.

Bandits might or might not be found in the Lands of the Diamond Throne. In theory, litorian bandits could be something to fear—striking by ambush seems to come naturally to that race.

PRESTIGE CLASSES

The deadheart gangster and silver-tongue charmer prestige classes are meant primarily for all-urban adventuring and might not belong in a wilderness and dungeon campaign, whether based on *Arcana Evolved* or not.

The fortune hunter's use of luck makes such characters stand out; if you use the luck system presented here for your *Arcana Evolved* campaign, the fortune hunter will feel right at home as well.

LUCK SYSTEM

The classes from *Arcana Evolved* can also use the luck system. The table here gives the Luck Die for each class.

Core Class	Luck Die
Champion (Luck)	1d10
Unfettered	1d8
Akashic	1d6
Runethane	1d4+1
Champion (any other)	1d4+1
Ritual warrior	1d4
Totem warrior	1d4
Witch	1d4
Mage blade	1d3
Greenbond	1d3
Magister	1d2
Oathsworn	1d2
Warmain	1d2

Hero points and luck points work well together, since hero points do more than merely modify die rolls. There's no need to choose between the two systems; they can be combined in any *Arcana Evolved* campaign.

FEATS

Any of the feats presented here would fit into an *Arcana Evolved* campaign, but the DM must adopt the luck system for the luck feats to work at all.

The following should be considered ceremonial feats: Keymaster, Master of Darkness, Skeptic, Sleight of Mind, and Slippery. PCs may gain them after paying the requisite cost and conducting a special ritual with four other participants.

Fortune's Child is considered a talent. One can take it only at 1st level, and never more than once.

SPELLS

To use the spells in this book in an *Arcana Evolved* campaign, add the information that follows to the description of each spell.

Spell names in {brackets} already appear in *Arcana Evolved*.

BAT SIGHT

Level: 0 (Simple)

Heightened Effects: Bonus lasts for 1 round/level

Magic Item Creation Modifier:

Constant ×2

BEGGAR'S CHARM

Level: 1 (Simple)

Diminished Effects: Duration 1d10 minutes, adds +1 bonus to Spot and Profession (beggar), +4 bonus to alarm distraction checks.

Heightened Effects: Duration 1d10 hours, add +15 to distractions caster makes.

Magic Item Creation Modifiers:

Constant ×3, charged ×2

BLACK HAND

Level: 4 (Simple)

Diminished Effects: Caster does not gain drained points.

Heightened Effects: Drain 1d6 points of Strength, Dexterity, and Constitution.

Magic Item Creation Modifier: Charged ×2

BLACK SPELLBREAKER

Level: 4 (Complex)

Diminished Effects: Duration 1 round/level

Heightened Effects: Breaking an enchantment is permanent and ends the *spellbreaker* duration.

Magic Item Creation Modifiers:

Constant ×3, charged ×2

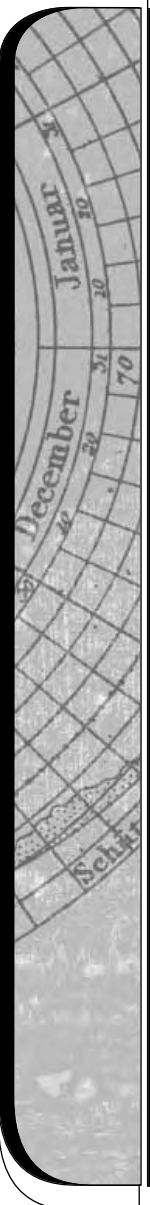
BOUNCING FALL

Level: 0 (Simple)

Heightened Effects: Negate all damage.

Magic Item Creation Modifier:

Charged ×2



BROKEN MIRROR

Level: 8 (Exotic)**Diminished Effects:** You take 1 luck point from the target per caster level.**Heightened Effects:** Targets all creatures within 30 feet of the caster.**Magic Item Creation Modifier:** Charged ×2

CARD CONTROL

Level: 1 (Simple)**Diminished Effects:** You have a 50 percent chance for the desired result.**Heightened Effects:** You get the results you want for one die roll, coin flip, or card draw per level.**Magic Item Creation Modifiers:** Constant ×3, charged ×2

CHARMING LIE

Level: 2 (Simple)**Diminished Effects:** Duration 1 round**Heightened Effects:** You may suggest a course of nondestructive action to one of your listeners, who gains a second Will save to ignore the suggestion.**Magic Item Creation Modifier:** Constant ×2

