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d20 system

THE QUINTESSENTIAL ROGUE

Collector Series
Book Two

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Gandalf the White

The Quintessential Rogue

Michael Mearls

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Credits

Editor – Matthew Sprange

Cover Art – Anne Stokes

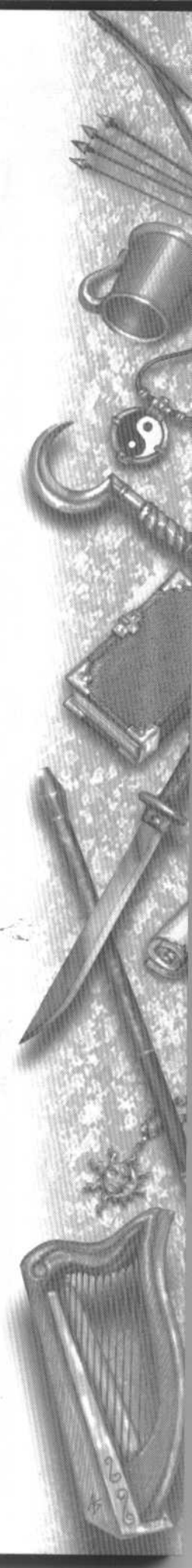
Interior Illustrations - Andrew Jordan, Anthea Dilly, Brent Chumley, Danilo Moretti, David Griffiths, David Esbri, Eric Lofgren, Jose Pares, Marcio Fiorito, Nathan Webb, Rene Brandt, Reynaldo Batista, Rick Otey, Stephen Cook, Stephen Shepherd

Additional Text – Ian Barstow

Production Manager – Alexander Fennell

Proof Reading – Ian Barstow

Playtesters – James Sparling, Shannon Sparling, Jimi Braun, Michelle Braun, Jason Thornton, Bill 'Urklore' Schwartz, Tim Elkins, William Adley, Jeff Ibach, Philips Van-Mater-Miner, Cheryl Van Mater-Miner, Angelo Sargentini



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MONGOOSE PUBLISHING

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

info@mongoosepublishing.com

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Introduction

The steely-eyed assassin clutching a serrated dagger that drips with fresh venom. The grey-bearded old dwarf prospector with an eye for traps and a nose for trouble. The halfling businessman, ready to sell his own daughter for the right price and willing to slip his dagger between your ribs if you turn your back on him. The high society darling, belle of the evening ball, but at the stroke of midnight this lady turns into the masked Rooftop Marauder. All these are examples of rogues, the most flexible class available in the core d20 rules. *The Quintessential Rogue* is a sourcebook that greatly expands the gaming horizons available to this class. Rogues have always relied on their wits and resourcefulness, and now find rules for pursuing such roguish behaviour as inventing a new poison, setting a trap to catch your enemies, or founding a criminal empire that grows to span an entire continent.

Of all the character classes depicted within the d20 system, the rogue offers the widest range of character concepts. With their great number of skill ranks and long class list, the nature and actions of a rogue player character are limited only by your imagination. The rules presented here are designed to allow you to bring greater detail and more unique facets to your character. Entering the business world, establishing a secret order of assassins, building a hidden fort to run to when the law gets a little too close to your trail; all of these options are presented here with fully tested and durable rules. Stop dreaming about making your character a powerful and important person and start doing it.

The Collector's Series

The Collector's Series is a new range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for their character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive view of one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector's Series will not necessarily allow a player to create a better character, but they will be able to do a lot more than ever thought possible before.

The Quintessential Rogue

A rogue created at first level with the Quintessential Rogue could literally function like no other character ever made. Straight from the first steps in a character's career, before he even steps into his first dungeon, the rules provided here allow you to modify the rogue's class abilities to better fit your vision of your character. Swap out class skills for new ones, purchase bonus feats and gain bonuses when operating in your character's area of expertise. Once you hit the adventuring world, new rules allow your rogue to become a more useful member of the party by expanding your options. Fleshed-out rules for creating traps allow you now to determine quickly and easily how long it takes you to build a simple tripwire trap, such as a triggered crossbow trap or a cascading avalanche of rocks or logs. Expansions to the skill system make it possible for an experienced rogue to create designer poisons, ones intended to affect a specific race or deal enhanced damage. Finally, when your character reaches a high level, it is time for him to seek out like-minded individuals and forge them into a conspiracy, guild or trading company that answers to his orders alone. Extensive rules allow you to create a world-spanning organisation. Let the others tackle dungeon after dungeon. With the help of your followers, you can become a major mover and shaker in politics, economics and crime. If things go wrong, rules allow you to build and maintain a hideout far from prying eyes. Whether your bolt hole is the basement of a tavern you secretly own, a castle hidden high in the mountains, or a secret series of chambers beneath the city sewers, complete rules allow you to build and maintain a secret dwelling that shields you from your enemies.

In addition to rules for growing your character's abilities and expanding his options on adventures, others outline the standard array of d20 options; prestige classes, feats, new equipment and new uses for many core d20 skills, each created with the special needs and goals of rogues in mind. The Quintessential Rogue is *the* complete package for d20 gamers seeking to expand the rogue class beyond its current horizons.

Freethe cleared the tabletop of mugs, pitchers and Vod's half-eaten pheasant.

'I wasn't done eating that!' bellowed the half-orc as he ducked beneath the table to retrieve his dinner.

'I presume you plan on paying for that, dear friend Freethe?' said Diallo, his left hand slowly reaching for one of the dozen daggers he kept beneath his cloak.

'I'll buy you an entire tavern's-worth of ale if this map leads where I think it does,' said the young scholar as he scanned the tabletop for puddles of stale beer before spreading a crinkled, parchment map across it.

'This, gentlemen, is the last remaining map to the treasure horde of King Throrik Boldmarcher, last of the dwarven lords of Caer Karkartha.'

'Looks like a bunch of squiggles to me,' growled Vod as he leaned in close to look, drops of gristle and grease dripping from his pheasant-stuffed mouth.

Freethe cringed visibly as he pulled the map away from the half-orc's end of the table.

'Of course, Vod, unless you know the ancient dwarf script of Klazald-Monarchad, it looks like gibberish. Luckily for us, the years I spent at the abbey weren't a complete waste of time. I know enough of the script to decipher its meaning. This is a map, drawn in ancient dwarf rune-pictographs. The runes each describe a landmark and its relative location. If I'm right, two weeks march west of here is a pile of gold waiting to be found.'

'I don't like it,' said Diallo. 'This is blasphemy, raiding the ancient treasure hoards of my ancestors. Give me the map Freethe, and I'll see to it that it is properly destroyed.'

A dull, rasping growl, not unlike that of a mastiff defending a prized bone, rumbled out of Vod's throat.

'Well, of course I would never think to despoil your ancestor's legacy. But I do believe that the Hammer of Staltros is also hidden in that hoard. Doesn't it behove us to recover such a potent artefact?'

'In that case, I'll organise a proper, respectful expedition of dwarves to recover it. Outsiders have no place recovering.'

Diallo was cut off by the loud crack of Vod breaking off his corner of the thick, oaken table. The half-orc looked down at the hunk of wood in his hand, glared pointedly at Diallo, and snapped the wooden chunk in two.

'Of course, present company has seen me through a few rough spots. Dorrin's beard, you all qualify as dwarf friends, anyway!'

'Excellent, we depart tomorrow. I don't want to draw any more attention to our journey than is necessary. And Vod, no incidents this time.' The half-orc growled in bewilderment.

'He means we talk first, break bones second.'

The half-orc frowned and slunk deep into his chair. 'But that's what I do best.'

'I know, Vod. That's why you're coming. There'll be plenty of chances for brawling on our journey. Now, if a chap in heavy armour and a holy symbol of Fistus shows up here, you never met me. In fact, you may wish to lie low for the rest of the night.'

'What is this all about?' asked Diallo.

'Nothing at all, just a professional misunderstanding,' said Freethe as he gathered his map and tucked it into a pouch. 'Oh, and avoid wizards, the town guard and anyone connected to the weavers' guild. We'll meet at the east gate tomorrow morning.' With that, Freethe swept out of the tavern.

Diallo sighed and leaned back into his seat. Once again, making it out of town was going to be half the trouble.

Character Concepts

The rogue class covers a lot of ground in terms of character concepts. While most other classes have rather clear progressions of abilities, the rogue's tremendous selection of skills and copious skill points allows him to take a variety of roles. The character concepts presented here allow you to customise your character, making changes to the basic rogue class. Most of these concepts either modify the rogue's list of class skills or replace the rogue's sneak attack with a new ability that better reflects the concept's capabilities. If chosen, a character concept is considered in addition to the basic rogue class.

Assassin

In the criminal underworld, the assassin is a deadly tool that strikes with the precision of a scalpel, neatly slicing away a troublesome rival or a rabble-rousing, ambitious underling. The classical assassin is a silent, highly accomplished killer. He strikes in cold blood, his ethics and morality as easily bought and sold as his loyalty.

Adventuring: No assassin springs onto the scene fully trained in the art of murder, his combat skills honed to a razor sharp edge. Many begin as simple thugs who manage to pick up a few tricks here and there. Others begin as adventurers, testing themselves against monsters, traps, and other hazards in order to prepare themselves for their chosen vocation. More see adventure as simply another opportunity to accumulate wealth - after all, most assassins work not for a love of killing but because of the tremendous fees their unique skills demand. Some rare assassins adventure as a cover for their assignments. A killer hired to take out an orc warlord may ally with a band of heroic paladins, using them as unwitting bodyguards and helpers to fulfil his contract.

Role-Playing: Killing for money is an inherently evil act, and while an assassin does not have to be a murderous, unstable psychotic, it's the rare assassin that does not have a strong, greedy, self-centred streak. Assassins tend to look at people as things, rather than individuals. Their work requires a certain detachment from others. The assassin is a murderer, an important distinction from the heroic paladin who slays an evil priest or the fighter who rides to war in his liege's name. He kills not for ideals or a belief but for his own gain. Thus, assassins are often cold, detached, and calculating. They are liable to look at others purely in terms of their value as allies and only rarely develop true friendships.

Bonuses: The assassin focuses fighting skills to a greater extent than the typical rogue. Weapons are the tools of his trade, and he must be adept at their use in order to fulfil his foul vocation. The assassin is proficient with all simple and martial weapons, shields, and light armour. He also gains Alchemy as a class skill. The assassin's sneak attacks deal an additional 1d6 damage to humanoid creatures as the assassin studies humanoid anatomy in order to learn its weaknesses.

Penalties: Because assassins focus on weapons training, they are not as flexible as most rogues. The assassin has fewer class skills than the rogue does. He does not count the following skills as class skills; Appraise, Diplomacy, Disable Device, Forgery, Intuit Direction, Perform, Search, Sense Motive, and Use Magic Device. They all count as cross-class skills. Furthermore, the assassin starts with 6 plus Intelligence

modifier times 4 skill points and gains 6 points plus his Intelligence modifiers at later levels.

Beggar

Wherever civilisation manages to produce large urban centres, soon after it creates an underclass of city dwellers who rely on the charity (or naivete) of others for support. Beggars scrounge for money, using a variety of social means to extract coins from travellers and other strangers. While some beggars genuinely need charity in order to eke out an existence, many are little more than hucksters who bilk others out of cash as a vocation. The beggar character concept covers the latter type, a smooth-talking con artist who uses his ingenuity, wit, and personality to support himself. In some cities, the beggar population organises into a guild, with neighbourhoods and city blocks carefully apportioned to senior beggars and their followers. Such a guild often rivals a thieves' guild in terms of income and stratagems, often forming protection rackets and other schemes that bring it into conflict with their rival thieves. Many beggars look at burglars and cutpurses as inelegant, crude practitioners of the art of robbery, reasoning that risking life and limb in a robbery is pointless and stupid when one must merely put on a good face and lure others into giving you their earnings.

Adventuring: In many ways, heading out into the unknown to face humanoids, undead, and worse is antithetical to most beggars' way of life. After all, if they were interested in toil and hardship they probably would seek out a regular vocation rather than beg for a living. However, much like thieves, most beggars have an insatiable appetite for wealth, driving them to sometimes risk life and limb for a shot at a big payoff. Other beggars tire of pleading for cash on street corners and decide to apply their talents to a more lucrative venture, particularly if they operate under the auspices of a beggars' guild that strictly regulates the amount of money they can take in and the neighbourhoods where they may operate.

Role-Playing: Beggars tend to be slick talking, lazy, and greedy. They strongly believe in letting others do the hard work, especially if they can profit by it. However, beggars are not necessarily evil or self-centred. A good beggar may avoid work, but in times of need or if a life is at stake he leaps to his friends' aid as readily as the most heroic paladin. Some beggars have a strong sense of independence, wandering the land as vagabonds, unwilling to live the stable life of a job and family. These wanderers are often resourceful, daring, and ready to jump at the chance of a quick fortune.

Bonuses: Beggars learn to live off the land, scrounging food, drink, and shelter when their income falls short of their needs. Furthermore, beggars blend into the urban landscape, giving them an excellent sense for picking up rumours and other information. Beggars gain Wilderness Lore as a class skill. They gain a +2 competence bonus to all Bluff and Gather Information checks, as their line of work requires a talent for tricking others and gives them access to a wide network of beggars who can pass along many valuable rumours and stories. Beggars may also pick up spare cash by working the streets. Each day, the beggar may spend 8 hours panhandling to earn 3d6 silver pieces.

Penalties: Beggars focus on their 'profession' to such an extent they never gain the chance to pick up a few skills other rogues take for granted. The beggar does not count the following as class skills; Craft, Decipher Script, and Profession.

Barbarian

While the barbarian class covers the classic, primitive warrior, not everyone who hails from a rough environment believes a strong sword and sturdy shield

are the best tools for dealing with tough circumstances. The barbarian rogue is a trickster and troublemaker. In his tribe, he is the one all eyes turn to when the chief's prize goat trots into camp with a coat of fur dyed pink. While such an action could earn a barbarian a stiff punishment, in some tribes the same rascal that collapses the shaman's tent ties a hill giant's boot laces together in battle or sneaks into an orc camp and steals their champion's magic sword. This rogue combines a barbarian's boundless energy and determination with an active, cunning mind.

Adventuring: If a barbarian rogue is not currently engaged in an adventure, he is about to become embroiled in one. Barbarians seek out challenges of all sorts, hoping to increase their prestige and test their wits while making a small fortune in the process. They may take up a cause or seek to battle evil, but most barbarians approach adventures as an opportunity to show off their wit and prove their resourcefulness. Sometimes, barbarian rogues adventure purely for treasure, seeking to build up a fortune worthy of one of their brilliant mind and inventive wit. These barbarians see wealth as something the world owes them, leaving them willing to do whatever it takes to pad their coffers.

Role-Playing: Barbarian rogues are as wild and free as their more traditional fighting counterparts. They tend to be tricksters, always pulling jokes and pranks on their comrades that are not always well-received by the more staid and proper members of an adventuring band. They are also energetic, ready to dive head-first into a situation that promises excitement, fame, or wealth, though they prefer all three. Barbarian rogues often approach life with a reckless enthusiasm that spills over into allies, invigorating their friends and serving as a beacon of enthusiasm and confidence even in the most dire circumstances.

Bonuses: The barbarian rogue grew up in the wilds with his clan or tribe, giving him access to several skills and abilities not normally associated with the rogue class. The barbarian rogue gains Handle Animal, Ride, and Wilderness Lore as class skills. He gains proficiency with all simple weapons and one martial weapons of his choice. He also gains +10 ft. to his movement when wearing light or medium armour. This movement bonus does not stack with the one granted by the standard barbarian class.

Penalties: Like their more traditional brethren, barbarian rogues begin play illiterate and must spend two skill points to learn how to read and write. His upbringing also denies him access to a few of the rogue class skills. The barbarian rogue may not spend skill ranks on Forgery, Innuendo, and Decipher Script. These talents are unknown in his simple culture. Finally, the barbarian rogue's impulsive nature gives him a –2 penalty to all Will saves.

DILETTANTE

Amongst the nobility, some young scions grow weary of days spent with tutors poring over musty tomes, nights of parties and balls where tedious rules of etiquette and social expectations squash out any chance of excitement, and a life filled with mind-numbing combination of duty, leisure, and safety. Some of these bored young nobles strike out on a life of adventure, seeking excitement, fame, and unique experiences denied to them by the duties to their families and society.

Adventuring: Many dilettantes become adventurers to help ease the boredom of their existence. Many spend a few years outside of the noble fold, learning their way about civilisation and quickly growing as bored with it as they were back home. While at first glance a dilettante might appear to be as useful as a

rubber sword, their wide range of experiences and often obscure, but useful, skills help adventurers deal with unexpected circumstances. As a class, rogues are known for their flexibility, and dilettantes stand as the pinnacle of the rogue's capability to master any and all skills.

Role-Playing: Many dilettantes come from wealthy noble houses where they are either not in line for a leadership position or are too young to be trusted with critical duties. These dilettantes are stuffy, snobbish, and spoiled, prone to approach adventures like a tourist out for an exciting time. Others are simply wanderers that grew discontent with their daily routine and crave new experiences. More serious-minded races, especially dwarves with their rigid view on vocations and responsibility, see dilettantes as lazy brats. While some dilettantes live up to that view, many are resourceful, clever, and brave. Dilettantes might have a taste for the finer things in life, but they are willing to endure hardships and danger for an exhilarating venture.

Bonuses: Dilettantes master a wide range of abilities. Their education and background grants them access to a far wider range of skills than those normally available to the rogue class. The dilettante chooses two skills not on the rogue class list as class skills. These skills may not be exclusive skills.

Penalties: The dilettante's upbringing has its drawbacks. His esoteric knowledge comes at the cost of talents and skills normally available to rogues from lesser backgrounds. The dilettante must choose one of the following skills: Disable Device, Innuendo, Intimidate, and Pick Pocket. This skill counts as a cross-class skill. In addition, the dilettante must spend at least one skill rank per level in one of the two skills he chose to count as class skills. The dilettante enjoys dabbling in skills and maintains his talent with them.

DIPLOMAT

When a situation spirals out of control and war, trade conflict, or any other clash of wills is ready to spin a region out of control, the diplomat is the first one to head to the front lines. He specialises in soothing hurt feelings, bridging the gap between two sides, and ironing out compromise. Often, the diplomat is caught in a crossfire, trying to mend fences that neither side truly wants restored. In many cases, one side sends in diplomats merely to delay the inevitable, hoping to catch their enemies off guard or buy time necessary to build up arms and troops.

Adventuring: Diplomats often turn to adventure as a way to earn more money from their skills. Most expeditions to foreign lands or alien environments attempt to hire a diplomat to serve as an envoy and unofficial spokesperson, helping smooth relations with humanoid species they encounter or foreign governments they must work with. Many expeditions that depart for the deepest areas of the earth count on diplomats to help hammer out alliances with deep dwarves, gnomes, and other potentially friendly races in that hostile realm.

Role-Playing: Diplomats are compromise makers. They seek the middle ground in conflicts, trying to weigh the benefits and drawbacks offered by both positions and create a solution that keeps everyone happy, or at least equally discontent. In social situations they are extremely cool and collected, very rarely losing their cool or focus. Diplomats can be maddeningly detached, refusing to allow emotion or an extreme point of view to sway them from recognising that one side is rarely completely in the right. Of course, diplomats are fully capable of recognising right from wrong, they just are not quick to judge any group or viewpoint as one or the other without careful thought.

Bonuses: Diplomats excel in social situations. They deal well with a wide range of people, from courtiers to dockside thugs to alien humanoids. They gain a +2 competence bonus to all Diplomacy checks.

Penalties: Diplomats train extensively in dealing with others, leaving them without a few of the skills normally available to rogues. They do not count Balance and Use Magic Device as class skills.

Explorer

Some rogues adventure for fame, excitement, or a pocket full of gold. The explorer seeks out knowledge of the world around him, endeavouring to push back the veil of mystery that cloaks the lands that lie off the edge of maps and charts. Explorers do not always have purely altruistic motivations behind their drive to uncover mysteries. Some seek to profit from their work, while others desire the fame and renown that come with great discoveries and legendary deeds. Explorers are adept at making their way through foreign cultures and surviving in tough environments. While their motives are sometimes questionable, their talents are not.

Adventuring: Explorers approach adventures with a calculating, careful eye. Their vocation takes them into strange, unknown lands where thoughtful planning always trumps rash, impulsive deeds. An explorer may research a dungeon before entering it, hoping to gain some advantage from his knowledge of its history, past occupants, and the legends surrounding it. More than a few expeditions have uncovered a great treasure or dodged a gruesome fate because of the explorer's scholarly diligence.

Role-Playing: Explorers tend to break down into two different types. Those who adventure in the name of learning are often serious, strident scholars who wish to expand their understanding of the world and contribute to the existing body of knowledge. These explorers are often serious, dedicated, and brave. In their eyes, the quest for knowledge is as important as any crusade for justice or freedom. While they may be trained as academics, they have the same toughness, resourcefulness and wit of any more traditional, rough and ready rogue.

Other explorers are opportunistic, greedy pillagers. They use their knowledge to uncover wealth and track down forgotten artefacts. While their more altruistic-minded fellows seek to uncover knowledge for the good of all, these explorers are concerned only with their own well being. Struggles between explorers are often rooted in this division, with one camp working to study an ancient site and another seeking only to uncover its treasures and sell them to the highest bidder.

Bonuses: Explorers are much more academically minded than the typical rogue. As such, they count Knowledge as a class skill. They may purchase any Knowledge skill, such as Knowledge (arcana) or Knowledge (religion). Furthermore, explorers gain two additional languages as their studies of foreign cultures and ancient ruins require them to pick up many tongues. The explorer may select any racial and national tongue or magical language such as draconic, infernal, or celestial.

Penalties: While explorers are well-versed in ancient societies and forgotten lore, they are not quite as adept at dealing with social situations as other rogues. They do not count the following as class skills: Bluff, Disguise, Innuendo, Intimidate, and Pick Pocket.

Gambler

Life is full of risks. A freak accident can prove just as deadly as an orc ambush or a rampaging red wyrm. Most adventurers seeks to cut down the risks they face to the greatest degree possible while preserving their shot at fame and fortune. The gambler is the exact opposite. To him, risks are life. He loves hanging on the edge of a single roll of the bones or draw of the cards, wagering his possessions and often his life in daredevil schemes that promise utter ruin or legendary success. The gambler feels that life has enough dangers that you might as well risk everything for a shot at it all. He lives life to the fullest, squeezing as

much excitement and danger from each day as possible in his reckless quest to seize the one final prize that sets him up for life.

Adventuring: Many gamblers find adventures coming to them, especially when they fall neck-deep into debt with a criminal cartel or other dangerous organisation. Most gamblers lose money faster than they earn it, rarely managing to go more than a few months without piling up a sizeable tab at a thieves' guild-managed dice game or gambling house. Thus, many gamblers head out on adventures in hopes of finding enough wealth to settle their debts. Other gamblers see adventures as large-scale games of chance, with their lives as the stakes and untold riches the prize.

Role-Playing: While gamblers love to take risks, they are not usually foolish or rash. It's a rare gambler who hasn't carefully weighed the odds and calculated the potential loss and gain presented by each course of action. The gambler's willingness to take on a long shot in hopes of cashing in a huge payoff is what sets him apart from other rogues. Gamblers tend to put on a reckless, fearless front, but often this masks a cold, calm, calculating demeanour. After a lifetime of living on the edge, gamblers are cool, collected, and rattled only by the most dire circumstances. Some find the gambler's seeming detachment and calm infuriating, failing to realise that while the gambler looks like he has no idea of the stakes involved in a situation, in reality he knows all too well the stakes at hand.

Bonuses: Gamblers are known for their luck. Despite the wild risks they take and the danger they court, they always seem to come out ahead of the game. Of course, rarely are stories and rumours of failed gamblers interesting or dramatic enough for the bards to repeat. However, what others see as luck is in reality the gambler's finely tuned sense of the odds. Once per day, the gambler can judge the odds before making a skill check. Before rolling the dice, the Games Master tells you the DC of the check. If you use this ability before making an opposed skill check, your opponent rolls his result before you decide to make your skill check. If you opt not to make a check, you may choose a different course of action. In the case of an opposed skill check, your opponent does not use an action making his theoretical skill check and may react as normal to your action.

'Let 'em roll!'

Favourite saying of 'Lucky' Ivo des Barres

Gamblers, at least the ones good enough to survive for any stretch of time, also possess a lucky streak. The gambler gains a +1 bonus to all saving throws.

Penalties: Most gamblers take their chances at a card table, not in combat. While they know enough about fighting to defend themselves, their combat skills are not as well-refined as most other rogues. Gamblers receive the sneak attack ability at third level rather than first, gaining one fewer sneak attack damage dice than a standard rogue of equal level possesses. In addition, gamblers lack the wide range of experiences of most rogues, gaining six times four skill points at first level and six more at each additional level, modified by Intelligence as normal.

Simple Gambling Rules: Of course, a player who chooses the gambler concept probably at some point tries to wager a few coins in a game of chance. To simulate a game of poker or other bluffing game, allow each participant to make one of the following rolls: a Wisdom, Intelligence, or Charisma check or a Bluff, Profession (gambler), or Sense Motive skill check. Bluffing games require a careful eye for reading others (Wisdom), an ability to judge the cards in play (Intelligence), or the chutzpah necessary to bluff others (Charisma). Each participant keeps his result secret and then engages in a round of increased bidding. Other games, such as craps or blackjack, require both the dealer and gambler to select one of the six checks listed for poker and make opposed rolls.

INSPECTOR

Many people think of rogues as wily thieves and criminals, yet, some rogues work to oppose criminals, turning their skills against them to track down and capture the guilty. Inspectors are the elite members of a city guard, highly trained specialists who learn how to pick clues out of crime scenes, question witnesses and suspects, and piece together frsgments to build a useful body of evidence. Inspectors arrive at the scenes of murders, major robberies, and other serious crimes. They scour the area for clues, and often serve as a commanding officer with several lower-ranking guardsmen assigned to their command. Other inspectors work freelance, serving trading companies, guilds, and governments on a case-by-case basis. These inspectors specialise in investigation, ferreting out spies and thieves, and tracking down missing persons.

Adventuring: Some inspectors turn to adventures in order to supplement their income, particularly those who rely on freelance work to sustain themselves.

These inspectors have a rather mercenary outlook on expeditions, seeking profit above all else. Other inspectors, especially those who work on behalf of a benevolent government or temple, are driven to oppose evil in all its forms. They take up the adventuring life to more actively fight evil, preferring preventative actions rather than their normal investigative, reactive methods.

Role-Playing: Freelance investigators are often cynical mercenaries. They deal almost exclusively with the dark side of human nature, uncovering corruption and delving into criminal affairs that often require them to at least partially trade-in their scruples. They assume the worst of other people, having seen that even the most benevolent facade can hide a criminal mind. Investigators who work for a city or religious organisation are usually more principled, seeing themselves as silent crusaders against the evil lurking in the heart of civilisation.

Bonuses: Investigators excel at picking out clues and extracting the truth from others. When using the Search skill, they gain a +2 competence bonus. They also gain a +2 competence bonus when using the Sense Motive skill to determine if someone is lying.

Penalties: Investigators spend more time ferreting out criminals than engaging in combat. They are not as adept at arms as other rogues, particularly with sneak attacks. Investigators reduce their sneak attack damage by 1d6.

OUTLAW

Lurking at the edge of civilised lands, the outlaw is the scourge of travellers, merchants, and caravans. He and his band of followers live off the fat of the land, taking what they want and doing as they please. Most outlaws are hunted by the law and usually have steep prices on their heads, drawing bounty hunters to them like flies. While outlaws generally break the law with a callous disregard for justice, some fight as fugitives against a repressive regime or evil overlord. While labelled as bandits by their enemies, in truth these outlaws care more for the good of all and the prosperity of the people than the supposed authorities. The outlaw relies on his name and reputation to cow his enemies and gain the support of oppressed peoples. Good outlaws enjoy the love and respect of peasants and commoners, while evil ones have an excellent reputation amongst cut throats and other criminals.

Adventuring: Evil outlaws adventure to gain treasure and uncover items that help them pursue their crimes. While most adventurers seek their fortune in dungeons, unexplored wilderness, and other isolated areas, an evil outlaw sees a poorly guarded caravan or an isolated border town as tempting a target for an adventure as a dusty old tomb. Good outlaws try to tie their adventures in with their struggle against an oppressive regime, targeting their enemies or embarking on quests for magic items or treasures that improve their chances of toppling their enemies.

Role-Playing: Most outlaws are independent, charismatic characters who cut a dashing figure. Few outlaws operate alone, and most have a strong personality that draws followers to them. Evil outlaws are cruel and coarse but possess a strong personality that attracts and cows thugs and other flunkies. Good outlaws are heroic beacons of hope for oppressed people, drawing followers to their cause with their strong example as a brave, irrepressible fighter against injustice.

Bonuses: Outlaws learn to survive far from the comforts of civilisation. They rarely venture into cities, as doing so courts disaster. The prying eyes of their enemies cannot penetrate into the wilderness, but in urban areas informants and town guards stand by, ready to bring the outlaw to justice. The outlaw gains Wilderness Lore as a class skill. He also gains

proficiency with two simple or martial weapons of his choice.

Penalties: While the outlaw moves through the lower rungs of society with ease, he suffers a severe disadvantage when trying to deal with the authorities. When dealing with those of a higher social station, he suffers a –2 competence modifier to all Diplomacy checks. Furthermore, each time the outlaw enters a city he must make a Disguise check (DC 10 + the outlaw's level) or a bounty hunter recognises and attempts to apprehend him. The bounty hunter can be any class and is 1d4 levels higher or lower than the outlaw, with a minimum level of 1 and an equal chance of being higher or lower in level.

PATHFINDER

Deep beneath the earth or high on forbidding peaks, pathfinders help guide and manage caravans that seek to dabble in the extremely profitable trade with deep dwarves, gnomes, and other races. Pathfinders spend lonely weeks scouring the wilderness both above and below, mapping out secret paths for caravans and negotiating trade agreements with friendly or neutral humanoid tribes. A pathfinder maps out terrain, spies on enemy camps, and keeps a sharp eye out for threats, cutting them off before they can develop into a true menace. Particularly in the labyrinthine depths of the underearth, pathfinders fulfil a critical role in the maintaining the tiny trickle of commerce that flows between the surface and the deep.

Adventuring: Most pathfinders live out their lives in the service of a trade coalition or guild. Some are forced to adventure because of the dissolution, bankruptcy, or destruction of their homes, while others develop such a love for their work that rather than retire to a simpler life they wander into the world to find their fortune. As members of an adventuring band, the pathfinder's skills with traps and scouting make him an invaluable member of the group, especially in the dark depths of caverns and dungeons. They often serve point duty for a party, ranging far ahead to identify threats and search out secret ways.

Role-Playing: Pathfinders often spend days at a time on their own, travelling across forbidding terrain and monster-infested caverns with only their knowledge and wits to protect them. Pathfinders tend to be withdrawn and secretive, speaking only when absolutely necessary and having little patience for buffoonery or other such foolishness.

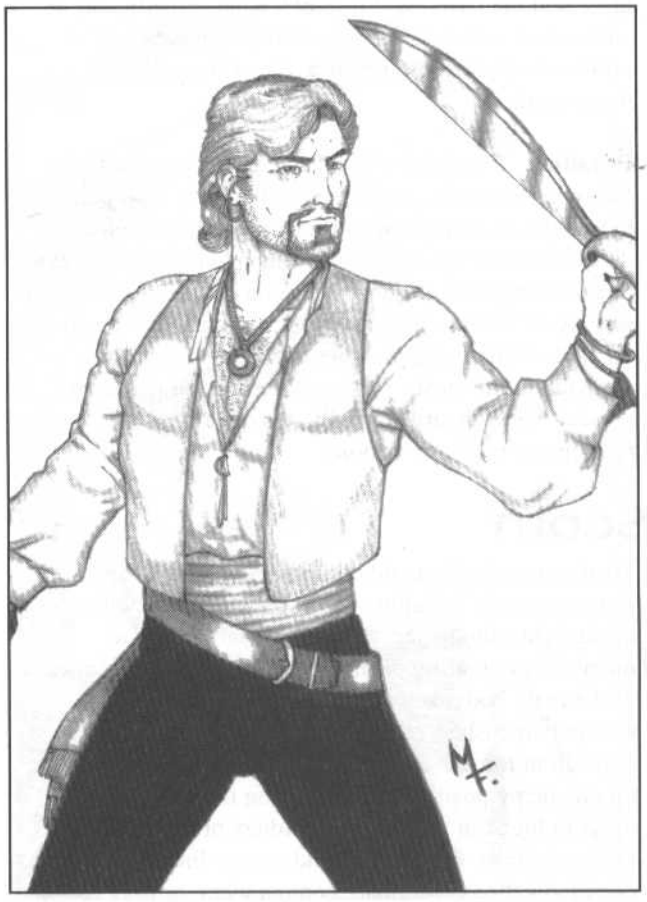
Bonuses: Pathfinders excel at identifying hidden passages and setting traps. Their duty requires them to make peaceful contact with other races. Pathfinders gains two additional languages at first level. In addition, they gain a +2 competence bonus to Search checks made to discover secret doors or concealed passages.

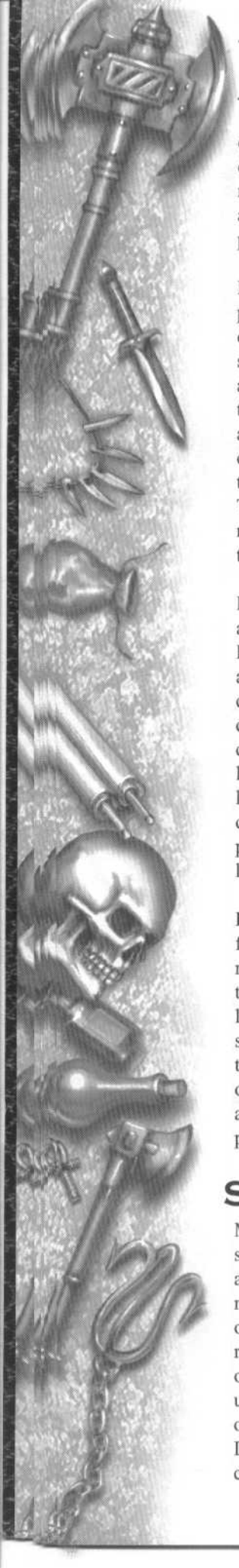
Penalties: Pathfinders focus more on military training than the general spread of skills that most rogues acquire. They do not count the following as class skills: Bluff, Escape Artist, Forgery, Innuendo and Open Lock.

PIRATE

The classic rogue of the high seas, the pirate serves aboard a vessel dedicated to plundering cargo from merchant ships. Pirates are often little better than bandits of the ocean, though some fight under the flag of a good-aligned nation, attacking smugglers, orc shipping, and hunting down pirate vessels. Pirates are adept at fighting aboard a ship and are excellent sailors, drawing on their experiences and knowledge as marines to make them valuable members of any adventuring party that operates on the high seas.

Adventuring: Pirates sometimes turn to adventuring if the ship they serve aboard sinks or their captain





decides to pursue more legitimate business. Others discover a treasure map or stumble across some other reason to abandon the sea for a life on land. Pirates are at home on the sea, and many adventuring parties hire a privateer crew to ferry them across the sea.

Role-Playing: Pirates run a wide gamut of personalities. Those that engage in piracy for the thrill of chasing down defenceless merchant ships tend to be savage and capricious, given to random fits of cruelty and bouts of violence. These corsairs are little more than bullying thugs with access to a ship. Other pirates are honourable gentlemen, refusing to harm women, children and other innocents and seeking only to claim treasure and valuables they find aboard ships they raid. These buccaneers cut a dashing figure, wading into melee cutlass swinging, ready to take on the world for the right cause.

Bonuses: Pirates are at home aboard a ship or boat of any type. They receive a +2 competence bonus to Balance checks and a +2 competence bonus to all attacks when on a ship. They also gain a +2 competence bonus to all Knowledge (seamanship) checks. Pirates receive Knowledge (ocean lore) as a class skill, allowing them to recall marine myths, legends, and more practical information such as tides, laws, and the basic workings of a ship. Finally, the cutlass is a common weapon on the high seas and all pirates are proficient in its use. Treat the cutlass as a longsword.

Penalties: Pirates do not receive proficiency with the following weapons; light mace, shortbow, heavy mace, morning star, and quarterstaff. Pirates spend much of their time learning the ins and outs of sailing and ocean lore, leaving them little time to train at arms. Fighters serving as marines aboard ship are expected to handle the bulk of the fighting duties while the pirate focuses on manning his post. Furthermore, few pirates wear armour while aboard ship. Pirates do not gain proficiency with any armour.

Scout

Most rogues try to avoid combat, preferring to serve a supporting role in battle or to use their feet or wits to avoid fights altogether. Scouts normally serve as members of an army or mercenary force, ranging ahead of the main body of warriors to seek out the enemy, root out ambushes, and track the movement of opposition forces. Scouts also serve as spies, creeping up on enemy positions or disguising themselves in order to blend in with enemy soldiers or civilians. During a siege, they slip behind enemy lines to disrupt communications, eliminate commanders, or play havoc with the enemy's defences. Scouts commonly serve as messengers and couriers, using their stealth to slip through blockades and evade patrols.

Adventuring: Most scouts serve in the military, though in times of peace or with the dissolution of their military unit some turn to adventuring as a source of income. After the excitement of serving on the front lines, they often find civilian life dull and unsatisfying. Scouts range ahead of adventuring bands, fulfilling many of the same roles they shouldered during their tenure with the military. Scouts also make able fighters, helping to support the group in combat, particularly with ranged weapons. Scouts typically receive extensive training with horses, as most armies rely on cavalry for scouting operations.

Role-Playing: Scouts tend to be quiet and observant. Their duty places them far from supporting units, leaving them to face off against the enemy on their own. Other scouts exult in this isolated role, cultivating a wild, daredevil personality that flaunts the dangers and risks they take in battle. Nations with a rich cavalry tradition produce scouts that carry themselves with the same serious, earnest manner displayed by a chivalrous knight or noble paladin.

Bonuses: A scout's military training grants him several advantages over the typical rogue. He treats Ride as a class skill. As most scouts operate as cavalry, they receive training that allows them to excel in mounted combat. They also gain the Alertness feat and Wilderness Lore as a class skill. Often, scouts move on foot, living off the land while keeping careful watch out for enemy movement.

Penalties: Scouts focus primarily on military matters, leaving them ill-prepared to deal with situations outside of that realm. They lose the following as class skills; Appraise, Balance, Open Lock, Pick Pocket and Tumble.

Smuggler

Gliding into port under the cover of darkness, meeting at the base of a seaside cliff for a clandestine transaction, or carrying banned items hidden in his pack, the smuggler is a master of moving goods in secret. He trades in restricted items, such as narcotics, poisons, banned weapons, and sometimes even human cargo such as slaves or fugitives. The smuggler masters the ins and outs of law enforcement, learning how to skirt the law's watchful eye with bribes or well-hidden pathways. Often, rival criminals represent a much bigger threat than any paladin or crusading watchman. In the smuggling game, the laws of the

'Bugger off, you devil!' shouted Frobert, braining the sahuagin with a back-handed blow of his boat mallet. The creature slid back into the water, leaving an unsightly mess on the side of the rowing boat. 'That's all I'll be needing,' Frobert carried on, muttering to himself, 'a boat load of talking fishies.' He peered over the side to see if any more of the monsters were about. Satisfied that they weren't he put down the mallet and carried on rowing away from shore.

Somewhere ahead, wreathed within the gloom, a lantern light glowed, swaying gently to port and starboard. That would be the sign. Frobert doubled his efforts, eager to get the load as far from dry land as possible. As he came alongside the trawler, a rope was thrown down towards him.

'Got our goods?' queried a voice from above.

'Got my money?' replied Frobert, in kind.

traditional business world do not apply. Murder, violence, and bribes play just as much a role as finding cheap suppliers and cultivating a large customer base. After all, a merchant who dabbles in illegal trade is not likely to report his troubles to the authorities and bring the law down on his own head.

Adventuring: Many smugglers turn to adventuring as a side project, chasing down buried treasures or hidden hoards in order to strike a fortune and leave the business behind. Sometimes, smugglers pose as adventurers in order to provide a convenient excuse for moving from city to city laden with bizarre goods and strange treasures.

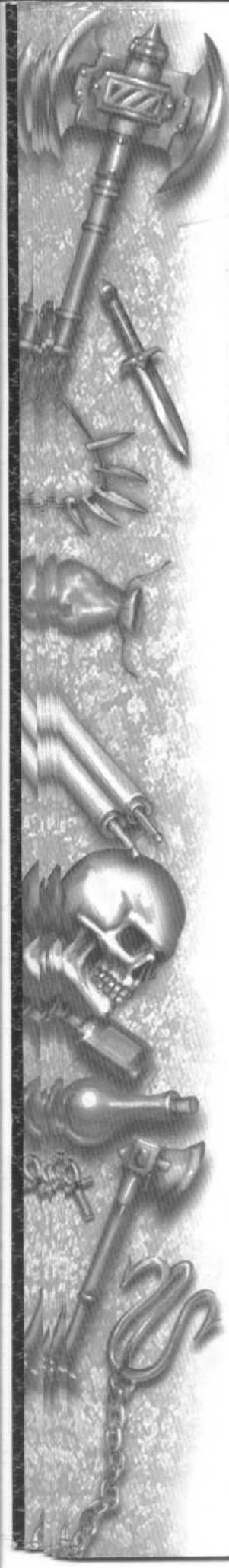
Role-Playing: Smugglers often have many criminal contacts and have a slick, crafty personality. They are used to dealing in secrets, and are slow to confide in others or trust strangers. An adventuring smuggler might never reveal his previous line of work or side-business to his fellow adventurers, even if the goods he ferries are neither banned nor harmful. A smuggler who helps escaped slaves flee an oppressive regime would be fearful even of confiding in an honourable paladin, knowing full well that each additional person knowledgeable of his operation is one more potential leak that could doom him.

Bonuses: The smuggler excels at guiding boats, horses, or carts in a quiet, stealthy manner. He also has many contacts in the criminal underworld and can find a seller offering almost any item imaginable. The smuggler may use his Move Silently skill with a vehicle or animal without penalty. He may also use the Hide skill with such transports, but cannot use it to hide in plain sight. The smuggler gains a +2 competence bonus when using Gather Information to find an item for sale or to locate black market merchants.

Penalties: When using Gather Information for any purpose other than tracking down an item, the smuggler receives a –2 competence penalty. The smuggler has trouble finding information outside of his area of specialisation, as he usually attempts to draw as little attention to himself as possible rather than actively socialise with others.

Spy

The spy sees all, while none see him. He watches and takes notes, trading in something often more valuable than pure gold - information. A warlord who has a copy of his opponent's battle plan has already won the battle. A merchant who knows a rival's business goals and the routes for his trading ships can quickly cripple



him with a few well-placed bribes to pirates. The spy slides between the cracks of society, lurking in the background and waiting for the one chance he needs to uncover his quarry's secrets. Spies play a strange game of cat and mouse, carefully cultivating friendships solely to one day betray their allies and aid their enemies. Often, spies become enmeshed in complex games of intrigue, unsure of who to trust or follow.

Adventuring: A spy's line of work is an adventure in itself, but often fledgling spies work with adventurers to track down outlaws or monitor events and activity in a region. Spies often work on behalf of governments or large organisations, such as a church or trading cartel. They construct the facade of just another adventuring rogue, but in reality they pursue a hidden agenda determined by their true masters. Many spies work as sleeper agents, working in an area or observing a group until their masters one day contact them with orders. Most spies in such an operation live with the quiet fear that they will be one day ordered to betray those whom they have come to see as friends, though most accept such a risk as part of their profession.

Role-Playing: The one constant with most spies is their quiet, drab nature. Spies try not to attract too much attention to themselves, fulfilling their tasks in an adventuring group to the best of their abilities while observing events around them. Other spies take an opposite attitude and gladly take the limelight, especially when working with others who know their true nature. These spies work more like commandos or stealthy champions for their cause, focussing more on infiltrating castles and cities rather than slowly burrowing their way into deep cover.

Bonuses: The spy excels at clouding his true nature. Furthermore, the spy is an adept liar who can talk his way out of situations that leave other flustered, panicky, and confused. He gains a +2 competence bonus to all Bluff checks. In addition, he gains a +2 competence bonus on his choice of two of the following skills; Decipher Script, Forgery, Innuendo, Gather Information and Sense Motive.

Penalties: While the spy weaves a convincing web of lies, he has trouble opening himself up and working with others in a frank manner. He suffers a –2 competence penalty to all Appraise, Craft, Jump, Perform, Profession, Use Magic Item checks. In addition, to maintain his cover identity the spy must spend at least one rank per level on a Craft or Profession skill that represents his supposed line of work.

THUG

Most criminals try their best to avoid the law, placing stealth and a good plan above brute force and toughness. On the other hand, many criminals lack the brainpower and physical ability to sneak into a home unnoticed and carry off its owner's valuables. Furthermore, there's never a shortage of demand for tough, violent-minded brutes. Most criminal organisations use hired muscle to shake down merchants, deal with borrowers unwilling to make good on their payments, or provide some back-up and insurance for a robbery. While the guild rarely seeks to openly fight the town guard, it extends no such courtesy to mercenaries contracted to guard a treasure or do-gooder adventurers who do not know well enough to leave the guild alone. Thugs are simple-minded thieves who prefer a simple mugging or bar fight to what they see as the tedious hours spent planning a heist or robbery. Many thugs belong to small packs of rowdies who engage in low-level extortion schemes and neighbourhood protection rackets.

Adventuring: Few thugs have the guts needed to strap on a sword and head out to a dungeon or seek their fortune outside of the confines of the city slums. However, some thugs grow weary of their lot in life and seek to eke out something better. Others might simply be street kids who learned to fight in order to make it up through the world, and now want to turn that skill to something a but more lucrative. Thugs often downplay their past when dealing with others, seeing it as a mark of shame, while others wear it as a badge of pride that marks their toughness and resourcefulness.

Role-Playing: Most thugs are crude, obnoxious louts who prey on the weak but crumple in the face of determined resistance. Rarely does this sort of thug turn to adventuring, often finding that life as a low-ranking enforcer offers enough heads to bash and fights to pick to keep them content. Thugs who turn to adventure are often solid, dependable and tenacious, ready to apply the same grit and determination that allowed them to scratch their way up from the bottom to their quest for fame, fortune and glory.

Bonuses: Compared to other rogues, thugs are extremely adept fighters. Their base attack bonus advance is as the fighter class and they are proficient with all simple and martial weapons and shields in addition to the normal spread of rogue weapons.

Penalties: Thugs are simple-minded and often lack the talents and skills cultivated by other rogues. While they are often exposed to the same skills and abilities

associated with rogues, their range of experience is much more limited. Thugs gain only half the normal skill points gained by rogues. In addition, the thug does not gain Decipher Script, Read Lips or Use Magic Device as class skills. These abilities require a level of finesse and specialisation beyond the thug's rudimentary training.

Treasure Hunter

The treasure hunter, as the name implies, seeks out lost treasures to amass his own personal fortune. Not all treasure hunters are guilty, but a great number of them have quite an appreciation for gold, gems and jewellery. Treasure hunters risk life and limb for a shot at a fortune, dodging traps, evading monsters and slipping past guardians. What separates treasure hunters from other adventurers is their ability to identify valuable treasures and match the items they recover with collectors and other buyers willing to pay top prices for rare or unique pieces. Treasure hunters are often known as collectors for their tendency to accumulate large stores of bizarre items and other valuable trophies from their adventures.

Adventuring: Obviously, treasure hunters must adventure in order to track down the gold and items they lust after. Their unique skills benefit not only themselves but their fellow adventurers, as many groups that include a treasure hunter charge him with managing the valuable items and gems the group recovers from treasure hoards. Treasure hunters also excel at uncovering hidden treasures, mundane-looking artefacts that are in fact worth tremendous sums of money.

Role-Playing: While treasure hunters try to avoid slipping over to outright greed, most have seemingly one-track minds when it comes to gold and riches. They tend to obsess over the profit to be had from an expedition and offer argue over the costs incurred from an adventure. Some treasure hunters have been known to slip a few extra coins into their pouches while assessing the worth of the take from an adventure. Treasure hunters like to flaunt their wealth, investing in creature comforts even when on the road, renting the most expensive room at an inn and spending lavish sums on food and drink. While some treasure hunters save their earnings like misers, most go through cash as fast as they earn it.

Bonuses: Treasure hunters have an excellent eye for assessing the worth of an object. They gain a +4 competence bonus to all Appraise checks. In addition, they have many contacts amongst nobles and collectors who pay top prices for unique and beautiful objects. The treasure hunter may sell any gems, jewels, or valuable items for an additional 5% of their listed price. Note that this only applies to unique items discovered on adventures. Anything bought on the open market does not gain this price increase, nor do simple gems or trade goods. The Games Master must specifically designate an item as unique enough to qualify for this bonus.

Penalties: While successful treasure hunters quickly pile up large sums of wealth, they also burn through cash at a disturbing rate. The treasure hunter always spends 10% above the listed value for all items he purchases.

Non-Human Character Concepts

The concepts presented above draw upon human culture as presented in most fantasy campaigns. The following concepts present particular roles present in dwarf, elf, gnome, and halfling society. They draw upon the basic traits that mark each race in the typical fantasy roleplaying campaign.

Dwarf Character Concepts

Of the general concepts listed before, the explorer, treasure hunter and scout fit the best with the typical dwarf's point of view. Dwarf explorers seek out lost settlements and forgotten mines, hoping to uncover dwarven glories lost to encroaching orc hordes. These dwarves often serve as assistants to clan scholars who comb ancient texts for clues to forgotten treasure hoards and other hidden artefacts. The dwarves' love of gold and worked items makes them ideal candidates for the treasure hunter character concept, particularly since dwarves have the experience and skill with worked items to pick out the true masterpieces from fakes. In addition, the dwarves' renowned greed makes it likely for a dwarf treasure hunter to quickly find willing, deep-pocketed customers amongst his own people. The scout makes a good concept for a dwarf rogue because orcs and giants present such a constant threat to dwarf settlements that most able-bodied dwarves receive extensive martial training. Scouts not only advance ahead of dwarf armies on the march but patrol the region surrounding a city or colony, ferreting out monsters before they can threaten the settlement and springing ambushes on them in the hope of driving them off.

Dwarf Outcast

While most dwarves find a place in society, even if they grudgingly accept their lot, a few dwarves refuse to be pigeonholed. They struggle against dwarf society, resolutely living their own life despite the pressure to conform. Many of these dwarves are respectfully asked to leave the clan's home, their free-wheeling ways proving too offensive or distracting to the community at large. These dwarves take to the road and often become adventurers, living off their wits and seeking excitement and challenges wherever they wander. Many return home for visits, showing off their successes to the rest of the clan and sometimes planting an adventurous twinkle in the eye of young dwarves who listen to their wild tales of excitement with rapt attention.

Other dwarf outcasts depart under much less cordial conditions. A dwarf whose dereliction of duty causes a death or who somehow smears the honour of his clan is stripped of his name and forced out into the world to survive on his own. To many dwarves, such a fate is worse than death. These outcasts usually settle down to work as craftsmen amongst humanity, opening smiths in a town or city and making the best of their situation. Others take to the road, seeking adventure in an effort to clear their name or atone for their misdeeds.

Adventuring: On adventures, dwarf outcasts use their survival skills and dwarven ingenuity to create imaginative solutions to traps, tricks and other dangers. Outcasts are masters of taking a few pieces of scrap wood, a dozen rusty nails and a coil of rope and producing an elaborate, makeshift contraption to disarm a trap. Outcasts are also very good at thinking on their feet, reacting quickly to changing situations and making do even under the most dire circumstances.

Role-Playing: Dwarf outcasts are survivors. They are tough and difficult to faze, enduring hardships and terrors that would shatter lesser mortals with a grim determination. Free-spirited outcasts have an easygoing, light-hearted manner, shouldering the adventurer's life with the help of a few jokes or a sunny outlook on any situation, no matter how grim. Unwilling outcasts are the opposite of their free-spirited kin, foul-tempered and often given to bouts of melancholy. Still, they crave companionship and defend their adopted friends with the fierce tenacity of a rabid badger.

Bonuses: Dwarf outcasts were once regular craftsmen or miners, toiling away at their profession before being thrust out into the wild world. They can draw upon this mundane training on adventures, their skill and ingenuity allowing them to quickly produce quality results. The outcast may produce finished items from scrap material using his Craft skill in a fraction of the time normally needed. The outcast makes his skill *check as normal*, but count the result for a week's work as an hour's worth of toil. However, items produced in this manner are very low quality and only function normally for 1d6 hours before breaking down. The outcast may use this ability once per day.

Penalties: Since outcasts spend much of their life as mundane craftsmen or miners, they do not count the following as class skills; Intimidate, Perform, Pick Pocket and Read Lips.

Elf Character Concepts

While the relative social freedom elves enjoy allows them to pursue a wide range of vocations, the elves' tendency to love freedom, nature and magic makes them more apt to fit the gambler and outlaw concepts. In addition, some elf rogues are pranksters and tricksters amongst their people, fitting the mould of the barbarian rogue, particularly those from isolated wood elf enclaves. Elves' chaotic nature gives some of them an appetite for risky activities, and the immediate thrill of gambling provides some younger elves with plenty of short-term excitement and adventure. Seeking order within chaos is a powerful theme to elves, who embrace a free-wheeling lifestyle but also forge strong communal bonds within their own race and with allies. Elf outlaws often patrol the edge of the forest, raiding those who seek to despoil and plunder, sometimes returning recovered goods to their proper owners, other times handing it out to forest dwellers who are in need. Few elf outlaws turn to crime, though some opportunistic outlaws use the defence of their homeland as a convenient excuse to strike heavily-laden caravans. Elf barbarian rogues are wild-spirited, fun-loving, and prone to elaborate pranks. Elves tend to make light of problems that seem trivial in their eyes but cause other races great concern, sometimes inadvertently leading to tension between an elf rogue barbarian and his compatriots.

Elf Avenger

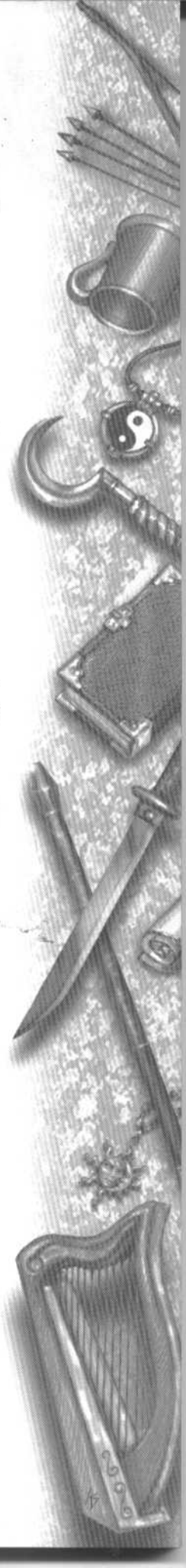
While most elves are carefree and friendly, in times of war elves can display a savage rage that puts even the most brutal, boastful orc to shame. Even worse are those elves who take the anger provoked by invasion or other transgressions and carry it as a cool, calculating thirst for vengeance. Elves tend to gloss over many slights and wrongs, their long lives giving them a greater perspective on such things and causing them to write off many crimes, reasoning that the perpetrator will be dead in a short period by elf reckoning. Some crimes, though, are so heinous that even a normally peaceful elf is filled with a desire for revenge quenchable only with the death of their enemy. These avengers are the elvish equivalent of assassins. Though the elves rarely speak of these shadowy warriors, most at least know of them. Elves look upon avengers with both fear and sadness. They feel sorrow that a crime terrible enough to create an avenger can come to pass, but also fear that an avenger's quest may turn him into something no better than his quarry.

Adventuring: Avengers, much like assassins, specialise in murder. However, unlike assassins they kill to even the score for some terrible crime, working as judge, jury and executioner when no other avenue of justice presents itself. On adventures, avengers pick off enemies, often seeking out humanoid chieftains or other ringleaders for elimination. Avengers also make valuable scouts, as their combat ability allows them to not only find monsters but engage and slay them.

Role-Playing: Avengers are a radical contrast to the typical elf. They rarely smile, their grim, dour personalities often making them more like dwarves than elves. The avenger's desire to defeat his enemy permeates his life. Rarely a day passes when he does not ponder the crime he must avenge, and until he tracks down his foe he is a man possessed, tirelessly striving to complete his chosen task. Avengers are intense, driven, short-tempered and often moody.

Bonuses: Avengers are relentless in pursuit of their prey, their desire and emotions fuelling an indomitable spirit. Elf avengers gain a +2 bonus to all Will saves. They also gain proficiency with the net, as many of them train to take their enemies alive in order to bring them before a community tribunal. In addition, all avengers select one race as their chosen foe. In combat against this monster, the avenger gains a +1 competence bonus to hit.

Penalties: Avengers lack the wide range of experiences that other rogues enjoy, limiting their selection of class skills. Avengers do not count the following as class skills; Appraise, Decipher Script, Forgery, Open Lock, Perform and Use Magic Device.



Gnome Character Concepts

Gnome rogues fit the roles covered by the beggar, scout, and smuggler concepts. Most gnome thieves prefer to avoid physical confrontations and other dangers normally associated with robbery. This distaste combined with the gnomes' ingenuity makes them very good smugglers. Gnomes often deal in gems and other valuable, easily transported goods. Gnome smugglers capitalise on this trade, ferrying goods from gnomish mines to human markets while evading troublesome tax collectors and other agents. The physically puny gnomes rely on trickery and stealth to overcome their enemies, making the scout concept a common choice for gnomes who volunteer to help defend the homeland. Finally, gnomes who make their way to human civilisation often find a prosperous living as a beggar. Drawing on their talent for humour, these gnomes resemble low-grade bards, putting on impromptu street performances for a few silver pieces. Other gnome beggars concoct elaborate cover stories, claiming to be injured war veterans or out of luck adventurers in need of cash, utilising artfully constructed disguises to help boost their claims.

Gnome Tinker

Travelling the highways and byways of the land, the gnome tinker is a travelling craftsman who takes on odd jobs in the towns he visits. One day, he may work to repair a leaky barn roof, while the next he might mend a mercenary company's tattered, worn boots. The tinker takes on a wide variety of jobs, using his natural talent to quickly pick up skills to earn his daily bread. Tinkers wander the land in a fit of wanderlust. Many were restless and bored as youngsters, eager to leave their burrows and see the wide world. While eager to see the world, tinkers also take pride in their crafts and seek to combine the two into a single, happy medium. They pride themselves on the quality of their work and their independence, happily moving from town to town as the whim strikes them.

Adventuring: If a terrible evil threatens the lands where a tinker operates, he is usually amongst the first to answer the call to arms. Tinkers travel not only to hone their skills but because they enjoy meeting new people and building friendships. In an adventuring party, the tinker's skills make him capable of dealing with a wide variety of situations with a bit of work and a well constructed plan. Tinkers also excel at quickly striking up friendships with strangers, making them well-suited to the role of party spokesman or emissary.

Role-Playing: Tinkers are jovial and industrious, seeking to help those around them with their skills and lighten the mood with a few jokes or puns. Tinkers have a love for contraptions and inventions that leaves their friends bewildered, as many construct exotic gizmos that rarely function properly but almost always provide a good laugh for someone, usually whoever is not trying to use the thing. Tinkers are inventive, thoughtful and prone to concoct elaborate but workable solutions to problems that leave others stumped. They approach problems with the relentless spirit of an enraged badger, plugging away until they solve or overcome the obstacles before them.

Bonuses: Tinkers gain a +2 competence bonus to all Craft and Disable Device checks. They may also use all Craft skills untrained, though any such attempts do not receive the competence bonus, instead suffering a –4 competence penalty. Once per weak, the tinker has an incredible insight into an area that he has never worked in before and gains a +2 competence bonus to a single untrained Craft check, rather than –4.

Penalties: Since tinkers spend so much of their time practising their rather mundane talents, they do not receive several skills normally associated with the rogue class. They do not receive Balance, Intimidate, Read Lips, Swim or Tumble as class skills.

Half-Elf Character Concepts

Half-elves take to the roles of assassin, diplomat and spy quite well. Their ability to meld into a wide range of situations and move undisturbed through both human and elf society serves half-elf assassins well. Their elf heritage grants them a peculiar sense of cruelty and elegant violence when planning their murders. Combined with the inventive nature of their human half, the result is a cunning killer capable of concocting elaborate plans that stymie even the most experienced adventurers and investigators. As diplomats, half-elves excel because of their experience as an outsider. They can relate easily to foreign cultures and bizarre races because they often feel like foreigners no matter where they settle. Half-elves that learn to adapt to both elf and human society develop a keen sense for decorum and can quickly determine the accepted means of carrying oneself in a foreign royal court. Half-elves make excellent spies for similar reasons. They can fade into the social background with ease, finding a secure place from which to observe their surroundings and report back to their masters. When working as active spies, sneaking into castles and

uncovering secrets, the half-elf uses the same talents to fit in with the surroundings and pose as a functionary or visitor who belongs there.

Half-Orc Character Concepts

Half-orcs readily take to the life of a thug or pirate. Half-orcs that live in port towns are often recruited for their battle prowess by pirate captains to serve as buccaneers. Their strength makes them well-suited to many shipboard tasks, and at the very least they can serve as porters and physical labourers. Half-orcs' love of tattoos and body-piercing also gives them the sort of fierce appearance that corsairs like in their crews, an important psychological tool when pulling alongside a poorly defended merchant ship. Most pirate captains prefer booty they can haul in without risking combat. For similar reasons, half-orcs make excellent thugs. Their strength and brutal reputation allow them to cow commoners with ease. Many loan sharks employ a small number of half-orc brutes who are ready to break a few legs to help keep loan payments coming in.

Half-Orc Brawler

Deep in the labyrinthine maze of alleys, back streets and twisting lanes of the slum, illegal, bare fisted boxing matches draw thrill seekers, gamblers and bored young nobles to bet their money and line the coffers of the thieves' guild, the unofficial backer of these matches. The warriors who compete in these pseudo-gladiatorial matches rarely receive any formal training. The guild simply seeks out big, muscled brutes who look like imposing fighters and toss them into the ring against each other, often paying them a mere fraction of the total take at the gate and from betting. Half-orcs are a favourite for service in the ring, as their looks and strength combine to make them popular with the crowds. Brawlers tend to pick up their fighting skills on the fly, resorting to dirty fighting tactics in the anything-goes realm of the arena. Few brawlers last long, with many either dying after a few bouts or picking up so many injuries that the guild tosses them back out on to the street. Some of the more promising fighters go on to become thugs or enforcers for the guild, usually gaining work if they display any intelligence or cruelty.

Adventuring: Many brawlers who have been left to rot by the guild turn to adventuring, using their rough fighting techniques to work as hired warriors or bodyguards. Brawlers are typically children of the street, having spent their lives eking out a desperate existence in the slums. Thus, they present a nice combination of toughness, fighting skills and stealth to a party of adventurers. Brawlers love fighting and rarely prefer to sneak up on enemies, but their many skills and talents combine to make them very flexible when adventuring. They often fill a role as supporting fighters and scouts, relying more on their athletic ability to scale cliffs and swim across streams to explore the way ahead.

Role-Playing: Brawlers are often simple-minded and direct in their dealings with others. Most of them rely on their strength rather than their social skills to make their way through the world. Many brawlers are crude and coarse in their deeds and words, reflecting the rough upbringing they endured. They tend to see violence as the best solution to most quandaries, preferring to use brute force to pave the way to success in the vast majority of situations. Brawlers tend to step back and let others take the lead when involved in situations where the direct method is not the best option, though the ability to discern such situations often lies beyond the ability of many brawlers.

Bonuses: After fighting in a variety of boxing bouts, gladiator matches and other competitions, brawlers have much better combat skills than most other rogues. They gain a +1 bonus to all attack rolls, a +2 bonus to Grapple checks and receive the Improved Unarmed

Strike feat. In addition, the brawler gains proficiency with all martial weapons and one exotic weapon.

Penalties: The brawlers' focus on fighting severely limits their skill options. Most lack the wide range of experiences and expertise enjoyed by most rogues. Brawlers do not multiply their skill points by 4 at first level. Brawlers have a chance to pick up the same skills used by other rogues, but they lack the experience of other rogues as they have only recently left the pit fighting arenas.

Halfling Character Concepts

Halflings fit into all of the general concepts presented above. They readily take the life of a rogue, and they have the innate potential to fulfil any role commonly associated with that class. Generally speaking, though, they are best suited to the assassin, outlaw and scout concepts. Halfling assassins are vicious predators that enjoy stalking and killing larger folk, particularly those who victimise halflings. Many of the big people assume that halflings are too small and weak to pose any threat. Halfling assassins exploit this assumption to the fullest, often posing as meek weaklings while travelling and easily throwing off any suspicion or pursuit. Halfling outlaws use similar tactics, often fighting in defence of halfling lands as guerrilla fighters. These warriors strike at weapons shipments and trade caravans to disrupt commerce and make it too expensive for a would-be conqueror to hold on to halfling lands. When working as bandits, halfling outlaws use their finely-honed stealth abilities to launch lightning-fast ambushes on travellers, sweeping in with a volley of fire to grab what they want and disappear into the countryside. Halfling scouts commonly serve as warriors in armies raised by the small folk, utilising hit and run tactics to wear down the enemy and strike at his critical defensive positions and supply lines. Scouring the land, they identify the enemy's weakest points and strike there without mercy. Halfling armies often fare poorly in open field engagements, but the small folk strive to keep the fight on their terms, preferring raids and strikes to all-out battles.

Halfling Businessman

Always count your fingers after shaking hands with a halfling trader. Given the halfings' tendency to look at laws as mere suggestions and their thirst for wild adventure and excitement, many halfling merchants dabble on the illegal side of business. While there are completely honest businessmen out there in halfling communities, they comprise a decided minority. Halfling merchants often work as smugglers or fences, transporting illegal goods and gladly paying rock bottom prices to thieves eager to move stolen goods out of their hands. The stereotypical halfling merchant has his fingers in a wide variety of illegal pies, hawking phoney cures and bogus magical trinkets to the yokels in the countryside and offering moonshine, narcotics and weapons to city-dwellers. They know how to get a good bargain and their skill at cooking up scams is matched only by their ability to pick out a cheat themselves. It takes one to know one, after all.

Adventuring: Businessmen often engage in adventures as a by-product of their schemes and scams. Businessmen love getting the better of the bigger folk, but their plans all come down to making a big profit. Thus, a businessman who comes across a treasure map is likely to dump his wagon of alleged herbal cures to invest in adventuring gear and a band of stout men-at-arms. Just as halflings love to outsmart humans, they also like to sucker them into adventures where their compatriots take all the risks in combat while claiming only a portion of the take. While businessmen are often leeches, they still offer several useful skills to adventurers. Their finely-tuned sense for picking out a scam artist helps explorers avoid many potential pitfalls, while their contacts in the business world allow them to track down bargains on adventuring gear and weapons.

Role-Playing: Halfling businessmen love to talk, both because their wit and charm are their best weapons and because as long as the businessman can keep his opponents talking, they haven't yet resorted to violence against him. Calling businessmen cowardly might be a bit of an overly harsh generalisation, but sometimes the harsh truths are the plainest ones. Businessmen are willing to contribute to a group's success, and they are unlikely to turn their backs on a friend or flee from danger when their friends are in peril, but a businessman charging into trouble often does so despite his better judgement. Halfling businessmen are fast talkers, willing to use whatever shading of the truth or outright lies are necessary to achieve the results they want.

Bonuses: As masters of the fine art of deception, halfling businessmen gain a +2 competence bonus to all Bluff checks. Furthermore, their fine sense of lying allows them to pick out others' falsehoods, granting them a +2 competence bonus to Sense Motive checks.

Penalties: Businessmen rarely must defend themselves and are loathe to take up arms and armour, preferring flight as a much safer course of action. They gain proficiency with only the dagger and club, and gain no proficiency with armour.

The Prestige Rogue

The rogue's strength and advantage over other classes is his flexibility. Since rogues receive twice as many skill points as any other class, they quickly master abilities others have no access to. Furthermore, up until 6th level, a rogue can purchase the maximum ranks in a skill that he has never before spent skill points on. At first glance, that might not seem like a big advantage, but no other class can do this after 1st level. Rogues are far better than any other class at shifting priorities to adapt to unforeseen developments in a campaign or long-term adventure.

The rogue prestige classes presented here are meant to provide an opportunity to specialise a rogue character's abilities and character concept. While the rogue enjoys a wide range of talents, the rogue character class covers far more general character types than the other classes. Only the fighter with the flexibility offered by its numerous feats approaches the rogue in terms of player options and customisation. Rogue prestige classes run counter to this trend, forcing a rogue to sacrifice the flexibility of his base class in order to gain access to a more focussed set of skills that serve him well in a particular sort of adventure or campaign.

Each prestige class listed below offers an opportunity for a character to seize one of the roles covered by the rogue and explore it in greater detail.

Agent of the Crown

Across the world, royal courts and other governments that wish to establish peaceful, or at least not outright violent, relations with their neighbours dispatch emissaries, ambassadors and diplomats to smooth over friction in their relationships before either side resorts to war. While most of these representatives are nothing more than they appear, an elite corps are trained in the arts of subterfuge and skulduggery, solving problems with means more subtle yet direct than a trade conference or a treaty. The agent of the crown is a spy, ambassador and combat operative rolled into one. He presents a friendly, amicable front in court, but if need be he's ready to slip into his host's vaults and collect dispatches, documents and even treasures to help advance his majesty's cause. The agent is equally at home in the rough and tumble world of the streets and alleys, cultivating friends, allies and business associates at all levels of society.

Agents of the crown specialise in using their wit and personality to overcome foes, talking their way past potential enemies and blending into the social fabric with a practised ease. Connections are an agent's lifeblood, and these rogues can usually call upon a network of friends and helpers across the world. Finally, the agent enjoys the support of the crown, giving him easier access to magical and alchemical equipment.

Hit Die: d6.

Requirements

To qualify to become an agent of the crown, a character must fulfil all the following criteria.

Feats: Skill Focus (Diplomacy or Sense Motive).

Skills: Diplomacy 8 ranks, Knowledge (local history, nobility, royalty, or court protocol) 8 ranks, Sense Motive 8 ranks, Speak Language (two languages in addition to native language and/or common).

Special: Gain an officially recognised position within a government as an operative, typically by fulfilling an important mission for the throne or earning the court's trust. While the court may aid you in official capacities, most of the more esoteric missions and tasks you undertake receive no official recognition or support from the crown.

Class Skills

The agent of the crown's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather

Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (local history, nobility, royalty, court protocol) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Int), Read Lips (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See *The Player's Handbook* for skill descriptions.

Skill points at each level: 8 + Int modifier.

Class Features

All of the following are class features of the agent of the crown class.

Weapon and Armour Proficiency: The agent of the crown gains proficiency with the dagger, light mace, rapier and sap. He gains no proficiencies with armour or shields.

Agent of the Crown: The agent of the crown receives several benefits from his association with the king, queen or other patron. He can demand food and shelter from the crown's official agents, such as the military or vassals. He may requisition mundane, alchemical or magical items of up to 100 gp in total value per month. At the Games Master's option, he may also demand more expensive items, depending on the state of the campaign and the agent's mission. Furthermore, the agent may demand sanctuary from the crown's allied nations, though only in such cases as he does not abuse his host's hospitality and is not wanted in the host country for a crime.

Smooth Talker: Agents excel at using their personal magnetism to get their way. The agent receives a +2 competence bonus to all Bluff, Diplomacy, Intimidate and Sense Motive checks. In addition, the agent's powerful personality and cocky self-confidence grants him a +2 competence bonus to all Charisma checks.

Friends in Low Places: The agent's travels and missions bring him into contact with all sorts of criminals, from petty crime lords to pick pockets and fences. The agent can always find someone to sell him illegal goods, such as poison or other controlled items, but he must pay 1d4 times the listed price if the Games Master rules the item is particularly rare. Also note that the Games Master may always rule that an item is simply unavailable in a given city or kingdom.

The agent can attempt to gather a group of brutes and thugs to help him out. Once per week, the agent may make a Gather Information roll. Divide the result of this check by five to determine the total levels of warriors and experts available to the agent. No single ally may have a higher level than the agent's levels in this prestige class. Characters recruited in this manner serve the agent to the best of their ability for one week, after which they leave his service. However, the agent may make another Gather Information check to recruit these followers once again. These NPCs are not suicidal. They never agree to attack anyone, though they do defend the agent and his friends to the best of their abilities. A recruit reduced to half or fewer hit points in combat attempts to flee or surrender.

For example, Marco needs some help keeping an eye on the Countess Vellana. He makes a Gather Information checks that totals a 32, divided by 5 yields 6 total levels of Non-Player Characters. Marco is a 3rd-level agent, allowing him to find a maximum of a 3rd-level warrior or expert. He opts to recruit 4 1st-level experts and a 2nd-level warrior.

Social Chameleon: The agent is adept at seamlessly fitting into almost any situation. He gains a +4 competence bonus to Bluff or Disguise checks made to convince someone that he belongs in a restricted area, is actually a member of a club, organisation or royal court, and so on. Furthermore, should his bluff succeed his victim believes the agent's claim until he is presented with evidence to the contrary. Of course, a superior need only order a guard to hunt down the PC, not present a case to him for that.

Man of a 1,000 Faces: At fourth level, the agent manages to establish and propagate several aliases. When travelling, he can opt to take on an alias, allowing him to disguise himself with ease. In game

The Agent of the Crown

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Agent of the Crown, Smooth Talker
2	+1	+0	+3	+0	Friends in Low Places
3	+2	+1	+3	+1	Social Chameleon
4	+3	+1	+4	+1	Man of a 1,000 Faces
5	+3	+1	+4	+1	Charming Demeanour

'But of course,' replied Mercurio blandly, his arm casually draped around the shoulder of his host. That was the way they liked to do it in Rastov. He waved amicably at another couple as they strode across the vast state room, moving easily in between the passing groups of people who represented the highest society Rastov had to offer.

Mercurio had been asked, more than once, when on one of his increasingly rare visits to the school where he had learnt the arts of diplomatic subterfuge, whether he felt anything other than contempt for those he sought to outwit. 'Far from it,' he had replied, in all sincerity. In fact, the greatest art of all was in being able to feel at home with beggar and king, and to make both feel equally at ease. To do so – to do it *well* – one really needed to feel an affinity for these people for, without it, no amount of acting could conceal such transparency from every inquisitive eye, and there were plenty of those. No; sincerity, that was an agent's best friend.

Mind you, it hadn't stopped him bedding his host's wife less than an hour before. The pillow talk would come in immensely useful, this night...

terms, the agent's player must create four aliases, describing their names, jobs, personality quirks, and brief histories for the Games Master. At any time, the agent may spend an hour getting into character. He then is considered to automatically pass all Disguise checks when masquerading as one of his aliases. He may even use his agent and other class abilities while in disguise, utilising his alias's friends, contacts and reputed abilities rather than his own. The only people who have any chance of piercing the disguise are close, personal friends, rivals and relatives of the agent, against whom the agent must make a Disguise check as normal with a +8 circumstance bonus. One of the aliases may be of the opposite sex, while another one may be a different race, though the alias's race must be the same size as the agent's. Thus, a human agent could not use one of his aliases to pose as an ogre.

Charming Demeanour: The agent is a master of manipulation. He may make a Diplomacy or Bluff check opposed by his target's Sense Motive check. If the agent beats his opponent's roll by 10 or more, his target is dazzled by the agent and comes to trust him. The target acts as if successfully targeted by a *charm person* spell cast by the agent for a period of 3d6 minutes. The agent may only use this ability against creatures vulnerable to *charm person* and only a number of times per day equal to his Charisma modifier.

COMMANDO

The commando specialises in hitting enemies hard and fast before slipping away undetected. Rogues drafted into the military or who seek combat service often follow this class, honing their sneak attack ability to an incredible degree, allowing them to strike enemies down from great distances and deal stinging blows that leave their foes dead or terribly injured.

Commandos often operate behind enemy lines, picking out sniper positions and organising ambushes against columns of troops or important targets. While behind enemy lines, the commando normally lives off the land, relying on his knowledge of the wilds to sustain him as he makes his way through hostile territory towards his objective.

Hit Die: d6.

The Commando

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Live off the Land, Silent Strike
2	+2	+3	+3	+0	Sneak Attack +1d6
3	+3	+3	+3	+1	Prepare Ambush
4	+4	+4	+4	+1	Sneak attack +1d6
5	+5	+4	+4	+1	Sniper

Requirements

To qualify to become a commando, a character must fulfil all the following criteria.

Base Attack Bonus: +4 or higher.
Feats: Point Blank Shot, Far Shot.
Skills: Hide 8 ranks, Spot 4 ranks.
Special Ability: Sneak attack for at least 1d6 damage.

Class Skills

The commando's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Intuit Direction (Wis), Listen (Dex), Move Silently (Dex), Spot (Wis), and Wilderness Lore (Wis). See *The Player's Handbook* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the commando class.

Weapon and Armour Proficiency: The commando gains proficiency with simple and martial weapons, shields and light and medium armour.

Live Off the Land: When using his Wilderness Lore skill to keep himself safe and fed in the wild, the commando gains a +2 competence bonus to his check. He does not gain this bonus when using his skill for any other reason, including finding food and shelter for others. The commando learns to act as a solo operative in the wilderness but is not used to providing for others.

Silent Strike: When attacking from hiding with a ranged weapon, the commando's opponents must make a Spot check in order to determine his location. For each attack the commando makes after his first, his opponents gain a +2 competence bonus to their Spot checks. This bonus accumulates for a particular foe until he discovers the commando's position.

For example, a commando takes a shot from hiding at a squad of ogres. The ogres gain no bonus to their Spot check. The next round, the commando uses the full-attack action to fire two arrows. The ogres now gain a +4 bonus. If one ogre spots the commando but is then killed or otherwise put out of commission before he can warn his allies, the remaining ogres continue to accumulate a bonus.

Sneak Attack: This ability functions exactly like the rogue class ability. The commando gains an additional d6 of sneak attack damage at levels two and four. This bonus damage stacks with that gained from other classes, such as rogue.

Prepare Ambush: If the commando has an hour to prepare an ambush site, he may gain a +5 competence bonus when taking 20 with his Hide check. In addition, he may apply the result of this hide check to a number of allies totalling up to two times his level in the commando class.

Sniper: The commando drills tirelessly in the art of hitting his opponent's vital areas from a distance. He may use his Point Blank Shot feat at ranges of up to 60 ft., that feat now grants him +2 to ranged attack rolls and damage and he may now gain his sneak attack damage with ranged weapons from up to 60 ft. away from his target.

Crusading Footpad

Most thieves steal items for their own personal gain, while others do it simply to make ends meet. A few, select burglars rob others for a much higher cause. The crusading footpad is the paladin of rogues. He steals from vile cults, foul necromancers, and villainous nobles in an effort to hamper the cause of evil. The crusading footpad's methods may draw a stern reprimand from a paladin or holy-minded warrior, but his intentions are always in the right place.

Some crusading footpads work as a member of a church of good-aligned cult, co-ordinating their thefts

The Crusading Footpad

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Divine Companion, Divine Luck
2	+1	+0	+3	+0	Smite Undead +1d6
3	+2	+1	+3	+1	*Detect Evil, Detect Undead*
4	+3	+1	+4	+1	Smite Undead +1d6
5	+3	+1	+4	+1	Mask Alignment
6	+4	+2	+5	+2	Smite Undead +1d6
7	+5	+2	+5	+2	Divine Shield
8	+6	+2	+6	+2	Smite Undead +1d6
9	+6	+3	+6	+3	Sense Guards and Wards
10	+7	+3	+7	+3	Smite Undead +1d6

and plans with the clerics' and paladins' activities to create a formidable one-two punch against the slaves of darkness. Where a paladin may kick down his enemy's door and charge in brandishing his longsword in one hand and his holy symbol in the other, the crusading footpad slips in unnoticed, counting on his deity's blessing to protect him from harm and shield him from detection.

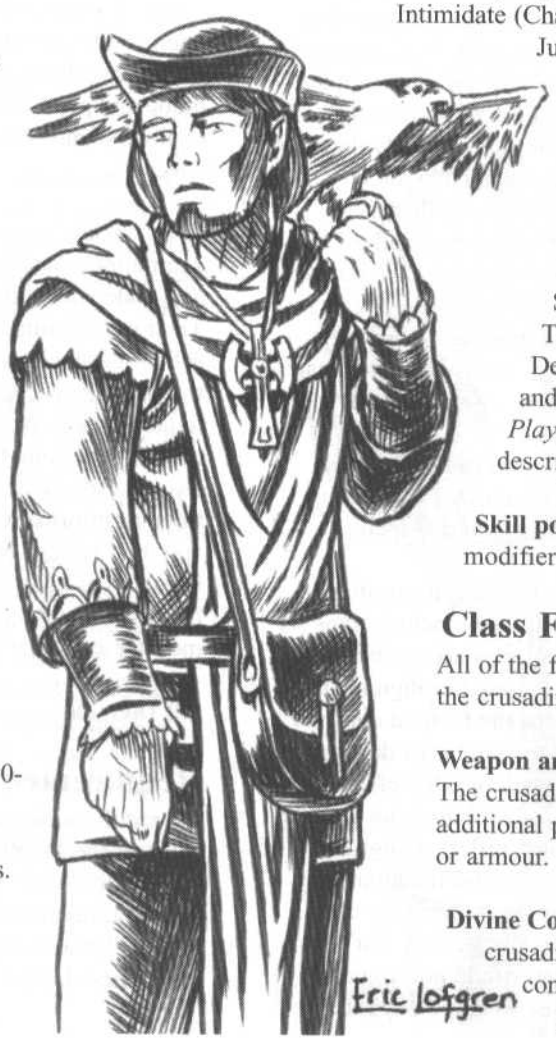
The gods tend to closely look after a crusading footpad. Many of these rogues venture alone into unholy territory, gallantly placing their lives in extreme peril in order to further their deity's goals. Not all crusading footpads work in the name of a deity, but even these lone heroes draw the attention of the saintly divine powers who work to aid and protect them without these footpads' knowledge.

Hit Die: d6.

Requirements

To qualify to become a crusading footpad, a character must fulfil all the following criteria.

Base Attack Bonus: +4 or higher.
Divine Spellcasting: Ability to cast 0-level or higher divine spells.
Feats: Dodge, Iron Will.
Skills: Knowledge (religion) 4 ranks.
Alignment: Any good.



Class Skills

The crusading footpad's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Wis), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex). See *The Player's Handbook* for skill descriptions.

Skill points at each level: 8 + Int modifier.

Class Features

All of the following are class features of the crusading footpad class.

Weapon and Armour Proficiency: The crusading footpad gains no additional proficiencies with weapons or armour.

Divine Companion: At first level, the crusading footpad receives a companion creature from his patron deity similar to a

wizard's familiar. This creature uses all the rules for familiars with the following exceptions. The familiar does not gain the share spells, touch or *scry* on familiar abilities. In place of share spells, the familiar gains the crusading footpad's divine luck ability. In place of touch, the familiar gains the crusading footpad's *detect evil* ability. In place of *scry* on familiar it gains mask alignment.

If the divine companion dies, the footpad suffers all the penalties a familiar's master must normally endure. A year after a footpad loses his familiar, he gains a new one from his patron deity.

Divine Luck: The crusading footpad gains a +2 bonus to all saves. The gods look after the footpad, granting him good luck when he needs it.

Smite Undead: The walking dead are often the bane of rogues, for they are immune to that class's powerful sneak attack ability. Crusading footpads often venture into areas guarded by zombies, skeletons, and far worse. Thus, they spend long hours studying the construction and weaknesses of the undead, allowing them to strike at critical points on an undead creature's form with the holy power of their deity. Smite undead allows a crusading footpad to sneak attack undead creatures. The bonus damage from this ability does not stack with sneak attack abilities granted by other classes. For example, a 5th-level rogue/4th-level crusading footpad could sneak attack non-undead for +3d6 damage or sneak attack undead for +2d6 damage.

***Detect Evil*:** The crusading footpad can, at will, use *detect evil* as a spell-like ability. This ability duplicates the effects of the *detect evil* spell.

***Detect Undead*:** The crusading footpad can, at will, use *detect undead* as a spell-like ability. This ability duplicates the effects of the *detect undead* spell.

Mask Alignment: Crusading footpads must often penetrate evil temples, many of which include traps set to trigger when a good creature steps across them. At will, the footpad can choose to mask his alignment. For the purposes of spell effects, the footpad does not have an alignment. He gains no benefits or drawbacks based on his alignment that a spell or other effect may grant him. However, the footpad still does not gain any benefits or penalties for having a different alignment. Spells, triggers or anything else whose functions are determined by its target's alignment simply do not function on a footpad who uses this ability. For example, a lawful good footpad would not trigger a trap designed to fire in response to a good-aligned creature touching an altar. On the other hand, a secret door designed to open when an evil character touches the altar would not function either. The crusading footpad may turn this ability on or off as a move-equivalent action. He may activate it up to three times per day, but may leave it functioning for as long as he wishes.

Divine Shield: As a crusading footpad gains more skill and commits great deeds in his god's name, his patron takes a more active role in looking after him. The crusading footpad gains a +4 divine bonus to saves and AC against traps.

Sense Guards and Wards: With the divine guidance of his deity, the crusading footpad spots traps and other dangers. He gains a +2 divine bonus to all Search and Disable Device checks.

Deep Tracker

The deep tracker is an invaluable asset to any adventuring band that seeks to voyage deep beneath the earth. A scout and treasure hunter, he spends long hours studying tomes of monster lore, interviewing explorers, adventurers and sages, and often acts as a guide and point man for merchants, adventurers and explorers who seek to penetrate the underearth's darkness.

Deep trackers are very common in dwarf and gnome communities and in human settlements where mining and trade with subterranean races is a common activity. Their most common role is to guide large parties to subterranean cities for trade and diplomacy. The deep tracker's knowledge of underearth customs allows him to talk his way past guardians and humanoid tribes that normally respond to surface dwellers with a drawn sword. His greatest asset, though, is his unparalleled trove of information regarding monsters of the depths and their habits. Many bands of explorers owe their lives to a quick-witted deep tracker who recalled a beast's weakness or recognised a fearsome-looking monster as a harmless or friendly creature.

Hit Die: d6.

Requirements

To qualify to become a deep tracker, a character must fulfil all the following criteria.

Feats: Alertness, Endurance, Track.
Skills: Speak Language (any two subterranean races), Wilderness Lore 6 ranks.

The Deep Tracker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Monster Knowledge, Underearth Explorer
2	+1	+0	+3	+0	Pathfinder, Sneak Attack +1d6
3	+2	+1	+3	+1	Emissary
4	+3	+1	+4	+1	Maze Sense, Sneak attack +1d6
5	+3	+1	+4	+1	Dark Sense

Class Skills

The deep tracker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (underearth) (Int), Listen (Wis), Move Silently (Dex), Profession (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See *The Player's Handbook* for skill descriptions.

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the deep tracker class.

Weapon and Armour Proficiency: The deep tracker gains proficiency with light armour and all simple weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Monster Knowledge: The deep tracker's knowledge of monsters and their habits is his best defence against the predators that stalk the deepest caverns of the underearth. When encountering a creature for the first time, the deep tracker can attempt an Intelligence check to determine if he has picked up any information about the creature. The DC of this check is determined by the particular piece of information the deep tracker wishes to uncover. Furthermore, the information available to the deep tracker is determined by his level. The deep tracker must make an Intelligence check with a DC equal to 20 minus his level in this class. On a success, he may learn one of the traits listed for his current level and all lower levels. At fifth level, he learns any two traits. Note that the GM should not simply rattle off the information from the monster's statistics. Instead, rather than describe a monster as chaotic evil, it might be prone to raiding in large groups led by a single, powerful monster that struggles to keep them unified. A monster listed as appearing in herds of 20 to 100 monsters might be described as commonly travelling in large groups.

Monster Knowledge

Level	Information Available
1	Alignment, Typical Number Appearing
2	Challenge Rating, Favoured Class (if any)
3	One Special Attack, One Special Quality
4	Armour Class, Hit Dice
5	Any Two Traits Listed Above

Underearth Explorer: The deep tracker has a keen sense of subterranean environments. He gains a +2 competence bonus to Intuit Direction and Wilderness Lore checks made underground.

Pathfinder: At second level, the deep tracker gains the ability to use his Inuit Direction to determine the shortest path to the surface world. By reading air currents and observing natural flora and fauna in a cavern system, he can judge how air and water flow through the place. On a successful Intuit Direction check (DC 25) the deep tracker gains a rough estimate of the distance and direction to the closest passage to the surface world.

Sneak Attack: Deep trackers may sneak attack as per the rogue class. They gain +1d6 sneak attack damage at second and fourth level. Against the many powerful and bizarre creatures of the deep earth, deep trackers rely on surprise and telling blows to carry the day.

Emissary: The subterranean races such as dark elves and deep dwarves are often stand-offish at best, actively hostile at worst. The deep tracker learns the protocols and expectations of those dealing with the humanoid races of the deep. He gains a +2 competence bonus to any Diplomacy and Sense Motive checks against humanoid races that live primarily deep beneath the earth.

Maze Sense: The passages that run beneath the earth often twist, turn and bend in confusing patterns that leave inexperienced travellers lost. The deep tracker learns to keep a close eye on his path, allowing him to draw an accurate mental picture of his surroundings. The deep tracker can always tell if he doubled back down a passageway. In game terms, the GM should assume that the deep tracker automatically draws an accurate map in his mind as he travels, allowing him to always successfully backtrack his route or recall passages not yet taken. The *maze* spell traps the deep tracker for only one round.

Darksense: At fifth level, the deep tracker has spent so many hours beneath the earth that his eyes have adapted to conditions of utter darkness. He gains darkvision with a range of 30 ft. If the deep tracker already had this special quality, he instead learns to operate well without any vision at all. He fights as if he possessed the Blind-Fight feat and has such keen hearing and kinetic sense that he can always operate as if he had vision out to 10 ft., even when under the effects of such spells as *darkness* or *blindness* or if blindfolded.

EXECUTIONER

Amongst the thugs and bravos who form the foot soldiers of a thieves' guild or other criminal cartel, the executioner stands as an elite shock troop. While other thieves may deal in stolen goods, information or simple muggings, executioners deal in murder. Unlike assassins, executioners scorn stealth, poison and other subtle methods. Instead, these brutes rely on overwhelming force and their cold-blooded drive to eliminate their quarry to gather the day. If an assassin is a delicate, poisoned stiletto, the executioner is a heavy, leaden sledgehammer.

Crime lords often turn to executioners when they must make a statement against a rival. A rival's gore-spattered hideout and the hacked remains of his underlings serve as powerful statements of a crime boss's brutality, deep pockets and willingness to do anything to destroy his rivals. The mere presence of an executioner in a city is often enough to quell gang wars and bring the more recalcitrant freelance thieves into line.

Executioners take the rogue's talent for sneak attacks to a whole new, specialised level. By carefully timing and aiming his strikes, the executioner hacks into his opponent's critical areas, shattering joints, chopping into bones, and piercing organs. An executioner at work is a fearsome display of slow, steady strikes and savage bursts of spilt blood.

Hit Die: d8

Requirements

To qualify to become an executioner, a character must fulfil all the following criteria.

Base Attack Bonus: +7 or higher.
Feats: Cleave, Power Attack, Sunder.
Skills: Intimidate 6 ranks, Spot 6 ranks.
Alignment: Any non-good.

Class Skills

The executioner's class skills (and the key ability for each skill) are Concentration (Con), Disguise (Cha),

The Executioner

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Executioner's Strike +1d6
2	+2	+3	+0	+0	Cold Blooded Killer
3	+3	+3	+1	+1	Executioner's Strike +2d6
4	+4	+4	+1	+1	Executioner's Song
5	+5	+4	+1	+1	Executioner's Strike +3d6

Escape Artist (Dex), and Heal (Wis). See *The Player's Handbook* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

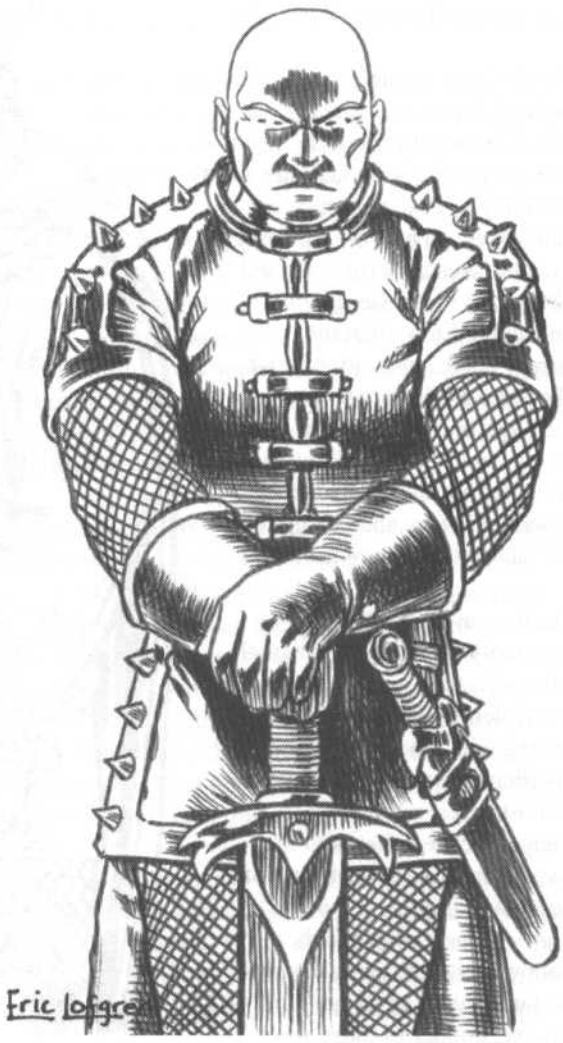
All of the following are class features of the executioner class.

Weapon and Armour Proficiency: The executioner gains proficiency with light and medium armour, shields, and all simple and martial weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Executioner's Strike: The executioner learns to focus his attention on his foe's critical points, waiting for that single moment when his guard drops to unleash a devastating strike that cleaves bones and crushes organs. When using the full-attack action, the execution may opt to make a Spot check before each strike he is entitled to as part of that action. The DC of this check equals his opponent's Armour Class. On a success, the executioner deals an extra 1d6 points of damage on a hit at first level, 2d6 at third level, and 3d6 at fifth level. If the executioner fails this check, he gains no bonus damage and takes a –4 circumstance penalty to his attack, as he fails to strike the critical area he aimed at. For example, an executioner who gains three attacks in a single round may make a Spot check before each of them to deal extra damage.

While using this ability, the executioner must let his guard down in order to line up his attacks. Thus, he receives a –2 AC penalty after using this ability until his next action. On a critical hit, do not multiply the bonus damage granted by this ability. The executioner may use this ability with missile weapons, but his target must be no more than 30 ft. away. At longer ranges, the executioner cannot strike with the pinpoint accuracy needed to gain the benefits of this ability. In addition, an executioner gains the ability to sneak attack using the total bonus damage granted by this ability. Thus, a first level executioner may sneak attack for +1d6 damage, a third level one gains +2d6 damage and a fifth level executioner sneak attacks for 3d6 additional damage. When sneak attacking (and only when using sneak attack, never when using executioner's strike), the executioner stacks bonus damage granted from other classes with this damage.

Cold Blooded Killer: An executioner in battle is a fearsome sight to behold. Each blow smashes through his enemies and draws massive gushes of blood and leaves a pile of hacked limbs and shattered bones.



Starting the round after dropping an opponent with a successful use of his Executioner's Strike ability, the executioner gains a +4 circumstance bonus to Intimidate checks. This bonus persists for five rounds.

Executioner's Song: Killing is the executioner's business, and he loathes to leave enemies behind to survive his attacks. Once per round, the executioner may make a coup de grace attack as a free action that does not draw an attack of opportunity.

SHADOWY AVENGER

There are certain parts of town that the guard do not dare tread, such as ruined slums that harbour hardened criminals, neighbourhoods that enjoy the 'protection' of a crime boss or desolate areas where a forbidden cult has used money and political influence to blind the eyes of the law. In all these places, the common man walks in fear of the capricious whims of those who prowl the night like urban predators. Robbery, muggings and far worse are all common-place events to be endured, rather than wrongs that must be righted.

The shadowy avenger stalks this blighted landscape, striking out at those who would abuse the law and protecting those who lack the ability or money to find protection for themselves. While the shadowy avenger takes out criminals and others who victimise the innocent, all too often the corrupt nobles and city officials who allowed the law to turn a blind eye to crime see him as a deadly enemy, a wild force that could disrupt the profitable system of bribes and corruption that has settled into place.

Shadowy avengers are commonly driven by a personal code of justice, usually grounded in a violent event in the past dealing with a heinous crime or a particularly malicious outlaw. In most cases, a shadowy avenger's code adheres to the law, driving him to strike out at murderers, thieves and other scum. Sometimes, though, a shadowy avenger takes the law too far, serving as judge, jury and executioner to those who have committed only minor crimes or have violated the shadowy avenger's warped sense of right and wrong. While a shadowy avenger can be a powerful force for justice in oppressed areas, sometimes he can be a terrifying angel of death, meting out nonsensical and terrible punishments to innocent victims.

Shadowy avengers excel in urban environments. They are at home in the shadowy netherworld of sewer channels, alleyways and rooftops. They are fair fighters, but like rogues rely on surprise and clever tactics to deliver devastating sneak attacks against their foes. Unlike rogues, shadowy avengers excel at the art of alchemy, using it to produce gadgets and items that catch their enemies by surprise and give them an important edge when outnumbered and outgunned. A shadowy avenger's knowledge of this skill is more the result of in-born intelligence, ingenuity and experimentation rather than formal training.

Hit Die: d8.

Requirements

To qualify to become a shadowy avenger, a character must fulfil all the following criteria.

Base Attack Bonus: +4 or higher.
Feats: Alertness, Improved Unarmed Fighting, Toughness.
Skills: Alchemy 4 ranks, Disguise 8 ranks, Intimidate 8 ranks, Sense Motive 8 ranks.
Alignment: Any non-lawful.
Special: You must have lost a loved one to a criminal act.

Class Skills

The shadowy avenger's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See *The Player's Handbook* for skill descriptions.

Skill points at each level: 4 + Int modifier.

The Shadowy Avenger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Eye for Detail, Urban Ranger
2	+2	+0	+3	+0	Scrounger, Sneak Attack +1d6
3	+3	+1	+3	+1	Punish the Guilty
4	+4	+1	+4	+1	Sneak Attack +1d6
5	+5	+1	+4	+1	Fearsome Reputation
6	+6	+2	+5	+2	Sneak Attack +1d6
7	+7	+2	+5	+2	Alchemical Genius
8	+8	+2	+6	+2	Sneak Attack +1d6
9	+9	+3	+6	+3	Long Arm of the Law
10	+10	+3	+7	+3	Angel of Judgement, Sneak Attack +1d6

Class Features

All of the following are class features of the shadowy avenger prestige class.

Weapon and Armour Proficiency: The shadowy avenger is proficient in all simple and martial weapons and all light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Eye for Detail: The shadowy avenger has an excellent grasp for picking up subtle clues in how a person acts, what sort of clothes he wears, and so on. He gains a +2 competence bonus to all Sense Motive checks.

Urban Ranger: Back alleys and crowded streets are a shadowy avenger's natural environment. He is an expert at manoeuvring through crowds, blending into large groups, finding a shadowy nook in an alley or scrambling up a crumbling building. When in a city, the shadowy avenger gains a +2 competence bonus to all Climb, Hide, and Move Silently checks.

Scrounger: The shadowy avenger excels at picking out useful items from trash and debris scattered through alleys, sewers and garbage dumps in cities. When working in an urban setting, the shadowy avenger can use his Alchemy and Craft skill to produce alchemical items at half the normal price for raw materials.

Sneak Attack: The shadowy avenger deals extra damage when he catches a foe off his guard. This ability works as per the rogue class's special ability. Bonus sneak attack damage gained from this class stacks with that granted by other classes. Shadowy avengers are masters of the surprise strike, leaping from the shadows to avenge the innocent and punish the guilty.

Punish the Guilty: The inner rage and indomitable sense of justice that propels the shadowy avenger forward in his crusade grant him an inner reserve of strength and ferocity. In battle, the shadowy avenger may choose to enter a cold-blooded fury. He gains +2 to hit, +2 damage, and +10 ft. movement for a number of rounds equal to his shadowy avenger level. The shadowy avenger may use this ability once per day.

Fearsome Reputation: Word travels fast of the shadowy avenger's actions, spreading fear throughout the criminal underworld and even reaching the ears of the powers that be. The shadowy avenger gains a +2 competence bonus to all Intimidate checks. Furthermore, while criminals and their ilk fear the shadowy avenger, the common people (or those who support his actions) look up to him as a folk hero. The shadowy avenger gains a +2 competence bonus to Gather Information checks made in lower class, urban settings, as the people who enjoy his protection are eager to pass tips on criminals or rumours they have heard to their protector.