{CLOAK OF DARKNESS}

{COMPELLING QUESTION}

CONFESSION

Level: 1 (Simple)**Diminished Effects:** Duration 1d6 rounds.**Heightened Effects:** Affects one creature/level.**Magic Item Creation Modifiers:** Constant ×3, charged ×2

COUNTERCHARM

Level: 1 (Simple)**Diminished Effects:** Charm is only broken for 1 round/level, then the previous spell's power returns.**Heightened Effects:** Duration 1 round/level, you can attempt to break an additional charm each round.**Magic Item Creation Modifiers:** Constant ×3, charged ×2

CREATE EQUIPMENT

Level: 0 (Simple)**Heightened Effects:** Item lasts 1d4 hours.**Magic Item Creation Modifier:** Constant

N/A

{DISTRACTION}

DOUSE

Level: 0 (Complex)**Heightened Effects:** Extinguishes fires as well as torches, lanterns, or candles.**Magic Item Creation Modifiers:** Constant ×3, charged ×2

DUST AND DIRT

Level: 1 (Simple)**Diminished Effects:** Item value declines by 10 percent + 1 percent/level.**Heightened Effects:** Item value declines by 75 percent + 1 percent/level for 1d4 hours.**Magic Item Creation Modifier:** Constant ×2

ENTER SHADOW

Level: 3 (Simple)**Diminished Effects:** Personal only, 1 round/level**Heightened Effects:** Take one creature/level with you, duration one hour/level

ETERNAL LUCK

Level: 9 (Exotic)**Diminished Effects:** Duration one hour/level.**Heightened Effects:** No limit to the number of ability scores that can be improved.

FAST ESCAPE

Level: 1 (Simple)**Diminished Effects:** Duration 1 round/level, +5 bonus only.**Heightened Effects:** Affects you and one creature/three caster levels.**Magic Item Creation Modifiers:** Constant ×3, charged ×2

FEIGN DEATH

Level: 3 (Simple)**Diminished Effects:** Personal only**Heightened Effects:** One creature/level, duration one hour/level

FLICKERING FATE

Level: 4 (Complex)**Diminished Effects:** Personal only, bonus is +2 rather than +4.**Heightened Effects:** Affects you plus one creature/three caster levels.**Magic Item Creation Modifiers:** Constant ×3, charged ×2

FORGET

Level: 3 (Simple)**Diminished Effects:** Affects only one creature, duration one hour/level.**Heightened Effects:** Affects one creature/level.

FORTUNE'S ARMOR

Level: 6 (Complex)**Diminished Effects:** Personal only, AC and save bonus is +2 rather than +5.**Heightened Effects:** Affects you plus one creature/three caster levels.

FORTUNE'S BITCH

Level: 3 (Complex)**Diminished Effects:** Personal only.
Heightened Effects: Duration one hour/level.

FORTUNE'S FROWN

Level: 1 (Complex)**Diminished Effects:** Duration 1 round.
Heightened Effects: Can use ranged touch, affects one creature/four caster levels.**Magic Item Creation Modifier:** Charged ×2

GAMBLER'S LUCK

Level: 1 (Simple)**Diminished Effects:** Duration 1 round.
Heightened Effects: Duration one day.**Magic Item Creation Modifier:** Charged ×4

{GHOST WEAPON}

GREY SPELLBREAKER

Level: 2 (Simple)**Diminished Effects:** Effect lasts 1 round/level.**Heightened Effects:** Breaking an enchantment is permanent and ends the *spellbreaker* duration.

Magic Item Creation Modifiers: Constant $\times 3$, charged $\times 2$

GUTTER STORM

Level: 1 (Complex)

Diminished Effects: Duration only 1 round.

Heightened Effects: Damage 1d6 points, lasts 1 round/level.

Magic Item Creation Modifiers: Charged $\times 2$, single-use $\times 1.5$

KNOCKOUT

Level: 3 (Simple)

Diminished Effects: Damage increases by 50 percent.

Heightened Effects: Damage triples, may mug up to one target creature/two levels.

LENGTHEN SHADOWS

Level: 0 (Simple)

Heightened Effects: -4 penalty to Spot and Search checks, lasts one minute/level.

Magic Item Creation Modifiers: Constant $\times 3$, charged $\times 2$

LIGHT BLINDNESS

Level: 1 (Simple)

Diminished Effects: Creature suffers -2 penalty for 1 round.

Heightened Effects: Creature is completely blinded for spell duration.

Magic Item Creation Modifier: Constant $\times 2$

LUCKY BREAK

Level: 2 (Complex)

Diminished Effects: Affects only skill checks, personal only.