Alchemical Genius: The shadowy avenger's mastery of alchemy now allows him to produce elixirs that function exactly like potions. The shadowy avenger may operate as if he had the Brew Potion feat, and he is assumed to have access to all bard spells of second level or lower for the purposes of determining whether he meets the prerequisites necessary to produce a potion. In addition, the shadowy avenger counts as a spellcaster of a level equal to his spellcasting levels (if any) plus his levels in this class.

Long Arm of the Law: When fighting criminals, the shadowy avenger often wishes to take his foe prisoner for questioning later. When the shadowy avenger has his enemy in a grapple, he can attempt to bind him with rope. The shadowy avenger must make a Use Rope

check opposed by his opponent's choice of an Escape Artist, Dexterity or Strength check. If the shadowy avenger succeeds, his opponent is left hog-tied. The shadowy avenger may only use this ability against opponents who are his size category or smaller. Using this ability counts as a standard action.

Angel of Judgement: At tenth level, the shadowy avenger's belief in his own crusade becomes so strongly embedded in his mind that he gain immunity to all enchantments. *Charm person* and similar spells that could throw him off his path simply have no effect against him.

Tomb Raider

Most sages and scholars spend their days cloistered in musty libraries bent over massive tomes of ancient lore. These dedicated intellectuals carefully pore over their chosen fields of study, seeking to uncover forgotten lore and generate new knowledge, theories and philosophies based on their learning. Their areas of expertise are often so arcane and specialised that a sage must spend years of toil learning the foundations of his field, forcing even young men and women who carry an ardent love of learning to consign themselves to years of labour before even approaching a chance to make a name for themselves.

Some scholars disdain this mouldy, dull approach to scholarship. Instead, they spurn the life of sedentary study offered by libraries and universities and instead seek out adventure and excitement as an explorer and seeker of lost artefacts. The tomb raider does not study his chosen field from behind a desk. Instead, he journeys out into the world and seeks to experience it in the flesh. Where a history scholar may rely on accounts and experiences related by others, the tomb raider seeks to learn from first hand experience the wonders of lost civilisations, the powers of mysterious artefacts and the fearsome capabilities of bizarre monsters.

Tomb raiders combine their esoteric knowledge with the flexibility and skills of a rogue. They are adept at finding and disarming traps, picking locks and sneaking past enemies. They also can identify magical items, pick out the tell-tale signs of a trap and call upon a vast store of knowledge accumulated from years of study.

Hit Die: d6.

Requirements

To qualify to become a tomb raider, a character must fulfil all the following criteria.

Ability Scores: Dexterity 15+.
Feats: Dodge, Lightning Reflexes, Mobility, Skill Focus (knowledge).
Skills: Knowledge (any two different areas) 6 ranks each, Tumble 10 ranks.

Class Skills

The tomb raider's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather

The Tomb Raider

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Recognise Trap Design. Superior Knowledge
2	+1	+0	+3	+0	Mystic Knowledge, Trap Sense
3	+2	+1	+3	+1	Identify Item, Superior Knowledge
4	+3	+1	+4	+1	Superior Appraise, Rapid Dodge
5	+3	+1	+4	+1	Magical Lore, Superior Knowledge

Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Move Silently (Dex), Open Lock (Dex), Profession (Int), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See *The Player's Handbook* for skill descriptions.

Skill points at each level: 8 + Int modifier.

Class Features

All of the following are class features of the tomb raider class.

Weapon and Armour Proficiency: The tomb raider gains proficiency with light armour and all simple weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Recognise Trap Design: The tomb raider's study of ancient trap design and engineering allow him to use the Search skill to find traps as per the rogue class. In addition, he has studied the design and implementation of traps to such a great degree that he gains a +2 competence bonus on Search checks when looking for traps and on Disable Device checks made to disarm them.

Superior Knowledge: Not only does the scholar have an in-depth knowledge of a few select areas, but he also gains a general understanding of a wide range of topics. At first, third and fifth level, the tomb raider may choose two particular sub-categories of the Knowledge skill that he does not yet have ranks in. He may now use those skills as if he was trained in them, even though he does not have ranks in the skills. He gains his Intelligence modifier to these checks. Normally, Knowledge skills cannot be used untrained. If the tomb raider later buys ranks in his chosen Knowledge skills, he gains two free ranks in the skill in addition to the skill points spent on it.

Mystic Knowledge: The tomb raider's exposure to academia, no matter how brief, grants him valuable insights into the operation and functions of magical items. He gains a +2 competence bonus to all Use Magic Device skill checks.

Trap Sense: Tomb raiders rely on their knowledge of traps and triggers to help them survive the pitfalls and hazards they encounter. Their studies give them valuable insights into how traps operate and the best method for avoiding them. When targeted by a trap, the tomb raider may add his Intelligence modifier to his Reflex save or to his Armour Class, as appropriate.

Identify Item: Tomb raiders spend much of their non-adventuring time researching magical items and the common properties they exhibit. If the tomb raider spends two hours a day for a week studying an item, he may identify the item's properties, as per the spell *analyse dweomer*. The tomb raider must have access to a library and spend eight uninterrupted hours per day testing the item and consulting his books. At the end of the week, the scholar uncovers 1d3 of the item's traits.

Superior Appraise: The tomb raider's superior knowledge of magical items and the process used in their manufacture allows him to quickly identify trinkets that could potentially hold an enchantment. The tomb raider must spend one minute inspecting the item and then make an Appraise check (DC 25). On a success, he can determine if the item is magical.

Rapid Dodge: The tomb raider's keen mind allows him to swiftly react to changing combat conditions. When using his Dodge feat, the scholar may declare that the Armour Class bonus granted by that feat applies to the next creature or person that attacks him. In addition, he gains a +2 dodge bonus to Armour Class, rather than the standard +1.

Magical Lore: The tomb raider's extensive knowledge of magical effects, trap design, and supernatural lore combines to give him great skill in detecting and disarming magical traps. The tomb raider gains a +4 competence bonus when using Disable Device and Search to find and disarm magical traps.

Tricks of the Trade

Skills are the meat and drink of rogues. This chapter expands upon the rogue's class skills and includes new uses for many of them. In addition, this chapter introduces new uses for many items of equipment, focussing on applying items in ways that will no doubt interest many rogues.

Alchemy (Int)

Normal Use: You know how to combine exotic ingredients to produce wondrous items.

New Use: *Naturalist.* Your knowledge of the alchemical sciences extends to herbs, plants and animals commonly used in recipes for common items. Alchemy duplicates the effects of Knowledge (nature) for the purpose of identifying plants and animals.

New Use: *Craft Poison.* The study of alchemy includes an extensive understanding of venoms, poisons and other deadly chemicals. You can use your Alchemy skill to produce poisons. Full rules for doing so are provided on p72.

Appraise (Int)

Normal Use: Use this skill to determine the value of art objects, gems and other items you find.

New Use: *Assess Magic Item.* Magic weapons, armour and other items are crafted from well-made, high quality goods. While years of use leave a once-beautiful item worn and plain looking, your Appraise skill allows you to determine if an item was ever of high enough quality to accept an enchantment. The base DC of this check is 15, though old, battered items may require a DC as high as 30, at the Games Master's discretion. Note that this use of Appraise does not allow you to detect a magical aura. It merely allows you to determine if an item is, or ever was, of high enough physical craftsmanship to be magically enchanted.

New Use: *Detect Forgery.* Normally, when examining an item you use the Forgery skill to detect if the item is authentic. Your Appraise skill, however, allows you to notice inconsistencies in an item's appearance or manufacture. You may oppose a Forgery check with your Appraise skill if you so wish, but always have the option to use your Forgery skill as normal.

New Use: *Item History.* As part of the appraisal process, you can determine an item's area of origin or the race responsible for its manufacture. Your Appraise skill allows you to analyse the methods of manufacture used to produce an item and from that information determine the race or culture that made the item. The DC of this check depends on the age and nature of the culture for older items are harder to identify, as are those produced by obscure cultures. Alternatively, the Games Master may sometimes rule that you have no chance to determine an item's origin.

Item History

Example of Item Age and Origin	DC
The item is new or was made by a major nation or race	10
The item is over 50 years old or was produced by a minor race or nation	15
The item is over a century old or was produced by a rare race	20
The item is over 500 years old or was produced by a race unknown in the region	25
The item is over 1000 years old or was crafted by a race long thought merely a legend	30

Balance (Dex)

Normal Use: You can slowly walk across extremely narrow or slippery surfaces, such as a tightrope. You can also keep your feet on a rocking ship or during an earthquake.

New Use: *Shake Off.* When standing on a tight rope or aboard a small rowboat, your Balance skill allows you to unsettle the footing of others to cause them to tumble off whilst maintaining your own balance. As a standard action, make a Balance check opposed by those of everyone else either aboard the rowboat or walking across the tightrope. Anyone who fails to match or beat your roll loses their footing and falls off.

Bluff (Cha)

Normal Use: You speak with such an earnest, honest manner that people believe what you tell them for short periods of time, even when you make outrageous or blatantly untrue claims.

New Use: *Card Shark.* Many forms of card games, most notably poker, require the ability to throw off your opponent's ability to determine the strength of your hand. When playing such a game, each participant makes a Bluff check. The highest score will win the game.

New Use: *Charlatan.* With a few mumbled words and grandiose gestures, you convince others that you are a powerful spellcaster capable of calling on mighty enchantments. In combat, you may use this skill to disrupt the efforts of your enemies. As a full-round action, make a Bluff check opposed by your opponent's Sense Motive or Spellcraft check. On a success, your opponent is convinced that you are about to blast him with a spell, distracting him from other spells launched at him. He suffers a –1 circumstance penalty to all Reflex saves against spells until your next action. Your false casting distracts your opponent from the true threats against him. You may use Bluff in this manner once per combat.

New Use: *Disguise Spellcasting.* When attempting to cast a spell, you may attempt to disguise (though not negate) its somatic and verbal components. This is tremendously difficult, causing a –4 competence modifier to your attempt, and you must make a Bluff check opposed by your opponent's Sense Motive. If you succeed, your opponent is considered flat-footed for purposes of resolving the spell's effects. You may not use this ability against enemies in combat, as they are alert and on their guard.

Climb (Str)

Normal Use: You can scale mountains, scramble up castle walls, and climb a tree. You also know how to use climbing tools such as pitons.

New Use: *Rappel.* By anchoring a line at the top of a cliff face or similar vertical surface, you can quickly drop down to the cliff bottom by carefully sliding down the rope and using the cliff face to brake your speed. You must have enough rope to reach the bottom of the cliff or you will stop at a point equal to your rope's length. You move downwards at a rate equal to twice your base speed. While rappelling, you lose any shield bonuses to Armour Class, but still gain any dodge or Dexterity bonuses. You also have enough control over your speed and direction that you can still attempt to avoid attacks. Rappelling requires a DC 15 Climb check. On a failure, you slam into the cliff side and drop too fast, taking damage as if you had fallen half the cliff's height.

Concentration (Con)

Normal Use: This skill allows you to block out distractions, such as injuries and spells, to focus on completing a specific task.

New Use: *Grace Under Pressure.* By clearing your mind and locking on to a problem, you can quickly solve or overcome it. This comes at the risk of rushing yourself and making a mistake that causes you to waste

more time on a problem than if you had taken a slower, steadier method. With a successful Concentration check at DC 20 you cut in half the time needed to take 10 or take 20 with a skill. If your Concentration check fails, you rush yourself and botch your attempt. You spend half the time needed for the skill attempt, but treat your result as if you rolled a one.

New Use: *Focus.* You can clear your mind and act normally even after sustaining a jarring injury. If you are stunned, you may make Concentration check at DC 25 to take a partial action in your next round. Any skill checks or attacks made with this action suffer a –2 circumstance penalty. Normally, stunned creatures cannot take any action. Even if your check succeeds, you still suffer all other penalties for being stunned.

Craft (Int)

Normal Use: You are trained in a particular craft, trade or art, such as blacksmithing, weaving, gemcutting, carpentry or pottery. You can produce goods related to your craft and are capable of earning a wage with your skills.

New Use: *Improvise.* With a bit of hard work, you can produce a crude replica of a finished product. Rather than make a Craft check to represent a day of work, make a check at DC 15 for an hour's worth of toil. You may only use this to fashion goods that are worth 1 gold piece or less. Furthermore, each time you use a crudely fashioned item, there is a 10% chance that it fails to work or breaks, whichever is appropriate.

New Use: *Mend Object.* Not only can you produce new items, but you may also repair damage dealt to objects. Divide the cost of an item by its total hit points. For each gold piece total of work you complete equal to this value, you restore one hit point to a damaged item. These repairs have a DC of 15. At your Games Master's option, you can also restore hit points to large barricades and doors by reinforcing them with wooden beams and other items. You can restore 1d3 hit points to a damaged barricade or door with one hour of work and a successful Craft check at DC 15.

New Use: *Reinforce Object.* You can temporarily transform a flimsy door or other portal into a stout barricade. If you have sufficient lumber, stone blocks and other materials at hand, you can strengthen a 10 ft. section of wall or a door. Make a Craft check at DC 20 and spend an hour working to strengthen the door or wall. On a successful check, you grant the structure 1d3 extra hit points. You may use Craft in this manner once per door, 10 ft. section of wall or other similar structure.

Decipher Script (Int)

Normal Use: You can break codes or translate ancient languages, allowing you to determine their meaning.

New Use: *Muddle Script.* After deciphering a script, with a few modifications here and there you can attempt to modify its meaning. As a rule of thumb, you can change any verb to its negative form ('go here' becomes 'don't go here') or modify two adjectives to have the opposite meaning. Make a Decipher Script check. If anyone attempts to decode the modified message at a later date, they read your message as the true one if their check does not beat a DC equal to your check. If their check beats yours, they notice your attempt at deception.

Diplomacy (Cha)

Normal Use: This skill covers a wide range of social interactions, from attempting to convince a sceptical officer of the law that a troll is hiding in the sewers to navigating your way through the unwritten codes of behaviour and etiquette at a royal ball.

New Use: *Calm Emotions.* Use Diplomacy to talk your way out of a potential fight. When dealing with a Non-Player Character who is ready to make an attack, make a Diplomacy check opposed by his Will save to bring him to his senses. If he succeeds, he may act as normal. If he fails, he stops to consider your words. Your Games Master has the final say in determining if your Diplomacy skill has any use in a situation - as a rule of thumb, this skill works in any situation that arises in a neutral or safe setting with an irritated Non-Player Character who otherwise has no particular reason to seek your death. You cannot use Diplomacy against creatures that do not share a language with you or have a specific reason to attack.

New Use: *Negotiations.* When bargaining with others, your Diplomacy skill allows you to negotiate a better deal or bargain. Make a Diplomacy check opposed by the merchant or negotiator's own Diplomacy check. If you succeed, you earn a 10% discount on the price of an item. You may attempt to use Diplomacy in this manner just once for every item you wish to buy. When using this skill to hammer out a treaty, each success allows you to force your opponent to concede a point to you. However, your Games Master has veto power over any points he deems too extreme. For example, you could not negotiate a surrender that allows you to keep all your items, gold and magic and walk away unharmed.

Disable Device (Int)

Normal Use: You can disarm traps, sabotage complex items and otherwise cause mechanical items to malfunction by examining the item and tinkering with its components.

New Use: *Modify Device.* With a few carefully considered changes to a mechanism's internal workings, you cause it to behave or operate differently. The DC of this attempt equals the DC necessary to disable the device +5. On success, you may change one aspect of the item's operation. For example, a trap set to activate when a chest opens may now spring into action when the chest closes. Your Games Master has the final say on whether a proposed modification is feasible.

Disguise (Cha)

Normal Use: With a few props, some makeup and a bit of time, you can modify the appearance of yourself or another. You may also impersonate a particular person.

New Use: *Blend In.* You can move into a large crowd of people and slightly change your appearance to resemble those around you. This allows you to make a skill check without spending 1d3 x 10 minutes creating a disguise. However, you may only use Disguise in this manner if there is a group of people nearby that you can escape into. For example, you could blend into a small group of beggars by grabbing a nearby filthy, soiled cloak, draping it over your shoulders, and sitting down amongst them. Obviously, this skill does not prevent anyone who witnessed your attempt from pointing you out to any pursuers or enemies.

New Use: *Camouflage.* You can combine face paint, branches, debris and other items to camouflage yourself or someone else. Using Disguise in this manner requires a skill check at DC 15. On a successful check, the recipient of a Disguise gains a +2 competence bonus to Hide checks made in forests, jungles or other areas with heavy undergrowth. This Disguise check is made in secret, thus only the Games Master knows if your camouflage is truly effective.

Escape Artist (Dex)

Normal Use: You are lithe and nimble, allowing you to slip free of ropes, chains and other bonds. You know how to twist your body and struggle to escape the grasp of others.

New Use: *Contortionist.* You can twist your limbs and arrange your body to squeeze into tight spaces. You may make an Escape Artist check to move through spaces normally too small for you to fit into. Make an Escape Artist check with a DC determined by the relative size of the area you want to enter.

Contortions

Relative Size	DC
One size smaller	15
Two sizes smaller	25
Three sizes smaller	35

Forgery (Int)

Normal Use: You can produce a fake treasure map, an item that appears to be hundreds of years old or script that duplicates the style and distinctive features of another person's handwriting.

New Use: *Forge Coins.* You can make fake coins using a small amount of valuable metal and a lot of lead. Making coins requires the use of the Craft (metalworking) skill. Determine how many coins you wish to make and, before you create them, determine the total value in gold, silver, copper or platinum (as appropriate) you use to produce them. The proportion of these materials in relation to the total value of the

coins determines a modifier for your Forgery check, as listed in the table below. You must use valuable materials worth at least 10% of the coins' value or the forgery is automatically detected. Make Craft checks as normal to determine your progress. Anyone inspecting the coins makes an Appraise check with a DC equal to the result of your Forgery roll made at the time of the coins' creation.

Forge Coins

Valuable Materials as a Percentage of Coins' Total Value	Forgery Check Modifier
10%– 30%	0
31% - 50%	+2
51% - 75%	+4
76%+	+8

Gather Information (Cha)

Normal Use: This skill allows you to make social contacts in an area, giving you access to rumours, gossip and other information.

New Use: *Informant.* You establish a working relationship with a person or organisation who is well-tuned to the gossip and information that spreads through the area. If you pay your informant 3d6 gold per week, you may make one Gather Information check per week without spending an evening socialising and combing for gossip. Your informant makes regular reports to you about any specific topic you designate. You may have more than one active informant, so long as you pay the required gold each week.

New Use: *Spread Rumours.* Rather than seek out information, you can spread rumours of your own invention across town. Make a Gather Information check as normal. For 1d3 weeks after this check, anyone looking for information regarding the topic of your rumour might uncover your falsehoods in place of useful information. If Gather Information checks made by others fail to equal or exceed your own, they uncover your rumour instead of the information they want.

Handle Animal (Cha)

Normal Use: You can train animals to perform tricks, guide a team of oxen pulling a cart and raise a baby animal as a domesticated pet.

New Use: *Placate Animal.* If you have a tasty morsel or other treat to hand, you can silence an angry animal or convince it to leave you alone. Give the animal a day's worth of palatable food appropriate to its diet and make a Handle Animal check opposed by its Will save. If the check succeeds, the animal ignores you to devour the food. This skill works only against creatures with the animal subtype.

Heal (Wis)

Normal Use: You can bind wounds, stabilise a dying friend, treat a disease or help someone overcome the effects of poison.

New Use: *Diagnose.* When preparing to treat someone, you can examine their wounds or condition and determine several facts about the poison or disease affecting them. Make a Heal check at DC 15 when dealing with the victim of poison or disease. On a successful check, you determine the future effects of the poison or sickness, such as the nature and amount of ability damage. Note that rare or exotic diseases may have a higher DC, at the Games Master's discretion. If your total skill check is 10 or lower, you mis-diagnose the patient's problems. The Games Master will provides you with incorrect information regarding the nature or amount of damage caused by the disease. Obviously, diagnosis checks should be made by the GM in secret. A successful diagnosis grants you a +2 competence bonus to subsequent attempts to aid the victim. A mis-diagnosis causes a –4 competence penalty to such skill checks.

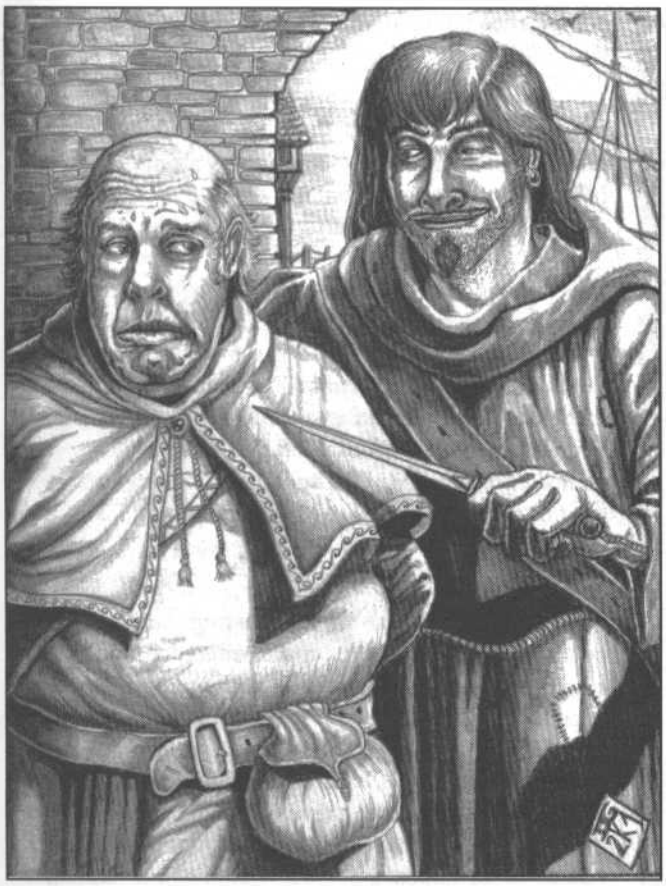
Hide (Dex)

Normal Use: You use this skill to keep out of sight, evading the watchful gaze of others. You sneak behind brush or use the shadows to conceal your presence.

New Use: *Tail.* You discreetly follow another person, using the city crowds, jungle foliage or other cover to conceal your presence. You keep your quarry in sight, carefully keeping tabs on him while remaining far enough in the background to evade his sight. Every ten minutes of your pursuit, make a Hide check opposed by your target's Spot skill. Note that if you follow several people travelling as a group, every person you pursue makes a Spot check. Victims consciously looking for someone tailing them gain a +2 competence bonus to their check, whilst unsuspecting victims receive a –2 competence penalty.

Intimidate (Cha)

Normal Use: Through sheer force of personality and physical presence, you browbeat others into following your orders.



New Use: *Bluster.* You attempt to assume the persona of an important individual, such as a wealthy merchant or military officer, who holds a level of power over the target of this skill. Make an Intimidate check as normal, but add a +2 synergy bonus if you have 5 or more ranks in Disguise. Normally, only Bluff grants a synergy bonus to this skill.

Intuit Direction (Wis)

Normal Use: You have an in-born sense of direction. With a few moments of concentration, you intuitively know which direction you face.

New Use: *City Sense.* Your keen sense of direction allows you to determine where you are in a city or other urban area. By looking at the buildings around you, you judge your distance from a particular neighbourhood or landmark and know which streets or direction to follow in order to get there. You must make an Intuit Direction check at DC 20 to correctly orient yourself. On a missed check, you fail to determine where you are in the city.

Jump (Str)

Normal Use: You are adept at leaping over pits, jumping from a resting position and vaulting over walls and other obstacles.

New Use: *Pole Vault.* When carrying any long pole or staff, you can use it to augment the height of your jump. Make a running high jump as normal, but make a second Jump check at DC 15 to add the length of the pole to the total distance you jump. You may jump above the maximum distance normally allowed by your height after applying this modifier. If you fail the Jump check to use the pole, resolve your initial jump check but halve the height it would normally allow you to clear.

New Use: *Vault Enemy.* You may jump on to your enemies and use your momentum to leap over and past them. Make a running or standing high jump. If your jump equals or exceed your opponent's height, you may immediately make a second standing jump from his position. Using the Jump skill in this manner counts as a full-round action but does not draw attacks of opportunity unless you fail the first Jump check. In that case, you land prone in a space adjacent to the enemy you attempted to vault.
Normally, Tumbling is your best bet for evading enemies, but unlike that skill you may attempt to vault enemies even if your speed has been reduced by your current carrying load.

Knowledge (Int)

Normal Use: You are a specialist in a particular area or discipline and can recall facts and theories from it.

New Use: The following fields of study have particular utility or applicability to rogues.

† Antiques (history of items, traits that mark valuable goods)

† Crime Lore (famous criminals, rumours regarding buried treasure)

† Law (fines and penalties for breaking the law, court procedure, loopholes)

† Streetwise (gangs, thieves guilds, recent robberies, territories controlled by thugs)

† Traps (common triggers, effects, signs that mark a trap's installation)

Listen (Wis)

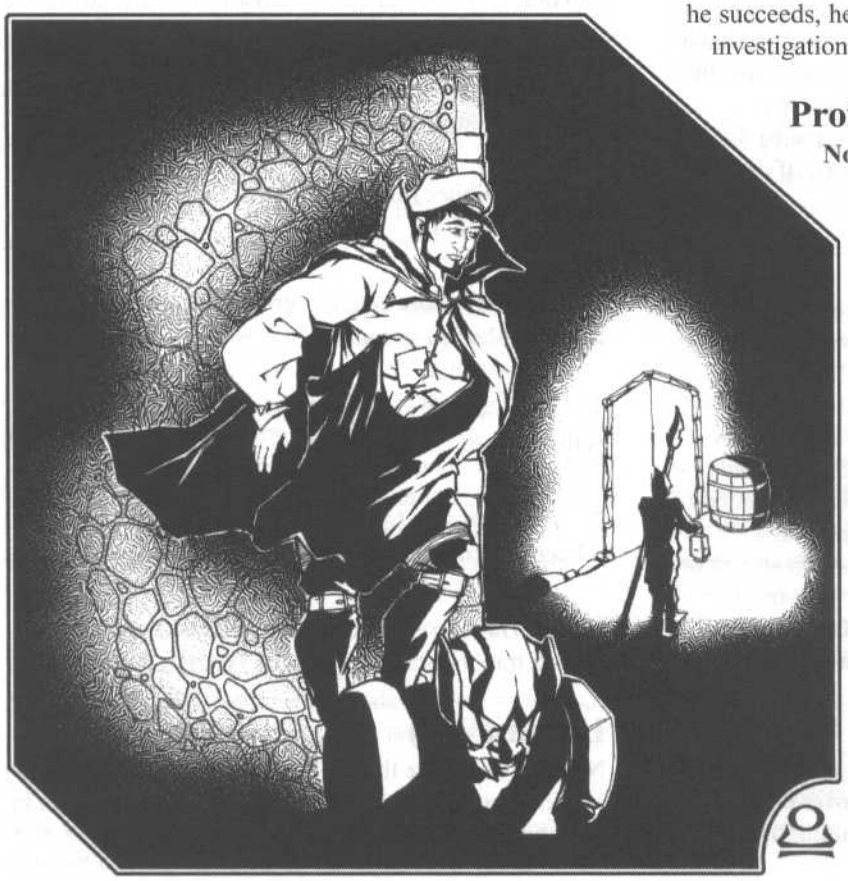
Normal Use: Use this skill to detect someone sneaking up on you, hear a whispered voice or listen in on someone's conversation.

New Use: *Ear for Detail.* Not only can you detect noise, but you are also an expert at identifying its source. You hear not only the scrape of boot against stony floor, but also recognise the pace of the footsteps and the distinctive sound of hobnailed boots, allowing you to identify an intruder as an orc warrior clad in chainmail before he comes into sight. If you have met the orc before, you recognise his stride and know exactly who approaches. If you beat the DC of a Listen check by 20 or more, you attain an extraordinary success. This allows you to determine the source of a noise, such as the type of creature, what actions might cause the noise, and so on.

Move Silently (Dex)

Normal Use: You tread carefully as you walk, muffling the sounds of your footsteps and allowing you to sneak up on others.

New Use: *Whispery Movement.* As you quietly move towards an enemy, you cause a moderate amount of noise designed to draw your opponent's attention away from your position. You throw rocks towards spots in the distance, rustle branches before quickly moving away, and so on. Take a –2 competence penalty to your Move Silently check. In return, if you make a Hide check shortly after moving silently, you gain a +2 competence bonus if your Move Silently check was successful.



Perform (Cha)

Normal Use: You know how to play an instrument, have studied acting or comedy, or have developed a mastery of some other performing art.

New Use: *Distract.* Your eye-catching performance draws onlookers to you, leaving them susceptible to criminal activities made by those working with you. When using your Perform skill, the members of your audience must make a Sense Motive check opposed by your Perform skill. Those that fail suffer a –2 competence penalty to all Spot and Listen checks, as their attention is riveted to your display.

Pick Pocket (Dex)

Normal Use: You can lift objects from people's pockets or pouches, or palm an unattended object, slipping it into your possession without drawing attention to yourself.

New Use: *Pat Down.* You casually check the contents of your victim's pockets, determining if they carry weapons or any other hidden items. Make a Pick Pocket check opposed by your victim's Spot skill. If he succeeds, he notices your attempt. Otherwise, your investigation passes unnoticed.

Profession (Wis)

Normal Use: You have training or apprenticed to learn a specific, skilled profession, such as innkeeper, fisherman, sailor or soldier.

New Use: *Gambler.* You know enough about games of chance, including card games, dice games and events commonly used for wagering, such as gladiatorial contests, to make a modest living doing nothing but gambling. Use this skill when playing any game that involves wagers.

New Use: *Thief.* You grew up making ends meet by picking pockets or committing burglaries. When you use this skill to earn money, you engage in petty crimes to keep cash flowing in. You know the basic stratagems often used to plan robberies, scams and extortion schemes.

Search (Int)

Normal Use: With painstaking diligence, you thoroughly inspect a small area to detect any irregularities or tiny details that other people overlook, such as a trap, secret compartment or hidden item.

New Use: *Rapid Search.* Normally, searching a 5-foot-by-5-foot area or a volume of material 5 feet on a side takes a full round action. With this use of the skill, you can search this area as a standard action or two areas of this size as a full-round action. You make a quick search of the area, looking for any eye-catching details or obvious items of note. This means that you rush yourself and take a –10 competence penalty to your check.

Sense Motive (Wis)

Normal Use: You can tell when someone is lying to you by examining and interpreting their body language, speech patterns and other outward physical traits.

New Use: *Read Profession.* You can examine the subtle physical and social traits exhibited by a person to determine their trade and level of skill. Make a Sense Motive check at DC 25 to search for subtle clues, such as calluses on a person's hand, their peculiar stance that indicates they studied at a fencing school, or the faint traces of spell components staining their fingers. If your check succeeds, you determine what classes a person has levels in and what Professions or Crafts he practices. If you attempt to use this skill against a disguised person, your Sense Motive check is opposed by his Disguise check. On a successful check, you notice that your subject seeks to conceal his true identity.

Spellcraft (Int)

Normal Use: Your study of magic and its effects allows you to identify spells, materials created via magic and other mystic effects.

New Use: *Analyse Magic Trap.* After discovering a magic trap using the Search skill or other means, you can attempt to determine the exact nature of the trap using the Spellcraft skill. The DC of this check equals 20 + the spell level. If you succeed, you know what spell the trap triggers. If the trap triggers more than one spell, check separately for each one. This knowledge grants you no advantage for disarming the trap, but it does tell you what to expect should the trap go off.

Spot (Wis)

Normal Use: You use this skill to pick out visual clues and other details, such as a thief sneaking down an alleyway or an orc sniper hidden in a tree.

New Use: *Hawk-eyed.* Your sense of sight and eye for detail are so well-refined that you can pick out minor characteristics at a great distance. Make a Spot check at DC 10 + 1 per ten feet of distance when looking at anyone more than 30 feet away from you. On a successful check, you pick out details on a person as if he was only 10 feet away from you. Obviously, even extremely small creatures exhibit no real detail at a 10 ft. distance. Your check suffers a –2 competence penalty against Small creatures. For each size category above Medium-size, you gain a +2 competence bonus to your check.

Swim (Str)

Normal: You can stay afloat and know how to propel yourself through the water.

New Use: *Dive.* You can leap off great heights and hit water at such an angle that you avoid taking damage

from the fall. Make a Swim check at DC 20 if you jumped into the dive, 30 if you fell and must attempt to manoeuvre yourself into position as you fall. If you succeed, you take half damage for falling into water. Note that if the water is too shallow, you plummet straight to the bottom and take normal damage. The water you fall into must be at least twice your height in depth for your dive to reduce the damage you take.

Tumble (Dex)

Normal: You are an agile, skilled acrobat capable of dives, jumps, rolls, somersaults and other athletic manoeuvres that confuse your enemies.

New Use: *Distracting Display.* If you have 8 or more ranks in Tumble, your ability to aid another improves. When using that combat action, you may grant an ally a +3 circumstance bonus to their Armour Class rather than +2. You leap and cavort in front of the target of your aid another attack, using your acrobatic skill to shield your ally and distract your enemy.

Use Rope (Dex)

Normal Use: You can make a wide variety of knots, splice several ropes together and bind prisoners in an effective manner.

New Use: *Sweeping Entrance.* With a long enough rope and the right amount of panache, you can swing through the air and launch yourself into combat, leaping to attack your enemies. The classic use of this skill is to launch yourself into a building through a window, catching your enemies by surprise. To attempt a sweeping entrance, make a Use Rope check at DC 15 to determine if you correctly judge your rope's length and launch yourself at a correct angle. Use a move-equivalent action to swing on the rope, moving up to half the rope's length. If your skill check succeeds, you attack as if charging. If your check fails, you fall prone after your swing. When employing the Use Rope skill in this manner, you gain a +2 synergy bonus if you have 5+ ranks in Tumble.

Wilderness Lore (Wis)

Normal Use: Your knowledge of nature and the wilds allows you to track down food, find shelter and help others survive in the outdoors.

New Use: *Cover Tracks.* If you have the Track feat, you know not only how to find signs that mark the passage of men and animals but how to make your own tracks more difficult to follow. If you move at three-quarters your normal movement rate, make a Wilderness Lore check to destroy signs of your passage. Anyone attempting to track you must not only beat the DC of the environmental conditions, but their own check must equal or beat yours. If they fail to do this, they cannot track you.

New Use: *Urban Lore.* Your knowledge of survival extends to the city streets. When in an urban setting, you may use your Wilderness Lore skill to find food, cobble together a shelter, and otherwise sustain yourself without spending money on food or lodging. You may complete the standard tasks listed under Wilderness Lore at their normal DC.

Other Tricks of the Trade

Rogues must not only apply their skills in new and unique ways to prosper, but also must look at weapons and other equipment in new ways to utilise their potential to the fullest. The following section provides new rules for using weapons and other items in certain situations. You must be proficient with a weapon in order to use the special features detailed below.

Acid

While handy in combat, acid also has its uses in other areas. When attempting to disarm a trap or disable a device, a few drops of acid help make your job easier in certain circumstances. If the Games Master rules that your Disable Device check involves sabotaging or destroying some portion of an item or trap, using a vial of acid to aid in your attempt grants you a +2 competence bonus. Furthermore, the Games Master may rule that using acid causes your Disable Device check to automatically succeed. For example, pouring acid into a lock undoubtedly ruins its inner workings without the need for a skill check. Using acid in this manner consumes a full vial's worth of the substance.

Artisan's Tools, Masterwork

In addition to granting a bonus to craft checks, these well-made implements also grant a +2 circumstance bonus to Forgery checks involving the creation of counterfeit coins or bogus goods. Tools whose quality enhances your ability to make legitimate goods also improve your ability to make fake ones.

Bedroll or Blanket

A bedroll, blanket or any other large piece of fabric has a variety of uses beyond the mundane. A bedroll properly folded and either held shut or secured with rope serves as an impromptu sack. At the Games Master's option, there is a flat 10% chance each hour that this jury-rigged sack comes undone and spills its contents.

A sheet or bedroll functions as a net when thrown upon an opponent, though the victim of such an attack automatically escapes by using a standard action. When using a blanket in this manner you suffer the penalty for using a non-proficient weapon even if you have the Exotic Weapon Proficiency (net) feat as, obviously, blankets are not designed as weapons, making them rather awkward to use in battle.

If you slash a blanket into strips, you can use it to bind wounds. While not as effective as a healer's kit, bandages do help you attempt to stabilise others, granting a +1 competence bonus to such Heal checks.

A blanket muffles sound. Using a blanket to cover the sound of breaking glass increases the Listen DC to hear the glass breaking by +2. You place the blanket over a glass pane and carefully break it.

With a successful Use Rope check at DC 20 you can convert a medium-size blanket into a 20-foot long rope. Treat this as a hemp rope for purposes of hit points.

Bow or Crossbow

By affixing a length of rope to a crossbow bolt or arrow, you can launch the bolt into a wall and anchor the rope. Make an attack roll against AC 10. If you hit,

the bolt drives into the wall and forms a secure anchor. You cannot use this against stone walls or other surfaces that a crossbow bolt or arrow cannot deeply penetrate. When using a missile weapon in this manner, you suffer a –4 circumstance penalty to hit and cut your weapon's range increment in half.

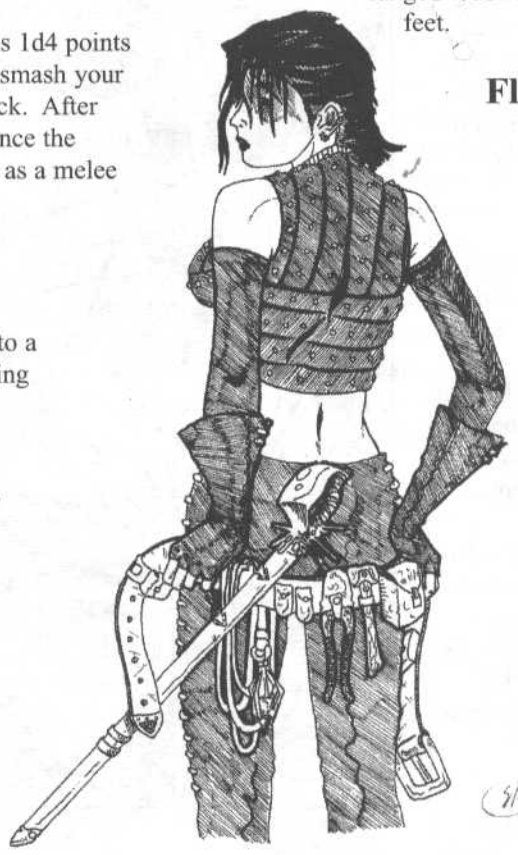
A crossbow used in melee deals 1d4 points of bludgeoning damage if you smash your enemy with the crossbow's stock. After each attack, there is a 10% chance the crossbow breaks and is useless as a melee or missile weapon.

Ink

Even this seemingly harmless material can be transformed into a useful tool by a rogue. Throwing ink into an opponent's face disrupts his actions. You may splash ink into the face of any opponent standing within your threatened area, resolving this as a ranged touch attack with a –6 circumstance penalty. In order for the ink to have any effect, you must hit your opponent's eyes. If you hit, your opponent suffers a –2 circumstance penalty to all attacks and skill checks until he spends a standard action wiping the ink from his eyes. This attack is only effective against creatures that use eyes or similar organs to see.

Inkpen

This innocuous tool is an effective method for delivering injury poisons. Normally used to deliver ink, if the pen is instead dipped in poison it absorbs the venom and delivers it on a successful attack. Against targets with at least a +1 armour, shield or natural AC bonus, the pen is automatically ruined after a single attack, successful or not. The pen is rather fragile, and a forceful strike against a protective surface breaks it. While the pen breaks the skin and delivers the poison, it deals no damage.



Jug

A jug makes an effective, and rather innocent-looking, tool for delivering dangerous liquids such as alchemist's fire or acid. You use the jug to splash a target with the liquid it contains. Resolve this as a ranged touch attack with a maximum range of 10 feet.

Flour

While a sack of flour might seem to be little more than a burden for an adventurer, it comes in handy when dealing with invisible creatures. When spread over such an opponent, the flour reveals your foe's presence and makes it much easier to strike him in combat. To spread flour on an invisible foe, make a ranged touch attack against him, taking into count the standard modifiers and effects associated with attacking an invisible creature. Upon a hit, the target loses the benefits of invisibility. Instead, treat him as a target with half concealment, causing a 20% miss chance to all attacks against him.

Marbles

In the hands of a clever rogue, this simple child's toy becomes an extremely useful tool for disrupting pursuit and hindering the enemy. A single bag of marbles spread on the floor fills a single five-foot-by-five-foot area. Any creature attempting to move across this area at more than half-speed must make a Balance check at DC 15 or immediately fall prone. Creatures with four or more legs are immune to this effect, as they are too stable for the marbles to trip them up. The marbles are too big to affect those below small size and to small to hinder those above large.

Net

The net works very well for rogues who wish to keep their enemies alive, particularly when an opponent has a large bounty on his head or possesses a critical piece of information. In addition, a net has a few other uses.

In an emergency, you can make a Use Rope check at DC 15 to transform a net into 30 feet of hemp rope though this will destroy the net. You can also transform a net into a simple rope ladder with a Use Rope check at DC 10. This, too, destroys the net.

Sling

Normally useless in melee, a sling doubles as a sap if it is loaded with shot and used to strike an opponent from behind. You may only use a sling in melee if your strike counts as a sneak attack. Otherwise, the sling is too unwieldy to make an effective strike. A motionless or unsuspecting target is vulnerable to attack, but anyone capable of making a defence is too difficult a target.

Whips

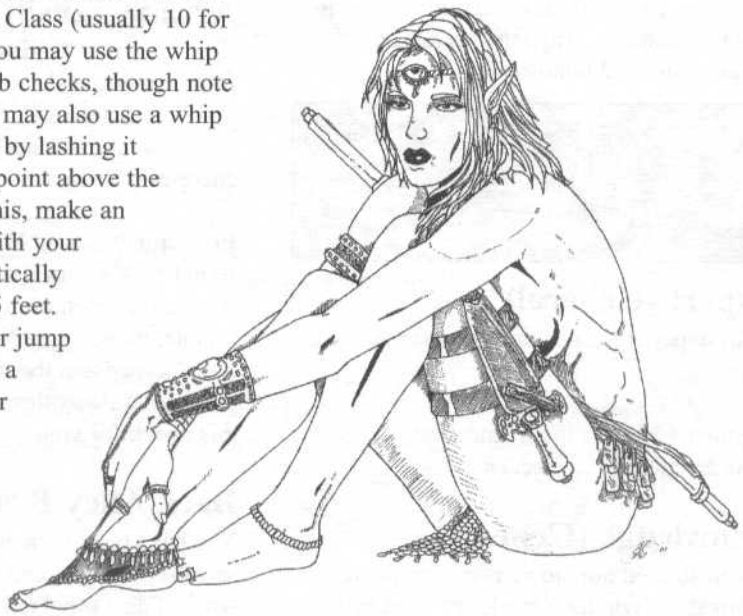
A whip is a lot more than an exotic weapon. In the hands of a trained rogue, it becomes a tool that proves its worth in many situations. Not only can a whip wrap up a foe's leg and trip him, but it can also wind around an object such as a tree branch and serve as an emergency rope or swing.

To use a whip in this manner, make an attack with the whip against the object's Armour Class (usually 10 for an inanimate object). On a hit, you may use the whip as a rope for the purpose of Climb checks, though note whips are only 10 feet long. You may also use a whip to cross a pit or other obstruction by lashing it around a branch or other anchor point above the pit and swinging across. To do this, make an attack against the anchor point with your whip. On a hit, you may automatically make a standing jump of up to 15 feet. When using a whip to climb up or jump over an obstacle, you must spend a move-equivalent action to recover your whip.

You may attack an inanimate object with your whip in order to wrap it up and pull it into your grasp. If you hit, you may then pull the object in your direction. If the item weighs 10% or less of your maximum light load, you may immediately flip the item back to your free hand. Otherwise, you must drag the item. To determine how far you can drag the item while you stand still, assume that the object moves at the same rate you would move if you were carrying a total load equal to the item's weight at half your Strength.

If you attempt to grab an item from someone's hand, resolve the action as a disarm attempt. If the item is not a weapon, the defender may opt to modify his attack roll to keep possession of the item with either his Strength or Dexterity modifier and will not suffer any penalties for non-proficiency. Otherwise, resolve the grab attempt as a disarm attack.

Finally, if you have the Deflect Arrows feat you may use your whip in conjunction with it. You snap your whip at arrows and knock them away. In addition, you can use a whip to deflect missiles fired at anyone within 10 feet of your position, but the Reflex DC to do this is 35 rather than 20. Normally, you must have a free hand in order to knock aside incoming missiles.



Rogue Feats

It never hurts to have an extra trick or three up your sleeve. The rogue is, perhaps, the most versatile character class available to any player. Through subtle use of deception, subterfuge, cunning and stealth, the rogue can defeat many enemies without recourse to the sword-swinging favoured by the brutish fighter or pyrotechnic display of a wizard. The feats presented here are designed to enhance the rogue class abilities and skills. While skills are the centrepiece of the rogue's capabilities, a few carefully selected feats can enhance your skills or expand your options.

It should be noted that any feat marked here as being 'general' may be used by a character of any class who meets the prerequisites. Those marked as 'rogue' may only be used by rogue-classed characters.

Agonising Strike (Rogue)

Your knowledge of anatomy allows you to target extremely sensitive points of your opponent's body and, with a single blow, you can leave your foe writhing in agony. While your strike leaves no lasting damage, the tremendous agony caused by this attack leaves your target stunned.

Prerequisite: Painful Strike.
Benefit: When making a sneak attack, you may choose to stun your opponent rather than inflict damage. If you hit with your attack, your opponent must make a Fortitude save (DC 10 + half your level) or be stunned for a number of rounds equal to half your character level. A stunned character loses his Dexterity bonus to AC and may take no actions. Anyone attacking a stunned character gains a +2 bonus to hit.

'Now, ladies and gentlefolk, *that's* where you kick an orc!'

Lugo 'The Groin'

Arcane Expert (General)

Through study or experience, you are an expert on magical phenomena.

Benefit: You gain a +2 bonus to all Knowledge (arcana) and Use Magic Device checks.

Arcane Knowledge (General)

Not only have you studied how to activate arcane items, but you also learned the common markings used to identify items, the magical effects associated with different types of magic items and the mundane signs that reveal an enchanted item's true nature. With a sip from of a potion, you can determine its effects.

Prerequisite: Arcane Sensitivity.
Benefit: You may identify magic items by studying them and utilising your Use Magic Device skill. You must spend one hour inspecting the item and testing it. In the process of studying a wand, staff or wondrous item that uses charges, you automatically expend one charge from the item, though this magical energy seeps from the item harmlessly. After one hour, make a Use Magic Device check with a DC determined by the table below. If you succeed, you identify one of the item's magical properties. If you roll a natural one and fail, you immediately activate the item. If the item has a personal effect, it targets you. If it has an area of effect, the item's ability centres on your position. You may use this feat once per day.

Arcane Knowledge

Item Type	DC
Armour	20
Weapon	20
Potion	15
Ring	25
Rod	20
Scroll	15
Staff	25
Wand	20
Wondrous Item	25

Arcane Sensitivity (General)

Your skill at activating magic items comes not only from training and study but also from your innate ability to detect magical auras. When you grasp an item and concentrate, you sometimes feel arcane energies flowing through it.

Prerequisite: Use Magic Device skill.
Benefit: You can detect magic items by grasping an item and concentrating for one minute. After the minute, make a Use Magic Device check (DC 20). If you succeed and the item is enchanted, you sense the power that flows through it. The Games Master makes this check for you.

Back Alley Brawler (Rogue)

You have been in many fights where a kick to a sensitive area, a gouging finger to an eye or the quick twist of an ear helped overcome your foe. In combat

you are a wildcat, biting, clawing and kicking your enemies without regard to any archaic notions of chivalry or fair play.

Prerequisite: Base attack bonus +2 or higher.
Benefit: Your unarmed attacks deal normal, rather than subdual, damage. In addition, you can feint with your weapon then deliver a quick kick to a sensitive area or a similar dirty shot. If you make no other attacks you can also, as a full attack action, make a Bluff check opposed by your opponent's Sense Motive skill. If you succeed, you may deliver a single unarmed attack against him using your best base attack bonus that deals double normal damage. When grappling, you tear at your opponent's ears, bite his fingers, or pull his hair, dealing double normal damage.

Blinding Strike (Rogue)

Your mastery of underhanded, dishonourable tactics allows you to take temporarily blind your foe. You can either open a cut above his eye, causing blood to flow down into his eyes, or fling dirt into his face.

Prerequisite: Back Alley Brawler.
Benefit: You may use the full attack action to make an attack that blinds your foe. Make a single attack

Lugo paused, his senses on edge. It was a familiar tingle, and one which always translated into one word – Trouble! He regretted now his rather rash decision to humiliate the orc. True, this was a rough mining town – any place that allowed the orcish workforce to socialise within it was most certainly not for the genteel – but even orcs have friends.

These particular friends suddenly emerged out of the shadows, filling the alleyway behind the tavern. Lugo cursed himself for his unprofessionalism. You never cased an area just on spec. You planned it out. That was what made you a player, and not some backstreet chump. Except right now, that was exactly what he was. What's more, he was cut off. A good pair of nostrils could determine that right now.

'We owes you,' said one of the orcs, his brutish tongue struggling even to handle basic Common with any degree of comfort.

'Hey, fellers…' started Lugo, rather unconvincingly. In truth, his mind wasn't really on conversation at the minute. He was using his excellent night vision to see what they were carrying, and it was the first good news of the evening. No apparent weapons. He started a feral grin, the significance of which was missed by the five orcs.

Less than two minutes later Lugo, slightly the worse for wear, strolled back out onto the main drag, trying to control his rapid breathing, and studiously ignoring the wails and howling from behind him. He had never been able to fathom why some people, who placed such trust in steel, would not learn how to use their own bodies properly in a fight. He rubbed at his forehead, removing a smear of blood and what appeared in the gloom to be orc brain. *Bet he's never been butted like that before*, he thought. Well, he certainly wouldn't need to be again. Under his fingernails were traces of what was undoubtedly one or more eyeballs. One of his opponents would be forever blind now, and another would improve his looks with the required eye-patch.

Shame he hadn't had time to rob the bastards. Mind you, the two that had fled in panic would surely be back with more orcs than even he could handle. *Time to leave town, perhaps?*

'About time you got here,' said Horst, annoyed at having to spend so much time in such a mangy lock-up.

'I came as quick as I could,' replied the old watchman. 'Soon as I got your message, in fact.'

Horst's eyes narrowed, his sensitive nostrils picking out the perfumed aroma which wouldn't, on first inspection, appear to be the standard sort of fragrance for such as this.

'Honest,' added the watchman, aware of the uncomfortable silence.

'Mayhap next time you'll be a tad quicker, unless you'd like the whole city to know what it is you like to do with gnomes.'

'N-n-next time?' stuttered the panicked man, hoping that nobody else was about to overhear.

Horst smiled, pushing open the cell door. 'There's *always* a Next Time.'

using your best base attack bonus. If you hit, your opponent must make a Fortitude save (DC 10 + half your rogue class level) or be blinded for 1d4 rounds. This attack only works once per battle against a given foe. Only creatures that use sensory organs to see are vulnerable to this attack. Blinded creatures suffer a 50% miss chance in combat, move at half speed, and suffer a –4 penalty to any Strength and Dexterity based skills that rely on sight. In addition, anyone attacking a blind creature gains a +2 bonus to their attack rolls.

Clever Designer (Rogue)

You have a talent for producing traps that are hard to detect and difficult to disarm. When building traps, you know how to arrange the components in an optimal manner, either through experience or a natural sense of engineering design.

Prerequisite: Trapmaster
Benefit: When building a trap of any sort, including a simple trap as per the rules found on p81, increase either the Search DC or the Disable DC of it by +2.
Special: You may select this feat more than once, allowing you to add an additional +2 to either the Search or Disable DC of a trap every time this feat is taken.

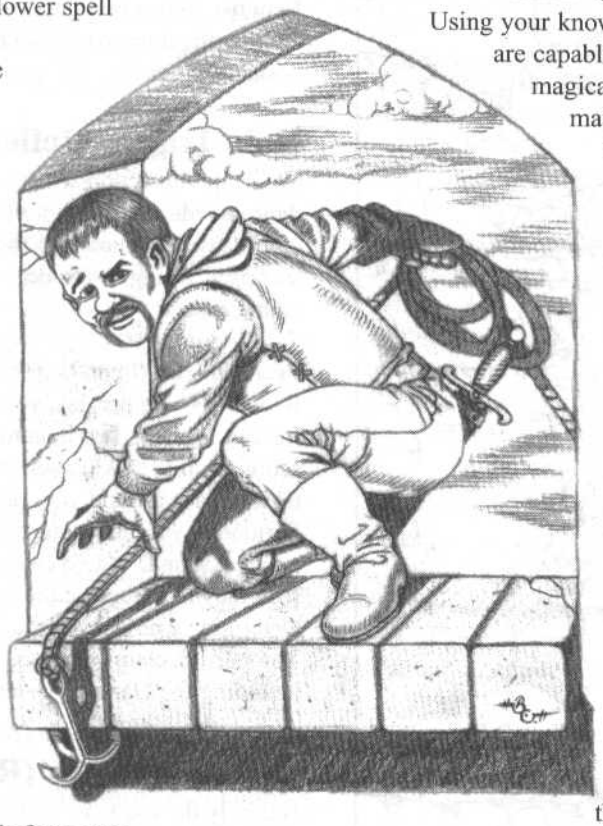
Contacts (Rogue)

You have friends in the right places. With a few words, you can get your hands on magic items, buy discounted healing from a temple or walk right of jail. Not only do you know people in power, but they also owe you several favours or are under your thumb via an extortion scheme.

Benefit: Select one of the general contact types listed below. You gain the benefits listed under that type when operating in your contact's home city or territory.
Fence: You know a merchant who deals in stolen goods. You can sell items you steal to him for their listed price, even unique items or those that would normally draw suspicion from dealers. You can also purchase any normal item at a 10% discount.
Law Enforcement: You have a few friends in the local legal system, allowing you to easily skirt the law. You do not need to pay any fines of less than 100 gp and never serve jail time for crimes short of murder or rape. The local guard still brings you into custody if they catch you, but in 4d6 hours of captivity your contact arranges for your release.
Temple: You have done a few special jobs for a local church, gaining the

favour of the priesthood. Once a month, the temple casts a 3rd-level or lower spell on your behalf for free. In addition, you may purchase other spells from them at a 10% discount. The priests do not adventure with you and do not leave the city or venture into dangerous areas, such as dungeons, to fulfil their debt.

Wizards' Guild: You are on friendly terms with the leadership of a local wizards' guild or arcane academy. Once per month, you may ask them to cast a spell of up to 3rd-level on your behalf for free. You may also purchase other spells, potions and scrolls from the guild at a 10% discount.



Special: You may select this feat more than once, every time gaining either a different type of contact or a contact in a different town or city. Your Games Master will provide information on your contacts, such as their names and the circumstances surrounding their relationship to you.

Contemptible Target (General)

You appear weak and puny, causing opponents to ignore you in combat, as they assume you lack the strength or skill to pose a threat. Often, enemies attack your allies whilst paying you no mind, allowing you to move into position to demonstrate how deadly you really are.

Prerequisite: Low Key, maximum Str 13+.
Benefit: Until you attack or cast a spell in combat, your enemies ignore you as long as a different opponent stands within their threatened area. This does not allow you to gain sneak attacks against them unless you are hidden or otherwise have the opportunity to use that ability. Your foes are aware of your presence but simply give other targets a higher priority. As soon as you attack, you lose the benefit of this feat. Enemies that have previously seen you fight are immune to this feat, as are their allies who are warned of your true skill.

Craft Matrix (Rogue)

Using your knowledge of magical devices, you are capable of crafting physical vessels for magical energy. These items, known as matrices, are highly unstable creations often used to incorporate spells into mechanical traps.

Prerequisite: Use Magic Device skill.
Benefit: You may create spell matrices, as described on p86, without possessing the ability to cast spells.
Normal: You must have the Craft Wondrous Item feat to build a spell matrix.

Devious Alchemy (Rogue)

You know how to get the most out of your reagents, allowing you to mix together common ingredients to produce mixtures that replace expensive or rare components of poisons.

Prerequisite: Poison Craftsman.
Benefit: When creating a custom poison as per the poison creation rules on p72, you deduct 10% from the poison's final price.

Expert Climber (General)

You are an accomplished climber and athlete. What others see as an imposing obstacle, you see as a challenge. Your skill comes either from days spent scaling mountain peaks or the sides of buildings in a sprawling metropolis.

Prerequisite: Dex 15+.
Benefit: You gain a +2 bonus to all Balance and Climb checks. In addition, you gain a +2 bonus to Rope Use checks, such as those used to make a rope ladder or to tie knots into a line, making it easier to climb.

Eye for Quality (General)

You quickly judge the value of items, drawing on your experience in assessing the quality of goods. This also grants you insight into making believable fakes.

Prerequisite: Wis 15+.
Benefit: You gain a +2 bonus to all Appraise and Forgery skill checks.

Guildmaster (Rogue)

You not only have the charisma necessary to attract followers, but also have the talent for organising and leading others.

Prerequisite: Leadership, level 10 or higher.
Benefit: You gain more followers. You gain twice the followers granted by the Leadership feat. In addition, you gain a second cohort of a level equal to your current cohort's level minus two. You also gain control of an organisation that you create with this feat. Use the guidelines outlined on p92 to generate your group.

Fiendish Designer (Rogue)

Your traps inflict more damage than normal. As an expert trapmaker, you know the best methods for producing spikes, blades and other wounding mechanisms normally found on traps.

Prerequisite: Clever Designer.
Benefit: When building a simple trap as per the rules on p81, the traps you build deal an additional +2 points of damage per die. Pit traps do not gain this bonus.

Hair Trigger Reflexes (General)

You leap into action whilst others are still reaching for their swords. In combat, you always react first and often leave enemies who thought they had you surprised struggling to deal with your unexpected counterattack.

Prerequisite: Improved Initiative, Dex 15+.
Benefit: Once per day, you do not roll for initiative. Instead, use this feat to automatically gain an initiative score equal to 1 + the current highest score in a combat taking place around you. Even if you are caught flatfooted, you may activate this ability to act during a surprise round. If two characters attempt to use this feat, they both receive the new initiative score. Determine who goes first as normal for tied initiatives. You must declare your use of this feat before anyone, including the Games Master, rolls initiative.

Lightning Grab (Rogue)

Not only do you react faster than others, but you quickly scan a situation and make a rapid move to grab an item out of another's hand, belt or backpack.

Prerequisite: Improved Initiative, Dex 15+.
Benefit: You may take an item from any flatfooted opponent within 5 feet with a successful Pick Pockets check opposed by your opponent's Reflex save. You may take any item that you could normally carry, and may grab anything you can see on your opponent. For example, you could take a dagger from an orc's belt sheath, but you could not grab the weapon if the orc had it out of sight in his belt pouch. Any item that could be freely picked up, without undoing buckles or knots, is vulnerable to this feat.

Low Key (General)

You are the kind of person others tend to overlook. You easily blend into crowds and often have trouble gaining the attention of waiters in taverns or restaurants. You lack any eye-catching traits, and have the typical height, weight, hair colour and skin tone for your race.

Benefit: You gain a +2 bonus to all Disguise and Hide checks. You look so plain and normal that others tend to simply overlook your presence.
Special: You may only take this feat at 1st level.

Painful Strike (Rogue)

You know how to hit where it counts. When making an attack, you aim your blows to hit sensitive areas, causing tremendous pain in your target.

Prerequisite: Back Alley Brawler, base attack bonus +3.
Benefit: As a full attack action, you may make one attack at your best base attack bonus. If you hit, your opponent must make a Fortitude save (DC 10 + half your level) or be partially overcome with terrible pain. Your foe receives a –2 circumstance penalty to all attacks, skill checks, saves, and damage rolls until your next action.

Poison Craftsman (General)

You are an experienced crafter of venom and other lethal chemicals. You have a vast knowledge of the ingredients and methods used to produce poisons. With your experience in working with dangerous chemicals, you know how to properly protect yourself from exposure while handling them.

Prerequisite: Craft (poisons) skill.
Benefit: You gain a +4 bonus to all Craft (poisons) checks made to create poisons. You also never poison yourself when working to produce a venom, no matter what the result of your skill check. This feat works in conjunction with the poison rules presented on p72.

Poison Reaper (General)

Many times in the course of developing a new poison you have ventured out into the wilderness to collect natural venom from spiders, lizards and other dangerous creatures. You know how to extract poison from a monster and use it on your weapons.

Prerequisite: Poison Craftsman.
Benefit: You can extract one dose of poison from a dead animal, beast or vermin that uses venom. The creature may not have been dead for more than 24 hours, and it takes one hour of work to extract poison from the corpse. Make a Craft (posions) check (DC 20) to determine if you succeed in removing the poison. If successful, you gain one dose of injury poison from the creature's venom sacs or similar organs. The poison functions exactly as per the creature's venom, though its save DC is decreased by 2d4 as the process of removing the poison and exposure to air leaves it less potent than normal.

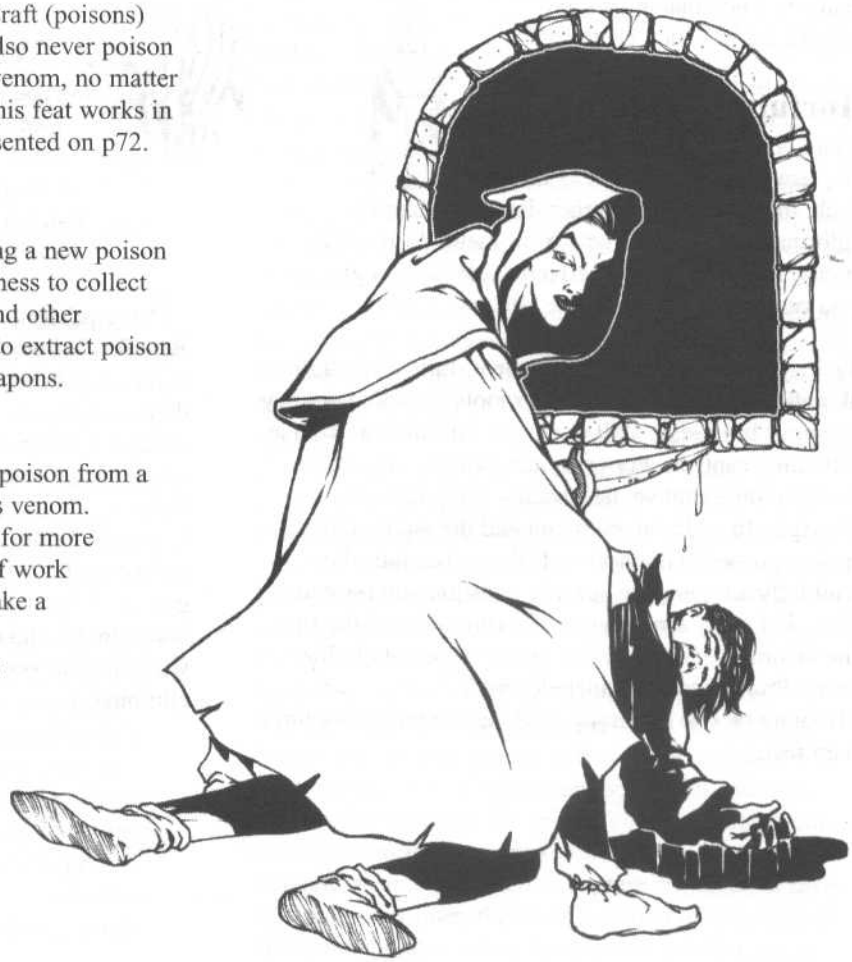
Riposte (General)

Your finely honed reflexes and cool nerves in combat allow you to swiftly respond to attacks. You quickly turn your defence into attack, battering aside your opponent's weapon and striking at him with your own.

Prerequisite: Improved Initiative, base attack bonus +3.
Benefit: Once per combat, you may strike an opponent who has just made a melee attack against you. After resolving your foe's action, you may make a single melee attack at your highest base attack bonus. You may take no other action aside from the single melee attack, not even a 5-foot adjustment movement. On your next action, you may act normally.

Speedy Trapper (Rogue)

You are an expert at using improvised tools and materials to build simple traps. Mechanisms such as tripwires and pit stakes that take others hours to produce require only a fraction of your time. You work swiftly but produce excellent results.



Prerequisite: Clever Designer.
Benefit: When building a simple trap using the rules given on p81, you take only one-half the normal time to produce a complete trap.

Splintering Strike (Rogue)

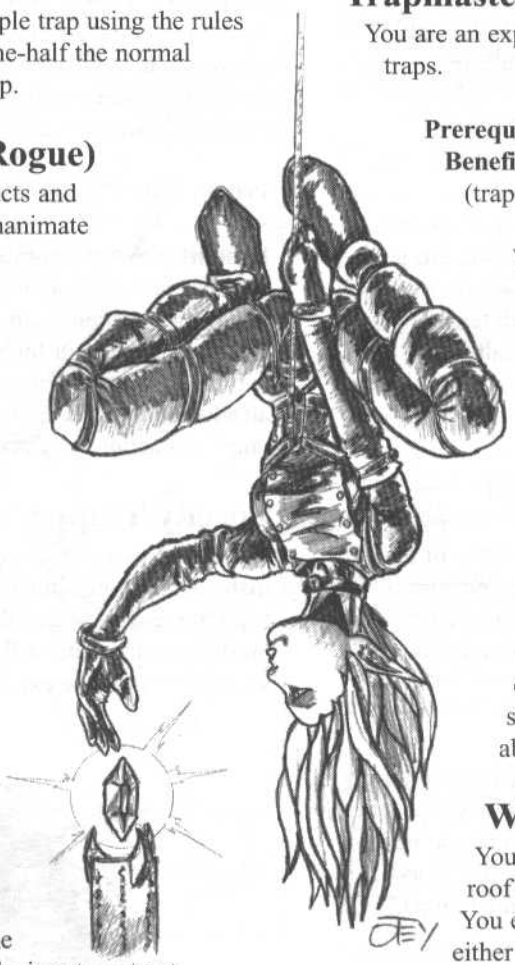
You have fought many constructs and other creatures composed of inanimate material. You have an eye for picking out structural weaknesses in their bodies and hitting them with devastating attacks. With one careful swing of your blade you widen a crack in a stone golem's torso or sunder an animated object.

Prerequisite: Base attack bonus +3.
Benefit: You may make sneak attacks against constructs. In addition, you deal an additional +2d6 damage when making sneak attacks against such creatures.

Torturer (General)

You know how to use various implements of pain, such as the rack, thumbscrews and other devices to extract information from captives. Your methods are rarely pretty, but they are quite effective. With enough time, you can make almost anyone talk.

Prerequisite: Non-good alignment, Intimidate skill.
Benefit: If you have the proper tools at hand, you may use your Intimidate skill to extract information from an unwilling captive. For every ten minutes you spend working on a captive, he sustains 1d6 points of damage. In addition, both you and the victim must make opposed Will checks. If the victim fails, he truthfully answers one specific question you pose to him. For every ten minutes of torture beyond the first, the victim sustains a –2 circumstance penalty to his save. Proper tools can include anything from an elaborate rack to a burning torch applied to the victim's bare feet.



Trapmaster (Rogue)

You are an expert at both building and disarming traps.

Prerequisite: Dex 15+.
Benefit: You gain a +2 bonus to all Craft (trapmaking) and Disable Device checks.

Wounding Strike (Rogue)

Your sneak attacks not only injure but also cripple and leave opponents vulnerable.

Prerequisite: *Crippling strike*.
Benefit: When you damage an opponent with a sneak attack, you also deal an additional 1d2 points of damage to a either your opponent's Strength, Dexterity or Constitution ability score. Ability points lost to damage return on their own at the rate of one point per day. This feat does not stack with the *crippling strike* special ability.

Wall Fighter (Rogue)

You often scale cliffs or scramble up to the roof of a building while under enemy fire. You excel at both climbing and fighting, either due to your natural agility or extensive training. While others are sitting ducks while climbing, you are an elusive target.

Prerequisite: Expert Climber.
Benefit: While climbing, you gain your Dexterity bonus to your AC. Furthermore, those attacking you do not receive the standard +2 bonus to hit. If you choose to climb more quickly than normal, as per the accelerated climbing rules, you lose the benefits of this feat.
Normal: While climbing, you count as stunned for purposes of attacks made against you. Your enemies gain a +2 bonus to hit, and you lose your Dexterity bonus to AC and may not use a shield. Note that even with this feat you still cannot use a shield while climbing.

Tools of the Trade

While most rogues rely on their wits and agility to escape most dangerous situations, the right tool at the right time can spell the difference between life and death. Many of the rogue skills, such as Climb, Disable Device and Open Lock, benefit from the use of highly specialised devices. Even simple items such as a coil of rope or a set of pitons can help a rogue successfully use his skills.

Weapons

Most rogues view combat as a last resort option. The entire point of sneaking past the guards is to avoid fighting them, while a diplomat or spy would much rather talk than hack his way past danger. Rogues' sneak attack ability makes them ideal supporting fighters, darting in to flank enemies already engaged by fighters, barbarians and other characters skilled at arms. Rogue-specific weapons focus on stealth and augmenting the rogue's role as a sidekick in combat.

All rogue characters automatically gain proficiency with these armaments except for those marked as exotic weapons.

Blowgun: A long, hollow tube designed to fire poisoned needles, the blowgun is a favoured weapon amongst assassins and rogues who often employ toxins. While a blowgun's needles deal only 1 point of damage on a hit, they can deliver injury and contact poisons. The needles deal no damage and cannot poison a target with a +1 or greater armour bonus or a natural armour bonus of at least +3. The blowgun counts as an exotic weapon.

Club, Padded: An ideal weapon for the rogue who needs to take someone alive, the padded club is a stout oaken cudgel wrapped with a thick, woollen covering. The padded club deals subdual rather than standard damage.

Crossbow, Sniper's: A crossbow specifically designed to boost the ability of a rogue to deliver a punishing sneak attack at long range, the sniper's crossbow incorporates a stock-mounted telescope and simple targeting sight that allows a rogue to zero in on an opponent's vital points from a long distance. When using the sniper's crossbow, a rogue may make sneak attacks from up to 120 ft. away from his target. A sniper's crossbow is an exotic weapon. A character without proficiency with this weapon may use it as a normal light crossbow, gaining no benefit from the scope.

Dagger, Assassin's: This broad-bladed dagger is designed to inflict, vicious gaping wounds that are difficult to mend. While this dagger deals less damage than a normal dagger, it has a better chance of dealing a critical strike.

Dagger, Hollow Pommel: The handle of this dagger is actually a secret carrying case. On most versions, the pommel's bottom portion screws off to reveal the handle's hollow centre, though in some versions (particularly those created in areas where this dagger is common) the blade twists off. Hollow pommel daggers often carry messages, narcotics, thieves' tools, and other small, light items. Detecting the secret compartment requires a successful Search check (DC 15; DC 20 for versions with removable blades). If the searcher is familiar with this type of weapon and specifically looks for the compartment, he gains a +5 competence bonus to his check.

Dagger, Sap Pommel: A popular weapon with thieves who like to brawl without dealing life-threatening injuries, the sap pommel dagger incorporates a heavy, one-inch diameter bludgeon at the dagger's pommel end. In combat, the bladed end may be used as a normal dagger or the blunt end can be used as a sap.

Dagger, Spring-Loaded: This peculiar item is notable not for the dagger itself but its carefully crafted sheath. A spring-loaded dagger is kept in a slender, leather sheath meant to be strapped to the wrist. When the user twists his hand in a particular way, the dagger pops from its sheath to the user's hand. To successfully draw this weapon, the user must make a Dexterity check (DC 10). On a success, he draws the dagger as a free action and may immediately attack with it, possibly catching his opponent flat-footed, if the GM rules the target did not expect an attack. Otherwise, the user fumbles with the dagger and must follow the standard rules for drawing the weapon. A character with the Quick Draw feat does not need to make a Dexterity check to properly use a spring-loaded dagger.

Knuckleduster: A knuckleduster is a spiked leather strap worn across the knuckles that makes the wearer's punches much deadlier. Fighting with knuckledusters count as an unarmed attack, though they deal normal rather than subdual damage.

Gauntlets, Clawed: These armoured gloves end in long, sharpened spikes designed to aid in climbing. When used in conjunction with a Climb check, the gauntlets grant a +1 equipment bonus. In addition, most rogues sharpen the spikes' edges, making them effective slashing weapons.

Lariat: Commonly used to capture criminals or take opponents prisoner, the lariat is a loop of rope tossed over an opponent. Once the rope is around a foe, a

Simple Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Club, Padded	Medium	1 gp	1d6(S)	X2	-	4 lb.	Bludgeoning
Dagger, Assassin's	Tiny	4 gp	1d3	X4	-	1 lb.	Piercing
Dagger, Hollow Pommel	Tiny	20 gp	1d4	19-20/x2	-	1 lb.	Piercing
Knuckleduster	Tiny	5 sp	1d3	X2	-	1 lb.	Piercing

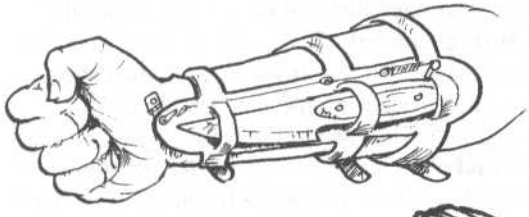
Martial Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Dagger, Sap Pommel	Small	1 gp	1d4 or 1d6(S)	X2	-	3 lb.	Piercing or Bludgeoning
Dagger, Spring-Loaded	Tiny	30 gp	1d4	19-20/x2	10 ft.	2 lb.	Slashing
Gauntlets, Clawed	Tiny	2 gp	1d4	X3	-	3 lb.	Piercing

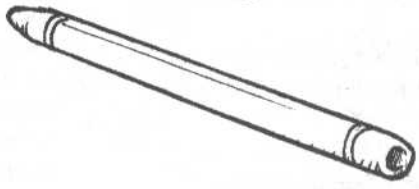
Exotic Weapons - Ranged

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Blowgun	Medium	10 gp	1	X2	10 ft.	2 lb.	Piercing
Blowgun Needle	Fine	1 sp	-	-	-	-	-
Crossbow, Sniper's	Medium	350 gp	1d8	19-20/x2	80 ft.	7 lb.	Piercing
Lariat	Medium	1 gp	-	-	-	8 lb.	-

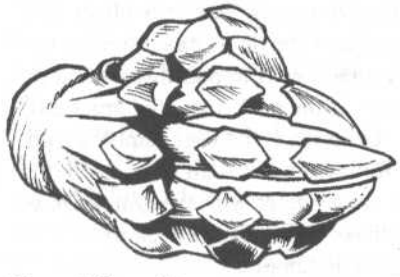
Spring-Loaded Dagger



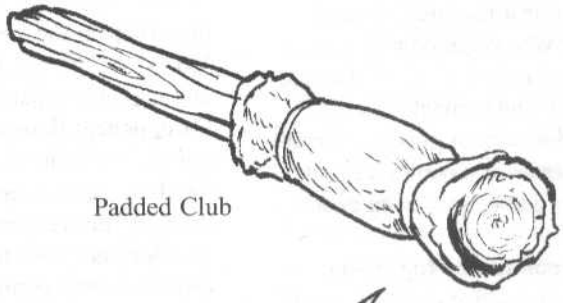
Blowgun



Lariat



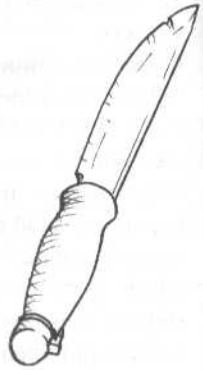
Padded Club

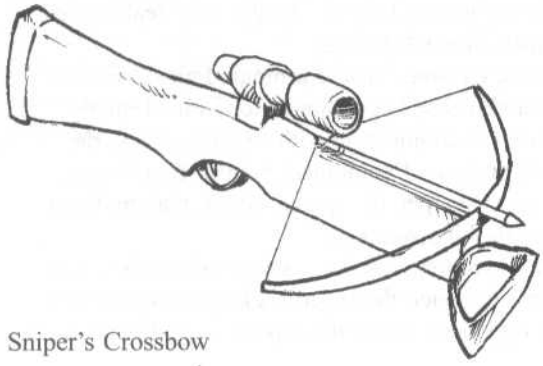


Clawed Gauntlet

Sap-Pommel Dagger

Hollow Pommel Dagger





Assassin's Dagger

Sniper's Crossbow

knot tied into it allows the user to yank the loop tight around his enemy. A lariat may be cast at an opponent up to 10 ft. away. If the attacker hits with a ranged touch attack, the defender is caught tight in the rope. He suffers –2 to all attack rolls and a –4 penalty to Dexterity. In addition, he cannot cast any spells with a somatic component. The lariat has 5 hit points and can be burst with a Strength check taken as a full-round action (DC 25). The target suffers the above penalties as long as the attacker uses a move-equivalent action each round to maintain the lariat's grip. If the attacker lets the line go loose, the defender may automatically shake loose of the lariat with a move-equivalent action. A lariat user can pull a trapped target prone by beating the defender in an opposed Strength check. A lariat is only effective against Small or Medium-size targets. If the attacker misses with his lariat, he may use a move-equivalent action to pull the lariat back in order to use it again. The lariat counts as an exotic weapon.

Armour

While a thick steel plate or a stout wooden shield can spell the difference between a sword blade through the ribs and a glancing blow, most rogues scorn armour because of its great weight and bulk. Speed and manoeuvrability are a rogue's two best defences. Still, few rogues completely ignore the protection offered by armour. As befits a class known for its quick wits, some rogues have developed armour that serves several uses beyond simple protection.

Footpad's Vest: This simple leather vest provides minimal protection, yet it is an invaluable tool for any rogue who faces the prospect of arrest and imprisonment. A set of thieves' tools is sewn into the vest, requiring a Search check (DC 25) to detect them. A rogue may use a full-round action to tear open the vest and retrieve the tools. The footpad's vest may be worn in conjunction with any light armour.

Leather Armour: Leather armour constructed from the hide of a bizarre or magical beast can provide protective qualities derived from the creature's inherent talents. Any of the following versions of leather armour, with the exception of rust monster leather, can be upgraded to studded leather by increasing the price by 15 gp and weight by 5 lb. Studded leather provides an additional +1 armour bonus but increases the armour check penalty by –1.

Leather Armour, Displacer Beast: A displacer beast's hide grants bizarre, light-bending qualities that make it difficult to determine the wearer's location. This armour grants a 10% miss chance to all attacks against the wearer and a +1 circumstance bonus to Hide checks.

Leather Armour, Digester: This hide retains the digester's acid-resistant qualities. Its wearer gains Acid Resistance 10.

Leather Armour, Gargoyle: The thick, stony skin of a gargoyle produces bulky armour that limits its wearer's movement and agility but serves as excellent camouflage in subterranean settings. Its wearer gains a +4 circumstance bonus to Hide checks in subterranean, mountainous and rocky terrain.

'What's you goin' to do with that straw then, elf?' snarled the guard contemptuously. Ervyn of Karl, although a master of his trade, didn't look up to much on the surface.

Now though he smiled, raising the small tube to his lips. With a massive inflation of his normally scrawny cheeks, he blew. It hit the guard in the neck…and did nothing.

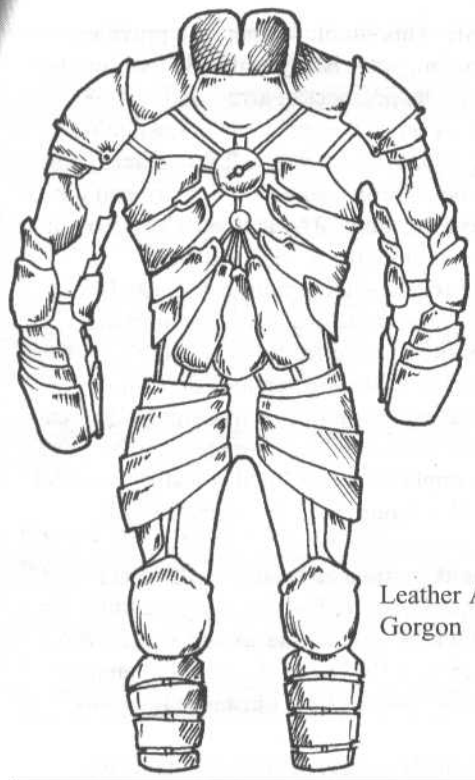
The guard swatted the small barb away, cursing, but more in annoyance than pain. 'You little turd! I'll cut you for that!'

'Have to catch me first, lard-guts!' shouted Ervyn, turning on his heel.

The guard snarled again, but this time with a strong hint of satisfaction. The elf was loaded down with all sorts of contraptions, and his own leather armour and short sword encumbered him not at all. This would be fun.

Within a hundred yards the guard felt a bit more out of breath than might have reasonably been expected. He certainly wouldn't have been expecting to vomit white foam thirty seconds later. Looking up, he saw the elf standing a few yards away, hands casually on hips, a playful grin on his face. The guard, however, could not maintain his own stance and dropped to his knees torn between clutching at his throat and catching his eyeballs which had seemingly just melted in their sockets and departed of their own accord.

Ervyn stepped over the still-living corpse, not even bothering to look down. This was work, not pleasure.



Leather Armour, Gorgon

Leather Armour, Gorgon: A gorgon's steely hide produces stout but flexible armour. In addition, it grants its wearer a +2 circumstance bonus to all saves against petrifying attacks.

Leather Armour, Hell Hound: Leather armour crafted from a hell hound's hide grants its wearer resistance to fire attacks but leaves him vulnerable to cold-based ones. Hell hound leather grants Fire Resistance 10 but incurs a –2 circumstance penalty to saves against cold attacks.

Leather Armour, Rust Monster: While extremely difficult to harvest and use, rust monster hides produce armour that renders many weapons useless. A non-magical metal weapon used to deal damage to the wearer has a 10% chance of crumbling into rust.

Leather Armour, Troglodyte: Much like chameleons, troglodytes can change their coloration to better blend in with their environment. Cured troglodyte hide

Armour Table

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Light Armour								
Footpad's Vest Leather,	60 gp	-	-	-	-	30 ft.	20 ft.	2 lb.
Displacer Beast Leather,	12,000 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Digester Leather,	8,000 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Gargoyle Leather,	1,400 gp	+4	+4	-2	20%	30 ft.	20 ft.	30 lb.
Gorgon Leather,	2,500 gp	+5	+6	0	10%	30 ft.	20 ft.	20 lb.
Hell Hound Leather,	9,200 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Rust Monster Leather,	13,500 gp	+1	+6	0	10%	30 ft.	20 ft.	10 lb.
Troglodyte	1,200 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Medium Armour								
Robe, Armoured	55 gp	+3	+3	-4	25%	20 ft.	15 ft.	30 lb.
Heavy Armour								
Quick-Change Plate	950 gp	+5	+0	-8	20%	20 ft.	15 ft.	55 lb.
Extras								
Padding	+50 gp	0	-1	-2/+2	+5%	-	-	+5 lb.

retains some of these characteristics, granting its wearer a +2 circumstance bonus to Hide checks.

Padding: By inserting padded cloth between a suit of armour's joints or adding strips of cloth beneath the metallic edges of armour scales or links, an armoursmith can decrease the jingling and metallic clanks that betray an armoured rogue attempting to sneak his way past an enemy. Padding can be added to any medium or heavy armour. It increases the armour's check penalty for all skills except Move Silently by –2. Padded armour grants a +2 circumstance bonus to all Move Silently checks.

Robe, Armoured: This mundane-looking garment appears as the typical robe worn by a wizard, priest, or other scholar. Small metal plates and thick leather padding sewn into the inner side of the robe provide protection without drawing undue attention to the wearer. Unfortunately, armoured robes are both bulky and heavy, limiting the wearer's agility and speed.

Quick-Change Plate: Invented by a gnome spy who often went undercover in heavily patrolled fortresses, quick-change plate is a suit of half-plate armour designed to quickly drop off its wearer with the pull of a single pin. Quick-change plate is specially designed to give its wearer plenty of space, allowing him to wear his normal armour and carry his regular equipment within the armour. Thus, this item is very popular with rogues who must penetrate areas where heavily armoured guards and travellers are the norm. By pulling out a single pin that keeps a complex series of straps in place, the wearer drops the armour in a matter of seconds. Removing quick-change plate takes a full-round action. Donning the armour is a much more daunting process, as the intricate series of straps and joints that keep the armour assembled requires 10 minutes to properly assemble. Quick-change plate cannot be donned hastily, and aid from others does not speed up the process of assembling it.

Mundane Equipment

The 'mundane' equipment used by rogues is often anything but. Rogues like to use tools and items that enhance their skills and provide them with an unexpected edge in their adventures. Thus, many items favoured by them are complicated gadgets that often resemble magical items in their use and capabilities.

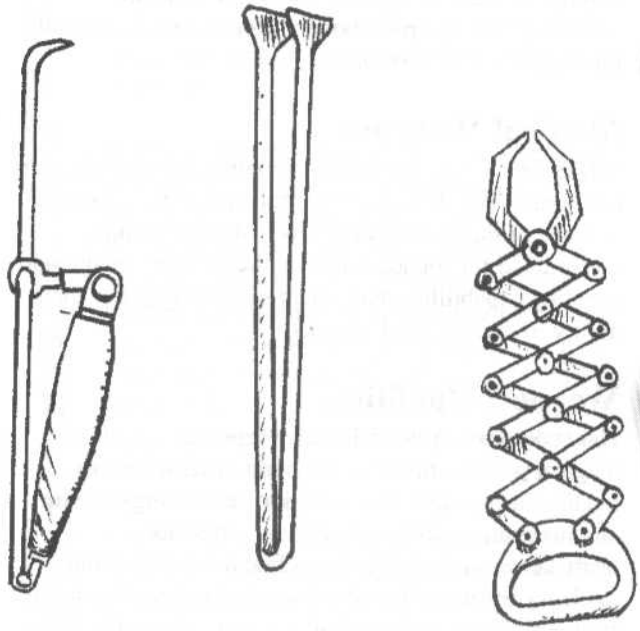
Acid: A simple vial of acid presents a multitude of uses for a rogue. Acid can quickly eat through rope, soften up metal, ruin a lock or serve as an impromptu weapon. Splashing a target with acid deals 1d6 damage. When used to destroy an object, acid ignores hardness and deals 1d6 damage per round for 1d4 rounds.

Camouflage Makeup: A simple layer of paint or a properly administered dye can change a simple set of clothing or armour into a disguise suitable for use in wild terrain. Camouflage makeup can be applied to a suit of armour, a set of clothes or even directly to a character's face, hands and other exposed parts. Applying makeup requires 10 minutes of work and a Disguise check (DC 15). If successful, the makeup grants a +1 circumstance bonus to all Hide checks for 1d4 hours, after which the makeup becomes smeared and useless.

Flash Powder: This item is a small packet of gunpowder that produces a bright, smoky, but otherwise harmless explosion when detonated. After using flash powder, you may immediately attempt a Hide check without penalty. The light and smoke from the flash powder distracts your opponents, giving you the opportunity to use your skill as if you had successfully used Bluff to hide in plain sight.

Lock Glass: This item combines a simple magnifying lens with an alchemical item that generates light. The lock glass is a magnifying glass fitting with a long, narrow extension ringed with a substance similar to that used in sunrods. A rogue simply rubs the narrow tip of the lock glass to cause it to spring to light. It can then be inserted into a lock or other mechanical apparatus, allowing the rogue to peek through the lens and inspect the lock's inner workings. If a characters spends 1 minute inspecting a lock with this device, he gains a +2 competence bonus to any Disable Device, Open Lock or Search check involving that particular lock. The illumination portion of the lock glass can be used 10 times before it must be replaced. Each use lasts 1 minute, and a replacement costs 5 gp.

Lock Picks, Long Stemmed: Similar to standard thieves' tools, these picks have long handles, allowing a



rogue to attempt to pick a lock or disable a trap from up to 5 ft. away. While this may allow a rogue to avoid the effects of a triggered trap, the long stemmed picks are rather difficult to use with the same precision as a standard set of lock picks, imparting a –4 circumstance penalty to Open Lock and Disable Device checks.

Shock Freeze: Shock freeze is an alchemical concoction that causes a tremendous drop in temperature when exposed to air. Normally kept in small, one use pouches, shock freeze can be sprayed on an opponent as a ranged touch attack with a maximum range of 10 ft. that deals 1d10 points of damage. In addition, it can be used to shatter metal, as the temperature change caused by shock freeze leaves metal brittle. Metal exposed to shock freeze loses the benefits of its hardness rating for 1d6 rounds after exposure to.

Equipment Table

Item	Cost	Weight
Acid (vial)	5 gp	-
Camouflage Makeup	10 gp	1 lb.
Flash Powder (packet)	40 gp	-
Lock Glass	1,500 gp	2 lb.
Lock Picks, Long Stemmed	100 gp	-
Shock Freeze	50 gp	1 lb.

Magical Items

While most rogues lack access to magical spells, many of them have the money and connections necessary to commission custom-crafted items. Over time, the more popular of these designs have become standard creations used by spies, bounty hunters, explorers and thieves across the world.

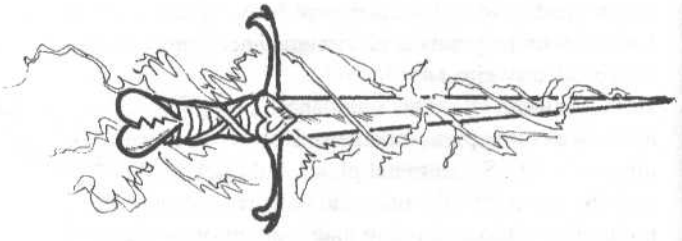
Magical Weapons

While few rogues specialise in combat, most of them at one time or another have been forced to lift a sword in defence of themselves or others. Magical weapons constructed for rogues usually enhance their stealth and scouting capabilities, but others serve to improve their ability to deliver sneak attacks.

Weapon Qualities

Heartskewer: A heartskewer weapon pulses with magical power, almost as if a heart beats within its blade. The weapon is attracted to critical organs with an unnerving, relentless energy. A sheathed heartskewer blade left to hang free has a disturbing tendency to swing its point towards the nearest passing stranger's heart, while in battle it helps direct the user's blows to critical points of his opponent's anatomy. A heartskewer weapon grants its wielder the ability to sneak attack for +2d6 damage. A character that already has the sneak attack ability adds 2d6 to his sneak attack damage.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *keen edge*; *Market Price:* +3 bonus.

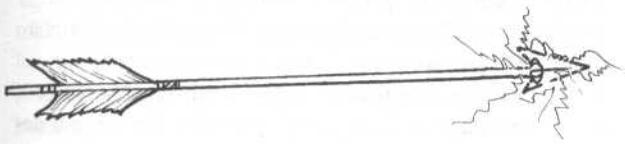


Ring Weapon: A common magical weapon amongst assassins, the ring weapon can transform into a plain, golden ring, allowing a rogue to easily smuggle it past guards or into a secure facility. Furthermore, while in ring form the weapon does not emit a magical aura, making it proof against detection spells such as *detect magic*. Shifting a weapon to ring form or back requires a move-equivalent action, allowing the wielder of this weapon to shift it from ring to weapon form and attack in the same round.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armour, Forge Ring, *nondetection*, *polymorph any object*; *Market Price:* +3 bonus.

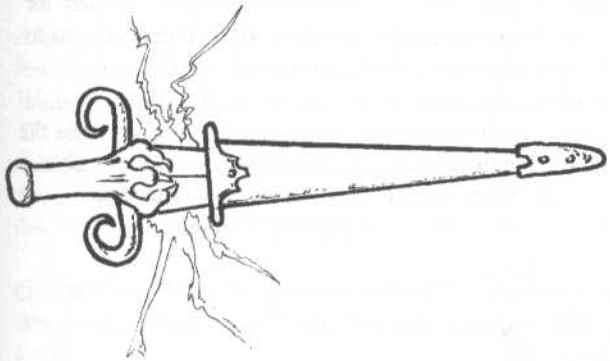
Seeker: This quality may be applied to any thrown weapon or to ammunition such as arrows or bolts. Seeker weapons function much like any other magical ranged weapon when first fired or thrown. If a seeker weapon misses its mark, its true magical capabilities become apparent. A seeker weapon that misses curls back to attack its target again, attacking once each round until it hits or its target moves beyond the weapon's maximum range from its user's position. The weapon's attack is modified only by its magical bonus and any modifiers that apply to the target, such as cover or concealment. Range modifiers do not apply to this attack, though as noted above if the distance between the wielder and his target increases above the weapon's maximum range, the seeker missile settles to the ground.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *fly, true strike*; *Market Price:* +2 bonus.



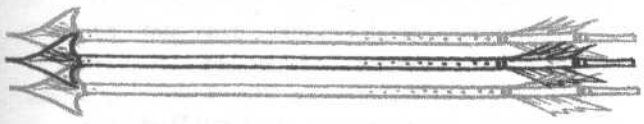
Stealth: A favoured weapon feature amongst assassins and scouts, stealth weapons emit a continuous zone of total silence in a 5 ft. radius when unsheathed. This silence operates as per the spell *silence* but with the area of effect described here rather than that of the spell. Stealth weapons serve not only to disrupt spellcasters, but to cover the sounds of attacks or murders.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armour, *silence*; *Market Price:* +4 bonus.



Swarming: A quality that may only be applied to thrown weapons or ammunition such as arrows or bolts, swarming weapons split into three separate weapons when thrown or fired. Roll to hit separately for each missile, counting all modifiers and using the base attack bonus that applied to the initial shot. Check only once to see if an enchanted piece of ammunition survives being fired. If any of the three missiles hits, this item counts as hitting its target for purposes of determining if the ammunition remains intact.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armour, *minor creation, mirror image*; *Market Price:* +3.



Specific Weapons

Nightblade: An enchanted longsword with a blade of pitch-black metal, the *nightblade* is bathed in a corona of flickering, ebon flames. Supposedly forged by a master wizard-thief who returned from beyond the grave as a shadow, this weapon exhibits several properties that make it very powerful in the hands of a rogue. First, the inky flames that wreath the blade may flow from it to engulf the wielder, granting him a +10 circumstance bonus to Hide checks for 10 rounds, usable three times per day. Second, the weapon can emit a charged pulse of searing black flame, engulfing a single target for 5d4 points of fire damage as a ranged touch attack once per day. Finally, the *nightblade's* wielder can cast *ethereal jaunt* as a 13th-level wizard once per day. In combat, the *nightblade* functions as a +3 magical weapon.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armour, *darkness, ethereal jaunt, flame arrow*; *Market Price:* 132,000 gp.

Staff of Springing: This enchanted quarterstaff is made from resilient, highly flexible wood. When planted firmly into the ground, the staff collapses down to a third its length before popping back to its full length and vaulting its user into the air. When used in conjunction with a Jump skill check, the staff allows its wielder to ignore the maximum jumping distance based on his height. When used in combat, the *staff of springing* strikes as a +1 weapon.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armour, *jump, levitate*; *Market Price:* 8,600 gp.

Whisper Arrow: These arrows are commonly used by thieves' guilds, informants, and other people and organisations who deal in information as a commodity. This arrow delivers a message to the first person who touches it after it has been fired from a bow. The archer must whisper a message of up to 30 words as he draws the bowstring back to fire the arrow. After the arrow lands, the first person to touch the arrow hears the message repeated in his mind in a dull, hollow tone, making it impossible to guess the message's sender by his voice. Note that if the arrow strikes a living target, that target hears the message as the arrow strikes him. If the arrow wound knocks

him to below 0 hit points, the victim hears the message immediately if and when he returns to consciousness.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *message*; *Market Price:* 132 gp.

Potions

Potion of Ink Black: This potion usually appears as a thick, black, viscous fluid. When ingested, the potion changes the drinker's skin and equipment to an inky, black colour for 30 minutes, making him almost impossible to spot in the dark. In low-light conditions, the drinker gains a +20 circumstance bonus to Hide checks. In any other condition, he gains a +10 circumstance bonus. In addition, the user's features are so obscured that he is impossible to identify without magical means such as *true seeing*.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *darkness*; *Market Price:* 250 gp.

Potion of Liquid Form: When drunk, this potion transforms its user into a pillar of thick, silvery liquid that can flow through cracks, beneath doors, or down small pipes or holes. The drinker may move at his normal walking rate. Note that while he can breathe normally in this form, he does not gain the ability to breathe underwater. The user may return to his normal form and switch back to his liquid one as often as necessary during the potion's one hour duration.

Caster Level: 11th; *Prerequisites:* Brew Potion, *control water, gaseous form*; *Market Price:* 750 gp.

Potion of Treasure Finding: Upon downing this potion, the user gains the ability to smell silver, copper, gold, jewels and other valuable items. The drinker can determine the location of each valuable item or treasure trove within 120 ft. of his current position by his sense of smell, though if a treasure lies in an area that he has not explored or previously entered he only becomes aware of the treasure's presence in that general direction. Furthermore, judging from each treasure's odour, he can determine their relative values. This effect lasts for 30 minutes.

Caster Level: 5th; *Prerequisites:* Brew Potion, *clairaudience/clairvoyance*; *Market Price:* 350 gp.

Wondrous Items

Gliding Stick: This versatile magic item is a treasured tool of second-storey men and anyone else who routinely works at great heights. The *gliding stick* is a plain, two-foot long wooden rod that has several powers. It can cast *feather fall* as a 5th-level sorcerer on command, *levitate* as a 5th-level sorcerer three times per day, and *fly* as a 5th-level sorcerer once per day. Each of these powers has a separate command word that must be spoken to activate the power.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *feather fall, fly, levitate*; *Market Price:* 19,800 gp.

Infinite Ladder: This item appears as a three-inch tall, miniature wooden ladder. Once per day when its command word is spoken, the ladder grows to normal size and attains a height chosen by its user, with a maximum of 200 ft. The ladder maintains this size for up to 30 minutes, after which it immediately returns to its miniature size. If the command word is spoken while the ladder is in its giant form, it immediately shrinks back to normal. Note that if the user grasps the ladder when speaking the command word to shrink it, it shrinks down into his hand, allowing the user to recover the ladder after scaling its height.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *enlarge, reduce*; *Market Price:* 5,400 gp.

Thieves' Tools of Speed: These elegantly crafted thieves' tools are imbued with a powerful enchantment that grants the thief or locksmith using them incredibe speed and dexterity when using the Open Lock and Disable Device skills. The user may make Open Lock and Disable Device attempts that require one round as a free action, while checks that require more than one round take only half the necessary time. In addition, these tools grant a +4 competence bonus to both Open Lock and Disable Device checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *haste*; *Market Price:* 1,320 gp.

Tools of the Master Thief: Cast in adamant and forged by a master wizard, these tools grant a +10 competence bonus to all Disable Device and Open Lock checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *cat's grace*; *Market Price:* 4,000 gp.

Locks

Magical locks are a bane and a blessing for rogues. Those that specialise in slipping into secure areas and making off with treasure and other valuables have a healthy fear of these items, as their presence can often single-handedly foil a mission. Rogues that work to keep areas safe from the scourge of thieves and footpads see magical locks as an important line of *defence against less-sophisticated robbers who lack access to powerful sorcerous resources.*

Magical locks usually appear as simple padlocks used to secure a hasp, loop, or similar hard point. Sometimes, a wizard may install a lock directly into a door, particularly if the lock is created as part of a plan to fortify a building or area.

Alarm: An *alarm* lock is set to emit a tremendously loud clanging noise if anyone attempts to pick it. Jimmying this lock requires an Open Lock check (DC 25). If failed, this lock emits a loud, metallic clanging noise that continues for 10 minutes and is audible up to 500 ft. away. A rogue may use Search (DC 26) to detect the presence of the magical *alarm.*

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *alarm*; *Market Price: 1,500 gp.*

Devourer: The *devourer lock* consumes non-magical tools inserted into it, grinding them into useless junk unless the character making the Open Lock attempt makes a Reflex save (DC 20). To notice this lock, a rogue must make a Search check (DC 27). Only a *knock* spell, a set of magical thieves' tools, or the proper key can open a *devourer lock.*

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *shatter*; *Market Price:* 2,000 gp.

Shifter: A *shifter* lock is enchanted to magically rearrange its tumblers and other interior components every ten seconds, making it tremendously difficult to pick this lock. Cracking this lock requires an Open Lock check (DC 45), though a locksmith equipped with *thieves' tools of speed* (see above) can jimmy this lock before it has a chance to change its configuration (DC 20).

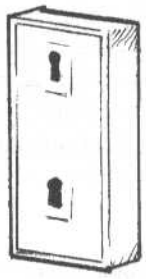
Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *polymorph any object*; *Market Price:* 12,000 gp.