Heightened Effects: You may choose save, attack, or skill check.

Magic Item Creation Modifier: Charged $\times 2$

LUCKY TOTEM

Level: 6 (Complex)

Diminished Effects: No effect on save DCs, does not confirm criticals.

Heightened Effects: Gain a $+2$ bonus to luck rolls and grants $+2$ bonus to magical weapons.

MOONSCRIPT

Level: 1 (Complex)

Diminished Effects: Duration just one day/level

Heightened Effects: Can only be read by creatures specified by caster.

Magic Item Creation Modifier: Constant $\times 3$

ONE STEP AHEAD

Level: 3 (Simple)

Diminished Effects: Duration one minute/level.

Heightened Effects: You are never surprised while under the spell's influence.

Magic Item Creation Modifier: Constant $\times 3$

PART CROWD

Level: 1 (Complex)

Diminished Effects: Targets 10 creatures/level, duration 1 round.

Heightened Effects: Any size crowd affected; you can take up to one additional creature/two levels with you through the crowd.

PEERLESS CAMOUFLAGE

Level: 2 (Simple)

Diminished Effects: Duration 1 round.

Heightened Effects: Affects one creature/level, duration one hour/level.

Magic Item Creation Modifiers: Constant $\times 3$, charged $\times 2$, single-use $\times 1.5$

PRIVATE CONVERSATION

Level: 1 (Complex)

Diminished Effects: The spell only affects you and one other creature.

Heightened Effects: Even the ability to read lips cannot reveal what the targets are saying.

QUICK ESCAPE

Level: 3 (Simple)

Diminished Effects: Lasts 1 round, personal use only.

Heightened Effects: As *greater quick escape*.

QUICK ESCAPE, GREATER

Level: 4 (Simple)

Diminished Effects: Personal only, range 100 feet + 10 feet/level.

Heightened Effects: Transport one target/level of any size, duration one hour/level.

RATTLING CHANT

Level: 1 (Simple)

Diminished Effects: Lasts one minute/level.

Heightened Effects: -10 penalty to Sneak attempts within area of effect.

Magic Item Creation Modifiers: Constant $\times 3$, charged $\times 2$, single-use $\times 1.5$

ROGUE'S STAB

Level: 1 (Simple)

Diminished Effects: Duration is 1 round.

Heightened Effects: The target also gains a $+4$ competence bonus on Sneak checks.

Magic Item Creation Modifier: Constant $\times 4$

ROOF RUNNER

Level: 2 (Simple)

Diminished Effects: Duration 1 round/level.

Heightened Effects: Affects one creature/level.

Magic Item Creation Modifiers: Constant $\times 3$, charged $\times 2$, single-use $\times 1.5$

SHADOW BITE

Level: 0 (Simple)

Heightened Effects: Creature must make Will save or drop all items.

SHADOW BLINDNESS

Level: 0 (Simple)

Heightened Effects: Affects one creature/level.

SHADOW BRIDGE

Level: 3 (Complex)

Diminished Effects: Personal only.

Heightened Effects: 400 feet + 40 feet/level, duration one hour/level, one creature/level.

Magic Item Creation Modifier: Constant $\times 2$

SHADOW HANDS

Level: 1 (Simple)

Diminished Effects: Inflicts 1 hp damage.

Heightened Effects: Inflicts 1d6+1 points of damage per level, maximum 5d6+5.

SHADOW JUMP

Level: 2 (Complex)

Diminished Effects: Range 25 feet + 5 feet/two levels.

Heightened Effects: Range 400 feet + 40 feet/level, affects caster + one creature/five levels.

Magic Item Creation Modifier: Constant $\times 2$

SHADOW KNIFE

Level: 0 (Complex)

Heightened Effects: Weapon lasts 1d4 hours.

SHADOW PURSE

Level: 1 (Complex)**Diminished Effects:** 1 lb. of goods maximum.**Heightened Effects:** Up to 10 lbs./level and duration one hour/level.**Magic Item Creation Modifier:** Constant $\times 3$

SHARED LUCK

Level: 9 (Complex)**Diminished Effects:** Duration 1 round/level.**Heightened Effects:** Duration is permanent.

SHIELDBREAKER

Level: 2 (Simple)**Diminished Effects:** Magic shields are immune to this spell's shieldbreaking ability.**Heightened Effects:** The wielder can use the shieldbreaking ability once/three caster levels during the duration of the spell.**Magic Item Creation Modifier:** $\times 5$

SILENT COMBAT

Level: 1 (Simple)**Diminished Effects:** 1 round duration.**Heightened Effects:** Affects one subject/level.**Magic Item Creation Modifiers:** Constant $\times 3$, charged $\times 2$

SILENT AS RATS

Level: 2 (Simple)

Share Sneak instead of Move Silently.