Silent Alarm: This insidiously designed lock is meant to draw guards to a location without alerting their quarry. The *silent alarm* lock emits a pulse of mental energy that up to three specific creatures of any type designated at the time of the lock's construction may *detect from up to a mile away. In addition, rather than* linking the lock to a creature it may be connected to up to three talismans, each of which alerts its wearer of the intrusion. A *silent alarm* lock requires a DC 20 Open Lock check to breach and a DC 30 Search check to detect.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *whispering wind; Market Price:* 5,000 gp.

Snapper: A *snapper* lock slams shut as soon as it detects an intruder's attempt to break or modify its inner workings. Defeating this lock requires an Open Lock check (DC 30). If failed, a mithril plate slides over the keyhole, preventing any further attempts to defeat the lock. Until a proper command word is spoken, the plate remains in place. Noticing this lock's qualities requires a Search check (DC 26).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *unseen servant*; *Market Price:* 1,500 gp.



Trojan Horse: An insidious invention created by a wizard burned one time too many by marauding thieves, the *Trojan horse* appears as a normal lock that requires a DC 20 Open Lock check to pick. However, when opened via that skill the *Trojan horse* arms a magical blast of fire *that fires from the lock's keyhole when the door or* chest is opened, dealing 4d6 points of damage to everyone in a 25 ft. cone, requiring a Reflex save (DC 20) for half damage. Detecting this trap requires a successful Search check (DC 29).

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *fire trap*; *Market Price*: 8000 gp.

Law and Order

At some point in their careers, most rogues end up at the wrong end of the law's long grasp. If you plan on dabbling in less than legal activities, this chapter may serve as a fair warning of what you can expect from the strong hand of the town guard and their cohorts.

The Town Guard

Every civilised settlement features some form of military-based body dedicated to law enforcement. In the typical fantasy city, a stout collection of warriors or even citizens patrol the streets, looking for lawbreakers and ready to wade into any incident in order to keep the peace. Alternatively, the town guard may be rife with corruption, leaving them ready to accept a few gold coins to look the other way when confronted by crime. Or perhaps, in a world where wondrous magic is commonplace, junior mages walk the streets, ensnaring criminals with *web* spells and summoning powerful outsiders to punish the guilty. In the world of fantasy gaming, many of the preconceptions we hold, based on history or real world common sense, are left far behind.

The following rules present you with a set of tools designed to make portraying the role of the town guard in a fantasy game easier for Games Masters. Many times during a game session set in a city, the characters attempt actions that could easily draw the attention of the guard. These rules provide guidelines not only for creating town guards but also for determining their level of activity in your game.

It should be noted that these rules should never supersede the creativity of a Games Master. If you want the guard to show up and harass the characters, go ahead and do it. These rules are designed to introduce a random element to that process, allowing you to spend more time on other aspects of the game and injecting another, potentially dangerous, factor into urban adventures. If characters are forced to risk attracting the attention of the town guard during city adventures, players must create new tactics to handle urban encounters, helping make your city adventures distinct from your dungeon and wilderness encounters.

Defining the Town Guard

Depending on the level of detail you wish to explore with a town's guards, you have two basic options in creating them. In a detailed urban centre meant for long-term campaign play, divide the city into different neighbourhoods and create separate guards for each one. While this takes a bit more work, it provides a unique atmosphere for different areas of town. For example, an upper class residential area populated by high-ranking members of the thieves guild who heavily bribe the guard might be protected by highly alert, extremely aggressive guardsman. On the other hand, a rundown slum's keepers might rarely, if ever, respond to the sounds of a fight or even spellcasting. However, if you prefer to keep things simple, or have a smaller town, generate a single profile for the guard and apply it to all such neighbourhoods.

The following characteristics define the town guard normally encountered in any settlement or particular neighbourhood.

Name: Some guard units have distinctive nicknames based on reputation or tradition. The elite guards assigned to patrol the temple district might earn the nickname Golden Vigilants from the city fathers, for example. The city's thieves and the commoners dub the greedy, scheming guards of the slums who routinely accept bribes the Alley Rats.

Area: Guards units may be assigned to patrol particular neighbourhoods or areas of the city. Perhaps one section of the watch walks the city walls, whilst another polices the biggest marketplace in town. This statistic is a short description or list of the areas where the guards commonly work. While it is impossible to cover every sort of area possible within a city, the following list provides a starting point that lists the archetypal areas found in fantasy gaming cities. Think about your city's layout and how the typical neighbourhoods described below fit into it. You might not find perfect analogies, but the basic ideas should give you a starting point to thinking about how your town watch is organised.

Upper Class Residential: This area serves as the home for nobles and other extremely powerful or rich families. The guard presence here is very strong, with elite units on continuous watch. Those soldiers assigned to patrol this area are both brutal and relentless in fulfilling their duty. Commoners merely passing through this area are frequently stopped for

questioning, and many are forcefully escorted to less exclusive parts of town.

Middle Class Residential: Dominated by merchants and other successful people of non-noble birth, these neighbourhoods are thoroughly patrolled, though the guards found here are generally of middling quality. In some cities, mercenaries hired by particularly wealthy merchants keep watch over a few, select homes.

Lower Class Residential: Serving as a home to the city's commoners, these areas are sporadically patrolled by guard units of low quality. The guard responds to cries for help rather slowly, though crimes are never ignored in this area.

Slums: The home of the city's downtrodden poor, the guard rarely ventures here unless a crime perpetrated within spills over to a more prosperous part of town. Thus, when the guard does finally arrive, they often come to arrest a specific fugitive or criminal. The inhabitants of the slums have an antagonistic relationship with the guard, who view them as criminals-to-be. Often, the thieves' guild or a similar organisation serves as a de facto police force in these neighbourhoods.

Foreign Quarter: Port cities or those located along a heavily-travelled trade route often host enclaves of foreign-born residents and other races. The guard's presence here is dictated by the city's relationship with the foreigners' place of origin. Those from enemy kingdoms can expect a heavy guard presence, whilst those from allies are protected by guards equivalent to those found in middle class areas.

Port Quarter: A popular destination for travellers and foreign merchants, the guard maintains a heavy presence here. The port quarter plays host to adventurers and other wanderers who journey to the city seeking their fortune. In campaigns where magic and adventurers are common, the guard that patrols this area is heavily armed and often has the support of a few wizards or sorcerers.

Temple District: This neighbourhood holds the temples dedicated to the various deities whose worship is tolerated within the city's walls. The guards who patrol here tread a fine line between vigilance and aggression. On one hand, the temples have the resources and influence to demand top quality protection though on the other, many cults prefer to keep outsiders at a distance. The guards assigned to this area may be amongst the city's best, but rarely become involved unless something blatantly illegal takes place.

Marketplace: As one of the primary economic theatres in the city, the marketplace guard maintains a very high profile. While the guards assigned to this area comprise the rank and file of the military, they are extremely vigilant and actively seek out criminals and other troublemakers. The city fathers are acutely aware that without a climate conducive to business, the city cannot survive for long.

Catacombs: Many fantasy cities are built upon the ruins of ancient, forgotten civilisations or feature sprawling, monster-infested sewers. Guard units assigned to these areas are comprised of hardened veterans who do not flinch at the thought of putting down a carrion crawler or a rampaging pack of ghouls. While the city above rarely acknowledges these brave guardians, they often form a thin line that holds back the terrors of the deep earth.

Town Guard Vigilance

Level of Activity	Vigilance
Low - The watch rarely, if ever, ventures into this area. High suspicion of the guard. People living in this area tend to ignore even blatant crime.	-4
Reduced - The guard occasionally patrols this area. Moderate suspicion of the guard. People here tend to keep to themselves.	-2
Standard - Guard patrols regularly sweep the area, but are rarely within sight at any given moment. The people in this area tend to call for the guard if they witness crime.	0
Increased - Guard patrols sweep the area and actively seek out troublemakers. People in this area are alert and regularly report suspicious activity.	+2
High - Guards stand at every other corner, keeping a sharp eye out for suspicious figures. Commoners here distrust outsiders and aggressively report suspicious activities.	+4
Extreme - The guard is rarely out of sight, and avoiding them requires a conscious effort to seek out alleys and other out-of-the-way places. People who do not belong here not only stick out like sore thumbs, but are usually reported to the guard for immediate removal.	+6

EL: The Encounter Level of the typical guard patrol serves as a baseline for the skill, abilities and numbers of its members. Every city has units of varying quality, from small groups of highly trained warriors to large bands of rabble who barely know one end of their pikes from the other.

Magic Level: This stat represents the proportion of wizards, clerics, sorcerers and other spellcasters within the guard's ranks. In some neighbourhoods, particularly those frequented by wizards or clerics, guard patrols include at least one wizard to deal with magical threats. In a world where sorcery is commonplace, few guard patrols walk their beat without some form of arcane support. When the players encounter a guard patrol, this is the percentage chance that a wizard, cleric or other spellcaster accompanies them.

Vigilance: This score measures the chance that a guard unit arrives to investigate any given disturbance. Combat, loud spells, cries for help and other disturbances all have a chance to draw the attention of the city watch. Vigilance acts as a modifier to a Listen or Spot check made to see if the guard responds to an incident. In addition, this score also measures the willingness of those in the area to call for the guard.

Vigilance modifies a Listen or Spot check made by a guard patrol to determine if it responds to suspicious activity. The table below summarises the actions that will cause a Vigilance check to be made and its Difficulty Class. To make a Vigilance check, use the Listen or Spot bonus, whichever is higher, of the guards who commonly patrol the area. Make a skill check, modified by the patrol's Vigilance, against a DC from the table below. On success, the guard arrives after a period of time determined by the Response score, described below. Make a Vigilance check every minute that a particular activity continues.

Town Guard Response

Action	Vigilance DC
Appearance of bizarre creatures, such as undead, summoned creatures, or monsters	5
Combat	15
Explosions, flashes, other signs of spellcasting	10
Screams, cries, or yells	15
Screams for help or calls for the guard	5
Other disturbances	15

Response: Response measures the time it takes for a guard unit to show up at the scene of a crime, fight, or other disturbance. Depending on the level of guard activity in an area, this can measure from a few seconds to several minutes.

Attitude: This score measures the general manner in which the guard acts towards others and is represented by one or more descriptive words. A guard patrol's attitude is a tool to help you roleplay encounters with them and does not include any mechanics. Typical examples might include;

Bored: After days upon days of routine investigations and paperwork, the town guard in this area is buried under a thick layer of ennui. They care more about keeping their workload to a minimum than maintaining the peace and do as little as necessary to maintain order.

Corrupt: These guards actively solicit bribes and happily turn a blind eye to anything short of murder if the pay is good enough. On the other hand, some corrupt guards are heavily bribed to keep an eye out for particular people. Corrupt guards are easily swayed with a few coins, but are likely to work on behalf of thieves' guilds and other organisations.

Cowardly: Whether their pay is too low or these guards merely have no stomach for violence, these keepers of the peace turn tail and run at any sign of determined resistance. Often conscripted into service, these guards prefer nice, quiet shifts where nothing out of the ordinary happens.

Vigilant: Tireless in pursuit of justice, these lawmen are the pinnacle of town guard troops. They aggressively respond to any disturbances, insist on dragging any potential criminals before a magistrate, and are annoyingly proof against bribes and other favours.

Violent: Bored by the daily tedium of their work, these men gladly seek out any chance to unsheathe their blades and work out their frustration on a hapless victim, be they criminal or innocent. Responding quickly to any trouble, they prefer to beat perpetrators before dragging them away in chains.

Example Guard Patrols

When creating your guards, the easiest method is to create several generic patrols that conform to the EL you selected for your various neighbourhoods. In addition, you should also create alternate versions of each EL that include magical support. The town

guards listed below serve as a starting point for your own creations and provide examples of ways to introduce exotic, noteworthy defenders as a town's patrol.

The Gutter Rats
Area: Dockside slums and thieves' quarter; **EL:** 2; **Magic:** 0%; **Vigilance:** –6; **Response:** 5 minutes; **Attitude:** Violent, corrupt servants of the thieves' guild. These glorified thugs are feared and hated by the people of the slums, while members of more respected guard units view them as only the slightest cut above the criminal rabble. The gutter rats earn more pay from the thieves' guild than the city they serve, and often aid guild members who require a helping hand. They are brutal towards other criminals, as per the guild's explicit orders.

Gutter Rat Guard Patrol
Gutter rats (4), male human War1: CR 1/2, Medium-size humanoid; HD 1d8+3; hp 7; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armour); Atk +2 melee (1d6+1, club); AL Neutral evil; SV Fort +2, Ref +0, Will –1; Str 13, Dex 10, Con 11, Int 9, Wis 8, Cha 10.
Skills: Climb +5, Intimidate +4, Listen –1, Spot -1.
Feats: Improved Unarmed Strike, Toughness.
Possessions: Club, studded leather armour.

Peacekeepers
Area: Foreign quarter; **EL:** 3; **Magic:** 50%; **Vigilance:** +0; **Response:** 2 minutes; **Attitude:** fair-minded, vigilant servants of the public good.
In years past, the city faced accusations of prejudice against visitors from distant realms and non-human merchants. Fearing a backlash would hurt trade, the burghers struck a deal with the nearby monks of the Golden Hand, granting them land and cash to rebuild their fortress in return for their service as town guards. Small parties of monks now patrol the foreign quarter, keeping the peace with a fair but firm hand.

Peacekeeper Guard Patrol
Peacekeepers (3), human Mnk1: CR 1, Medium-size humanoid; HD 1d8; hp 8; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 Wis); Atk +1 melee (1d6+1, unarmed attack), +3 ranged (1d4, sling); SA Flurry of blows, stunning attack, unarmed strike; SQ Evasion; AL Lawful good; SV Fort +2, Ref +4, Will +4; Str 12, Dex 14, Con 10, Int 11, Wis 15, Cha 10.
Skills: Balance +6, Climb +5, Diplomacy +4, Listen +6, Tumble +6.
Feats: Blind-Fight, Dodge.
Possessions: Sling, 5 bullets, alarm whistle.

Peacekeeper Guard Patrol (with magic support)
Two peacekeepers as above, plus one apprentice from the Jade School of Magic.
Jade Adept (1), human Sor1: CR 1, Medium-size humanoid; HD 1d4+4; hp 8; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Atk +1 melee (1d8+1, heavy mace), +1 ranged (1d4+1, dart); SQ Spells; AL Lawful good; SV Fort +1, Ref +1, Will +2; Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 16.
Skills: Concentration +5, Knowledge (arcana) +4, Spellcraft +4.
Feats: Spell Focus (enchantment), Toughness.
Possessions: Heavy mace, 3 darts, 2 coils of rope (25 ft. each).
Spells (5/4): 0 – *daze, detect magic, disrupt undead, light;* 1st – *animate rope, hypnotism.*

Blue Cloaks
Area: Noble quarter; **EL:** 6; **Magic:** 100%; **Vigilance:** +12; **Response:** 30 seconds; **Attitude:** brutal, violent enforcers who keep the rabble out of the noble quarter by whatever means they deem necessary. Named for the flowing, azure cloaks they wear, these elite guardsmen relentlessly patrol the noble quarter, home for the most powerful merchants who call the city home. These toughs are more than happy to resort to violence, and more than a few suspects have died at

their hands. Thus far, details of these deaths have been covered up by the city fathers.

Blue Cloak Guard Patrol
Blue cloaks (2), human War1: CR 1/2, Medium-size humanoid; HD 1d8+1; hp 9; Init +0; Spd 20 ft.; AC 17 (+5 chainmail, +2 large wooden shield); Atk +5 melee (1d8+2, masterwork longsword), +2 ranged (1d8, masterwork light crossbow); AL Lawful neutral; SV Fort +3, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 11, Wis 11, Cha 10.
Skills: Intimidate +4, Listen +4, Ride +4, Spot +2.
Feats: Alertness, Weapon Focus (longsword).
Possessions: Masterwork longsword, chainmail armour, large wooden shield, masterwork light crossbow, 10 bolts.

Blue cloak sergeant (1), human War4: CR 3, Medium-size humanoid; HD 4d8+4; hp 25; Init +0; Spd 20 ft.; AC 17 (+5 chainmail, +2 large wooden shield); Atk +8 melee (1d8+2, masterwork longsword), +5 ranged (1d8, masterwork light crossbow); AL Lawful neutral; SV Fort +4, Ref +1, Will +2; Str 14, Dex 10, Con 13, Int 11, Wis 13, Cha 12.
Skills: Intimidate +8, Listen +6, Ride +7, Spot +2.
Feats: Alertness, Point Blank Shot, Weapon Focus (longsword).
Possessions: Masterwork longsword, chainmail armour, large wooden shield, masterwork light crossbow, 10 bolts, *potion of darkvision, potion of haste, potion of truth.*

Crimson Adept (1), human Sor2: CR 2, Medium-size humanoid; HD 2d4+4; hp 10; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d6+1, halfspear), +1 ranged (1d6+1, javelin); SQ Spells; AL Lawful neutral; SV Fort +2, Ref +0, Will +3; Str 12, Dex 10, Con 15, Int 10, Wis 11, Cha 16.
Skills: Alchemy +5, Concentration +7, Spellcraft +5.
Feats: Point Blank Shot, Spell Focus (transmutation).
Possessions: Halfspear, javelins (2).
Spells (6/5): 0 – *dancing lights, mage hand, flare, ray of frost, resistance;* 1st – *burning hands, reduce.*

Breaking the Law

Despite a rogue's best efforts, sooner or later even the best thief ends up in front of a magistrate. What happens next is largely a function of the state of law in the area and its tolerance for criminals.

The following section is meant to serve as a starting point for resolving legal issues. It is by no means an exhaustive treatise on law, but rather a simple set of guidelines for determining the fines commonly levied for a variety of crimes. Keep in mind your campaign world's background, history and structure when creating a legal system or determining the ramifications of a character's actions. The inner workings of the legal system are not detailed here. Instead, the following notes focus on the trouble characters may find themselves in and how they can get out of it.

A city, region or nation's legal system is measured by the following characteristics;

Organisation: In a wild frontier area, robbery, simple assault and the like is normally resolved between the two parties themselves. Only truly serious actions, such as a raid on a caravan or murder outside the context of a duel, draw the attention of the legal system. However, a city with a rigidly defined legal system will interfere with almost any dispute, no matter how minor. The Organisation score is a simple measure of the complexity and capacity of an area's legal system. Organisation will have one of the following three values:

High: All crimes, even rather minor ones such as loitering, have strictly encoded and enforced punishments. Fines and punishments are clearly defined and the government takes an active hand in ensuring criminals pay their proper dues. Lawful realms typically have a highly organised bureaucracy for dealing with criminals.

Medium: The government deals with criminals who commit major crimes, but minor ones are largely ignored. The town guard enforces order, but rarely makes arrests for crimes less than murder or arson. Often, the level of response is linked to the victim's wealth and influence. This sort of legal system is commonly found in neutral nations.

Low: The area is essentially lawless, with duels and

Punishments

Severity	Petty Crime	Minor Crime	Major Crime	Capital Crime
Low	5 gp fine	25 gp fine	1,000 gp fine	Death
Medium	10 gp fine	100 gp fine	Branding and 5,000 gp fine	Death
High	25 gp fine	Removal of limb, hand, or branding and 1,000 gp fine	Death	Death

other personal methods of retribution used to resolve most matters for judges and juries are largely unknown. In the face of a major crime, the region's leaders often act as judge, jury and executioner. More often, locals form lynch-mobs and dish out their own brand of justice against perceived offenders. Chaotic nations, unsurprisingly enough, often have this sort of legal system.

Corruption: In an ideal world, the legal system operates in an even-handed and fair manner as magistrates weigh facts, judge testimony and render a just verdict. Realistically, money and influence play a much larger role than the truth in many nations. Corruption measures how easy it is to use a few gold pieces to exorcise legal troubles. Normally, a bribe costs half the gold piece penalty linked to the crime and requires a Diplomacy check opposed by the Will save of the judge or official hearing the case. In addition, characters gain a +1 circumstance bonus for every 10% they increase the bribe's value. The base bribe to avoid a charge that results in execution is 10,000 gp.

High: Most cases begin with a round of bribes that determine the winner before the proceedings officially begin. Most fines or sentences devolve into little more than a slap on the wrist after a few hundred gold pieces change hands. If a character attempts to bribe his way out of legal trouble, he gains a +2 circumstance bonus to his Diplomacy check.

Medium: No overarching tendency towards bribery or other illicit means of influence exists within the legal system. Individual magistrates may be amenable to bribes, but many find the practice distasteful.

Low: The government or nobility actively campaigns against bribery. Corrupt judges face severe legal and social penalties for their actions. Only a precious few magistrates will even listen to a bribe offer, and most immediately level additional criminal charges against the accused. A character attempting to bribe his way out of trouble here will suffer a –4 circumstance penalty to his Diplomacy check.

Severity: In some brutal realms, even a minor crime such as robbery garners the death penalty, while in others bribes or enforced servitude are much more common punishments. A region's Severity determines the fines and penalties for crimes, as shown on the table on the previous page.

Petty Crime: This sort of transgression causes no physical or economic harm to others, though it does affect the peace of an area. Examples include public intoxication, loitering, trespassing, carrying weapons in restricted areas, public spellcasting without a license, and other minor crimes. Instead of a fine, a transgressor may also be placed in stocks or subjected to some other publisc humiliation.

Minor Crime: This level covers anything that causes less than 100 gp in damages or involves non-life threatening violence. Fist fighting, petty theft, possession of illegal substances, or drawing (but not using) a weapon in public count as minor crimes. In highly severe societies, criminals may also be tarred and feathered or heavily flogged.

Major Crime: Major crimes cover theft or destruction of property worth more than 100 gp and potentially fatal violence. Attacking someone with a sword or other weapon, using combat spells such as *fireball* in city limits, or grand robbery all fall under this category. Banishment or enslavement may also be judged suitable retribution for such crimes.

Capital Crime: These crimes are those that directly affect the stability and prosperity of the kingdom or involve dabbling in forbidden powers. Treason, worshipping banned religions or cults, summoning demons and devils, murder, and arson all fall under this category.

Reputation

As a rogue pulls off daring crimes, tracks down rare and valuable treasures, or time and again foils the king's guards, word of his deeds spreads across the land. Soon, his name is just as potent a weapon as his rapier or his quick wits. This chapter will allow you to model the growth and development of your character's reputation as his adventuring career progresses. Whilst of greatest interest to the rogue, these rules are usable with any character class.

Overview

Your reputation works a little like the Charisma score. In certain situations, it helps you influence social situations through the use of skills such as Diplomacy, Bluff and Intimidate. Additional rules allow the nature of your reputation to affect its use. For instance, a pirate known for his bloodthirsty behaviour is likely to find a much different response upon arriving at a high society ball than a courageous paladin known for his many works of charity. Other rules allow players to create and use aliases for their character (perhaps the 'paladin' and the pirate are the same person) and to cultivate a different reputation in several areas of society. A cruel knight might have a reputation as a brutal and cruel master amongst peasants whilst his fellow nobles consider him an upstanding and productive member of society.

Reputation works a lot like an ability score. However, unlike the other ability scores it rises and falls frequently, usually after each adventure a character completes.

Reputation (Rep)

Reputation measures how well-known you are amongst the general population of a city or country. A high reputation means that many people have heard impressive things about you, such as your exploits in defeating a dragon or your theft of a heavily guarded and incredibly expensive gem. A low reputation shows that either few people have heard of your exploits or have heard terrible things about you, such as your propensity to murder adventurers who travel with you or your defeat at the hands of a sickly, one-armed kobold. Reputation is not always an honest assessment of your skills or exploits. As word travels of your accomplishments and deeds, some bending of the truth takes place as rumour builds upon rumour. However, unless someone attempts to spread mis-leading lies, your reputation is largely based on your actual actions.

You apply Reputation to:

† Attempts to influence others with skills such as Diplomacy or Intimidate.

† Checks to see if a Non-Player Character such as noble or barkeep knows who you are.

Generating Reputation

A character's base Reputation score equals his level plus his Charisma modifier, though it can never drop below 1. Thus, each time a character gains a level, his Reputation goes up by one, though a low level character with a negative Charisma modifier may have to work hard before his Reputation increases above 1.

Actions a character undertakes also modify his Reputation. Actions such as defeating monsters, toppling villains, and completing epic quests all help boost a character's reputation. On the other hand, a character who temporarily retires from adventuring or who departs to a distant land for many years loses his reputation. Truly epic characters may have their stories continue to live on as popular legends or folk tales, but the exploits of most characters fade with time.

The following table summarises the actions that can change a character's Reputation. It does not cover every possible action in a campaign, but should give you a good starting point for judging how to rate a character's most important actions.

Using Reputation

Your reputation can be a tremendous asset in social situations. When you encounter a Non-Player Character for the first time, make a Reputation test to determine if he has heard of your exploits. To make a Reputation test, roll 1d20 and add your Reputation score. If you match or equal the test's DC, the Non-Player Character has heard of you. The standard DC for a Reputation test is 25.

Reputation Modifiers

Action	Reputation Modifier
Defeat a dangerous creature or major villain whose CR is 1 – 3 above your level*	+1
Defeat a dangerous creature or major villain whose CR is 4 – 6 above your level*	+2
Defeat a dangerous creature or major villain whose CR is 7 or more above your level*	+3
Defeat an NPC whose Reputation is 15 – 19	+1
Defeat an NPC whose Reputation is 20 – 29	+2
Defeat an NPC whose Reputation is above 30	+3
Spend three consecutive months without adventuring**	-1
Return from a journey to a distant, legendary land	+1
Build a castle or join the nobility	+4
Rise to the head of a guild or other major organisation	+4
Become ruler of a nation or kingdom	+15
Win a great battle or complete a major quest	+5
Win a great battle or complete a major quest that saves a kingdom	+10
Die heroically saving large numbers of people from certain doom	+5
Gain a character level	+1

*A monster or Non-Player Character supplies this bonus only if it is a dangerous threat in an area or is well-known amongst the commoners of an area. The Reputation bonus for gaining a level covers the general spread of your fame as your skill and exploits grow. You also gain these bonuses for defeating foes whilst being witnessed by large groups of commoners.

** This penalty applies for each three month time period spent inactive. See below for rules on how Reputation falls over time.

Average Reputation Scores

Example	Reputation Score
A beginning adventurer who has not yet faced action	1
An apprentice wizard	2
A beginning paladin	3
A starting cleric who worked amongst the townsfolk before adventuring	4-5
A rogue known to be a criminal by the town guard	6-7
A lieutenant in the town guard	8-9
A battle-tested, veteran mercenary	10-11
A wizard who works with many local adventurers	12-13
An adventurer who helped save a small town	14-15
A barbarian in command of the mercenaries who serve the city	16-17
A wizard who single-handedly fought off the dragon that attacked the city	18-19
A king or other powerful noble	30-31
A sorcerer at the head of a powerful orc horde that has ravaged several nations	40-41
An archmage who has achieved near-demigod levels of power and established temples to his own worship in every major city in the world	50-51

If a Non-Player Character has heard of you, you may, if you wish, substitute your Reputation score for your Charisma when using the following Charisma-based skills; Diplomacy, Gather Information, Intimidate, and Perform. Generally, any skill used in social situations may substitute Charisma for Reputation. Reputation provides a modifier to your skill check in the same way as if it was an ability score such as Strength or Charisma. In place of your Charisma modifier, use your Reputation modifier.

Reputation by Place

Reputation is attached not only to a character, but also to a place. A fighter famous in one kingdom for defeating an orc warlord may be completely unknown in the kingdom two hundred miles to the south, where word of the orc horde never reached. When making a Reputation check, the DC is determined by where you currently are. If after years of adventuring in a kingdom you voyage across the sea to a foreign land, your reputation may not travel with you. If you travel to an area where you have not adventured before, consult the table below to determine any modifiers to your Reputation.

Reputation and Distance

Distance Travelled	Temporary Reputation Check DC	Reputation Modifier
100 – 500 miles	25	-5
501 – 1000 miles	30	-10
1001+ miles	35	-20
Area separated by an ocean, mountain range, or other major obstacle*	-5	-5

*Apply this modifier on top of the distances listed above.

Distance Travelled: This is the physical distance from the nearest area where you have built up a reputation. Note that this distance is measured from the edge of the city, kingdom or other region.

Temporary Reputation Check DC: The DC of reputation checks for the first month you spend in an area. Over time, news of your arrival and knowledge of your deeds spreads enough to return the DC to the standard 25.

Reputation Modifier: Determine your reputation for a new area by applying this modifier to your Reputation score in the original area.

Nature of Reputation

Not everyone has the same kind of reputation. A burglar renowned for his many daring crimes meets with much different reactions than a crusading druid who helps drive evil monsters out of a kingdom's forests. The Games Master assigns one of the following Reputation types to each Non-Player Character. Players are allowed to select the nature of their characters' Reputations, though much like alignment, the Games Master has the option to force you to change this nature if your character does not live up to it.

Each nature dictates how you may use your Reputation score. Generally speaking, your Reputation's nature determines which skill checks it modifies. In all cases, Non-Player Characters you meet must recognise you in order for your Reputation score to apply in a situation. Unless noted in a nature, the standard rules for Reputation apply.

Brave: You are known for your unflinching and steadfast demeanour in the face of danger. You have faced down terrible foes and defeated them not only with your skill at arms but also your indomitable spirit. You may apply your Reputation score to the following skills; Diplomacy and Perform.

Coward: When danger calls, you run in the opposite direction. You are known for your flighty nature and tendency to shirk from challenges. Few respect you, and your reputation makes it difficult for you to deal with others. If you are recognised, your

Reputation modifier automatically counts as a penalty, even if it should be a bonus, to your Diplomacy and Intimidate checks. However, you may use it as a bonus to your Bluff and Gather Information skills. People tend to underestimate you, and you can take advantage of that when lying or trying to extract information from them.

Cruel: You inflict pain upon others for little reason and are known for your sadistic and capricious nature. Those who recognise you attempt to avoid you, for your name commonly arouses fear and loathing in others. You may apply your Reputation modifier to the following skills; Bluff and Intimidate.

Honest: You are thought to always keep your word, and are known not only as a hero but as a person who adheres to a strict code of ethics. Whether this is truly the case is irrelevant so long as you maintain your public persona. You may apply your Reputation score to the following skills; Bluff, Diplomacy and Gather Information. People trust you and are easily swayed by your words or are eager to help you out.

Talented: You are known as an expert craftsman, a talented warrior, or a powerful spellcaster. Your exploits are well-known, but your talent and ability mark you as a legend in the making. You may apply your Reputation score to the following skills; Diplomacy and Profession. As an acknowledged expert, your advice and work are both highly valued.

Trickster: When you move through a room, everyone pauses to check their money pouches. You are known as a shifty and sneaking scoundrel. When your reputation precedes you, apply it as a penalty to your Bluff checks as people expect you to lie about everything anyway. On the other hand, your exploits make others somewhat nervous, allowing you to use your Reputation as a bonus to Gather Information and Intimidate checks.

Villain: You inspire fear and dread in others because of the ruthless goals you pursue. Your methods may not be brutal, but you are known as someone best not crossed. You may apply your Reputation as a bonus to Diplomacy, Gather Information and Intimidate checks.

Aliases

Some adventurers use false names and cover identities, either out of personal preference or sheer necessity. An alias is merely a persona you invent to cover your true identity. It must include a name and disguise that separate it from your real nature. Either way, an alias functions much like a superhero's secret identity. Rogues who wish to keep the law off their back and heroic adventurers working undercover in a realm dominated by a tyrant use aliases as a defence against an entire society.

An alias acquires its own Reputation, generated separately from your true identity. When adventuring under an alias, any bonuses you earn to your Reputation apply only to the alias's Reputation score. If you gain a level because of actions taken while under your alias, or if you earned the majority of the experience points needed for a level whilst using it, your alias earns the Reputation bonus. Thus, while your true personality is barely known by anyone, your adventuring alias could be the leading hero (or villain) in town.

If your alias is ever revealed, the higher of your own and your alias's Reputation becomes your true Reputation score. In addition, you gain half of your lower score as a one-time bonus to your new Reputation, reflecting the uproar and interest surrounding the revelation of your identity. However, you only modify your Reputation scores in this way if the general populace learns of your alias - if only a few close friends or a very limited number of people are in on the secret, your alias is secure.

Aliases work best as a roleplaying tool. The heroic noble who dons a disguise and struggles against a corrupt tyrant is a common archetype in fantasy and adventure stories. It adds depth to your character's background, and supplies some interesting roleplaying opportunities. If you feel an alias is appropriate to your character, consult with your Games Master about adopting one.

Poisons and their Manufacture

While many rogues look upon poison as a dishonourable trick fit only for the lowest thug or murderous bravo, the majority see it as simply another tool to help even the odds against more adept warriors. Even a highly ethical rogue may use poison that sends his victims into a deep slumber or paralyses their limbs. Assassins elevate the use of poison into an art form, creating specialised concoctions designed to cripple a particular individual, target a race's weakness or produce a unique effect that helps an assassin fulfil a contract. For instance, an assassin sent to disrupt a trade summit might spike the drink of a noble house's delegate with a powerful sedative that leaves him flopping around like a drunk, casting a black mark against the trade house's reputation and leaving them in a tight political bind.

This chapter covers a variety of new poisons and details their effects. In addition, it includes rules for using the Craft (poisons) skill to produce poisons, inventing new poisons and introduces a few new assassin spells that augment poisons used by the prestige class.

New Poisons

The poisons presented here introduce a few new special effects though typically, a venom deals temporary damage to an ability score such as Constitution or Strength. A simple description lists the details of all poisons and looks like this;

Name
Type; Detect DC; Save DC; Initial Damage (Onset)/Secondary Damage (Secondary Onset); Price; Craft (poisons) DC.

Name: The common name used for the poison.
Type: Contact, ingested, inhaled or injury. Contact poisons require that the victim allow the poison to come into contact with exposed skin though they may also be smeared on weapons. Ingested poisons must enter the victim's system through his digestive tract and are commonly mixed with food or drink. One dose of an ingested poison affects a small, medium-size or large creature. A half dose affects any creature below small size. Two doses are needed to poison a huge or gargantuan creature, and four for a colossal one. Inhaled poisons are either a gas or tiny, fine particles that spread through the air and affect all who breathe them. Injury poisons are commonly smeared on weapons and work by entering the victim's bloodstream. They also affect any who ingest them, though their Detect DC suffers a –10 penalty as these poisons usually have a very distinctive colour or odour.
Detect DC: The Spot DC needed to notice the poison. Contact poisons sometimes have a distinct colour or tactile feel, ingested poisons tend to affect the taste of the food or drink they are placed in, while inhaled poisons often have a strong odour or are opaque enough to cloud the air. An injury poison spread on a weapon usually leaves some telltale marking on the weapon it coats.
Save DC: The saving throw and DC needed to resist the poison's effects.
Initial Damage: The effect a poison has on its victim.
Onset: The gap in time between the victim's initial exposure to the poison and the onset of its initial damage. If this score is not listed, the victim

immediately suffers the poison's initial damage after failing his save.

Secondary Damage: Many poisons cause a delayed reaction in their victims, as they take time to circulate through a victim's system and cause the full extent of their damage. A victim must make a second save to resist this damage, even if he made his initial save against the poison's initial effect.

Secondary Onset: This is the amount of time between the victim's exposure to the poison and the application of the secondary damage. If this score is not listed, the secondary onset may be presumed to be one minute.

Price: The poison's gold piece cost for a single dose. Generally speaking, one dose is enough to affect most creatures, though ingested poisons must be administered in varying quantities to damage larger creatures.

Craft (poisons) DC: The Craft (poisons) skill DC needed to concoct this poison. In addition, the rogue must spend money equal to half the poison's gold piece value in ingredients, all consumed in the process of the poison's concoction.

Sample Poisons

Detailed below are a range of fairly well known poisons that any rogue may try to purchase in order to achieve nefarious ends. It should be noted that the poisons listed here tend to be somewhat cheaper than any equivalent concocted under the Poison Creation section later in this chapter, as they are all in more or less common use and do not require the rogue to locate his own ingredients.

Allevar

Ingested; Detect DC 25; Fort DC 20; 4d6 Con (Special, see text)/None; 1,100 gp; Craft (poisons) DC 25.

Allevar is a highly deadly poison normally used by assassins who have sustained contact with their victims. Slowly building up in the victim's system over time, allevar does not cause any outward effects until the poison reaches a critical mass, at which point the victim is quite often killed. A total of ten doses of allevar administered over the course of a month are necessary to induce poisoning in the subject. Each time the subject consumes food tainted with allevar, he must make a Fortitude save (DC 20) or the poison remains within his system. After ten failed saves over a 30 day period, the poison takes effect. 4d4 hours after the tenth dose, the victim sustains 4d6 points of temporary Constitution damage, which proves fatal if this drops his Constitution to 0 or lower.

Black Lung

Inhaled; Detect DC 5; Fort DC 15; 1d6 Con/1d6 Con; 780 gp; Craft (poisons) DC 25.

Developed by a fiendish cabal of orc rogues and druids, black lung is a thick, black gas that affects only dwarves. Orcs sometimes use it to flood dwarf mines or defensive positions, using it to drive back their enemies and kill those who cannot escape. As black lung drifts in an opaque cloud, all creatures within it operate as if working within total darkness but darkvision does not aid creatures within a cloud of black lung, as the thick poisonous gas blocks all sight. Non-dwarves within a cloud of black lung cough from the thick poison but suffer no other effects. Black lung is typically delivered by burning thick, 2-ft. long logs of a granular, black substance. These logs are produced by the orc rogues and delivered to warriors at the front. The log burns for one hour and can fill up to 100,000 cubic feet. The poison spreads out in all directions from the log at a rate of 5 ft. per round unless affected by wind. This poison is so named because of the severe, debilitating coughing fits caused in dwarves. Victims of this poison are left with ashen skin and thick, blackened mucous in their throats and lungs.

Blackroot

Injury; Detect DC 10; Fort DC 15; 1d4 Con/2d4 Con; 460 gp; Craft (poisons) DC 20.

A favourite poison of those who must travel through wild areas infested with shambling mounds and other aggressive plants, blackroot infects and kills plant life of all types. This thick, black oil spreads through the plant's body, killing tissue and causing wracking agony in sentient plants. All creatures of the plant type are vulnerable to blackroot, though it has no effect on other creatures. Normal plants, such as trees or bushes, die within 1d4 hours of exposure to blackroot. Woodsmen may coat iron spikes with blackroot before driving them into trees they wish to kill. Plants destroyed with blackroot have black streaks along their outer bodies and their normally solid, woody interior parts are reduced to a soft, spongy mush. Needless to say, most druids detest this poison and those who use it.

Caro Venom

Contact; Detect DC 15; Fort DC 13; 1d6 Cha/1d6 Cha; 240 gp; Craft (poisons) DC 15.

Caro venom is distilled from the poison sacs of the normally harmless caro beetle, a tiny insect commonly found in temperate forests and plains. While the beetle is too small to threaten a human, rogues distil the poison from hundreds of the things to create a single dose of caro venom. The venom causes tiny red boils

to erupt on the victim's skin and unsteady, wheezy breathing that leaves him a stuttering, stammering, incoherent mess. Many assassins use caro venom to disrupt negotiations or to ruin a public figure's reputation.

Deathsleep

Ingested; Detect DC 12; Fort DC 14; No initial damage/Feign death; 95 gp; Craft (poisons) DC 15.
This powerful paralytic poison not only reduces its victims to immobility, but slows their heart beat and respiration down to such a degree that, to non-magical inspection, a victim appears dead. Deathsleep is extracted from a combination of carrion crawler blood and boiled ghoul flesh and appears as a light grey liquid with a strong, salty taste. The victim of deathsleep remains in a seemingly dead state for a total of 3d4 hours.

Demonic Essence

Contact; Detect DC 15; Will DC 15; 1d6 Wis/ Hallucinations (see text); 400 gp; Craft (poisons) DC 20.
Crafted from the flesh, blood and bodily fluids of captive demons, this poison is extremely rare and causes a unique effect on its victims. After the initial effects, the poison grants the victim a bizarre and highly distorted ability to detect alignments. Good creatures appear as fiery, scaled, demonic monsters that threaten the victim. Neutral creatures take on the aspects of spectral, ghostly creatures, while evil ones appear as gleaming, angelic figures. The victim must make a Spot check (DC 15) to recognise any real figure behind the hallucinations. Furthermore, when a figure speaks its voice becomes distorted by the hallucinations, preventing the victim from recognising speech. Many adventurers affected by demonic essence have been willingly lead to their doom by their enemies or have mistakenly turned against their allies in battle.

Dolleck Eggs

Injury; Detect DC 12; Fort DC 18; 1d4 hit points (1 round)/3d4 hit points; 675 gp; Craft (poisons) DC 20.
The dolleck is a relatively harmless crawling insect that feasts on dead flesh and other ordure. Some rogues collect the bug's tiny eggs, treating them with a variety of highly volatile chemicals that mutate the insect eggs and turn them into a powerful, if strange, poison. Mutated dolleck eggs are commonly added into a sticky mixture that allows them to be spread on weapons. On a hit, the eggs sprout to life, burrowing into the victim and unleashing their deadly cargo of tiny, voracious mites that begin to devour the victim alive from the inside out. The insects live only for a minute or two, during which they expend their energy tearing into flesh and devouring it with a rabid determination. The bugs burrow out of the victim's skin, starting within his body, eating their way outward, and dying as they erupt out of his skin.

Fogwit

Ingested; Detect DC 20; Fort DC 12; 1d6 Wis/ Balance; 100 gp; Craft (poisons) DC 15.
Amongst thieves and cutpurses, fogwit is a favourite poison for use against potential mugging victims and rich merchants slumming in the rougher part of town. Fogwit is a colourless, odourless liquid with a slightly sweet taste. In addition to the Wisdom damage it causes, its secondary effect leaves its victim a stumbling, insensate drunk. Any who fail their save against the secondary effect suffer a –2 circumstance penalty to all Reflex saves, Dexterity checks, Armour Class and attack rolls as the poison disrupts their sense of balance. In addition, each round the victim attempts

to move more than half his maximum normal rate he must make a Dexterity check at DC 15 or collapse prone to the ground, tripping over his own feet as he tries to move. Thieves commonly slip it into a potential victim's drink before waylaying him once he attempts to leave the bar. Fogwit's insidious symptoms are commonly mistaken for simple overindulgence in alcohol, though a sober victim reasons normally and speaks clearly.

Green Oil

Contact; Detect DC 5; Fort DC 15; 2d4 hit points/ 1d4 Con; 170 gp; Craft (poisons) DC 15.

Concocted by dwarf researchers as a weapon against orcs and other humanoids, green oil is a vicious contact poison that burns exposed flesh and seeps into its victim's system, sapping his health and vitality. Green oil is so named for its bright green coloration. It is a thin, runny liquid with a strong odour reminiscent of rotting flesh and dwarves often keep barrels full of green oil on hand at fortified points and guard posts. In battle, they dump the barrels down upon their enemies from above or roll them into enemy formations, shattering the barrel and spraying those around it with the poison. Small ceramic jars full of green oil may be thrown like flasks of burning oil, splashing those around the primary target.

Lotus Extract

Inhaled; Detect DC 10; Will DC 14; 1d4 Wis/2d6 Wis; 1,800 gp; Craft (poisons) DC 35.

Lotus extract is produced from specially dried black lotus seeds that have been treated with a series of alchemical processes that enhance the lotus's hallucinogenic qualities. A victim of lotus extract perceives false images, smells and sounds, scrambling his ability to interact with and observe his surroundings. Oddly enough, a victim that fails his save against both the initial and secondary effects gains the ability to see invisible creatures and objects as a *see invisibility* spell cast by a 5th-level sorcerer.

Mindbreaker

Ingested; Detect DC 10; Will DC 12; 2d4 Wis (1 minute)/1d4 Wis (3 minutes); 75 gp; Craft (poisons) DC 15.

Mindbreaker is synthesised from a combination of narcotics and sedatives designed to break down its victim's willpower. The poison has a very subtle effect and is designed to corrode its victim's will without causing him any alarm. His thought processes and perceptive abilities remain unhindered, but the poison interferes with his ability to resist temptations or magical spells. The victim becomes quiet and withdrawn, his ability to think for himself undermined. A victim of mindbreaker might realise that the person he is talking to has cast a spell, but will not bother to make the connection between that and the sudden feelings of friendship he now harbours towards him thanks to the *charm person* spell.

Red Mist

Inhaled; Detect DC 5; Will DC 14; Homicidal mania/ 1d4 Int; 1,200 gp; Craft (poisons) DC 25.

A fine red powder created with the dried blood of a bull or other aggressive creature, red mist causes psychotic, maniacal urges within its victims, causing them to attack those nearest them with a wild, desperate abandon. Those affected by red mist immediately rage as per the barbarian class and attack the closest creature for 2d4 rounds. Red mist is commonly spread into the air by blowing it towards a victim or dumping sacks full of it down upon enemies. During sieges, some commanders use red mist as a decisive weapon, the besieged dropping it over the walls to sow dissension in the enemy's ranks and bog down the attacks, while some besieging forces fire barrels of it into enemy fortresses, hoping to turn the defenders against one another. However, more than a few commanders have watched their men succumb to red mist meant for the enemy. Some assassins use red mist to disrupt their target's guards, spreading fistfuls of it in the air towards their enemies or blowing pinches of it at them. When used in this manner, the attacker must hit his target with a ranged touch attack with a maximum range of 10 ft. Furthermore, there is a flat 10% chance that the attacker accidentally exposes himself to the poison, forcing him to save against its effects. Some barbarian tribes use red mist as a narcotic, snuffing it in battle to throw themselves into a wild fury before leaping into the midst of the enemy's formations.

Sombal

Injury; Detect DC 15; Fort DC 12; Sleep/None; 75 gp; Craft (poisons) DC 15.

This poison is a mild paralytic venom that causes its victim to drop off into a deep sleep. Commonly used by drow slave traders on their raids to the surface world, sombal causes an overwhelming, almost suffocating, sense of weariness that drops its victims asleep in an instant. A victim affected by the poison is considered completely helpless. Most noises will not awaken him though an extremely loud noise, a slap, or any wounding attacks awake a creature affected by sombal. Arousing a sleeping creature requires a standard action.

Spell Sapper

Injury; Detect DC 10; Fort DC 14; 1d4 Int/1d6 Int; 90 gp; Craft (poisons) DC 15.

So named for its ability to leave wizards without the ability to use their spells, spell sapper courses through its victim's nervous system, befuddling his wits and leaving him a drooling moron. Assassins charged with murdering spellcasters commonly use this poison, as do town guards or bounty hunters sent to apprehend a mage. Spell sapper is created from a combination of mind flayer brain juices and the crushed eyes of an umber hulk and is a thick, red gel commonly spread on arrows and other weapons.

Tarzag's Venom

Injury; Detect DC 10; Fort DC 15; 1d4 Con/1d4 Dex; 240 gp; Craft (poisons) DC 15.

Originally created by a hobgoblin sorcerer, Tarzag's venom is designed to work exclusively on elves and half-elves. All other creatures are immune to its effects. Unlike most poisons, Tarzag's venom causes damage to two separate stats. Its initial effects cause sever cramps and sickness in elves, and as it spreads it also causes severe stiffness and pain in joints and muscles, severely limiting its victim's agility and quickness. Tarzag's venom is a blue gel commonly carried in bladders much like waterskins. As hobgoblins are immune to this poison (it causes nothing more than a minor stomach ache in non-elves) they use it freely whenever they have access to it.

Telsath's Powder

Ingested; Detect DC 0; Fort DC 16; 2d4 Str/1d6 Str; 220 gp; Craft (poisons) DC 15.

Commonly used by rangers and druids to handle large, powerful, but unintelligent monsters, Telsath's powder is a white, grainy powder with an intensely sweet taste that animals find irresistible. Normally found in fist-sized pellets, Telsath's powder is used in battle to cripple animals such as giant rats or dire bears. In combat, an animal, beast or magical beast with an Intelligence of 6 or lower must make a Will save (DC 12) to resist spending a standard action to wolf down a pellet composed of Telsath's powder. Note that a creature in combat need not make a save so long as it is under direct attack. In non-combat conditions, the creature automatically eats the pellet.

Tremble Oil

Injury; Detect DC 10; Fort DC 15; 1d4 Dex/1d4 Dex; 300 gp; Craft (poisons) DC 20.

Tremble oil is a favoured poison of bounty hunters and assassins who must contend with clerics, bards, sorcerers and other spellcasters. Tremble oil causes a severe palsy in its victims, leaving their hands, arms and legs trembling terribly. Not only does this affect their agility and co-ordination, but it also makes casting spells with a somatic component an extremely difficult task. When attempting such a spell under the influence of tremble oil, the caster must use a full-round action to cast the spell or must make a Concentration check (DC 20) to avoid ruining the spell. If the victim makes his save against tremble oil's initial effects, he is not subject to this spell failure effect. Tremble oil is a thick, viscous fluid with a rich, golden hue.

Truth Water

Ingested; Detect DC 0; Will DC 15; 1d4 Wis/Compels truth; 200 gp; Craft (poisons) DC 15.

This dark blue, bitter liquid is used to extract confessions from criminals and draw information out of captives. Truth water's secondary effect causes its victim to speak his innermost thoughts, responding to all questions with the truthful answers, or at least the truth as the victim sees it. The victim continues to respond in this manner for 5d6 minutes. The victim is under no compulsion to volunteer information beyond the scope of the questions. For example, an orc asked if there is treasure within a nearby cave responds yes and might even describe the piles of gold coins found there but does not need to mention the great black wyrm that guards them. Truth water cannot be mixed with food or drink, as both ruin its effects.

Varran's Oil

Injury; Detect DC 0; Fort DC 14; 2d4 Str/1d4 Str; 450 gp; Craft (poisons) DC 20.

Originally crafted by the paladin/rogue Varran, this

shimmering, golden oil is infused with holy water and the tears of a celestial. It has no effect against living creatures, but against undead it ravages their forms, sapping their strength and often leaving them crippled. Varran's oil gleams brightly, casting light in a 5 ft. radius. Paladins often use this poison to destroy vampires, lichs and other potent undead.

Vithil Seeds

Ingested; Detect DC 10; Fort DC 13; 1d2 Int/ Amnesia; 150 gp; Craft (poisons) DC 15.

The vithil is a small, green, leafy plant found in tropical climes. When properly treated, its seeds become a powerful poison that damages their victim's intellect and wipes recent memories from his mind. If the victim fails his saving throw against the vithil seeds' secondary effect, he loses all recollection of the previous 1d4 hours. Vithil seeds must be eaten to have any effect and are commonly crushed and mixed with a potential victim's food.

White Fire

Injury; Detect DC 5; Fort DC 20; 1d6 Str/2d6 Str; 2,200 gp; Craft (poisons) DC 35.

A highly magical poison forged from pure planar material of the astral, ether and prime planes, white fire is a magical pollutant that seeps into an outsider's material form and disrupts its presence on the prime plane. White fire affects only elementals and outsiders on the prime plane. It appears as a ghostly, shimmering white gauze that is wrapped around a weapon. On a hit, the gauze disintegrates into a fine dust that fuses with an outsider or elemental's physical form on the prime plane, rending it to pieces and causing intense agony.

Poison Creation

Using the Craft (poisons) skill, an enterprising rogue can create a vast range of poisons and other noxious chemicals to defeat his enemies. The system presented here allows a character with the skill to create a new venom or poison. Creating a poison requires the following steps:

1. **Determine Poison Effects -** Decide what effect the poison has on its victim. Does it deal ability damage? Does it have some sort of special effect?
2. **Pick Poison Delivery Method -** Decide if the poison is a delivered via contact, ingestion, inhalation or injury.
3. **Choose Save Type and DC -** What kind of save must the victim make to avoid the effects fo the poison and what is the DC of the save?
4. **Choose Spot DC -** How easy is it to notice this poison?
5. **Add Benefits -** Does the poison have any special qualities, such as effecting creatures normally immune to poison or does it only work against a specific race?
6. **Final Gold Piece Cost -** Determine how much the poison costs.
7. **Determine Ingredients -** Expensive poisons require rare and exotic components for their manufacture. Your Games Master determines the materials required for the poison and if or how you can acquire them.
8. **Craft (poisons) Check**

1. Determine Poison Effects

Poison can deal damage to an ability score, cause paralysis, force its victim to sleep, or cause a few other special effects. Decide exactly what the poison does to its victim - the table below summarises the various effects poisons can have. Note the costs listed for the effects you choose as you will need them in later steps. Add the cost for the secondary and initial damage effects you choose together and apply the appropriate modifier for the type of damage the poison inflicts. If the poison deals more than one type of damage, use the highest modifier that applies.

For example, a poison that deals 1d2 Strength as its initial damage and 1d4 Constitution as its secondary damage would have a base cost of 70 gp for 1d2 initial damage, plus 40 gp for 1d3 secondary damage, totalling 110 gp. A modifier of +50% is applied as Constitution damage is the most expensive, taking the cost up to 165 gp.

Poison Damage

Damage	Initial Damage Cost	Secondary Damage Cost
0	0 gp	0 gp
1	50 gp	20 gp
1d2	70 gp	30 gp
1d3	90 gp	40 gp
1d4	110 gp	50 gp
2d4	160 gp	110 gp
3d4	1,100 gp	850 gp
1d6	150 gp	100 gp
2d6	1,000 gp	750 gp
3d6	2,000 gp	1,500 gp
4d6	4,000 gp	3,000 gp
Paralysation	240 gp	160 gp
Sleep	200 gp	120 gp

Damage: The hit points or ability score damage the poison inflicts.

Initial Damage Cost: The base cost for a poison that inflicts the listed dice as its initial damage.
Secondary Damage Cost: The cost added for a poison that inflicts the listed dice as its secondary damage. These effects are cheaper because the victim has a chance to receive aid before the poison affects him. Note that a poison does not have to have a secondary damage score.

Effect Multipliers

Effect	Cost Modifier
Strength	+25%
Dexterity	+25%
Constitution	+50%
Intelligence	-
Wisdom	-
Charisma	-25%
Hit Points	-50%

Effect: The score affected by the poison or the poison's effect.
Multiplier: Increase the base cost of the poison by this value.

2. Pick Poison Delivery Method

Choose how the poison is delivered to its victim. Apply the cost increase listed below to the total gold piece value of the poison from Step 1.

Delivery Methods

Method	Cost Modifier
Contact	+50%
Ingested	-
Inhaled	+100%
Injury	-

Contact: These poisons must merely touch its victim's exposed skin to take effect and are often used to catch their victims unaware. A poison-coated letter or tabletop is a favourite ploy amongst assassins who wish to deliver a venom after they have left the area. Contact poisons may be used on weapons, but the victim gains a +2 circumstance bonus on his save against the poison. These poisons are not designed to stick to weapons and often drip off a blade or otherwise fail to infect a wound. Furthermore, on any unmodified attack roll of 1, the attacker accidentally poisons himself. A single dose of contact poison can coat one small item.
Ingested: The victim must eat or drink the poison for it to have any effect. These poisons are relatively cheap, and a single dose of ingested venom can poison one drink or dish.
Inhaled: Poisons delivered by air are very expensive, as they must be designed correctly and can effect a large number of creatures at once. A single dose of inhaled poison can fill a 5 ft. cubic area.
Injury: These poisons are thick, sticky pastes designed to be applied to weapons but are also effective if ingested. A single dose can coat one large or smaller weapon.

3. Choose Save Type and DC

Determine how the victim resists the poison and how difficult the poison is to resist. Apply the cost increases listed below to the total gold piece value of the poison from Step 2.

Save Type

Save Type	Cost Modifier
Fortitude	-
Will	+50%

Fortitude: The poison requires a Fortitude save to resist. Most poisons attack the victim's health or body. Tough, hardy individuals are better at resisting the effects of these poisons.
Will: Some poisons attack the victim's mind, forcing him to sleep or disrupting his thought process. The victim must use his will power to overcome the poison's effects.

Save DC

Save DC	Cost Modifier
10	-50%
11	-40%
12	-30%
13	-20%
14	-10%
15	-
16	+20%
17	+40%
18	+60%
19	+80%
20	+100%
21	+125%
22	+150%
23	+175%
24	+200%
25	+250%
per additional +1 DC beyond 25	+50% per DC

4. Choose Spot DC

The Spot DC to notice poisons is critically important for ingested and contact varieties. It determines how

hard it is for a creature to notice the poison before falling victim to it. Apply the cost increase listed below to the total gold piece value of the poison from Step 3.

Spotting Poisons

Spot DC	Cost Modifier
0 – 4	-50%
5 – 9	-25%
10 – 14	-
15 – 19	+50%
20 – 24	+75%
25	+100%

5. Add Benefits

Many custom crafted poisons are designed to fulfil a specific role. The most popular poisons affect only a single race, though they are both rare and expensive. The following section summarises the benefits available for a poison. Apply the cost increase listed below to the total gold piece value of the poison from Step 4. A character need not add such a benefit if it is not required or desired.

Custom Poison Benefits

Benefit	Cost Modifier
Affects Immune Type	+50%
Affects Only Immune Type	+200%
Affects Specific Race	+50%
Bonus vs. Race	+50%
Causes Spell Effect	+10% per caster level

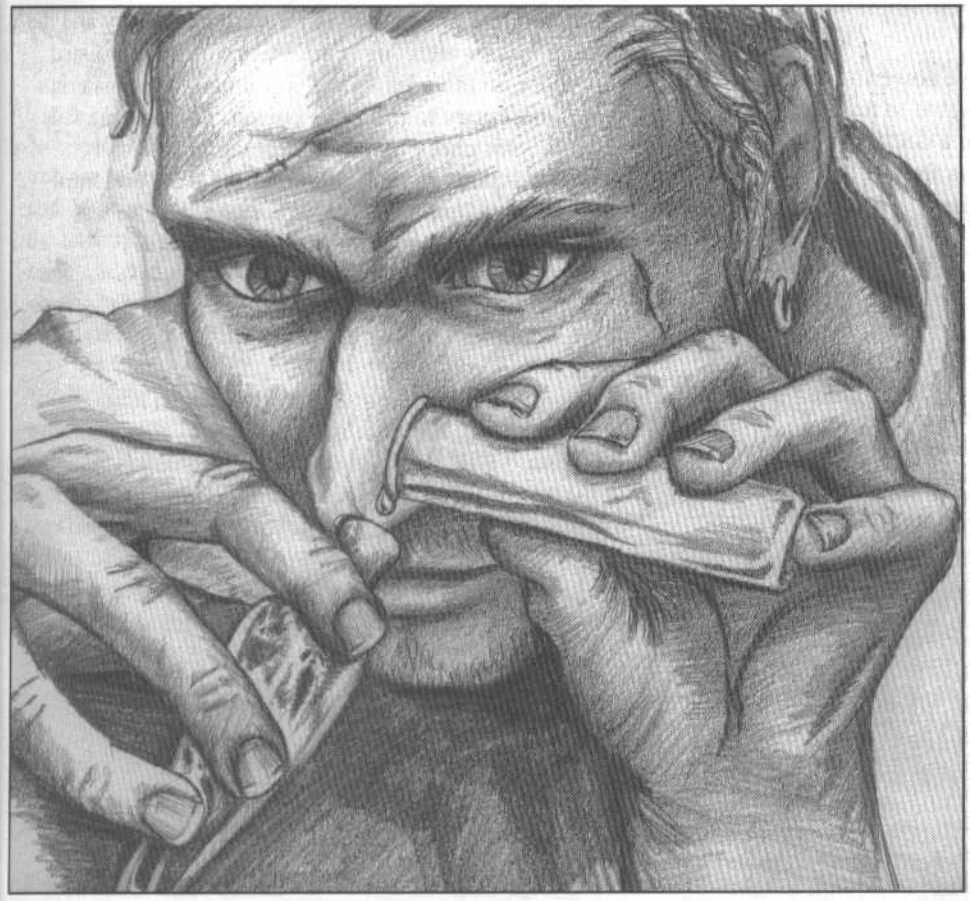
Affects Immune Type: The poison affects a single creature type, such as constructs, plants or undead, normally immune to poisons.

Affects Only Immune Type: The poison effects only a single creature type normally immune to poisons, such as constructs, plants or undead, and no other. This makes it very easy for other races to use the poison without fear against that specific monster category.

Affects Specific Race: The poison works against only a single race. While this limits the poison, it also makes it possible for other creatures to use the poison without fear of exposing themselves to the venom.

Bonus vs. Race: A specific race suffers a –2 penalty to saves against the poison, which has been designed specifically to expose that race's weaknesses.

Cause Spell Effect: In addition to its normal damage, the poison causes an extraordinary effect that duplicates a magic spell. The following spells may be chosen for this effect, lasting 1d6 minutes; *bane, blindness/deafness, cause fear, confusion, contagion, daze* or *slow.* Note that the poison does not trigger the spell itself. It simply causes an effect duplicated by the spell's mechanics.



6. Final Gold Piece Cost

The newly invented poison's cost is equal to its base cost determined in Step 1, modified by any and all options taken throughout the following steps. It should go without saying that the greatest of poisons are truly lethal concoctions of near legendary status, and the rarest of them may be more expensive than many magically enchanted items.

7. Determine Ingredients

Based on the poison's final price, the Games Master now selects a few rare ingredients that the rogue attempting to create the poison must find. The Games Master decides whether the required reagent is available on the open market or requires a special task or adventure. The following points outline some basic options. Generally speaking, a poison that costs more than 500 gp requires a special ingredient to complete it that will require extensive work on the part of the rogue to locate or purchase.

Rare Ingredient: The poison requires a single, hard to find herb or chemical not normally available on the open market. The character or one of his allies must make a Gather Information check (DC 25) to track down a seller. Alternatively, the character must roleplay out a trip to a black market supplier to make his purchase. Some merchants may require a special service in return for the item, such as a mission to disrupt a rival's business or steal a valuable item.

Magical Ingredient: The venom is so exotic or powerful that it requires a special magical ingredient. The rogue may have to add a magic potion, the ashes from a burned scroll, or the shards of an enchanted dagger to the recipe.

Unique Ingredient: The most powerful poisons require bizarre, almost impossible to acquire ingredients such as tears from a demon, the heart of a celestial or a kiss from an ancient red dragon. Needless to say, this sort of ingredient requires the rogue to embark on a difficult quest, often across different planes of existence, to track down the necessary components.

8. Craft (poisons) Check

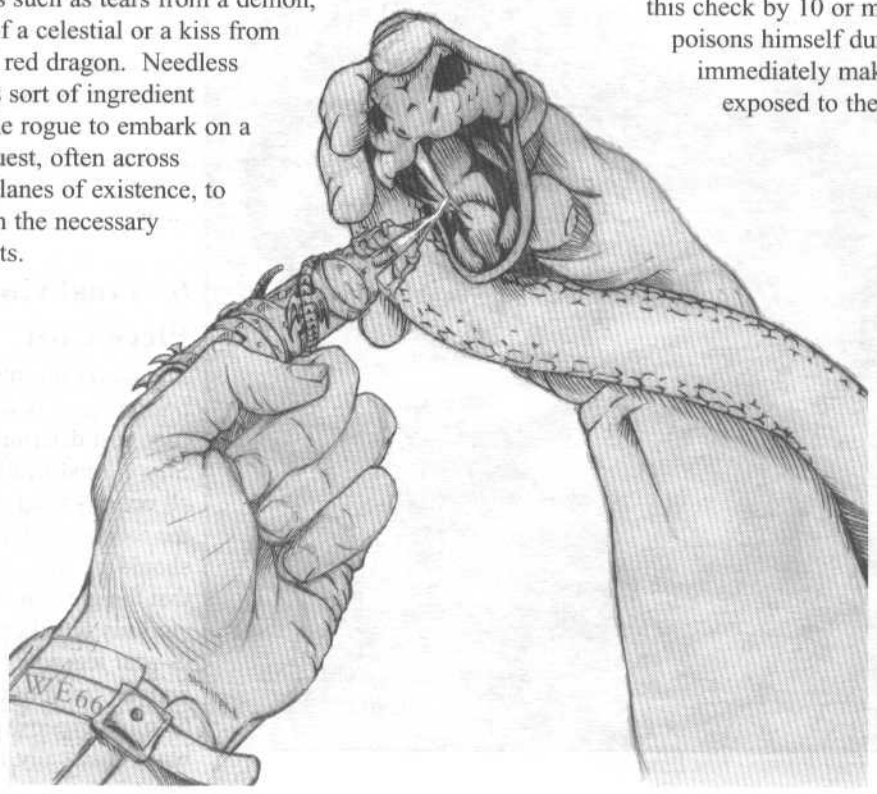
The final DC for the Craft (poisons) check is based on the poison's cost. More expensive poisons are generally more complicated to create, require special tools, and demand a variety of difficult techniques from the rogue. The following table summarises the Craft (poisons) DC based on the poison's cost.

Craft (poisons) Check

Poison Cost	DC
0 – 250 gp	10
251 – 750 gp	12
751 gp – 1250 gp	15
1251 gp – 1750 gp	18
1751 gp – 3000 gp	20
3001 gp – 5000 gp	25
5001 gp – 7500 gp	30
7501 gp – 10,000 gp	35
10,000 gp – 15,000 gp	40
15,001+ gp	50

The Skill Check

Once the rogue has gathered his ingredients, he must make a Craft (poisons) skill check to produce the poison. It takes one day to concoct a poison, though if the Craft (poisons) check is failed, both the day and the gold spent on ingredients are wasted. The cost listed for a poison includes all the consumable raw materials necessary to make the poison. If the rogue fails this check by 10 or more, he accidentally poisons himself during his work and must immediately make a save as if he was exposed to the poison.



Traps and their Construction

Long the bane of many an enterprising thief, traps spring upon the unwary, trapping or killing those who blunder into their triggers. While most rogues cultivate the skills necessary to spot and neutralise traps, some learn to turn these skills around and become accomplished trap builders.

This chapter covers the construction of quick and dirty traps, such as a crossbow rigged to a tripwire or a deep pit studded with spikes and hidden by a dirt and leaf covered tarp. Most trap creation systems work well for Games Masters who need to generate traps for a dungeon or similar environment but these rules are designed for players who wish to use their rogue's Craft (trapmaking) skill to quickly produce snares in order to protect a campsite or foil pursuing monsters. The rules here will not create the sort of elaborate death trap commonly found in ancient tombs but will prove a life-saver for the rogue who has a long length of twine, a crossbow, a bottle of poison and a little imagination.

Craft (trapmaking) (Int)

You are trained in the art of building snares, pit traps and other mechanisms designed to immobilise or injure the unwary. You have the mechanical knowledge and a basic understanding of carpentry, stonemasonry and physics needed to construct pressure plates and other elaborate mechanisms normally used to build traps.

This version of the Craft skill is central to building a working snare. Normally, it follows the standard rules for Craft skills. However, you do not always have the time and resources to plan out and build an elaborate trap that requires days of work and hundreds of gold pieces of resources. The rules presented here cover a limited scope of traps, those that can be built in a few hours with scant resources. When building more complex traps, use the standard rules for the Craft skill. Determine the trap's cost as normal and make successive skill checks to determine your progress.

'They aren't easy things to cobble up you know,' he said, pulling expertly at the almost invisible draw-string attachment. 'Oh no. Any fool can *think* a trap, but it takes a special one to actually make it.'

Aarhus of Del, Trap-maker to the Rich and Infamous

Check: You can produce simple traps such as concealed pits or crossbows rigged to tripwires. In order to construct a trap, you must construct the individual components of the trap and then assemble them into a single mechanism. All traps consist of the following components;

† **A Trigger:** How does the trap activate? Some traps are triggered when an intruder snaps a tripwire. Others require a sentinel or guard to pull on a rope rigged to set the trap off when an opponent stands in its area of effect.

† **An Effect:** What happens to the trap's victim? Some traps injure their targets, whilst others immobilise them. Other traps do nothing more than sound an alert. Many effect components make an attack directed towards the victim, such as a spring-loaded crossbow, whilst others require the victim to make a Reflex save to avoid the trap, such as in the case of a collapsing wall.

† **Features:** Traps often include camouflage or other options that enhance their effectiveness. A concealing layer of dirt and leaves makes a pit trap much harder to spot, whilst poison makes a damaging trap much deadlier.

To build a trap, select one trigger and one effect component. In addition, you may add as many feature components to the trap as you wish, in order to enhance its effectiveness. The base Craft (trapmaking) check for constructing a trap is at DC 5. Each trap component, be it trigger, effect or feature, has a modifier for the DC of this check listed on the table below. Your Games Master will make a secret Craft (trapmaking) check against the final DC of the trap. The trap will always appear fully functional to you, even if the Games Master rolls a failure for this check. If the check fails, the trap will fail to function.

The final total of a successful Craft (trapmaking) check divided by five and rounded down, will give the Trap Factor. The Trap Factor is used below to determine the final abilities of the trap being constructed.

Search DC: Large, complicated traps are easier to spot than smaller, more compact ones no matter how cleverly positioned their trigger component. For example, a wall rigged to fall over is rather easy to spot, whilst a crossbow hidden in a nearby tree is much

harder to notice. Both may have equally well-hidden triggers, but an enemy looking for traps is much more likely to discover a wall rigged to collapse than to spot a loaded crossbow. The trap's Search DC is equal to the Trap Factor +5. Various trap components, listed below, may modify this further.

For example, Herrus the Quick and his friends have set up camp in a forest reputed to be the home of a vicious tribe of kobolds. Herrus wants to set up a simple alarm to warn his party if monsters approach. He decides to rig up an alarm bell using a simple tripwire around the camp. His total Craft check result for his trigger is 36, yielding a Trap Factor of 7 when divided by 5. Both the alarm bell's and tripwire's modifiers are 0, yielding a total Search DC of 12, when +5 is added to the DC.

Disable DC: A trap's Disable DC is determined in a manner similar to the Search DC, being equal to the Trap Factor +5. Unlike the Search DC, the nature of the trap and its trigger have no bearing on its Disable DC and so no modifiers are made for trap components. The only factor that comes into play is the skill and ingenuity of the rogue who constructed the trap.

Attack Roll: Some traps, such as a crossbow rigged to fire at intruders, must make an attack roll in order to hit their victims. The trap's base attack bonus is equal to the Trap Factor. Unless otherwise noted, all traps score a critical threat on a natural 20 and deal double damage upon a successful critical hit.

Reflex Save DC: Traps that do not actively attack their victims require a Reflex save to avoid their effects. For example, an adventurer who stumbles across a pit trap must make a Reflex save to catch his balance before he plummets over the edge. A trap's Reflex save DC is equal to the Trap Factor +10.

Damage: The damage dealt by a trap is detailed under each effect component's description below.

The various save and skill Difficulty Classes used by traps constructed with these rules tend to be rather low compared to most others. Since the traps created with this system are jury rigged contraptions quickly cobbled together to deal with some imminent threat, they rarely have the subtlety and craftsmanship exhibited by traps designed and built over the course of days or weeks rather than mere minutes or hours.

Construction Time: Building a simple trap takes much less time than other Craft skill checks. To determine how long it takes to build a trap, simply add together the time listed for each trap component used listed on the table below. However, by taking a greater amount of time to build a trap, you can improve on the quality of your work. Doubling the total time required to build the trap grants a +5 competence bonus to the Craft check made to construct the trap. On the other hand, you may attempt to rush the construction of a trap, taking shortcuts that yield lower quality work. You may halve the total time necessary to complete a trap taking a –5 competence penalty to the Craft check in the process.

Number of Uses: Aside from the pit trap, all of the traps presented here activate only once before they must be reset. Resetting a trap you built yourself requires a Craft (trapmaking) check at a DC equal to its Trap Factor. Resetting a trap built by someone else requires a Craft (trapmaking) check at a DC equal to its Trap Factor +5. However, a trap that

does not work properly due to a failed Craft check during its construction must be rebuilt from scratch.

The following table summarises the variety of trap components you are capable of building in a short span of time.

Alarm Bell: This small bell is normally attached to a trap that serves to warn of the approach of intruders or attackers. Normally, the bell is set to swing back and forth when tripped, sounding a brief burst of noise before coming to a stop. Sleeping characters must make a Listen check to hear the bell, with a DC equal to 5 plus 1 per 10 ft. between the sleeper and the bell. Obviously, characters who are awake and capable of hearing automatically notice the bell provided they are not too far away from it.

Camouflage Covering: This feature disguises a trap, making it more difficult for searchers to notice it. A camouflage covering usually consists of a tarp, sheet, tent, or other large cloth covered with branches, leaves, and other debris. A trap fitted with camouflage gains a

Trap Components

Component	Base DC Modifier	Construction Time	Component Type	Search DC Modifier	Materials/Tools Required
Alarm Bell	+2	0	Effect	+0	Bell, drum, or any other item capable of creating noise
Camouflage Covering	+5	1 hour	Feature	+5	Blankets, cut foliage, leaves, dirt
Collapsing Wall	+5	2 hours	Effect (Save)	-3	Thick logs, walls, short supporting beams or logs, 50 ft. rope
Door/Chest Trigger	+10	15 minutes	Trigger	+0	String
Manual Trigger	-2	15 minutes	Trigger	-5	Rope or string
Net (Falling)	+4	30 minutes	Effect (Attack)	-5	Net, weights
Net (Rising)	+8	1 hour	Effect (Save)	-10	Net, 50 ft. rope
Net Hooks	+10	1 hour	Feature	+0	Iron prongs or fishing hooks, whetstone
Pit*	+0	2 hours	Effect (Save)	-10	Shovel or other digging tool
Pit Stakes*	+2	30 minutes	Effect (Attack)	+0	Thick stakes, knife
Ram	+10	2 hours	Effect (Attack)	-10	Heavy log, 50 ft. rope
Snare	+5	20 minutes	Effect (Save)	+2	Rope
Spell Trigger	+10	5 minutes	Effect	-5	String
Spring Crossbow	+6	15 minutes	Effect (Attack)	+0	Crossbow, bolt, string
Target Decoy	+12	30 minutes	Trigger	+2	Armour, helmet, shield, straw dummy
Tripwire	+0	20 minutes	Trigger	+0	String, wire, or rope
Wall, Temporary	+8	1 hour	Feature	+0	Light branches, leaves, dirt, rope
Whiplash Spikes	+15	2 hours	Effect (Attack)	-5	Heavy, flexible wooden planks, knife, wooden or iron spikes

*Neither of these traps requires a trigger as, in essence, a pit trap incorporates a trigger into its design. The victim triggers the pit simply by walking over it.

Component: The name of the trap component.
Base DC Modifier: This is the modifier made to the DC of the Craft (trapmaking) check required to successfully construct the trap. These are totalled for every component used in a trap and added to the base DC of 5 in order to produce the target number for the check.
Construction Time: The time normally needed to build the component. The total construction time of the trap is equal to all those of the components used.
Component Type: Notes whether the trap is an effect, feature, or trigger. Effects are broken down into two subtypes. Those marked with (Attack) make an attack roll to damage their targets. Those marked with (Save) require a Reflex save to avoid their effect.
Search DC Modifier: Some traps are easier to spot than others. Apply the search modifier to the final Search DC needed to detect the trap.
Materials/Tools Required: Lists the raw materials and items necessary to successfully craft the trap component. You may substitute alternate items for the ones listed here with the Games Master's approval. For example, a sheet or disassembled tent may replace the blanket listed for the camouflage covering component.

+5 modifier to the Search DC needed to detect it.

Collapsing Wall: This brute force trap crushes its victims beneath an avalanche of wooden beams. A collapsing wall is either a wooden stockade set to fall over when triggered or a pile of carefully balanced stones designed to cascade down upon the enemy. In either case, a collapsing wall deals 2d8 damage (Reflex save for half) to all who stand in its path. The wall crushes all victims standing adjacent to the wall in the direction it is designed to collapse. A single wall can be up to 10 ft. long and 5 ft. high though you can build longer walls by erecting multiple walls adjacent to each other. Multiple walls may be tied to a single trigger, but you must make a separate Craft (trapmaking) check to see if each section works successfully.

Door/Chest Trigger: This trigger is a simple length of string or line set to activate a trap when the victim opens or closes a treasure chest or door. This trigger may be attached to other, similar, items such as a bureau drawer or the doors to an armoire.

Manual Trigger: The simplest trigger type is a rope attached to a trap that, when pulled, activates the trap. Obviously, whoever pulls the rope should have a view on the trap's area of effect to judge when to set it off, though a manual trigger can also be set up to activate a trap that affects whoever pulls it as some rogues count on an enemy's curiosity to win out over his caution. Particularly dense creatures, such as ogres and trolls, often fall for this gambit. Generally speaking, a creature must make an Intelligence check (DC 5) to notice that a manual trigger leads to a trap.

Net (Falling): A falling net uses heavy weights attached across its surface to drop down on to its targets and hold them trapped beneath. The net affects all creatures within a 5 ft. radius area. All within this area must make Reflex saves or be caught within the net, treated as if they had been hit with a net attack. Creatures that make their saving throw immediately move to the edge of the net's area of effect.

Net (Rising): This version of a net trap works in the opposite manner to the falling net. Rather than dropping down on its victims, a system of counterweights pulls this net off of the ground, capturing all who were standing within it. This net affects all creatures within a 5 ft. radius area. Anyone standing on the net when it triggers must make a Reflex save or be pulled into the net. Treat creatures who fail their save as caught by a net attack with a few exceptions - since the net hangs in the air, creatures may not move within the net. Second, any creature that manages to escape will immediately fall 10 feet to the ground. Those that make their Reflex save remain in their current position.

Net Hooks: While nets are often quite effective on their own, many of them incorporate thick, wicked hooks designed to dig into the flesh of those caught within them. While too large and clumsy to work with fighting nets in melee combat, these vicious items work well with those used in traps. Each round a creature caught in a hooked net takes any action, he automatically takes 1d4 damage from the hooks. Creatures wearing medium or heavy armour that grants a +4 or greater Armour Bonus ignore this damage, as do creatures with a natural Armour Bonus of +6 or higher.

Pit: A hidden pit has long been a staple of dungeon and wilderness trap designers. This pit trap is a basic 10 ft. deep and 5 ft. square hole. For larger pits, determine the time needed by assuming that 2 man-hours of work clears a total of 250 cubic ft. of dirt. A creature that tumbles into a pit sustains falling damage based on the pit's depth though the victim may make a Reflex save to catch his balance and avoid falling in.

Pit Stakes: This simple enhancement makes an ordinary pit a much deadlier trap. On a successful hit, the sharpened stakes deal 1d6 damage to anyone falling into a pit. If the stakes miss, the victim will land in a spot not covered by them or flatten them down into the dirt on impact. Pit stakes are difficult to avoid for anyone tumbling into a pit. They gain a +5 competence bonus to their attack roll against any who falls on to them.

Ram: A trap that substitutes brute force for subtlety, the ram is a heavy log hung by rope or vines that swings down to clobber its target. On a successful hit, the ram deals 2d6 points of damage. However, the ram is difficult to properly design and often swings off course when triggered. It suffers a –2 competence penalty to its attack rolls.

Snare: The snare is a rope loop designed to catch its victim by an ankle and pull him up into the air. A victim who slices or snaps the rope breaks free but will immediately drop 10 ft. to the ground. Hemp rope has AC 5, 2 hit points, and can be burst with a Strength check at DC 23. Silk rope has AC 6, 4 hit points, and requires a Strength check at DC 24 to sunder. The victim may also escape with a successful Escape Artist check at DC 24. A character caught in a snare cannot move and suffers a –2 penalty to attacks rolls and a –4 penalty to his effective Dexterity.

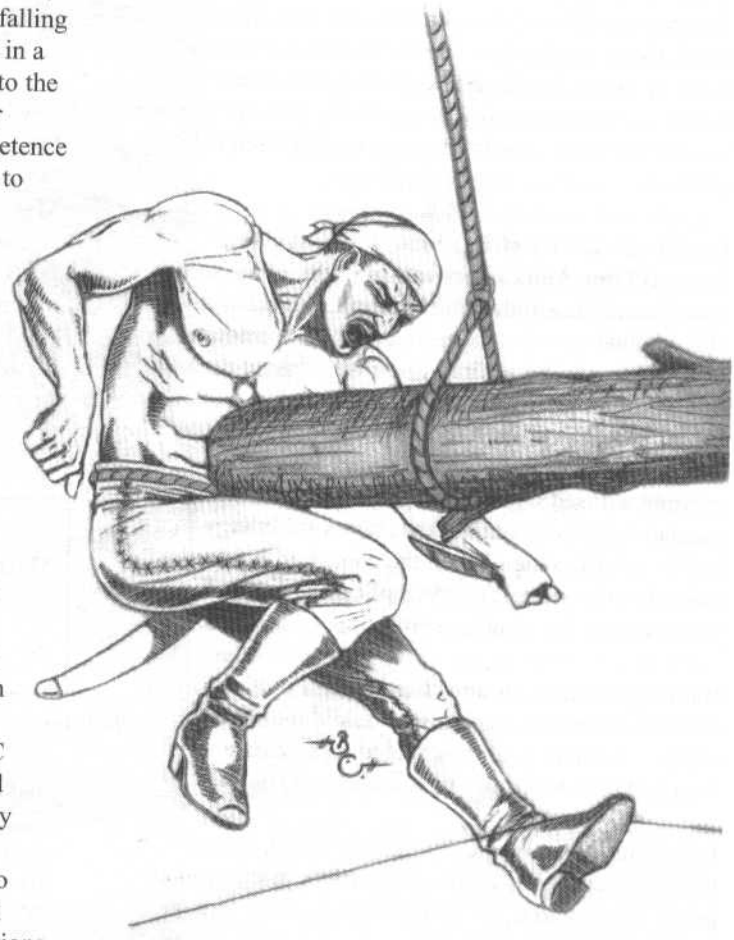
Spell Trigger: This mechanical item is designed to unleash the magical power contained within a spell matrix. Spell matrices, their use, and their applications in traps are detailed on p86. Essentially, they serve as holding tanks for magical spells such as *fireball* or *acid arrow*, allowing highly experienced trapmakers to incorporate magical effects into their creations.

Spring Crossbow: Any crossbow can be arranged to fire when a tripwire connected to it is tripped. The crossbow deals damage according to its type and attacks at a base attack bonus determined by the Trap Factor.

Target Decoy: This trigger consists of a manual trigger disguised to mask its true intent. For example, a sack of gold pieces that triggers a trap when moved is an example of a target decoy. Generally speaking, a target decoy triggers its trap when the decoy is moved or otherwise manipulated.

Tripwire: This basic trigger consists of a simple string or line that sets off a trap when an intruder inadvertently breaks it, usually by catching the string on his foot while walking.

Wall, Temporary: A temporary wall is a light screen made from tree branches, vine, and rope designed to disguise a large, mechanical trap such as a ram or whiplash spike. It grants a +2 bonus to these traps' Search DCs. The wall also grants one-half cover to anyone standing behind it.



Whiplash Spikes: This vicious trap consists of a carefully bent wooden arm set with several wooden or iron spikes. When triggered, the arm snaps straight, slamming its spikes into its victim. The whiplash spikes deal 1d8 damage on a successful attack roll.

Spell Matrices

Many traps incorporate magical effects, such as a jet of searing flame designed to reduce intruders to ash or a *magic mouth* that calls out an alarm when triggered. Such spells are integrated into traps through the use of spell matrices, complex systems of glyphs, sigils and mystic patterns that trap and channel magical energies. While the full range of options presented by spell matrices is beyond the scope of this volume, the most talented rogues who wish to inject a touch of magic into their jury rigged creations are capable of producing simple spell matrices.

Creating Matrices

Any rogue with sufficient ranks in the Use Magic Device skill can create a spell matrix using a magic wand or magic scroll. Rather than tap into the magic item to unleash its ability in one burst, you can partially activate the item, slowly bleeding energy from it into a matrix.

Use Magic Device (Cha)
Normal Use: You can activate magical items, such as wands, scrolls or rods, which normally require magical abilities that you do not possess. You can emulate qualities normally required to utilise a magic item, such as alignment, ability score, or class features.
New Use: *Create Spell Matrix.* By partially activating a magic wand or scroll, you channel the built-up energies infused within the item and divert them into a specially crafted container that stores the energy in a highly volatile state. When the container is disturbed, it unleashes the stored energy, replicating the spell generated by the wand or scroll.

Building a matrix requires two steps. First, you must either build or buy a container to hold the magical energy. Second, you must find an appropriate magical item and transfer its power into the matrix.

In regions where magic is rather common, wizards' guilds or academies often sell matrices at the market prices listed below. Building a matrix from scratch requires the feats and half the price in raw materials listed under each matrix's description. While matrices do not require any set spells to complete, they are all infused with magical energies as a result of the mystic patterns woven into their forms. Thus, they emanate a magical aura even though they do not resonate with the mystical energies of any particular type of magic.

Matrix (Type A): This iron cube measures three inches along each side and is covered with magical glyphs carved into its surface. A small hole drilled into one of the cube's sides opens into an empty, spherical opening set in the cube's centre. This magical matrix can be used to store spells from 1st to 3rd level. A Type A matrix's maximum caster level is three.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item or Craft Matrix; *Market Price:* 1,000 gp.

Matrix (Type B): Similar to a Type A matrix, this cube is crafted from silver and features runes etched in gold on its sides. It is slightly larger than a Type A matrix, measuring roughly four inches along each side. This magical matrix is capable of storing 1st to 6th level spells. A Type B matrix's maximum caster level is nine.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item or Craft Matrix; *Market Price:* 7,000 gp.

Matrix (Type C): This mithril cube is five inches wide and bears elegant runes etched in adamant across its faces. It can hold spells of any level. A Type C matrix's maximum caster level is twelve.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item or Craft Matrix; *Market Price:* 21,000 gp.

Spell Matrices

Matrix Type	Price	Maximum Spell Level	Maximum Caster Level
A	1,000 gp	3	3
B	7,000 gp	6	9
C	21,000 gp	9	12

Once you have a matrix capable of harnessing the spell you wish to place within it, you must use either a magical wand or a scroll as fuel for the matrix. You may use either the Use Magic Device or Spellcraft skills to accomplish this. With either method, it takes 10 minutes to create a spell matrix.

Use Magic Device
Use Magic Device is a riskier, but easier, method for most rogues. To fuel a matrix with this skill, you must have a scroll or wand capable of casting a spell that delivers its effect or damage in a radius, cone or burst. Other spells require aim or other conscious decisions on the caster's part, merely resulting in matrices that unleash harmless magical energy as such spells require an active mind focussing their effects. In addition, you must also possess the Craft Matrix feat, detailed on p49.

To channel a scroll spell into a matrix, you must make a successful Use Magic Device check at DC 25 + the spell's level. If you fail by 10 or less, the spell dissipates harmlessly, failing to charge the matrix and expending the scroll. On a failure of 10 or more, you fall victim to an accident as per the rules for scroll mishaps. You must possess the minimum ability score to use the spell scroll. If you do not, you must first emulate the ability score as per the Use Magic Device skill. If you succeed, you must then immediately make

another check to store the energy within the matrix. A spell stored within a matrix operates at half its scroll caster level. For example, a scroll containing a *fireball* at caster level six used to fuel a matrix grants it a *fireball* at caster level three. Note that the spell still functions properly even if its caster level is below the minimum level normally needed to use the spell. Level-dependent effects, such as damage or duration, are calculated using the lower level as normal.

When using a wand to fuel a matrix, you must make a Use Magic Device check at DC 25 + the spell's level in order to transfer the wand's energy to the matrix. As with scrolls, you may only fuel matrices with wands capable of casting spells that create burst, cone or radius areas of effects. Other spell types dissipate harmlessly when triggered. Fuelling a matrix in this manner drains 2d4 charges from a wand. If the matrix drains more charges than the total stored within an item, the wand is completely drained and the matrix fails to function.

Spellcraft

If you have the Craft Wondrous Item, you may use your Spellcraft skill in place of Use Magic Device to fuel a matrix. In this case, scrolls expended to create a matrix will never cause a mishap, no matter how much the Spellcraft check is failed by, and wands will only be drained of 1d4 charges. The Spellcraft check made to infuse a matrix with a spell from a wand or scroll is DC 20 + the spell's level. All other rules for creating spell matrices with Spellcraft are the same as those for Use Magic Item.

Whether using Use Magic Item or Spellcraft to construct a matrix, if a spell's caster level is greater than that normally allowed by a matrix, use the matrix's maximum in place of the level provided by the wand or scroll.

Handling Matrices

While matrices can store magical energy, they are extremely unstable containment vessels. A matrix that holds a spell pulsates with magical energy, ready to expel the dweomer held within its bounds in an instant. The slightest disturbance of the matrix may cause the spell within to trigger, thus making these items poor choices for carrying spells for any length of time. However, it also makes them ideal for use in traps. A simple tripwire designed to jostle a spell matrix unleashes the power of a *fireball* or *acid fog* upon intruders, creating effects much more powerful than those possible with simple, mechanical traps.

If a matrix takes a single point of damage from a melee or missile attack, it immediately detonates, releasing the spell stored within it.

Anyone carrying a matrix might accidentally set it off when taking almost any action short of standing still or moving at an extremely slow pace. The following table lists the actions capable of inadvertently activating a matrix and the Reflex saves needed to avoid tragedy.

Inadvertent Matrix Detonation

Action Reflex	Save DC
Movement at half normal rate	10
Movement at normal rate	15
Movement at faster than normal rate	20
Fighting in melee combat	20
Taking damage from spell, trap, ranged attack, etc.	20 + damage taken
Making a ranged attack	15
Spell casting	10

Movement: Each round that you move at half your normal rate of speed or higher, there is a chance that any matrix you carry detonates. After taking each move action, make a separate saving throw for each matrix. The Reflex save DC is determined by the speed at which you moved, as listed in the table above. If one matrix detonates, you must immediately make a second check to see if the damage causes any others to unleash their magic.

Fighting in Melee: After each action you use to make a melee attack action, you must make a Reflex save at DC 20 for every charged matrix you carry. On a failure, the matrix detonates. Note that you must make a save after your attack action, not after each attack. If you gain more than one attack when using a full-attack action, such an action forces only one Reflex save, not a save for each attack. Also, make this saving throw after resolving your action, not before.

Damage: Every time you take damage, there is a chance that a charged matrix you carry may be jostled, causing it to unleash its stored magicks. Make a check for each separate instance, attack, or event that causes damage to you. Immediately after losing hit points, make the Reflex saving throw at DC 20 + damage taken. Note that damage inflicted from a matrix also forces this saving throw for every other matrix you carry.

Ranged Attacks: Making a ranged attack whilst carrying a charged matrix may disturb it enough to force its detonation. Every time you use an action to make a ranged attack, you must make a Reflex save at DC 15 for each charged matrix you carry.

Spells: If you cast a spell with a somatic component, your arcane gestures may inadvertently disturb a matrix. After completing the action used to cast a spell, make a Reflex save for each charged matrix you carry at DC 10.

Using Matrices with Traps

A matrix can be integrated into a trap using the spell trigger trap component listed on p85. The spell trigger is a simple string, lever or other item designed to jostle the spell matrix when an intruder breaks a tripwire or activates some other trap mechanism. As matrices are so unstable, the tripwire pulls at the matrix, toppling it over and causing it to unleash the spell stored within. Treat the spell as if it had been centred on the matrix's location, extending out in a radius, cone or burst to damage or otherwise effect all targets within range. The spell uses its caster level (determined as described in the Creating Matrices section above) for the purposes of determining its range, damage and save DC.

Disarming Matrices

Unlike most magical traps, spell triggers rely on a simple mechanical device to activate them. They may thus be disarmed normally using a Disable Device check, at a DC based upon the Trap Factor, as described on p81.

You may also attempt to diffuse a charged matrix with a successful Spellcraft or Use Magic Device check. To harmlessly discharge the energy contained within a matrix, you must make a successful Spellcraft or Use Magic Device check at DC 20 + spell's level. If you fail by less than ten, the matrix remains charged but you immediately may again attempt to diffuse it. If you fail the check by ten or more, the matrix immediately detonates.

Reusing Matrices

A matrix that contains one spell cannot accept a second, immediately detonating if this is attempted. However, an empty or spent matrix may be infused with the energy of another spell though a matrix that has previously discharged a spell is invariably left warped and twisted in the process of violently expelling its stored energy. A used matrix must be repaired with the Craft (metalworking) skill, or a similar Craft skill at the Games Master's discretion. You must make a total gold piece value of repairs equal to one-tenth the matrix's gold piece value. A damaged matrix cannot accept spell energies, and any attempts to fuel it fail automatically. The damage to a matrix is solely physical in nature and so anyone attempting to repair one need not possess the Craft Wondrous Item or Craft Matrix feat.

Laws of the Night

There is indeed honour amongst thieves, if the profit is high enough. Rogues, unlike other character classes, exist outside of normal society. Spies, burglars, assassins and others who frequently and casually break the law are not the sort to show up at the local paladins' charity sale. They form shadowy sub-cultures existing on the edges of, and between the pillars of, society - government, religion, and commerce. Nobody wants to be seen with a known criminal, but few who want to roll around in the mud bath that is cut-throat politics can afford life without them.

This section presents ideas on developing your rogue's background, such as his family, work previous to adventuring, and friends. It also includes information on that unofficial government of crime, the thieves' guild, focussing on rules and guidelines for how the guild interferes with freelance thieves who intrude its territory.

Roguish Background

Your first decision regarding your rogue's background is his social class. In the typical fantasy campaign, social class is divided into three layers;

Upper Class: Nobles, land owners, hereditary rulers and anyone else who runs the country. Your character is most likely a young member of a noble family, fifth or sixth in line to receive any real title or responsibilities. With plenty of time and little to do, the life of a rogue is an alluring pastime. With your connections to the upper class, you know plenty of people who wield power and influence. Unfortunately, they are not likely to publicly associate with you. Most nobles are expected to attend dinner parties and gossip at costume balls, not strap on a sword and delve into dungeons. Worst of all, your career choice is unsavoury, to say the least, and spurs many nobles to look upon you with disdain. More than likely, you are the black sheep of your family, who believe that if you wanted to adventure the least you could have done was become something respectable, like a cleric or paladin.

And then, when no one else is listening, they are asking you to slip into Baron Norrvik's manor and find out if he plans to unseat the king. The life of a rogue from the upper class is fraught with contradictions. On one hand, society dictates that you are far too 'common' to acknowledge, but your unique skills and abilities are far too valuable to go unnoticed. The duke never invites a rogue to his grand feasts, but when it is time to make the invite list for his let's-plot-the-assassination-of-the-orc-lord party, then yes, the master thief is first on the list. All of this is, of course, only placed upon the rogue who is both successful and well known. At low levels, you are liable to run into only the bad half of the bargain, disapproving stares from your one-time companions who view you as a slumming, low-brow thug. Proper heroes, in their mind, strap on plate armour, hoist the royal banner or a holy symbol, and face the enemy with blade and shield. A quick knife in the back kills the maniacal wizard, but it does not make for a good tale of brave deeds.

Many upper class rogues evade this stigma by adopting an alias. The rules presented under the Reputation chapter serve such a rogue well. The dashing Rooftop Bandit, never seen without her red velvet mask, could in fact be Lady Helena Willmont, youngest daughter of the old Duke Willmont, a retired paladin who now spends his days ruling over the city. With an alias, a well-to-do rogue gains the excitement of plundering treasure hoards, robbing merchants and delving into musty, ancient tombs while maintaining her status as a proper lady of noble birth.

Middle Class: Comprising the merchants, craftsmen and other prosperous non-landowners of society, the middle class often rivals the wealth of the nobility but can never hope to compete with them for legitimate authority. In a country where rulership is hereditary, the middle class tries to influence the political process with their economic power, exerting pressure on nobles who rely on them for tax revenue by shifting trade policies, favouring one port over another, or refusing to buy or sell certain goods. While the middle class rarely exerts any direct control over a government, it quite often has a hand in most policies and laws that affect trade and other important spheres.

Many middle class families, particularly the more economically aggressive ones, view a rogue in the family as a blessing. In matters of trade and economics, a subtle hand is much more useful than a clenched fist. Merchants must survive using their wits and intelligence. Physical confrontation is largely out of the question, lest the ruling class crack down with a vengeance. Thus, the rogue's subtle methods are much more useful to a middle class family. While a merchant's son might not fit the typical roguish mould of a robber, he prefers more subtle methods to steal from his victims - his engaging personality, a trade

agreement fraught with hidden clauses, a few causal words read from an opposing trade delegate's lips, or a parcel of documents causally palmed from a desktop.

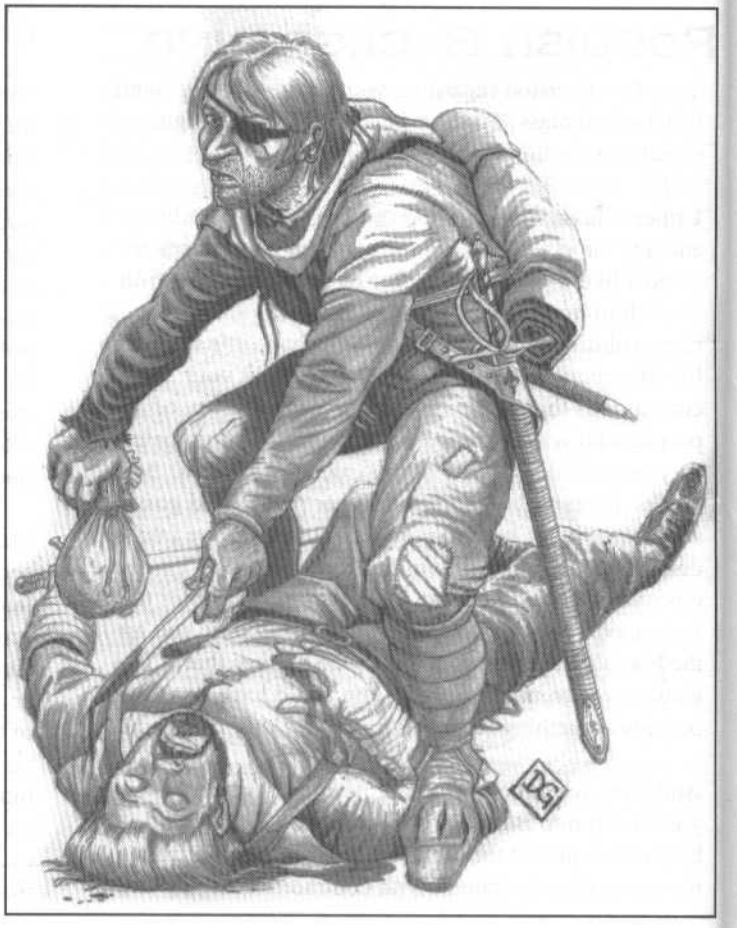
In many cities, the legitimate front used by a criminal cartel or thieves' guild may be a trading company or craftsmen's guild, granting the thieves the public persona of a prosperous, middle class clan. Thus, it is possible that your rogue is part of a long line of accomplished burglars, extortionists and other criminals. In this case, you endure the same pressures and legacies of anyone else born into the world with a host of expectations. You are expected to act the part of a proper thief, earning cash for the family while helping to manage all manner of criminal activities. Adventuring might not fit into that plan, leaving you a black sheep in the family, especially if your habit for running off with clerics, paladins and other do-gooders detracts from your contribution to the family business. Worse yet, your family may decide to deal rather severely with anyone who fails to live up to their end of the bargain. Your own mother and father might hire bounty hunters and assassins to silence you, lest your knowledge of the family's inner workings be turned into a weapon against them.

Some middle class families seek to ape the upper classes in a largely fruitless attempt to scale the social ladder. These clans hope to become fully legitimate nobility and are particularly common in borderland areas where the discovery of unclaimed land allows commoners the chance to win the favours of a noble family and petition for land ownership rights. In some campaigns, land ownership is more common amongst non-nobles, but knighthood and other special favours are still necessary to advance to society's highest echelon. Families striving for this goal behave in ways they perceive as conducive to winning the upper class's support, and that could include a hearty distaste for the less savoury members of the clan. A thief in the family may be a black mark on its honour, and possibly a fatal strike against its bid for advancement. If your character grew up in such an environment, his parents could disown him and cast him out of the family, severing all ties in an effort to expunge what they see as a shameful legacy.

A middle class family does not necessarily have to all harbour one particular reaction to your character. Some family members, particular those who are familiar with the inner workings of the family business and the true source of its fortune, may embrace your rogue, while the more socially-minded amongst your relatives shun your presence. A middle class family is quite likely to harbour a wider range of attitudes and beliefs, from the sheltered scion who yearns to earn a noble title to the trade envoy who knows where the family's income really originates.

Lower Class: Mired at the bottom of the social and economic ladder, the lower class consists of peasants, serfs, labourers and others of moderate means and little political power. While the upper and middle classes equate the rogue's traits and methods with the lower class, there is little concrete connection to them. The sailors down at the wharf or the mercenary soldiers at a local pub might be more likely to get into a brawl or damage property, but the methods and talents cultivated by a rogue require more wits and panache than are possessed by the typical thug or troublemaker.

Most lower class families lead hand-to-mouth existences, working from one week to the next to earn the basic necessities of life. On one hand, a rogue who plunders great wealth is likely to be hailed as a hero. On the other, a tradition-bound family is just as likely to disown a thief as the richest, most socially-aware upper or middle class clan. Generally, if your character hails from a lower class family their actions and



attitude towards him most likely originate from their general attitude towards fair play and ethics, rather than social pressures. Lower class families already endure the stigma of poverty, so are unlikely to bow to other social pressures.