Diminished Effects: Duration one minute/level and share your Sneak with one creature only.**Heightened Effects:** Entering combat does not end the spell.**Magic Item Creation Modifiers:** Constant $\times 3$, charged $\times 2$, single-use $\times 1.5$

SILENT SOUND

Level: 2 (Complex)**Diminished Effects:** The spell inflicts 1d4 points of damage/two levels (max. 5d4).**Heightened Effects:** The spell inflicts 1d8 points of damage/level (max. 5d8).

SILHOUETTE

Level: 0 (Complex)**Heightened Effects:** Your silhouettes and shadows speak.**Magic Item Creation Modifiers:** Constant $\times 3$, charged $\times 2$

SLITHER

Level: 2 (Simple)**Diminished Effects:** You are not incorporeal and must make an Escape Artist check (DC 10) to pass through an opening.**Heightened Effects:** Duration 1 round/level.

SMALL AS MICE

Level: 2 (Simple)

Share Sneak instead of Hide.

Diminished Effects: Duration one minute/level and share your Sneak with one creature only.**Heightened Effects:** Entering combat does not end the spell.**Magic Item Creation Modifiers:** Constant $\times 3$, charged $\times 2$, single-use $\times 1.5$

SMUGGLER'S CHEST

Level: 3 (Exotic)**Diminished Effects:** The chest can hold 1 cubic foot of material.**Heightened Effects:** The chest can hold 10 cubic feet of material/level.**Magic Item Creation Modifiers:** Constant $\times 4$, single-use $\times 2$

SMUGGLER'S VEIL

Level: 0 (Simple)**Heightened Effects:** 1 round/level duration.

SPIT SHINE

Level: 3 (Simple)**Diminished Effects:** Object no heavier than 1 lb., duration one minute/level.**Heightened Effects:** Objects up to 100 lbs, duration one day/level**Magic Item Creation Modifiers:** Constant $\times 3$, charged $\times 2$, single-use $\times 1.5$

STEP UNDER MY SHADOW

Level: 1 (Simple)**Diminished Effects:** Personal only.**Heightened Effects:** Affect one creature/level.

STORM OF TEN THOUSAND KNIVES

Level: 3 (Exotic)**Diminished Effects:** Throw one ranged dagger/level.**Heightened Effects:** Throw three ranged daggers/level, gain a +4 competence bonus on the ranged attacks.**Magic Item Creation Modifiers:** Charged $\times 2$, single-use $\times 1.5$

SWITCH ITEM

Level: 1 (Complex)**Diminished Effects:** Replaces one item for 1 round.**Heightened Effects:** Replaces one item/level.

TERROR

Level: 3 (Simple)**Diminished Effects:** Duration 1 round.**Heightened Effects:** Affects one creature/level.

THIEF HAND

Level: 0 (Simple)**Heightened Effects:** Duration 1 round/level and can take items up to 10 lbs. Successful Sleight of Hand instantly teleports item to caster's hand.**Magic Item Creation Modifiers:** Constant $\times 3$, charged $\times 2$

THIEF OF SPELLS

Level: 4 (Exotic)**Diminished Effects:** You cannot steal more than one spell, and you must attempt to steal a spell once you learn its name.**Heightened Effects:** You can continue to try to steal spells even if you fail in an attempt.**Magic Item Creation Modifiers:** Constant $\times 2$, single-use $\times 2$

THIEVES' CHARM

Level: 1 (Complex)**Diminished Effects:** Duration 1 round.**Heightened Effects:** Duration 1d4 hours.**Magic Item Creation Modifier:** Constant $\times 2$

TONGUE OF FIENDS

Level: 0 (Complex)**Heightened Effects:** The spell also grants you a +4 competence bonus on Bluff and Diplomacy checks in regard to creatures speaking Infernal.**Magic Item Creation Modifier:** Constant $\times 3$

TRACKLESS

Level: 1 (Simple)**Diminished Effects:** Adds only +5 to Track DC.**Heightened Effects:** Affects one creature/level, adds +15 to Track Difficulty Class.**Magic Item Creation Modifier:** Constant $\times 2$

TRANSFER CURSE

Level: 4 (Simple)**Diminished Effects:** Cursed item returns to owner in 1d4 rounds.