Some lower class communities hold the rogue as an ideal, a heroic figure. Particularly in regions with oppressive laws and greedy nobles, a rogue who flaunts the law offers a ray of hope to the downtrodden. In other areas, the commoners take joy in seeing the high and mighty rendered humble. A thief who makes off with a merchant house's prized jewels or the tax collector's savings is a hero for the common people, a reminder that even the low-born can compete on some level with those above them.

In some cities, the thieves' guild forms the de facto government in the poorest parts of town. With the city watch unwilling or unable to patrol their neighbourhoods, the poor rely on the informal network of the thieves' guild to rein in burglars who become a little too greedy or pick pockets who work the wrong parts of town. In these areas, thieves form a kind of nobility that watches over the commoners, deflecting outsiders away from the community and dealing with problems and issues lurking below the notice of nobles.

The Thieves' Guild in Society

An organised gang of burglars, pickpockets and other criminals who answer to a hierarchy of major criminals is a common part of fantasy campaigns. No matter your rogue's background, at some point in his career he may cross paths with this organisation. The guild's reach extends out, taking root wherever money changes hands and choking out any other competition. A freelance thief who dares to practice his trade in guild territory faces terrible consequences. Usually, such a thief is given the chance to pay his guild dues and become a member, though a freelancer who continues to practice his trade faces murder at the hands of the guild's enforcers.

Using the Thieves' Guild

The following rules for modelling a guild's influence in a city or other area are based on the rules in the Thieves' Guilds and other Organisations chapter. These allow a Games Master to model a guild using those rules and reflect its efforts in the campaign even if the players themselves do not run or aid a competing organisation. Consult that chapter for full details on using the Activity, Visibility and other stats related to a thieves' guild. This section focuses on the interaction between a player's rogue and a guild.

Joining a Guild

Generally speaking, each thief in a guild is expected to contribute part of his income to the guildmaster's coffers. This value is based on a rogue's level and generally goes down with increasing level as most guildmasters are smart enough to avoid antagonising powerful thieves by taking too large a cut of their earnings. In addition, a new member must either complete a test of skills or undergo a grace period during which he is secretly watched to ensure his loyalty to the guild. The test of membership is often dangerous but not deadly. The thief must complete a robbery that involves defeating an encounter with a CR equal to his level minus two.

Guild Dues

Level	Percent Income Paid to Guild
1 – 3	35%
4 – 6	25%
7 – 10	20%
11 – 14	10%
15+	5%

Duties and Services: In return for guild dues, members enjoy the guild's protection and resources. Whenever the city guard stops a guild member for a petty crime, the member may roll 1d20 and add the guild's Visibility. This check is opposed by the city guard's Will save. Upon a successful check, the guards decide it would be better for their health to leave the thief alone or, alternatively, they already receive monthly bribes from the guild to turn a blind eye to petty crimes.

In addition to monetary support, a guild thief must obey the guildmaster's commands and edicts. Many of these rules concern which businesses and individuals are off-limits to robbery. For instance, a powerful merchant who pays protection money to the guild expects the thieves to maintain their end of the bargain. A thief who violates these strictures faces a stiff penalty. Generally speaking, unless the transgression is extremely minor, the guild deals harshly with its members. The lowest kind of penalty is likely to be seizure of a thief's assets and assignment to the worst details in the guild, such as digging through the sewers looking for castaway treasure. Major transgressions earn a thief an execution, though guildmasters wield enough power and are capricious enough in its use that they may order the death of any annoying, unpopular or otherwise troublesome thief.

Guilds and other Organisations

The thieves' guild, a formalised alliance of robbers banded together not unlike a modern day Mafia crime family, stands as one of the most common aspects of many fantasy games. Most cities in the realms of fantasy play host to a festering conspiracy of bravos, cutpurses and robbers who meet in secret to plot their crimes. In some cases, this guild is a terrifying force that runs rampant in the night, leveraging its numbers and reach to cow even the king and his nobles in their quest for riches. In others, the guild works side by side with the government, operating as a shadowy ministry of crime that reins in more excessive members and strikes an uneasy balance between the king's military might and the guild's unquenchable thirst for gold. Regardless of its intent, the thieves guild is a common archetype that finds its way into most fantasy games.

This leads to a predictable question - how can your character, undoubtedly a fine and accomplished rogue (or soon to become one, at least) worm his way into the action? After all, a guild has to start somewhere. Clerics build temples and attract a flock of worshippers to their god's cause. Wizards erect forbidding towers that hold dreadful secrets best left beyond the knowledge of men. Fighters rally small armies to their banner and raise tremendous fortresses, proof against all invaders. Rogues have their own version of such activities, the creation of a thieves guild that raids treasure vaults, shakes down merchants and smuggles goods all in the name of almighty profit. Of course, your character might not be the stereotyped scheming thief, in which case you can create an assassins' guild, a spy ring, a brotherhood of avenging vigilantes, a band of daring explorers who raid tombs and venture into unknown territories, or a simple trading company that deals in rare and exotic merchandise.

This chapter is divided into two parts. The first section introduces the basic guidelines for describing a secretive organisation driven by profit in the d20 system. It details rules for measuring a guild's loyalty to its leadership, activity and potential for profit. The second section outlines how a rogue character can create and run one of these organisations. For the purposes of these rules, the terms guild and organisation are interchangeable.

ORGANISATIONS

Much like a monster, character or magical item, a guild is described by a few key characteristics that establish concrete limits to its power and abilities. The following traits define such organisations.

Alignment: Just as characters, Non-Player Characters, and nations exhibit general moral traits, so too do organisations operate along the general guidelines described by the alignment system.

Lawful: These organisations rely on rigid hierarchies of command, with clearly defined layers of responsibility running from the lowest operative to the overall commander. Most of these guilds have a single, powerful figure who determines policy with the advice of others and usually delegates responsibility to underlings.

Chaotic: While considered an organisation in the loosest sense of the term, chaotic guilds consist of like-minded members who build a hierarchy based on performance and personal magnetism rather than tradition or rigid hierarchy. Low-ranking members have a lot of freedom, but the organisation as a whole rarely has the ability to plan and launch large-scale operations.

Neutral: A guild that is neither lawful or chaotic tends to be very practical in its approach to organisation. Some higher-ranking, more experienced leaders direct the guild's activities, but lower-ranking members enjoy flexibility. Many neutral guilds are led by a single, charismatic individual who issues orders directly to his followers rather than relying on a stratified hierarchy.

Good: Benevolent and charitable, these guilds work to better the world around them. They actively engage in solving problems, protecting the weak and crusading against evil. Individual members may profit from the guild's activities, but such gains come after attending to the needs of others.

Evil: These guilds not only seek profit and personal gain, but seek to do it by victimising the weak and crushing all who stand in their way. Evil guilds believe the ends always justify their means, and such ends are invariably selfish and profit-driven. Typically, evil guilds seek the easiest path to wealth, preferring to strike at the weak rather than risk a struggle against the mighty.

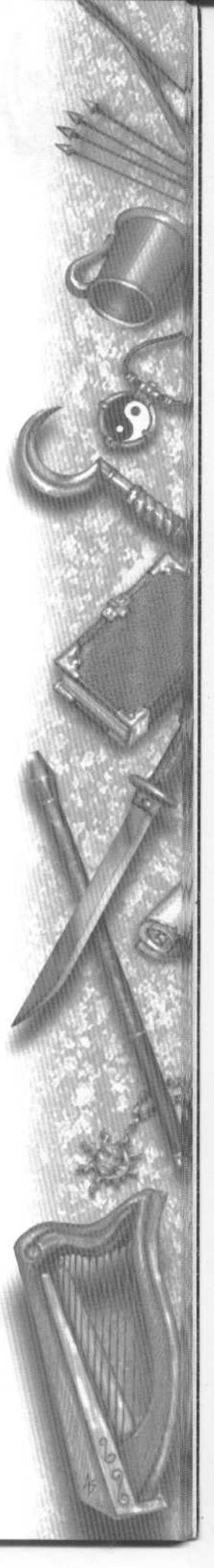
Neutral: Guilds that straddle the line between good and evil seek to pad their own coffers or advance selfish agendas but not at the risk of harming others. A neutral guild works hard towards its goals, but generally seeks to fulfil them without arousing the attention of other organisations.

Type: The rules presented here cover five basic types of organisations - thieves' guilds, assassins' guilds, spy rings, explorers' societies, and trading companies. While other organisations obviously exist, the rules here focus on these five and the Games Master is welcome to adapt these rules to create many other different types of guild suitable for his campaign.

Assassins' Guild: These bands of murderers work together to fulfil contracts. They are more reliable than solo assassins, as a contract with a guild buys the services of several operatives rather than a single assassin. Evil assassins' guilds take contracts from anyone and place no limits on the type of targets they accept. Neutral ones freely engage in business with anyone, but balk at targeting victims outside the criminal underworld or other spheres where murder is considered fair play. For example, during wartime a neutral guild may agree to kill a foreign leader, but during a period of peace it will likely refuse the contract. Good assassins' guilds are extraordinarily rare. Those that do exist serve as a shadowy arm in the crusade against evil cultists, humanoid invaders and other threats. Note that the members of a good assassins' guild are not necessarily good themselves, despite their business practices.

Explorers' Society: This union of like-minded adventurers seeks out lost treasures, researches lore on forgotten tombs and buried treasures, and otherwise seeks to unearth artefacts and riches. Unlike adventuring bands, explorers' societies focus more on research and learning than kicking down doors and slaughtering orcs, though active exploration still forms a major part of their operations. They accumulate and sell rare treasures and magical items, dealing in a rather profitable business that makes them a target for thieves and other criminals. Rivalries between these societies are quite intense, as several competing groups often seek to claim the same treasure simultaneously. Generally speaking, though, explorers' societies are not exposed to the same risks and dangers as guilds involved in illicit activities, such as thieves' guilds.

Spy Ring: A spy ring collects information and passes it along to interested parties. Evil spies care little for the repercussions of their actions, gladly selling whatever they learn to the highest bidder. Neutral ones are pickier over who they work with and try to avoid allowing harm to come to innocents because of their



activities. Good spies generally work on behalf of a benevolent king or temple and work to oppose evil, rather than purely for profit.

Thieves' Guild: The classic criminal cartel in fantasy gaming, the thieves' guild organises rogues in an effort to pool their abilities and profit-making potential. Evil guilds care only for profit and gladly rob from the weak and defenceless, often using murder and intimidation in their schemes. Neutral guilds operate schemes such as gambling or robberies against businesses or governments, greedily seeking profit but preferring to avoid murder or other violent means. Good guilds are rare, but those that do operate prefer to target evil organisations or use robbery to redistribute wealth from the greedy to the downtrodden. Often, good thieves' guilds operate as vigilante guilds, keeping crime in check and working to track down and take out burglars and other criminals.

Trading Company: A coalition of merchants and businessmen, a trading company pools its members' resources in an effort to yield greater profit for all. Evil traders use whatever tactics are necessary to destroy the competition, including violence. They gladly engage in the slave trade and other unsavoury practices. Neutral merchants care only for profit but take care to avoid running foul of the law. They may use tactics to disrupt their rivals, but rarely break the law or resort to murder. Good traders work to profit both themselves and the community, donating their earnings to charity and seeking to become a positive force across the world. They prefer clever business tactics to overcome competitors and never resort to underhanded means unless faced with no other option.

Size: This score covers the number of personnel that claim membership with the guild and also incorporates the levels and classes of the members. While the total size of a guild determines many of its capabilities, the talents and skills of its membership have a greater impact on the guild's planning.

Leadership: This characteristic is a simple list of the guild's ruling cabal, with the primary leader listed first. Any important notes regarding each Non-Player Character are included in parentheses after their name.

Reach: Guilds tend to cover geographical or political areas, beyond which they exert little influence. Generally speaking, a guild cannot operate beyond the region described in its reach.

Income: Few guilds survive without monetary support. Income lists the monthly gold piece value earned by the guild. In addition, if the guild gains other forms of wealth, such as magic items, they are listed here as well.

Resources: Any special magical, monetary or other resources owned by the guild are described here. Resources include anything beyond simple cash, such as a building, secret hideout or powerful artefact. Magic items listed here should be special items that the rank and file membership have access to in addition to the equipment normally allowed by their level.

Allies: Most guilds count on sympathetic or helpful allies to reach their goals. Listed here are non-members who regularly work with the guild, together with a description of their relationship with the organisation.

Loyalty: Loyalty is measured with a numerical value beginning at 0 and, theoretically, has no upper limit. The following table summarises the ranges of Loyalty and how they correspond to the guild. For more details on the mechanics of Loyalty, see Using the Loyalty Score below.

Loyalty Table

Loyalty	Description
0 – 5	Very poor morale or outright conflict between rank and file membership and leaders.
6 – 15	Members feel little attachment to the guild's leadership and often place their own goals above the guild's.
16 – 25	Most members believe in the guild's aims and work to advance them. Still, many members relent if offered bribes and other chances at personal gain over the good of the guild.
26 – 35	The guild's membership is well-led and strongly dedicated to the cause. A few malcontents may spur the guild's value, but the average member is a believer.
36+	The guild's members are fanatics who are ready to die in their leader's name. Bribes and other temptations do not sway them from their task.

Activity: Similar to Loyalty, activity is a numerical rating that represents the guild's level of interaction with the world. Highly active guilds dabble in politics, launch robberies against businesses or operate extortion schemes against public figures. For more details on Activity, see Using the Activity Score below.

Activity Table

Activity	Description
0 – 5	The guild keeps to itself and exists primarily to facilitate social contact among its members. It rarely, if ever, organises official activities.
6 – 15	The guild takes pains to keep a low profile, engaging largely in secretive activities on a limited basis.
16 – 25	The guild actively influences the world around it, setting up schemes for profit or wading into political or economic arenas.
26 – 35	The guild is a major force in politics and economics, directing many major trends and playing a hand in many major events.
36+	The guild not only works in trade, politics or crime, it dominates those areas. Little happens without the guild's direction or heavy influence.

Visibility: This score is a numerical rating of the guild's social profile. Organisations with a high visibility are commonly known by the populace and often operate quite openly. Those with low visibility take care to keep knowledge of their existence strictly under wraps, relying on secrecy to help shield the guild from outside interference. For rules covering Visibility, see Using the Visibility Score below.

Visibility Table

Visibility	Description
0 – 5	Aside from the guild's membership and a few whispered rumours, nothing is known about the guild. Conjecture and stories might be common, but few contain any nuggets of truth.
6 – 15	The guild is secretive, but most commoners know at least a few rumours about it. While these rumours tend to distort the guilds' purpose, they contain some pieces of correct information.
16 – 25	The guild is visibly active in society. Its members either openly wear badges of membership or the guild is active enough that the basics of its goals and methods are known to most commoners.
26 – 35	The guild maintains a well-known headquarters and its members regularly interact with commoners on behalf of the organisation. Members might be identifiable by sight, and everyone in the region is familiar with the guild's names and apparent goals.
36+	The guild is an accepted part of life and either operates openly in public or is so pervasive that commoners can identify members by sight. The guild is as much a critical piece of the social landscape as the government or religious institutions. Commoners who do not know anything about the guild are a rarity.

The Organisation

Like monsters, an organisation's vital scores are organised into a condensed stat block. Unlike most other items in the game, the organisation's stat block focuses on a readable, clearly laid out set of scores rather than a condensed paragraph of information. This is a sample organisation;

The Knights of the Hand
LE Assassin's Guild: 25 members (10 Rog6/Ass1, 10 Ftr3, 5 Exp3); **Headed by:** Davrus Kell (human male Rog11/Ass6), Lorr Oldstone (female dwarf Ftr6/Rog6, secretly plots to unseat Davrus); **Reach:** City of Gwenders and immediate surroundings; **Income:** 2,500 gp/month; **Resources:** 100,000 gp, *hat of disguise, assassin's dagger, cloaks of elvenkind* (10); **Allies:** Traltyn DeMorr (Gwender's minister of finance, bribed patron), General Vandergraft (loyalty assured via extortion); **Loyalty:** 20; **Activity:** 18; **Visibility:** 7 (DC 25).

This stat block is presented as an example, rather than a canonical expression, of how to keep track of your organisation's scores.

Using the Loyalty Score

When characters deal with members of an organisation, the Loyalty score helps determine how those members react to certain events, such as offers of bribes or attempts to intimidate them. Generally, this score applies to any unnamed member of the guild, such as a thug, enforcer, or low-ranking lieutenant, whilst more important members of a guild should have their actions determined largely through roleplaying.

Loyalty Checks

A Loyalty check occurs whenever a Non-Player Character is given a good reason to go against the

direct orders or general goals of an organisation he has sworn allegiance to. If someone actively attempts to sway an organisation's member into acting contrary to the guild's objectives, the guild's Loyalty rating is the DC for a Diplomacy, Bluff, Intimidate or Charisma check, as appropriate.

Loyalty checks include, but are not limited to, the following examples;

† A non-member attempts to bribe, influence, or intimidate a member.

† A non-member offers to pay a member to spy for them.

† A rival organisation attempts to recruit the member.

† An officer of the law attempts to interrogate a member.

† During battle, the guild's members face long odds or heavy casualties.

† A member has a chance to steal from the organisation.

† A member of the guild operates for a significant amount of time without contact with the organisation's leadership.

† A member has the opportunity to depose the current leader and seize power.

Making Loyalty checks is a straightforward process. The DC of the appropriate skill check equals the Non-Player Character's Loyalty rating. If the check succeeds, the member stays loyal to the guild. More importantly, Loyalty checks should only come into play in situations directly connected to the Non-Player Character's affiliation with a guild.

For example, the bartender Mikos works with a local thieves' guild and often picks out potential marks for the guild's cutpurses to target. If a Player attempts to use Intimidate to drag this information from Mikos, the DC of the check equals the thieves' guild's Loyalty score as the player's action has a direct bearing on Mikos's membership in the guild. On the other hand, if a player tried to use Intimidate to force Mikos into giving him a free drink, make the skill check as normal. Handing out drinks has no connection to Mikos's standing in the guild and so his guild Loyalty is not a factor.

Not every Non-Player Character in an organisation necessarily has the same Loyalty score. Malcontents and dissidents in the guild may have lower scores, whilst fanatics will likely have higher ones. As a rule of thumb, the range of individual Loyalty scores in a guild's membership range from half to double the organisation's overall score, though Non-Player Characters with Loyalty scores that vary from the guild's norm should be the exception, rather than the rule.

The circumstances of a Loyalty check has a bearing on the attempt to sway an organisation's member. Apply the following modifiers to any check made against an Non-Player Character's Loyalty.

Loyalty Checks

Circumstance	Loyalty Check Modifiers
Per 50 gp value of a bribe*	+2
Non-Player Character in presence of guild leader	-2
Guild leadership dead or defeated	+10
Non-Player Character holds leadership position in guild	-4

Non-Player Character has good chance for betrayal to go unnoticed	+2
Non-Player Character in presence of other guild members	-2
Non-Player Character dealing with established enemy of guild	-2
Non-Player Character asked to take action that apparently causes no damage to the guild	+4
Non-Player Character dealing with a friendly non-member	+2
Non-Player Character dealing with a friendly guild member**	+4

*Note that some guilds, particularly religious cults, place no value on gold. Generally speaking, fanatical guilds based on religion, or that have Loyalty scores above 35, are immune to all forms of bribery.
**Obviously, this is based on the Non-Player Character's perceptions. A character disguised as a guild member gains this bonus if his deception succeeds.

Using the Activity Score

Generally speaking, the Activity score works more as a barometer of a guild's involvement in the local community. In the rules given below for creating and running a guild, Activity plays an important role in determining how the world reacts to it. Activity serves as a simple measure to determine if a guild interferes with a player's activities. If, in the Games Master's judgement, a player's actions could bring him into contact with a guild, he must make a Hide check with a DC equal to the guild's Activity score. On failure, the organisation either contacts the player or becomes involved in his business dealings. Normally, a Games Master decides if a guild becomes involved in the campaign's plots or adventures, but sometimes an injection of a random element adds a great deal of atmosphere to the game, as well as a healthy dose of realism.

Activity can be used, for example, when a freelance player thief attempts to practice his art in an area dominated by a powerful thieves' guild that strictly regulates all criminal activity. The Activity check determines if the character runs afoul of the organisation. Only powerful thieves who either have the skill to remain hidden or are too powerful for the guild to threaten stand to avoid its interference.

Using the Visibility Score

Like Activity, Visibility is used primarily in the rules introduced later in this chapter for creating and maintaining player-run organisations. However, Visibility also determines the DC of Gather Information checks made to learn more about a given guild. The following table summarises the DC of the skill check based on the organisation's Visibility.

Gather Information

Visibility	Gather Information DC
0 – 5	30
6 – 15	25
16 – 25	20
26 – 35	15
36+	10

In addition, the result of the Gather Information check also determines how much information a player learns about the subject. The following table lists the information a player gains based on the result of a check.

Information Table

Gather Information Result	Information Learned
DC to DC +4	Guild's name, typical operations.
DC +5 to DC +9	Guild's goals, identification of 1d4 low-ranking members.
DC +10 to DC +14	Guild's origination, recent history, basic information on leadership.
DC +15 to DC +19	In-depth information on guild's headquarters, leadership.
DC +20 or higher	Secret concerning the guild, such as the identity of an important, secretive member, details of a planned scheme, or directions to a secret hideout or hidden entrance to the guild's headquarters.

Note that a player learns the information listed for his result and for all lesser ones.

For example, Gerred the 16th-level bard wishes to learn about the Servants of Vorm, a secretive guild of robbers with a Visibility of 7. The DC of his Gather Information check is 25. Gerred rolls a 32 for his check. Thus, since his result totalled the DC +7 he learns the guild's name, what it's involved in, its goals and the names of a few of its minor members.

Creating an Organisation

Any rogue has at least the potential to pull together an assortment of henchmen and underlings into a powerful organisation dedicated to whatever cause he sets them to. By following the steps below, your character can soon find himself at the head of a growing guild that expands its influence into every part of a campaign world.

Step 1: Guildmaster

Before building an organisation using these rules, your character must have the Guildmaster feat, described on p50.

Step 2: Creating Initial Scores

The following rules outline how to generate your organisation's initial scores. The details given below cover only your guild's initial scores. A more complete discussion of each score and how it changes over time comes later in this chapter.

Alignment: Choose your organisation's alignment, using the descriptions given above to determine which one best fits your guild's goals, methods and structure. This alignment does not have to match your character's alignment but, in the long term, the closer the match the smoother your organisation will operate.

Type: Pick the focus of your guild's operations. Your options are assassins' guild, explorers' guild, spy ring, thieves' guild, or trading company. The organisation's type determines what it is capable of doing and how it grows over time.

Leadership: Obviously, your character is the leader of the organisation. Your cohorts qualify as your lieutenants, though you do not have to designate them as such. The more powerful your direct subordinates the better your guild operates. However, powerful seconds-in-command have a greater chance of launching a coup against you.

Size: The size of your organisation, and the class and levels of its members, is determined by the followers you attract via the Leadership feat, including those also granted by the Guildmaster feat.

Reach: Initially, your guild operates within a single town or city of your choice.

Income: The class and levels of your followers determines your organisation's initial income. Consult the Income Table on p101 appropriate to your organisation type. Each character of a listed level generates the listed gold pieces of income per month for the guild's coffers.

Multiclassed Characters: When determining the income generated by a character with more than one class, count the character as a member of his highest level class. Non-Player Characters with levels in a prestige class work somewhat differently. If the prestige class is listed in your organisation's income chart, count the applicable prestige class as the character's main class and his level as the total of all his classes. If a prestige class is not listed, count the levels in all prestige classes towards the character's highest level listed class.

Resources: Your guild does not begin with any special resources unless you buy or contribute a hideout, headquarters or magical items for the guild's use. Any items placed into the Resources pool are available to all rank and file members of your organisation. You, too, may employ them, but while you carry an item your organisation does not gain any benefit from it. Magical and monetary resources improve your organisation's performance, especially when competing with other guilds or attempting to expand.

Allies: If you have any special Non-Player Character allies that also work with your organisation, list them here. Allies improve your guild's performance and make it more effective. Consult with your Games Master for he has final say as to whether a Non-Player Character friend of your character is willing to associate with your organisation.

Loyalty: Your guild's initial Loyalty equals your level plus twice your Charisma modifier. In addition, you gain a bonus to this score based on the levels of any cohorts assigned to serve as members of your leadership hierarchy. You gain a bonus for the two highest level cohorts assigned to this duty. However, you will suffer a –4 penalty to Loyalty if you assign only one cohort to this task, and a –8 penalty if you assign none, as a guild cannot be run without an effective chain of leadership. Cohorts that help run the organisation are not available for adventuring. If no cohorts are assigned to run your guild and you are not present yourself, this penalty to Loyalty increases to –12.

The Loyalty modifiers listed below apply after an organisation's foundation. For example, if a cohort climbs from 9th to 10th level, he will provide a +3 rather than a +2 bonus to your guild's Loyalty. These changes also work the other way around - if your 14th level cohort dies and no one takes his place, you lose the +4 Loyalty modifier he provided.

Loyalty Modifier

Cohort Level	Loyalty Modifier
18th+	+6
14th – 17th	+4
10th – 13th	+3
6th – 9th	+2
4th – 5th	0
1st – 3rd	-2
No cohort assigned	-4

Activity: Your guild's initial Activity rating is determined by its nature and alignment. You may also choose to add a modifier from –2 to +2, to reflect your own personal influence on the guild's initial level of involvement in the local community. Starting organisations tend to have rather low Activity ratings. Only through actions and daring deeds can you hope to boost it.

Activity Modifier

Organisation Feature	Activity Modifier
Lawful	+2
Chaotic	-2
Assassin' Guild	-4
Explorers' Guild	-4
Spy Ring	-2
Thieves' Guild	+2
Trading Company	+4

Visibility: As a newly minted organisation, your guild has little notoriety. However, your character's prowess and skill do lend it a certain amount of legitimacy. The following table lists the modifiers used to determine your guild's starting Visibility. In addition, add a bonus equal to your Charisma modifier, plus a quarter of your character level, rounded down.

Visibility Modifier

Organisation Feature	Visibility Modifier
Lawful	-2
Chaotic	+2
Assassin' Guild	-2
Explorers' Guild	+4
Spy Ring	-2
Thieves' Guild	+2
Trading Company	+0

Running an Organisation

Once you have determined your guild's basic scores, then it becomes a living, breathing entity in the campaign world. Even while your character is away adventuring, your cohorts and allies continue to pursue the commands and goals you left behind for them. Your followers might fill your coffers to overflowing with gold and loot, overwhelm a rival organisation or rise in rebellion under the leadership of a once-trusted lieutenant. The agenda you set for your guild determines how it grows and prospers over the years.

Your organisation's daily maintenance is handled by the cohorts that you assigned to the task when you first created your guild. At the beginning of each month in your campaign world, you assign your followers to different tasks that modify the income, size and social standing of your organisation. Some tasks benefit from your active involvement, while others require talented, motivated underlings to complete. At the beginning of each month, complete the checklist below. Note that if you plan to be out of touch with your followers for an extended period of time, you may issue orders for several subsequent months at once. However, doing so

strains your followers' loyalty, as they tend to lose faith in a leader who takes a hands-off approach to his job.

Monthly Checklist

At the beginning of every month, the following must be performed for your guild;

1. **Allocate and Update Resources:** Move money and items into the guild's resources pool.
2. **Loyalty:** Check for rebellions, defections, or deserters.
3. **Visibility:** Check to see if any random events befall you organisation.
4. **Activity:** Check for rivals actions against you.
5. **Set agenda:** Allocate your followers to different tasks.
6. **Resolve tasks:** Make checks to see if tasks succeed.
7. **Compute income:** Based on success of plans, determine how much income your guild generates.
8. **Recalculate Loyalty, Visibility and Activity:** Some of the orders you issue to your organisation may alter these values.
9. **Apply experience:** Some missions allow your followers to gain experience.

1. Allocate Resources

Decide how much gold or magic items you want to move from your character's personal fortune to the guild's resources. You may also shift items from the guild to your own possession. Before adding any cash to the guild's resource pool, reduce the current amount of cash in that pool by half to pay for wages and general running costs. If, after this step, your organisation has less than 100 gp in monetary resources remaining, immediately subtract two from the guild's Loyalty. The cash crunch causes grumbling amongst your followers, who begin to eye other lines of work.

2. Loyalty

At the beginning of each month, check to see if the members of your organisation are so unhappy with your leadership that they either leave or attempt to displace you. To make a Loyalty check, roll 1d20 and add your organisation's current Loyalty. If you score higher than the Loyalty DC determined by the factors listed below, your organisation remains stable. If the check is failed, members of your organisation are unhappy with your leadership and take action against you.

The DC of the Loyalty check starts at 0. For each factor that applies to your organisation, apply the modifier to the DC listed next to it. The organisational actions, such as Squeeze Followers, are described later in this chapter.

Guild Loyalty

Event	Loyalty Check DC
Used 'Squeeze Followers' Action	+15
Used 'Cut Back' Action	+10
Guild Lost Members in Previous Month:*	
10% - 19%	+5
20% - 39%	+8
40% - 59%	+12
60% - 79%	+20
80%+	+30
Guild Repelled Attack	-2
Guild's Own Attack Succeeded	-5
Guild Too Large**	+1/level above limit
Cohort Failed Individual Loyalty Check in Face of Bribe or Other Outside Influence***	-1
Per 1,000 gp in guild resources	+15

*Total members lost to defections, death, or rebellion to determine this percentage.
**See Recruiting below to determine the maximum number of followers you can safely control.
***Apply this modifier if an outsider incites a cohort to rebellion and beats his Loyalty with a Diplomacy check or bribe.

On a failed Loyalty check, consult the table below to determine the extent of the revolt against your leadership. Apply any losses sustained by your guild before moving on to the next step.

Failed Loyalty Checks

Loyalty Check Missed By	Effect
1 – 5	10% of the rank and file members leave the organisation. If you currently struggle against another guild, half of these deserters defect to that organisation
6 – 10	As above, but 20% leave.
11 – 15	As above, but 30% leave as does your lowest level cohort who helps run the organisation.
16 – 20	As above, but 50% leave along with your cohorts.
21 – 25	Your highest level cohort or field commander (if you have one) and 50% of your followers rebel. They immediately form a rival organisation that launches attacks against you until your guild is destroyed. Any members who desert you automatically defect to

this rebellious guild. The rebels confiscate 50% of your guild's resources. Create the organisation using the rules given in this chapter.

26 – 30 As above, but the rebellion is led by all your cohorts and 75% of your organisation joins them against you, taking 75% of your resources with them.

31+ Your organisation completly disintegrates. You lose all items and cash assigned to it as resources as your followers leave for greener pastures.

When determining which members leave, break your guild down by level. The listed percentage from each level of followers leaves, using a random method to determine exactly which followers abandon you. When dividing your organisation's resources, break everything down by gold piece value and allocate items and money in the list percentage to the rebel and original organisations.

Assassins' Guild Income

Class	Level 1–3	4 – 6	7 – 10	11 – 14	17 – 20	20+
Assassin	-	250 gp	1,000 gp	5,000 gp	10,000 gp	50,000 gp
Bard/Expert/Monk/Rogue	30 gp	150 gp	600 gp	3,000 gp	6,000 gp	30,000 gp
Cleric/Druid/Sorcerer/Wizard	25 gp	125 gp	500 gp	2,500 gp	5,000 gp	25,000 gp
Fighter/Ranger	20 gp	100 gp	400 gp	2,000 gp	4,000 gp	20,000 gp
Others	15 gp	75 gp	300 gp	1,500 gp	3,000 gp	15,000 gp

Explorers' Guild Income

Class	Level 1–3	4 – 6	7 – 10	11 – 14	17 – 20	20+
Bard/Expert/Ranger/Rogue/ Wizard	25 gp	125 gp	500 gp	2,500 gp	5,000 gp	25,000 gp
Barbarian/Fighter/Paladin	20 gp	100 gp	400 gp	2,000 gp	4,000 gp	20,000 gp
Cleric/Druid/Monk/Sorcerer/ Warrior	15 gp	75 gp	300 gp	1,500 gp	3,000 gp	15,000 gp
Others	10 gp	50 gp	200 gp	1,000 gp	2,000 gp	10,000 gp

Spy Ring Income

Class	Level 1–3	4 – 6	7 – 10	11 – 14	17 – 20	20+
Aristocrat/Bard/Rogue	50 gp	250 gp	1,000 gp	5,000 gp	10,000 gp	50,000 gp
Cleric/Druid/Monk/Sorcerer/ Wizard	30 gp	150 gp	600 gp	3,000 gp	6,000 gp	30,000 gp
Others	25 gp	125 gp	500 gp	2,500 gp	5,000 gp	25,000 gp

Thieves' Guild Income

Class	Level 1–3	4 – 6	7 – 10	11 – 14	17 – 20	20+
Rogue	60 gp	300 gp	1,200 gp	6,000 gp	12,000 gp	60,000 gp
Barbarian/Bard/Monk/Ranger	50 gp	250 gp	1,000 gp	5,000 gp	10,000 gp	50,000 gp
Expert/Sorcerer/Wizard	30 gp	150 gp	600 gp	3,000 gp	6,000 gp	30,000 gp
Aristocrat/Druid/Fighter/ Ranger	25 gp	125 gp	500 gp	2,500 gp	5,000 gp	25,000 gp
Others	20 gp	100 gp	400 gp	2,000 gp	4,000 gp	20,000 gp

Trading Company Income

Class	Level 1–3	4 – 6	7 – 10	11 – 14	17 – 20	20+
Aristocrat/Bard/Expert Paladin/Rogue	30 gp	150 gp	600 gp	3,000 gp	6,000 gp	30,000 gp
Cleric/Sorcerer/Wizard	25 gp	125 gp	500 gp	2,500 gp	5,000 gp	25,000 gp
Druid/Monk/Ranger	20 gp	100 gp	400 gp	2,000 gp	4,000 gp	20,000 gp
Fighter/Warrior	15 gp	75 gp	300 gp	1,200 gp	2,400 gp	12,000 gp
Others	10 gp	50 gp	200 gp	800 gp	1,600 gp	8,000 gp

Rebuilding

At any point, you may opt to dissolve your organisation and seek to rebuild. You may also follow this route if your organisation is destroyed by any means. You may establish a new guild one year after the dissolution of your old one in a city or region beyond the reach of your old guild. Over time and distance, rumours of your previous failure slowly fade away, allowing you to start over again with a clean record. In your previous stomping grounds, your name is tainted until your new organisation expands into that area. You gain followers as per the Leadership and Guildmaster feats.

3. Visibility

Organisations that maintain a high public profile run the risk of attracting unwanted attention. Success not only breeds jealousy but also paints a large target on your organisation for thieves, bandits, rivals and the prying eye of the law. Make a Visibility test for each location listed under your organisation's reach by rolling 1d20 and adding the modifier listed below for your location's size. If the result is above your Visibility, your organisation remains unmolested. If you roll below your guild's Visibility, a gang of robbers or other guild strikes at your holdings.

This attack could take a wide range of forms, from a bandit raid on a caravan sponsored by your trading company to a large-scale raid by the town guard against your thieves' guild. Divide the result of the check by two to determine the Encounter Level (EL) of the attack. Resolve this as an attack made by a rival organisation against your own during step 5. Your Games Master will determine the exact nature of the attack, taking into consideration your guild's activities and the current campaign situation. The town guard may use the disruption attack to hinder your income as they crackdown on your followers, while a gang of bandits might launch a raid against a caravan, killing your followers and causing you to lose money. You may allocate followers to deal with this menace, but they may not participate in any other actions this month. See the defence agenda, described below.

Visibility Modifiers

Population	Visibility Check Modifier
0 – 900	-5
901 – 2,000	-2
2,001 – 5,000	+0
5,001 – 12,000	+2
12,001 – 25,000	+4
25,001+	+8

4. Activity

Nothing exists in a vacuum, and organisations are no exception to this rule. The greater your involvement in a region, the greater the chance that a rival organisation appears to compete with you via any means possible. A rival organisation works in areas similar to your own, causing friction as you both strive for success. Your Games Master generates a rival organisation according to the result of an Activity check. Roll 1d20 and add your Activity check modifier from the table below, based upon the population of the location your guild controls. If the result is below your current Activity, your efforts draw the attention of an organisation that opts to actively compete against you. This rival gang is headed by a Non-Player Character with a level equal to your own. Your Games Master should randomly determine this Non-Player Character's alignment, personality, goals and motivation. He then must build an organisation for this Non-Player Character and pit it against your guild every month.

Activity Modifiers

Population	Activity Check Modifier
0 – 900	-5
901 – 2,000	-2
2,001 – 5,000	+0
5,001 – 12,000	+2
12,001 – 25,000	+4
25,001+	+8

5. Set Agendas and Policies

Every month, you issue orders to your followers that affect your guild's income. Furthermore, each guild

type has several unique options that you may pursue. You also issue general directives that affect all aspects of your business.

To resolve agendas, assign members of your organisation to them and then resolve each one according to the rules below. You may run an agenda more than once by assigning separate groups of followers to the same agenda. For example, you could launch disruption attacks against two different organisations if you assigned two groups of followers to the attack agenda. When resolving agendas, determine the results of attacks against the guild, attacks made by the guild, special operations, and then any remaining agendas.

Generic Agendas

The following agendas are available to all guilds, regardless of their nature and alignment. Assign each member of your guild to one of the agendas listed below, though each member may only ever perform one agenda per month and may not change once assigned. No guild member who adventures with you may be assigned an agenda. The possible agendas for any guild member are;

Attack
Business as Usual
Defence
Expansion
Recruitment
Special Operations
Skill Use

Attack: When two competing organisations come into contact, conflict is inevitable. An attack agenda is a general term used to describe any actions undertaken by one organisation to undermine the capabilities of another. Note that these rules only cover actions undertaken by your followers and cohorts as part of an agenda. If you personally lead an attack, your Games Master should resolve it as an adventure. The rules given here only cover attacks made without your direct supervision. Attacks take two forms;

Disruption: This attack is made against a guild as a whole and covers any activity designed to hinder operations. Disruptions include attempts to scare off customers, mug followers, arrests by the city watch and other factors. To resolve a raid, roll 1d20 and add the EL of the followers assigned to this agenda. The DC of this roll equals 10 plus the EL of the target organisation's followers assigned to the defence agenda. On a success, the target's monthly income drops by 100 times the EL of the attacking forces. You may only make one disrupting attack against an organisation per month.

A disruption attack modifies the attacker's Activity by +6 and its Visibility by +4. The defender's visibility increases by +2. A successful disruption increases the attacking organisation's Loyalty by +1 and decreases the defender's by -1.

Raid: This attack targets a specific individual or a property owned by the organisation, and requires two steps. First, you must identify or find your target. Second, you must launch the attack. To find a target, your followers must succeed at a Gather Information check of a DC determined by the target guild's Visibility (see above under Using Visibility). Upon success, they may then launch the attack. You may skip this first step if your guild already has access to information necessary to launch the strike, such as a map to the guild's hideout or your own personal reconnaissance.

To resolve an attack, make an Attack check by rolling 1d20 and adding the EL of the followers assigned to this agenda. The DC of this check equals 10 + the EL of your target. Upon success, roll damage for each guild member involved in the attack as if they had hit with all their melee attacks using a full attack action. Total the damage and apply it to the target Non-Player Characters however you wish.

For example, an attack against four Non-Player Characters that deals 28 points of damage could be split to cause 28 points to a single Non-Player Character, 7 points to each, 25 points to one and 1 point to each of the remaining three, and so forth. Followers capable of using magic may substitute this attack with any magic spell that they may cast with a standard or full-round action. After taking damage, the target may then roll damage for one set of melee attacks or spells made using a full attack and deal it to the enemy followers assigned to this agenda.

If you roll a natural 20, make a second Attack check. If this check also succeeds, your followers gain any benefits for striking flatfooted opponents, such as sneak attack damage, as they concoct a brilliant scheme or ambush that catches the enemy completely off guard. If this second check fails, the attack is resolved as normal.

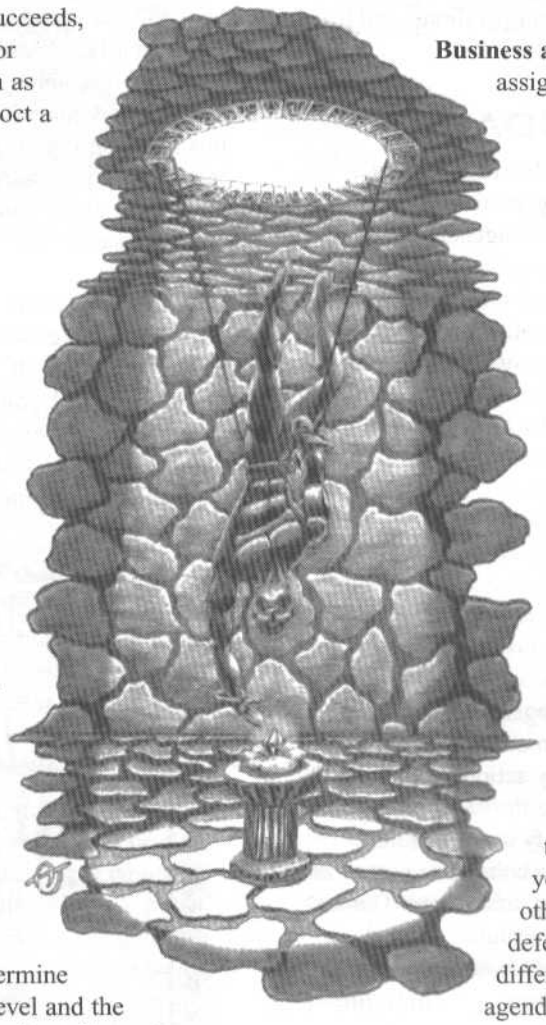
If your check fails, the attack is a disaster. Your followers are caught in an ambush or run into unexpectedly stiff resistance. Your opponents roll damage first and apply it to your force. You deal only half normal damage to the enemy.

Whether the attack succeeds or fails, fanatical organisations fight to the death. If the attacking organisation has a Loyalty greater than 35, the followers sent on a raid fight to the death at the attacking organisation's option. If you so choose, continue resolving damage against both sides until one or the other is completely wiped out.

When targeting an individual, determine the EL based on the individual's level and the levels of his bodyguards. The EL of a strike made against a piece of property, such as a caravan, business or headquarters, equals that of the organisation's followers assigned to the defence agenda. In addition to causing damage to the enemy guild's followers, a successful strike against property causes the guild to lose 10 times the damage dealt in gold pieces from its resources pool. This money is spent to repair physical damage to the property. If the attacker's EL is twice or more the defender's, double the gold piece loss.

A raid increases your Activity by +5 and your Visibility by +2. It increases the target organisation's Visibility by +4.

After a successful attack, the surviving followers involved gain experience points equal to overcoming an encounter of their opponent's EL by a party of adventurers of a level equal to the EL of the attacking force. The survivors of an unsuccessful attack gain half award.



Business as Usual: Followers and cohorts assigned to this agenda produce income according to their class, level, and the nature of your organisation as detailed above under Income.

Defence: Any large-scale, profitable operation is bound to attract attacks, be they from bandits seeking to plunder a caravan or rival assassins seeking to cull the competition. Followers allocated to defence do not generate any income, though at least one must be assigned to this agenda each month. If your organisation comes under attack from any source, the followers assigned to this agenda help prevent damage to your organisation.

In the event of multiple attacks, resolve them in order of highest to lowest EL. After each attack, you may shift followers from other agendas, except attack, to defence. After moving members to different tasks, resolve your other agendas without their participation.

Expansion: Organisations grow not only in the number of members but the areas they cover. You may attempt to increase the reach of your organisation to include a new city or other territory. This new area must either be adjacent to an area currently within your reach or easily accessible by sea travel or caravan route. Your Games Master has the final say on determining whether a region is a viable target for this agenda.

To resolve an expansion attempt, determine the EL of the followers assigned to this agenda. In addition, you must allocate at least one cohort to the expansion attempt for only a veteran commander within your organisation has the leadership and experience necessary to manage this operation. An expansion requires 2d6 months to complete. If you move followers from this agenda to another, the expansion attempt immediately halts and must be started anew.

After the time period required to complete this agenda has passed, make an Expansion check with a DC of 20. Roll 1d20 and add the EL of the followers assigned to this agenda. If your roll equals or beats the DC, your reach now includes this area. This gives you several benefits:

† Your cohort becomes the field commander assigned to that area. You immediately gain additional followers and a new cohort as if your cohort had gained the Leadership feat.

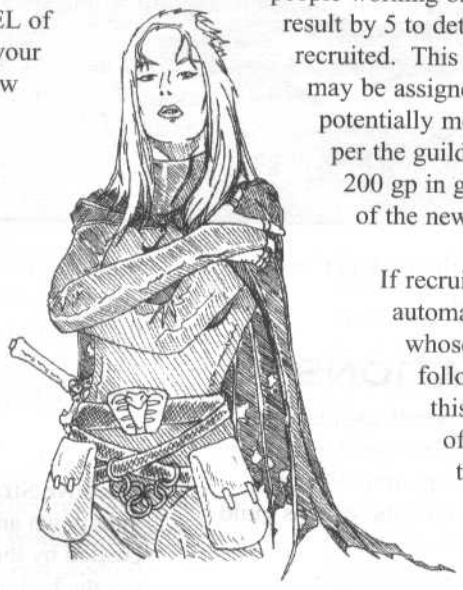
† When determining the maximum size of your organisation (see Recruitment, below) add your field commander's level and Charisma bonus to your Leadership score.

† Your field commander's level does not count towards the maximum levels of followers that you may have in your organisation.

If the check fails, your cohort and the followers assigned to this agenda return home in failure.

An expansion attempt, whether successful or not, increases your Activity and Visibility by +6.

Recruitment: You may assign followers to hire or recruit new members for your guild. Your organisation may include a number of followers and cohorts whose levels total three times the total levels of the followers and cohorts granted by the Leadership feat for a character of your level and Charisma. Do not apply any other modifiers aside from level and Charisma bonus when determining the maximum levels of followers you can control. If your organisation extends into several regions, consult the expansion agenda above for information on how this affects the maximum number of members your organisation may include.



Total the EL of the followers assigned to this agenda. Count bards assigned to this agenda as having one additional level when determining this EL. Your followers spread out across the region, looking for potential new members. You may choose to either recruit a single high-level cohort or several low-level followers.

If looking for a cohort, make a Diplomacy check for the follower or cohort assigned to this agenda with the most ranks in the skill. Add to this the EL of people working on this agenda and divide the result by 5 to determine the level of the cohort recruited. This cohort may act as a follower or may be assigned to help run your organisation, potentially modifying your guild's Loyalty as per the guild creation rules. You must spend 200 gp in gifts and other expenses per level of the new cohort.

If recruiting followers, you automatically find new members whose total level equals the EL of the followers and cohorts assigned to this agenda. The maximum level of any of these followers equals the highest level follower you could attract with the Leadership feat. You must spend 100 gp from your organisation's resource pool per level of follower recruited. This money goes towards gifts, travel expenses, and other costs accrued during the recruitment process.

Special Operations: Each of the five organisation types has several special operations that it follows that the others cannot. These are listed below, under Special Operations.

Skill Use: You may assign a guild of followers to use their skills to overcome a specified problem or simply provide you with income. You may opt to have each follower on this agenda make a check or assign some followers to make checks whilst others with this agenda aid them. Your followers can use skills such as Craft or Profession to generate income for you. You gain half the cash produce from any skill checks as profit. You must pay for any expenses accrued by skill checks from your organisation's resource pool. If you select a policy that modifies your total income, apply the modification to the profit produced by a skill check, not the original value.

Policies

Policies are general directives or operating procedures that you order your organisation to abide by during the month. You may select one policy to apply to all activity per month, though choosing a policy is optional.

Cut Back: Sometimes, an organisation overextends itself and leaves itself vulnerable. The cut back policy allows you to rein in your followers. Reduce your total income, including that generated by attacks or special operations, by half for the month. As a result of your sharp decline in business, reduce your Activity and Visibility ratings by 1d6 each. Roll once and apply the result to both ratings. Not only does your organisation's income drop, but so does the amount of cash earned by your followers. Reduce the organisation's Loyalty by -1.

Generosity: In return for their hard work, you generously allow your followers to take a bigger cut of your profits. Reduce your income for all agendas by 50% for the month. In return, your organisation's Loyalty increases by +2.

Squeeze Followers: The income listed for a follower represents the cash generated by him after costs such as pay or living expenses. You may elect to increase the income generated by your followers by a quarter. However, this causes resentment in the ranks. Each month you apply this agenda, reduce your organisation's Loyalty by -4. This modifier applies to all income generated by your guild, including that from special operations or attacks.

Your followers may make one skill check per week while working within this agenda.

Special Operations

Each of the five guild types has special agendas that members may pursue, as an assassins' guild engages in much different business than an explorers' society. These special operations differentiate the various guild types.

Assassins' Guild

With their specialisation in murder, assassins' guild special operations centre on using followers to eliminate rivals and undertake highly lucrative, though very dangerous, missions. At least one character assigned to these agendas must have levels in the assassin prestige class. Policies that change your income affect treasure gained through these special operations.

High Priced Target: Your followers accept a contract on an important, powerful or well-protected person. To resolve this contract, determine the EL of the followers assigned to this agenda. Make an Assassination check by rolling 1d20 and adding your follower's EL. Compare the result to 10 plus the EL of the target and his protectors, as determined by the Games Master. If the result equals or beats that value, the hit succeeds and you earn a profit in gold pieces equal to the treasure normally gained for defeating a single creature with an EL equal to the target and his protectors. Your organisation's Loyalty, Activity and Visibility remain unchanged.

If the Assassination check is failed, you gain no income, and each person assigned to this agenda has a flat 25% chance of dying during the failed mission. In addition, the botched murder attempt draws unwelcome attention to your operation. Your Visibility increases by +4.

Selective Strike: You order followers on this agenda to hunt down and kill a specific Non-Player Character created by the Games Master. Resolve the attempt as per the high priced target special operation. You gain half the treasure and items carried by the victim of this strike. The rest is turned over to your followers as a reward.

Explorers' Society

The brave, curious and hardworking members of an explorers' society research forgotten lore and provide support for their leadership in the form of information gained either in the musty halls of a library or by venturing out into the wilderness. At least one character assigned to a special operation of an explorers' society's must have levels in bard, expert or rogue.

Expedition: Your followers band together and launch an expedition to explore an unknown or strange region. You must spend 100 gp per expedition member to finance food, supplies and transportation. Followers assigned to this agenda depart for 2d6 months, during which time they are out of contact with you and unavailable for any other agenda. Your Games Master determines how long the expedition is gone and checks to see if it succeeds. Calculate the EL of the followers

assigned to this agenda. This determines their overall ability to deal with attacks and obstacles. Income generated from expeditions is not affected by any policy you may choose to adopt for your guild.

Roll 1d20, add your followers' EL, and consult the table below;

Expedition Results

d20 + EL	Discovery
1 – 5	Rather than gold or riches, the expedition discovers a previously unknown dragon or other great monster. One half of the expedition's members (determined at random) perish.
6 – 15	The expedition fails to uncover any valuable information or exciting discoveries. It produces half the profit normally generated if its members had been assigned to the business as usual agenda for the months it was away.
16 – 20	The expedition uncovers a previously hidden treasure hoard. It produces a profit equal to two times what the expedition members would have earned on the business as usual agenda for the time it was gone.
21 – 25	The explorers delve into an ancient, previously undisturbed tomb. They return with potions, wands and scrolls worth three times the monthly profit they would produce under the business as usual agenda for the months the expedition was gone.
26+	Your followers unearth a major archaeological find, producing a profit equal to four times what the expedition members would have earned on the business as usual agenda for the time it was gone.

Exploration: You form an expedition and send it out to map and explore a foreign territory. This agenda occupies the Non-Player Characters assigned to it for 3 months, during which time they are unavailable for other operations or agendas. Roll 1d20, add the EL of the followers working on this agenda, and consult the table below. You must pay 50 gp per exploration party member to finance food, supplies and transportation.

Exploration Results

d20 + EL	Discovery
1 – 5	Disaster! Your followers encounter a terrible monster or suffer a series of setbacks that kill 25% of the expedition's members. Determine the members lost at random.
6 - 15	Your followers see many interesting sites and converse with a variety of fascinating people, but fail to turn up any useful information.
16 – 20	The expedition makes a solid effort at gathering information. Plot how far into the area your expedition could move in a single week. It produces a map that covers a three-mile wide corridor up to that point and reports on 1d3 creature types that dwell there. This information generates 100 gp in profit for the next 6 months as others consult your organisation for information.
21 – 25	The expedition thoroughly covers the region. They map a corridor six miles wide and with a length equal to the ground it could cover in three weeks. This corridor does not follow a straight line. In addition, your followers report on 2d4 creature types commonly encountered there. This information generates 200 gp in profit for the next 12 months as others consult your organisation for information.
26+	The expedition produces a thorough study of the area. They map a region with a radius equal to two weeks' worth of travel and report on 2d6 creature types commonly encountered there. This information generates 500 gp in profit for the next 12 months as others consult your organisation for information.

Brumby pushed back the rim of his straw hat and peered upwards, attempting to penetrate the canopy of trees above. Illogically he had a sudden wish that he were as tall as his companions, as if the difference between a halfling and an elf or human would make any real difference in the circumstances.

Pieter looked down at his friend and grinned, reading his thoughts. 'Want a lift shorty?' he asked, without malice.

Brumby snarled a crude reply and the party broke into laughter. They were hushed sharply by Jostig, who, everyone else reasoned, took herself far too seriously. She motioned sharply forwards, and Pieter and Brumby exchanged an amused look as they trailed after the others. Above them the trees thinned, exposing the upper echelons of a stepped pyramid, its brick-red surface seeming to radiate heat against the sunlight.

There was a universal intake of breath. It was here after all!

Spy Ring

Spy rings excel at gathering and selling information. In order to use the agendas listed here, you must only assign followers with levels in bard, expert or rogue.

Infiltration: You may assign followers to spy on an organisation, government or individual. This is a long-term assignment that often requires your followers to join an organisation or adopt an alias. These missions also involve an element of danger. First, determine how risky a spy mission you want each of your followers to pursue. Do this by deciding how many gold pieces in profit you stand to make from each mission. Make a Bluff, Disguise, Gather Information, or Hide check for each person assigned to this mission with a DC equal to the gp value of the mission divided by 10. On a success, your spy completes his mission. On a failure, there is a 50% chance the spy is caught and killed. Otherwise, he evades capture and returns home. You may assign more than one follower to a particular mission. In this case, one member of the team uses his skill while the others aid his check.

Research: Your followers work to uncover information regarding a specific subject you designate. The Non-Player Character with the highest total bonus for the Gather Information skill takes 20 once per week while assigned to this agenda. The others working with him aid his skill check.

Track Down Item: The spies under your command seek out a specific item. Your Games Master has veto power over the use of this agenda, as you cannot normally track down artefacts or other unique, long-lost items. The follower with the highest Gather Information skill bonus makes a check aided by the others assigned to this agenda. The DC equals the gold piece value of the item divided by 100. A successful check indicates that your spies uncover an item that you may either buy or attempt to steal. At the Games Master's option, the item rests in a dungeon or in the hands of a monster or Non-Player Character who must be defeated to claim the item.

Thieves' Guild

The classic example of an organisation run by and for rogues, the thieves' guild operates much like the fantasy gaming-equivalent of organised crime. As a guildmaster, your character sets policy for the thieves that operate under your command and reap the rewards of their work. In return, you protect them from the law and depredations of freelance thieves. In order to use the agendas listed here, you must only assign followers with rogue class levels.

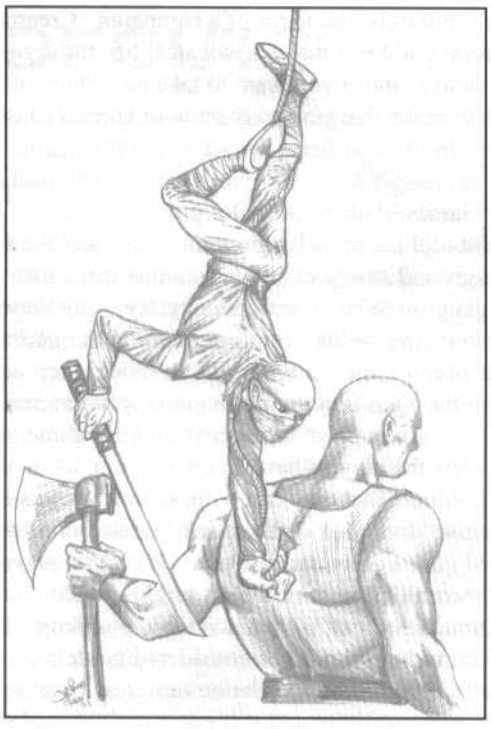
Clampdown: Commoners fear the guild, and often go to great lengths to avoid its wrath. Followers assigned to this agenda shake down merchants, rob travellers and step up other criminal activities. This generates extra income at the risk of bringing the law down upon your guild. Followers assigned to this agenda produce double their normal income. If less than half your followers engage in this agenda, your Loyalty increases by one, Activity by four, and Visibility by five. If half or more are assigned to it, your Loyalty increases by two, your Activity by six, and Visibility by eight.

Political Influence: Thieves' guilds trade not only in cash but also in political favours. Followers assigned to this agenda work with the political powers in the city. They dig up damning evidence of lecherous behaviour, enact extortion schemes, or render special services for nobles and politicians in need. They do not generate income, but instead help ease pressure from outsiders on your guild and recruit the government to work on your behalf. Total the EL of the followers assigned to this agenda. Roll 1d20 and add the EL. If your total is greater than or equal to 15, reduce your guild's Visibility by 1d6. If the total is greater than or equal to 25, reduce your Visibility by 2d6 and gain the aid of the city guard. A corrupt squad of 2d4 1st-level warriors from the town guard automatically follow the defence agenda, and only that agenda, on behalf of your organisation for 1d4 months. At any one time, you may only have one squad of guardsmen aiding you, but if you gain this benefit multiple times total the months each instance grants in order to determine how long the guards help you out. Using this agenda increases your Activity by two.

Trading Company

Trading companies are driven primarily by profit and, whilst seeking to avoid head-on confrontation with any enemy as an unwelcome risk, members may yet brave great dangers if the reward is great. In order to use the agendas listed here, you must only assign followers with rogue or expert class levels.

Open New Market: This agenda is a modified version of the standard expansion agenda. Rather than establish a branch of your trading company in an existing market, you send your followers out to find and exploit a distant market that offers rare and exotic goods. You must either purchase a ship or a caravan consisting of at least six wagons to use this agenda. Resolve the attempt to open a new market as the generic expansion agenda. However, if the attempt succeeds you gain slightly different benefits than the generic expansion:



† The cohort assigned to lead the mission becomes the head of operations in the new market. He operates as the leader of a new organisation based in that market. Determine the maximum number of followers he can recruit as if he headed his own trade company. Any followers you sent with him count towards this maximum.

† Your field commander and the followers he leads in the foreign port no longer count against the maximum followers you can claim.

† You exercise full control over your field commander and assign him and his followers to agendas as normal.

† Your field commander and his followers generate four times their normal income when assigned to the business as usual agenda.

In essence, you create a satellite organisation that operates in a distant port, trading goods from your home port in that city and shipping back strange, expensive goods not normally found in your home region. You may send more followers over to the new market at any time but they will spend one month travelling, during which they may follow no agenda. When they arrive in the new market, they count towards your field commander's followers and not yours. You may also call followers back from a foreign port. They take one month to return home and count against your maximum number of followers and are removed from your field commander's rolls.

If as a result of a failed Loyalty test one of your cohorts rebels, your highest level field commander overseeing an operation in a new market leaves your organisation and takes his followers with him.

Political Favours: All merchants must deal with taxes, customs officers and other nuisances. On the other hand, unlike the other organisations presented here a trade company is a largely legitimate enterprise. For every 100 gp in coins or items you spend on this agenda, you bribe the local governments in your areas of reach to providing you with extra protection. You gain the services of 1d4 1st-level warriors who are automatically assigned to the defence agenda for a month.

6. Resolve Tasks

Once you have assigned your followers to their agendas and selected a policy, if desired, resolve them according to the rules given above. You may resolve them in any order you wish. If more than one organisation in a given location seeks to attack others, roll 1d20 for each guild and add their Loyalty score. Your Games Master does this for all the organisations attempting to attack yours. The highest-rolling guild launches their first attack, then the next highest, and so on. Once all have launched one attack, the process begins again with the organisation that rolled highest making their second attack, and continues until all attacks are resolved. Once all agendas are resolved, the month is over.

7. Compute Income

On the last day of the month, determine your guild's monthly income based on the success or failure of your agendas. The income is then modified according to any policies you dictated for the month.

8. Recalculate Loyalty, Visibility, and Activity

Apply any modifications to these scores according to the agendas, policies and other actions involving your organisation.

9. Apply Experience

Some agendas grant your followers experience. Determine if any of your followers gain levels and apply the effects of gaining levels to your followers.

Your followers may gain levels in any class they may normally take, as per the standard rules for multiclassing. The recruitment agenda description details the maximum levels-worth of followers you can safely control.

Mercenaries

A few hired hands with the right skills and assigned to the right tasks can help push your organisation in the right direction. You may hire mercenaries and assign them to a single agenda. At the end of their term of service, these hirelings leave your service unless you pay their fee again for the following month. Mercenaries do not count against the maximum number of followers you can control.

Mercenaries cost 50 gp per level for a month of service and may be of any character class you desire. However, you may only hire mercenaries up to 5th-level. In addition, they may never be assigned to positions of leadership normally reserved for cohorts, such as heading an attempt to expand your organisation's reach.

Using Organisations and Guilds

These organisation rules require a fair amount of bookkeeping, action resolutions and other work. The easiest way to handle this is to keep a record of which agendas each of your followers pursues for your Games Master to resolve and report the results back to you. If your Games Master does not want to take on this responsibility, you can always make the rolls and checks yourself, with your Games Master's permission. Cheating is, of course, counter to the spirit of the game. Part of the fun in role-playing games is overcoming hardships!

Depending on the tone of your campaign, a guild or organisation can do anything from quietly produce income in the background to take centre stage and serve as the nexus for an entire campaign. Work with your Games Master to determine the level of involvement he wants an organisation to have in his game. A game session that consists of you rolling dice and planning in detail a raid on a rival criminal cartel might be fun for you , but other players may become bored. Ideally, you should resolve actions involving your organisation before or after a game session begins if it is not to be the focus of a campaign. Creating a thieves' guild is a major new capability for rogue characters, and if you want to take advantage of it be sure to make things as easy on your Games Master as possible.

For Games Masters, the rules presented here are a useful tool for modelling organisations and the sort of background struggles and events that mark many urban campaigns. When creating a city, try using these rules to model the guilds and other important organisations your players interact with. If you model their actions using the agenda system as a guide, you can see over time the effect players render upon your game world. This lets the players have a concrete impact on their environment that they can witness over time as evil organisations totter on the brink of destruction and their allied guilds grow and prosper. Of course, players who fail their allies must endure the sight of their enemies' continued success. When all is said and done, the rules presented here should be considered guidelines, a solidly constructed foundation designed to draw out your own creativity and serve as a springboard to further ideas.

HIDEOUTS

As a class that quite often deals in secrecy and stealth, the rogue's ideal home base differs from that of other adventurers. A fighter or paladin builds a fortress carved from rock, reinforced with siege engines, and manned by battalions of valiant soldiers. A wizard harnesses his arcane abilities to call forth a mystic tower filled with strange secrets, otherworldly gates, and guarded by horrid beasts ripped from nightmares. A cleric raises an elegant temple in his deity's name, creating a centre of worship and learning that draws the faithful from across the land.

None of these structures suit a rogue, primarily because all of them draw far, far too much attention to themselves. Most rogues utilise stealth and secrecy to meet their goals. An assassins' guild that builds a castle might as well fly a banner above the structure that reads 'Evil Inside.' A thieves' guild needs a base that deflects attention away from its activities, not one that draws observers or suspicion. Rather than present rules for the typical fantasy castle or other stronghold, this chapter details guidelines for constructing a secret hideout, one that provides a rogue with a convenient bolt-hole or isolated base when he needs to escape pursuers, or plan a robbery or other venture in secret.

Rogue hideouts have a wide range of shapes and uses. A thieves' guild may build a mansion or business within a city that serves as a front for its illicit activities. While this base might be known to the authorities, the thieves must remain in close contact with their business associates or risk losing out to aggressive, fearless competitors. With a few bribes in the right pockets, the thieves keep their hideout secure. A secretive brotherhood of assassins may take over a dungeon complex located high in the mountains. Unlike thieves, assassins cannot afford to risk drawing any attention to their lair. Their business makes them many enemies, some of whom are capable of raising an army to destroy any obvious targets attached to the guild.

ROGUE HIDEOUTS

Unlike other strongholds, a hideout has scores attached to it designed to measure its secrecy and security. The true value of a hideout lies not in defence or size, but in the isolation and cover it provides for its owner. Before sitting down to design your hideout, it is important that you understand how secrecy and security affect your lair.

Secrecy: This score measures the visibility of your stronghold. It is expressed as a modifier, with a well-known lair having a negative Secrecy score and one isolated from society or hidden behind an innocent facade gaining a Secrecy bonus.

Secrecy modifies Gather Information checks made to discover the location or any rumours surrounding a hideout. The Gather Information DC to discover the location of a hideout is 25, modified by the hideout's Secrecy score. Normally, tracking down a normal location in a town or city requires the standard Gather Information DC of 10.

A hideout's location and the nature of its disguise determines its starting Secrecy. Rules for determining your hideout's starting Secrecy are given below, under Designing a Hideout.

Security: Security measures the level of defence that surrounds your hideout. When enemies attempt to break into your lair, this score determines how likely they are to meet with success. Like Secrecy, it is expressed as a positive or negative modifier to a DC. Thus, a negative value indicates a poorly defended hideout, while a positive one indicates a hideout that has many guards and traps, or enjoys the protection of a local warlord or government.

Security is used to determine how tempting a target your lair is for robbers or raiders. Full rules for using Security and determining if your hideout is the target of a robbery or attack are provided later in this section, under Hideouts in the Campaign.

DESIGNING A HIDEOUT

There are five steps involved in building your own hideout. Resolve them in the order below;

1. **Choose a Location:** Your hideout's position determines a lot about its utility and secrecy. A hidden basement tucked beneath a modest dwelling in a major city is easy to access and use, but an enemy who tails you has a good chance of discovering it. An isolated mountain cabin is hard to find, but difficult to use effectively if your main interests lie hundreds of miles away.
2. **Choose Your Hideout's Nature:** Your hideout could be a plain, stone building that counts on its isolated location to remain hidden. You might take over an abandoned warehouse on the waterfront and convert it to your own uses, or you could pay off the owner of a prosperous tavern to use his wine cellar as a meeting place.

3. **Draw a Map:** Create a floor plan for your hideout. This is important both for record keeping, determining if your plans and expansions to your hideout are sensible and for running scenarios set there. In addition, you must also calculate the cost for any construction or other work done to complete your hideout.

4. **Add Features:** Once your hideout is mapped out, add traps, alarms and other items to it. Secret compartments allow you to hide treasure and other valuables, while a convenient escape route lets you flee from attackers.

5. **Determine Total Cost, Secrecy, and Security:** Based on your decisions in steps 1 through 4, determine the gold piece cost of your hideout, as well as its Secrecy and Security scores.

1. Choose a Location

You hideout's position dictates how much use you can get out of it. An isolated fort that requires weeks of travel is fine if your hideout merely serves as a hiding spot if things become desperate. If your adventures and business take place in a city and you want to use your hideout on a daily or weekly basis, a concealed location within or close to the city is a better option. The location of your hideout affects the cost of any additions or constructions to it and its final Secrecy score. Hideouts in smaller cities are more difficult to keep secret than those in larger ones, since word gets around faster in a small town and any construction or other unusual activity is much more noticeable. A hideout located on the fringes of civilisation is almost guaranteed to remain a secret unless some explorer or other traveller stumbles across it.

Hideout Locations

Hideout Location	Base Secrecy Score
Hamlet (pop. 20 – 400)	-10
Village (pop. 401 – 900)	-5
Small town (pop. 901 – 2,000)	-2
Large town (pop. 2,001 – 5,000)	0
Small city (pop. 5,001 – 12,000)	+1
Large city (pop. 12,001 – 25,000)	+2
Metropolis (pop. 25,001+)	+4
Wilderness, up to 99 miles from nearest city	+2
Wilderness, 100 - 199 miles from nearest city	+4
Wilderness, 200 – 299 miles from nearest city	+8
Wilderness, 300 or more miles from nearest city	+16

2. Choose Your Hideout's Nature

Once you have selected a location, you must choose the exact nature of your hideout. The following list presents a series of options that represent a wide range of possible hideouts. It is by no means exhaustive, but is meant to cover the archetypal places and structures that could play host to a secret group without attracting unwanted attention, and Games Masters are welcome to add more. Each entry provides a basic description of the hideout, its cost, and any special features and modifiers to Secrecy and Security it provides.

Abandoned Building: A large, unused warehouse, burnt out home or boarded up business functions as a cheap place to set up shop. Since you only need to claim the place as your own by moving in and tidying it up, you do not need to pay any gold up front. However, you run the risk of the legitimate owner appearing, claiming his property and discovering your hiding spot. Furthermore, any activity around an abandoned building is sure to attract attention, whether from the town watch seeking to clear out what it thinks are squatters, to neighbours concerned about strangers coming and going from a building they know is not supposed to be in use. In addition, going so far as to make major modifications or construction to a supposedly abandoned structure is a sure way to draw lots of attention to you.

Abandoned buildings provide a +0 modifier to Secrecy and cost nothing. For each week, or part of, you use a particular building, its Secrecy suffers a –1 penalty. If you attempt any construction, it suffers a –4 Secrecy penalty. Each week after you claim an abandoned building as a hideout, there is a 5% chance that a legitimate owner or someone looking for shelter (equal chance of either) arrives to claim the place.

Bar, Tavern or other Social Location: At first glance, a building that serves as a social common ground seems a poor choice for a hideout, but closer examination reveals that a tavern can easily cloak many illicit activities. With a few gold coins in the owner's pocket, you can buy his silence and the use of a back room or wine cellar. Best of all, the large number of people coming and going from the place serve as excellent cover for your activities. If you hire a few thugs to help you out on a secret mission, no one is liable to think it odd that strangers would walk into a tavern looking for someone, or that a large group of people meet in a backroom of a pub to discuss business. The drawback to using a bar or similar social space is that the nature of the business makes it possible for people to stumble across your hideout accidentally.

A bar or tavern costs either a 100 gp bribe per month to the current owner or 12,000 gp to buy or build a completely new one, in which case you must also hire

at least three people to manage the place, paying them each a 20 gp monthly wage both to manage the bar and keep your activities quiet. In addition, one of these workers must make a Profession check related to the business's function each month at DC 20. On a failed check, the tavern or inn loses 1d100 gp. On a success, it earns you 1d100 gp in profit. A bar provides no modifier to Secrecy. The social activity provides a nice cover for your own actions, but the number of people coming and going also poses a risk.

As a rule of thumb, an inn or tavern has three to twelve rooms and two floors. You may choose one room to use as your hideout or secret meeting place.

Business: A small shop, guild house or other cover organisation provides a nice buffer for your hideout's secrecy. Any activity, construction or other events around it appear to merely be related to the place's normal operation and, so long as you make some attempt to maintain the façade, customers come and go without suspecting a thing. Unfortunately, over time your false business may draw the attention of tax collectors and other government officials, and perhaps even merchants eager to investigate your front organisation's potential to compete with them. The key to operating a cover business lies in making a good enough show of being an honest merchant that most people leave you alone.

You may either bribe an existing business to cover for your hideout or build or buy one for your own use. Bribing a business costs 250 gp per month, but limits your activities to normal business hours unless you wish to draw attention to your use of the place. Bribing a businessman to use his space grants your hideout no Secrecy modifier, unless you make extensive, off-hours use of the place, in which case a –2 is imposed.

Buying an existing business costs 5,000 gp. You may hire at least one person to manage the business for you and provide a cover operation at a cost of 50 gp per month, though this is optional. Your business stands no chance of turning a true profit, unless you choose to invest enough resources in it to turn it into a fully functional operation, rather than a mere cover, though such actions are beyond the scope of the hideout rules. You could, however, use the rules for creating an organisation from this volume to start a trading company. A business with employees provides no Secrecy modifier, while one without them grants a –2 penalty.

As a rule of thumb, a business has four to ten rooms. At least one first floor room must be given over to the front business's operation.

Hidden Enclave: A long-forgotten chamber in the city sewers, an ancient crypt long ago cleared of monsters, or a small hut hidden in the alley behind the stables all provide lairs that are difficult for others to uncover. However, such a hidden spot is difficult to make changes to, and unless you are happy with your secret location's arrangement you do not have many options to modify it without attracting a lot of attention. You may attempt to build a secret enclave, but doing so is both expensive and could backfire if the workers you hire speak of your lair to others.

Claiming an existing hidden enclave costs 0 gp, though you must first uncover one before you can use it. Using such a base grants you a +4 bonus to Secrecy, though if you make any changes to the layout that requires bringing in large numbers of workers or materials this bonus is reduced to just +2. Building a hidden enclave is a much trickier proposition. Use the costs given under construction below. A newly-built hiding spot instead confers a –4 Secrecy penalty.

Residential Structure: Sometimes, the best bet for a hideout is a building that stands in plain sight. A normal home draws no more attention to itself than any other building and so long as you do not disturb the neighbours, the chances are you can operate without interference from others.

Buying a residential building costs 1,000 gp, though larger or more elaborate homes, such as a mansion, cost much more. The standard home consists of one to three rooms. A residential building confers a –2 Secrecy penalty.

3. Draw a Map

Draw a floor plan that obeys the dimensions and guidelines of your selected hideout type. This basic layout should be designed without special features, such as secret doors or escape routes. However, if you claim an abandoned building or discover a long-forgotten vault beneath the city, your Games Master will provide a map of your hideout.

4. Add Features

You may now add special items, tricks, traps and other features to your hideout. Any item marked on the following table with an asterisk qualifies as a major item that, if added to a hideout, triggers any changes in the Secrecy modifier granted by your hideout type that involve construction or modifications to the structure. A particular type of modification might not normally require a lot of work, but your exact implementation of it could change that. For example, a simple crossbow trap does not require teams of workers, but a pit trap with the same CR will.

Hideout Features

Feature	Cost
Additional Rooms/ Corridors (wood)*	150 gp/10 ft. by 10 ft. area
Additional Rooms/ Corridors (stone)*	250 gp/10 ft.-by-10 ft. area
Arrow Slit/Murder Hole	5 gp
Doorway (interior or exterior, wooden)	50 gp
Doorway (interior or exterior, stone)	510 gp
Gate/Portcullis*	100 gp
Reinforced Walls (+50% hit points)*	50 gp/10 ft. length
Secret Door or Trap Door	Search DC times 20 gp
Soundproofing	40 gp per room
Spells	As per standard casting cost
Trap	100 gp x CR
Tunnel*	150 gp/per 5 ft. by 5 ft. by 10 ft. cube

Additional Rooms: Both of these cover additions made to an existing structure. They may also be used to calculate the cost of building a wholly new dwelling.
Arrow Slit/Murder Hole: These are small openings through which you may fire missile weapons or cast spells. They grant 90% cover to anyone standing behind them. Arrow slits are opened in a wall, while murder holes are installed in a floor.
Doorway: This is the price to open a doorway and install a door.
Gate/Portcullis: An iron grill may be installed within a door to improve its effectiveness.
Reinforced Walls: These walls are thicker than standard ones and can take more punishment.
Secret Door or Trap Door: The price for a hidden portal is determined by the Search DC needed to find it. You cannot purchase a secret door with a Search DC above 25.
Soundproofing: You may install padding within or on the walls of a single room, making it difficult for sound to enter or escape it. Those outside of the room suffer a –5 circumstance penalty to any Listen check made to hear what is going on inside. Those inside the room suffer a –10 circumstance penalty to their Listen checks.
Spells: Illusionists and other wizards can cast spells upon your lair to conceal its presence or improve its defences. Pay the standard cost for such services.
Trap: A few traps help deter would-be thieves and create obstacles for any attackers. Multiply the trap's CR by 100 to determine its gp cost.
Tunnel: You may expand a building's cellar or make additions to subterranean hideouts by tunnelling into the rock. If your hideout is below ground, you must dig out new rooms and corridors in order to expand it by purchasing this option to create larger, open areas.

5. Determine Total Cost, Secrecy and Security

After designing your hideout, total the cost of all the features and other items you bought for it. In addition, determine its final Secrecy score, as defined by the hideout's nature. A hideout's starting Security score is always 0. The next section explains actions you can take to modify your hideout's Secrecy and Security.

Hideouts in the Campaign

Once you have built a hideout, you must still manage its daily affairs and find some use for it. This section outlines rules for modifying a hideout's Secrecy and Safety ratings, and using both of those scores.

Using a Hideout

Once you have a hideout, how you use it is pretty much up to you. A hideout serves several roles, depending

on the nature of your character and your plans for the future.

Safehouse: A hideout makes an excellent place for you or your allies to hide from enemies, as its name implies. Particularly in areas dominated by an evil or greedy ruler, a hideout is useful as a safe place to rest and recover from adventures while avoiding a tyrant's prying eyes.

Warehouse: As you adventure and accumulate treasure and magic items, a hideout becomes a good place to keep your goods safe and secure, particularly if you own a large item, such as an *apparatus of kwalish*, that you cannot normally keep with you.

Bolthole: A well-designed hideout is the perfect place to run to in the face of some catastrophic event, such as a massive invasion, the sudden appearance of a terrible foe long-thought defeated, or a great natural disaster. A small hideout far from civilisation is the perfect place to retreat to in the face of a powerful and unexpected enemy.

Fortress: A seemingly innocuous hideout riddled with traps and secret passages is the perfect battlefield to lure a confident opponent into and defeat. You enjoy a decided 'home field advantage' in your hideout and, while leading an opponent to it defeats the purpose of keeping it secret, it might spell the difference between victory and defeat.

The Secrecy Score

Your hideout's level of Secrecy rises and falls over time, depending on the actions you take involving it. Normally, this score is used to determine if a person learns your hideout's location. Anyone searching for it must make a Gather Information check at DC 25 + its Secrecy rating to determine if they uncover enough clues to track it down. Furthermore, other methods, such as following tracks leading to it or bribing one of your allies to divulge its location, are all possible at your Games Master's discretion.

Your Secrecy score changes over time, depending on your own actions. Generally, the more you use a hideout, the greater the chance others discover it. In general, one use of a hideout counts as any visit to the place or extended stay.

Secrecy Modifiers

Activity	Secrecy Modifier
Each month you spend without using the hideout	+1
Each month you use it at least 4 times*	-1
Each month you use it more than 10 times*	-2
Building an addition or making modifications to its structure of more than 100 gp in value	-4
For each non-allied NPC who visits it	-2
Non-allied NPC actively spreads news of its location	-8

* This does not apply to residential hideouts.

The Security Score

Security measures a combination of your hideout's Secrecy and its attractiveness to thieves, burglars and bandits. If you are known to have amassed a large fortune, thieves seek out information regarding your hideout in the hope of uncovering the location of your wealth. To make a Security check, roll 1d20 adding both your hideout's Secrecy and its Security and compare the result to a DC of 10. If the check fails, a thief has uncovered your hideout and attempts to rob it. Check once a month for each of your hideouts. On a failed Security check, a gang of robbers with an EL equal to your level -2 strikes your lair. Your Games Master should run this as any other encounter.

Your hideout's Security starts at 0 and is modified by several factors, such as your level and reputed wealth. The more powerful you are, the less likely anyone is to trouble you. The more treasure you have accumulated, the greater the chance a greedy thief tries to rob you, despite your skill and power.

Security Modifiers

Activity	Security Modifier
You have a reputation for bravery or skill	+1/2 your level
You have a reputation for cowardice	-1/2 your level
You are known to be wealthy	-2
You are known to possess an extremely valuable, rare or unique item	-4
Traps installed	+ total CR/10
You are known to scorn material wealth	+2
Thieves have previously launched a successful robbery against you	-4
Thieves have previously launched a failed robbery against you	+4

Designer's Notes

Long, long ago, back when Erol Otus cover art was all the rage, I loved to play thieves. My first character in a long-running campaign was a chap named Barnabas Bladecutter, whose name I had taken from an old gaming supplement called The Shady Dragon Inn. Even at the age of 10, I realised something both important and depressing. Barnabas, with his puny hit points, poor attacks and pathetic skill percentages, was useless. Barnabas spent most of his time charging the enemy. Luckily, he survived that campaign and eventually became a baron. But, it is worth noting that we adapted dual-classing rules that allowed him to become a fighter.

With the advent of Third Edition, I was delighted to find the rogue class to be both interesting and useful. With sneak attacks, rogues now have a place in combat aside from that once-in-a-campaign chance at a backstab. With their plentiful skills, they excel in areas that other classes wish they had some talent. It was with some measure of pride that I noticed many, many players at GenCon 2000, where the core d20 rules were released, chose to play rogues. Finally, those of us who liked a more subtle approach to things had a viable roleplaying choice.

But, a few things were still missing. The core d20 rules give plenty of chances for rogues to shine, but I still wanted more. This book is basically my shopping list of what I want my rogue to do.

The traps section was born out of my frustration with the current offerings in the d20 field. If I want a Rube Goldberg contraption, there are plenty of books detailing them. But what about the poor adventuring party that wants to fortify its camp? As this book is aimed squarely at players, the traps presented here are my attempt to give players a chance to spring a few traps on the monsters. The core design system originated with an ancient computer game, whose name I cannot even remember, that involved building a contraption with lots of different components. That is what gave me the idea for breaking traps down into triggers and effects.

The character concept creation chapter is one I am particularly proud of. Systems that let players buy advantages in return for taking disadvantages are nothing new. While these rules could better be described as trading a few advantages in for a couple new ones, I am rather proud of it for one, important wrinkle. Forcing players to pay the most expensive disadvantage they can afford adds a lot of texture to the system and enforces the idea that if you are to gain something, you better be ready to pay for it.

The poison rules were tremendously fun to work on. Any veteran of older editions remembers the many warnings about allowing players to use poison against their enemies. Now that the d20 system handles venom in a much more balanced and usable manner, I think it is time for poison to become an important tool in every adventurer's bag of tricks. The system might seem a little intimidating, with all the modifiers, but in practice it is pretty simple to use. Just start at the top, pick your options and choose all the effects you are after. Oh, and one more thing - before you get too happy about using these rules, remember, monsters now have access to it too.

The crowning jewel of this volume and the biggest, most complex system I have yet designed without a computer, are the rules for organisations. As a player, I always wanted the chance to run a thieves' guild. After all, in most fantasy campaigns, the powerful thieves in a city invariably head a powerful criminal cartel. Why not let players do that, too? More importantly, I did not want to pigeonhole the system into working only with rogues of a more criminal bent. One of the hallmarks of the rogue class is its extreme flexibility. Rogues are not just thieves anymore, and I wanted the system to reflect that. In many ways, the system can operate on autopilot, slowly producing profit in the background. I wanted it to demand as much attention in a campaign as you wanted to give. In some ways, the system is not as detailed as I wanted it to be, but realistically, few fantasy games revolve solely around thieves. For now, I think the system has enough detail to keep things interesting, especially if your Games Master decides it is time for a rival guild to show up and cause trouble.

So that is it. Writing the Quintessential Rogue was one of the biggest tasks I have undertaken in my life. It is easily the longest game book I have written and contains some of the more intricate game designs I have yet attempted. I hope you have as much fun using it in your campaign as I had putting it together.

Michael Mearls

This alley, Freethe reflected, was probably not the most glamorous place to die. He spared a quick glance down at the dwarf, Diallo, who now had two wicked knives in his hands. A dull, blue liquid spread on their blades shined in the moonlight.

'Good. Dark elves,' said the dwarf.

'Are you a madman?' Freethe hissed as the two ebony-skinned creatures moved forward with a sinister grace reminiscent of a great cat closing for the kill.

'Watch,' said the dwarf, 'and learn.'

With a practised flick of his wrist, Diallo sent a dagger slicing towards the lead elf. His target leapt to the side, quickly, but not quite quickly enough. The dagger sliced the elf's upper arm, drawing a slight grunt of pain, a thin line of blood, and nothing more.

'I hope the next one does better, friend Diallo.'

The dwarf chuckled. The elf grunted and sneered, readying its scimitar for a strike as it prepared to pounce. Suddenly, the creature went stiff. A sickening gurgling erupted from its chest as blood-flecked foam erupted from his mouth. The elf spasmed, his eyes bulged, and he toppled to the ground in a heap. His companion stopped his tracks, his buckler and blade trained on the dwarf, his eyes locked on his now-dead companion.

'Here's one for you, too, friend,' said Diallo as his second dagger drove into the elf's shoulder. In a moment, that one, too, was crumpled dead on the ground.

'I thought you said the clerics of Fistus were after us? Unless the Righteous One has had a change of heart, I don't expect he lets his followers prance about with these,' Diallo said, waving his hand at the dead elves.

'Something's rotten here, terribly, terribly rotten.' Freethe wracked his mind, looking for a connection. Why were dark elves disguised as the city's most honoured diety? Was it the map? Freethe grabbed Diallo by the shoulder, pulling him up from looting through the elves' pouches.

* * *

Later that month, after two weeks of feasts and award ceremonies, the companions met around a creaky table in their favourite tavern.

'We faced dark elves, battled a tentacular horror in the sewers, uncovered a simulacrum posing as a mayor and, as a result, halted the biggest dark elf invasion in the past four centuries. All because they thought we had a map to their city. Serendipity, I think they call it.'

'Yes, and imagine our surprise if the map really had been the one pointing out the secret tunnels to Abonobea. Well, that map is in the hands of the paladins of Fistus. They'll put it to good use.'

'I do miss the food at the palace,' Vod said, casting a forlorn look at his overcooked pheasant.

'I still have that map.'

'Do you honestly expect us to trust that map after all the trouble it bought us? I can't pawn my medals, that purple worm collapsed my hidey hole beneath the armoury, and after the incident with the mayor's silverware, every guard in town has his eyes on me.'

'The cartographer at the temple of Beroa did say it was legitimate.'

'So, when do we depart?'

Rules Summary

Rogue Feats

Feat	Prerequisite
Agonising Strike	Painful Strike
Back Alley Brawler	Base attack bonus +2 or higher
Blinding Strike	Back Alley Brawler
Clever Designer	Trapmaster
Contacts	-
Craft Matrix	Use Magic Device skill
Devious Alchemy	Poison Craftsman
Guildmaster	Leadership, 10th level or higher
Fiendish Designer	Clever Designer
Lightning Grab	Improved Initiative, Dex 15+
Painful Strike	Back Alley Brawler, base attack bonus +3 or higher
Speedy Trapper	Clever Designer
Splintering Strike	Base attack bonus +3 or higher
Trapmaster	Dex 15+
Wounding Strike	*Crippling Strike*
Wall Fighter	Expert Climber

General Feats

Feat	Prerequisite
Arcane Expert	-
Arcane Knowledge	Arcane Sensitivity
Arcane Sensitivity	Use Magic Device skill
Contemptible Target	Low Key, max. Str 13+
Expert Climber	Dex 15+
Eye for Quality	Wis 15+
Hair Trigger Reflexes	Improved Initiative, Dex 15+
Low Key	-
Poison Craftsman	Craft (poisons) skill
Poison Reaper	Poison Craftsman
Torturer	Non-good, Intimidate skill

Equipment Table

Item	Cost	Weight
Acid (vial)	5 gp	-
Camouflage Makeup	10 gp	1 lb.
Flash Powder (packet)	40 gp	-
Lock Glass	1,500 gp	2 lb.
Lock Picks, Long Stemmed	100gp	-
Shock Freeze	50 gp	1 lb.

Hideout Locations

Hideout Location	Base Secrecy Score
Hamlet (pop. 20 – 400)	-10
Village (pop. 401 – 900)	-5
Small town (pop. 901 – 2,000)	-2
Large town (pop. 2,001 – 5,000)	0
Small city (pop. 5,001 – 12,000)	+1
Large city (pop. 12,001 – 25,000)	+2
Metropolis (pop. 25,001+)	+4
Wilderness, up to 99 miles from nearest city	+2
Wilderness, 100 - 199 miles from nearest city	+4
Wilderness, 200 – 299 miles from nearest city	+8
Wilderness, 300 or more miles from nearest city	+16

Hideout Features

Feature	Cost
Additional Rooms/ Corridors (wood)*	150 gp/10 ft. by 10 ft. area
Additional Rooms/ Corridors (stone)*	250gp/10 ft.-by-10 ft. area
Arrow Slit/Murder Hole	5 gp
Doorway (interior or exterior, wooden)	50 gp
Doorway (interior or exterior, stone)	510 gp
Gate/Portcullis*	100 gp
Reinforced Walls (+50% hit points)*	50 gp/10 ft. length
Secret Door or Trap Door	Search DC times 20 gp
Soundproofing	40 gp per room
Spells	As per standard casting cost
Trap	100 gp x CR
Tunnel*	150 gp/per 5 ft. by 5 ft. by 10 ft. cube

Secrecy Modifiers

Activity	Secrecy Modifier
Each month you spend without using the hideout	+1
Each month you use it at least 4 times*	-1
Each month you use it more than 10 times*	-2
Building an addition or making modifications to its structure of more than 100 gp in value	-4
For each non-allied NPC who visits it	-2
Non-allied NPC actively spreads news of its location	-8

* This does not apply to residential hideouts.

Simple Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Club, Padded	Medium	1 gp	1d6(S)	X2	-	4 lb.	Bludgeoning
Dagger, Assassin's	Tiny	4 gp	1d3	X4	-	1 lb.	Piercing
Dagger, Hollow Pommel	Tiny	20 gp	1d4	19-20/x2	-	1 lb.	Piercing
Knuckleduster	Tiny	5 sp	1d3	X2	-	1 lb.	Piercing

Martial Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Dagger, Sap Pommel	Small	1 gp	1d4 or 1d6(S)	X2	-	3 lb.	Piercing or Bludgeoning
Dagger, Spring-Loaded	Tiny	30 gp	1d4	19-20/x2	10 ft.	2 lb.	Slashing
Gauntlets, Clawed	Tiny	2 gp	1d4	X3	-	3 lb.	Piercing

Exotic Weapons - Ranged

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Blowgun	Medium	10 gp	1	X2	10 ft.	2 lb.	Piercing
Blowgun Needle	Fine	1 sp	-	-	-	-	-
Crossbow, Sniper's	Medium	350 gp	1d8	19-20/x2	80 ft.	7 lb.	Piercing
Lariat	Medium	1 gp	-	-	-	8 lb.	-

Armour Table

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Light Armour								
Footpad's Vest Leather,	60 gp	-	-	-	-	30 ft.	20 ft.	2 lb.
Displacer Beast Leather,	12,000 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Digester Leather,	8,000 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Gargoyle Leather,	1,400 gp	+4	+4	-2	20%	30 ft.	20 ft.	30 lb.
Gorgon Leather,	2,500 gp	+5	+6	0	10%	30 ft.	20 ft.	20 lb.
Hell Hound Leather,	9,200 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Rust Monster Leather,	13,500 gp	+1	+6	0	10%	30 ft.	20 ft.	10 lb.
Troglodyte	1,200 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Medium Armour								
Robe, Armoured	55 gp	+3	+3	-4	25%	20 ft.	15 ft.	30 lb.
Heavy Armour								
Quick-Change Plate	950 gp	+5	+0	-8	20%	20 ft.	15 ft.	55 lb.
Extras								
Padding	+50 gp	0	-1	-2/+2	+5%	-	-	+5 lb.

Security Modifiers

Activity	Security Modifier
You have a reputation for bravery or skill	+1/2 your level
You have a reputation for cowardice	-1/2 your level
You are known to be wealthy	-2
You are known to possess an extremely valuable, rare or unique item	-4
Traps installed	+ total CR/10
You are known to scorn material wealth	+2
Thieves have previously launched a successful robbery against you	-4
Thieves have previously launched a failed robbery against you	+4

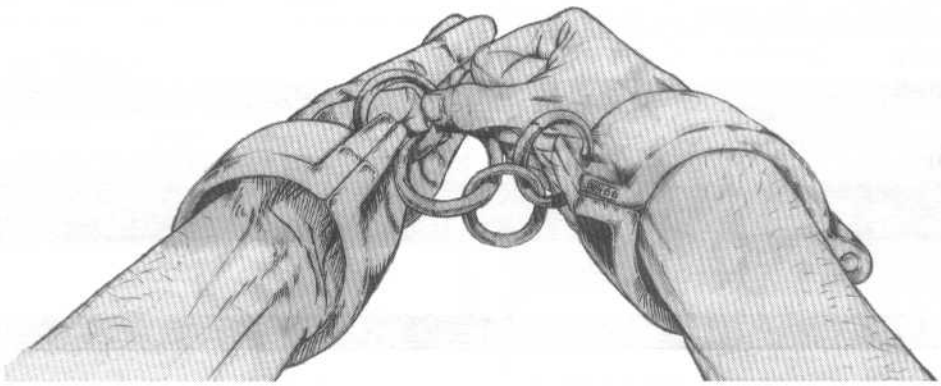
Reputation and Distance

Distance Travelled	Temporary Reputation Check DC	Reputation Modifier
100 – 500 miles	25	-10
501 – 1000 miles	30	-20
1001+ miles	35	-40
Area separated by an ocean, mountain range, or other major obstacle*	-5	-10

*Apply this modifier on top of the distances listed above.

Trap Components

Component	Base DC Modifier	Construction Time	Component Type	Search DC Modifier	Materials/Tools Required
Alarm Bell	+2	0	Effect	+0	Bell, drum, or any other item capable of creating noise
Camouflage Covering	+5	1 hour	Feature	+5	Blankets, cut foliage, leaves, dirt
Collapsing Wall	+5	2 hours	Effect (Save)	-3	Thick logs, walls, short supporting beams or logs, 50 ft. rope
Door/Chest Trigger	+10	15 minutes	Trigger	+0	String
Manual Trigger	-2	15 minutes	Trigger	-5	Rope or string
Net (Falling)	+4	30 minutes	Effect (Attack)	-5	Net, weights
Net (Rising)	+8	1 hour	Effect (Save)	-10	Net, 50 ft. rope
Net Hooks	+10	1 hour	Feature	+0	Iron prongs or fishing hooks, whetstone
Pit*	+0	2 hours	Effect (Save)	-10	Shovel or other digging tool
Pit Stakes*	+2	30 minutes	Effect (Attack)	+0	Thick stakes, knife
Ram	+10	2 hours	Effect (Attack)	-10	Heavy log, 50 ft. rope
Snare	+5	20 minutes	Effect (Save)	+2	Rope
Spell Trigger	+10	5 minutes	Effect	-5	String
Spring Crossbow	+6	15 minutes	Effect (Attack)	+0	Crossbow, bolt, string
Target Decoy	+12	30 minutes	Trigger	+2	Armour, helmet, shield, straw dummy
Tripwire	+0	20 minutes	Trigger	+0	String, wire, or rope
Wall, Temporary	+8	1 hour	Feature	+0	Light branches, leaves, dirt, rope
Whiplash Spikes	+15	2 hours	Effect (Attack)	-5	Heavy, flexible wooden planks, knife, wooden or iron spikes



Reputation Modifiers

Action	Reputation Modifier
Defeat a dangerous creature or major villain whose CR is 1 – 3 above your level*	+1
Defeat a dangerous creature or major villain whose CR is 4 – 6 above your level*	+2
Defeat a dangerous creature or major villain whose CR is 7 or more above your level*	+3
Defeat an NPC whose Reputation is 15 – 19	+1
Defeat an NPC whose Reputation is 20 – 29	+2
Defeat an NPC whose Reputation is above 30	+3
Spend three consecutive months without adventuring**	-1
Return from a journey to a distant, legendary land	+1
Build a castle or join the nobility	+4
Rise to the head of a guild or other major organisation	+4
Become ruler of a nation or kingdom	+15
Win a great battle or complete a major quest	+5
Win a great battle or complete a major quest that saves a kingdom	+10
Die heroically saving large numbers of people from certain doom	+5
Gain a character level	+1

*A monster or Non-Player Character supplies this bonus only if it is a dangerous threat in an area or is well-known amongst the commoners of an area. The Reputation bonus for gaining a level covers the general spread of your fame as your skill and exploits grow. You also gain these bonuses for defeating foes whilst being witnessed by large groups of commoners.
** This penalty applies for each three month time period spent inactive. See below for rules on how Reputation falls over time.

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The Quintessential Rogue

CHARACTER _____ PLAYER _____
CLASS _____ LEVEL _____
CHARACTER CONCEPT _____
RACE _____ ALIGNMENT _____
PATRON DIETY / RELIGION _____
PLACE OF ORIGIN _____
GUILD _____ FIGHTING STYLE _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

SUB DMG

HIT DIE

DAMAGE REDUCTION

ARMOUR

ARMOUR = 10 + CLASS

ARMOUR WORN

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

REPUTATION

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP
FORTITUDE (CON)						
REFLEX (DEX)						
WILL (WIS)						

MODIFIERS

COMBAT BONUSES

	TOTAL	BASE	MODIFIERS ABILITY	SIZE	MISC	TEMP
INITIATIVE (DEX)						
MELEE (STR)						
RANGED (DEX)						

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE

WEAPON AND ARMOUR PROFICIENCIES

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

MAX RANKS = LVL +3 (/2)	CROSS CLASS	KEY ABILITY	MODIFIERS TOTAL	ABILITY	RANKS	MISC
ALCHEMY	Y / N	INT				
ANIMAL EMPATHY	Y / N	CHA				
APPRAISE ✓	Y / N	INT				
BALANCE ✓	Y / N	DEX *				
BLUFF ✓	Y / N	CHA				
CLIMB ✓	Y / N	STR *				
CONCENTRATION ✓	Y / N	CON				
CRAFT ✓ (POISONS)	Y / N	INT				
CRAFT ✓ (TRAPMAKING)	Y / N	INT				
CRAFT ✓ ( )	Y / N	INT				
DECIPHER SCRIPT	Y / N	INT				
DIPLOMACY ✓	Y / N	CHA				
DISABLE DEVICE	Y / N	INT				
DISGUISE ✓	Y / N	CHA				
ESCAPE ARTIST ✓	Y / N	DEX *				
FORGERY ✓	Y / N	INT				
GATHER INFORMATION ✓	Y / N	CHA				
HANDLE ANIMAL	Y / N	CHA				
HEAL ✓	Y / N	WIS				
HIDE ✓	Y / N	DEX *				
INNUENDO	Y / N	WIS				
INTIMIDATE ✓	Y / N	CHA				
INTUIT DIRECTION	Y / N	WIS				
JUMP ✓	Y / N	STR*				
KNOWLEDGE ( )	Y / N	INT				
KNOWLEDGE ( )	Y / N	INT				
KNOWLEDGE ( )	Y / N	INT				
KNOWLEDGE ( )	Y / N	INT				
LISTEN ✓	Y / N	WIS				
MOVE SILENTLY	Y / N	DEX*				
OPEN LOCK	Y / N	DEX				
PERFORM ( )	Y / N	CHA				
PICK POCKET	Y / N	DEX*				
PROFESSION ( )	Y / N	WIS				
READ LIPS	Y / N	INT				
RIDE ✓	Y / N	DEX				
SCRY ✓	Y / N	INT				
SEARCH ✓	Y / N	INT				
SENSE MOTIVE ✓	Y / N	WIS				
SPELLCRAFT	Y / N	INT				
SPOT ✓	Y / N	WIS				
SWIM ✓	Y / N	STR ★				
TUMBLE	Y / N	DEX*				
USE MAGIC DEVICE	Y / N	CHA				
USE ROPE ✓	Y / N	DEX				
WILDERNESS LORE ✓	Y / N	WIS				
	Y / N					

✓ CAN BE USED WITH 0 RANKS, * ARMOUR CHECK PENALTY APPLIES, ★ -1 PER 5 LBS OF EQUIPMENT

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EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD			TOTAL WEIGHT CARRIED		

FEATS

NAME	EFFECT

CLASS/RACIAL ABILITIES

ABILITY	EFFECT

MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	

Load	Weight Carried	Max Dex	Chk Pen	Run
Light		-	-	-
Medium		+3	-3	x4
Heavy		+1	-6	x3

MONEY & GEMS

CP -

SP -

GP -

PP -

GEMS -

LIFT OVER HEAD
= MAX LOAD

LIFT OFF GROUND
= 2 X MAX LOAD

PUSH OR DRAG
= 5 X MAX LOAD

LANGUAGES

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

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HEAL RATE PER DAY

MAGIC ITEMS

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	0			
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

SPELL SAVE DC MOD

HENCHMEN / ANIMAL COMPANIONS / MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
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NOTES														

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PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

ENEMIES, ALLIES, PAST AQUAINTENCES

PERSONALITY AND CHARACTER

BACKGROUND & FURTHER NOTES

HIDEOUT

LOCATION:

NATURE:

SECRECY:

SECURITY:

FEATURES

GUILD

TYPE:
ALIGNMENT:
REACH:
LOYALTY:
ACTIVITY:
VISIBILITY:
INCOME:

ALLIES

RESOURCES

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