Heightened Effects: You may transfer multiple curses to a target creature, one per round. The target is entitled to a separate save against each spell or item transferred.

Magic Item Creation Modifiers: Charged ×2, single-use ×1.5

TREASURE MAGNET

Level: 2 (Simple)

Diminished Effects: Range 10 feet.

Heightened Effects: Area increases to 100 square feet/level.

Magic Item Creation Modifier: Charged ×2

TREASURE MAGNET, GREATER

Level: 4 (Simple)

Diminished Effects: The effect has an area of only 20 square feet/level and affects only one creature.

Heightened Effects: Affects one creature/level, Concentration check of DC 10 + caster ability modifier + 1/caster level.

Magic Item Creation Modifier: Charged ×2

TRIGGER ITEM

Level: 2 (Simple)

Diminished Effects: Cannot affect held items.

Heightened Effects: You may choose which effect you trigger from an item with multiple effects, and which spell you trigger on a scroll with multiple spells.

Magic Item Creation Modifiers: Charged ×2, single use ×1.5

TRINKET CHARM

Level: 0 (Complex)

Heightened Effects: Distracts creatures with less than 8 Intelligence for 1 round/level

UNREASONABLE RAGE

Level: 3 (Simple)

Diminished Effects: 1 round/level.

Heightened Effects: Affects one creature/three levels.

Magic Item Creation Modifiers: Constant ×3, charged ×2

WATCH THE WATCHERS

Level: 1 (Simple)

Diminished Effects: Range 100 feet + 10 feet/level, duration 1 round/level.

Heightened Effects: Permanent until alarm triggered.

Magic Item Creation Modifier: Constant ×3

ZONE OF BAD LUCK

Level: 4 (Complex)

Diminished Effects: Single creature only.

Heightened Effects: Duration one hour/level.

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VERSION 1.0A

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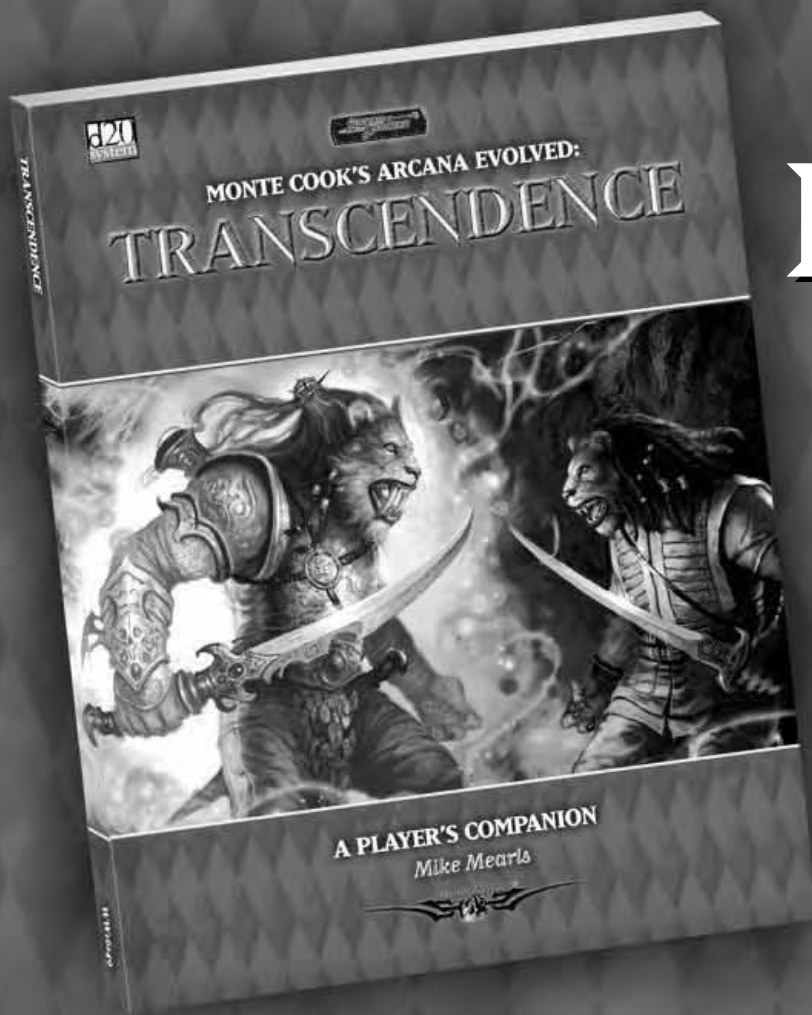
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