

CHARACTER HANDBOOK 2

DUNGEONS & DRAGONS®

Arsenic and old Spellbooks

The Thief



A Book by
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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazetteer expansions, and in fan-made products, with a special mention of the works of Marco Dalmonte.

To play with this handbook you must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons and the Gazetteer 03: the Principalities of Glantri.

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INTRODUCTION

This series of handbooks is studied so that each player may find all of the rules concerning his character in the same place, whenever he needs them. Each book of this series will present all of the options that a character of that class is allowed, from specializations, to career opportunities, with a particular attention to the setting where this campaign is set.

This book is about the thief, the stealth member of the party. The thief has lots of special abilities, and when gaining experience, he may learn how to use more magic items and fight counting on his dexterity much more than his strength.

Even if limited in HP and in the armors he may pick, a thief has skills that no other character has, and must not be reduced to the one that finds and removes traps in the dungeons.

THIEVES IN

THE PRINCIPALITIES OF GLANTRI

Thieves have no proper magic powers, and therefore in the Principalities of Glantri they are considered "Mundanes" like Fighters, Mystics and Nagpas. This means that they can never become Nobles or have

a chance to rule the land, and that the Arcanes (the ones who use magic) see them as inferior beings that must be ruled. However, thieves may find their fortune in this land, where powerful Arcanes plot against each other all the time, and need professionals to do the dirty work for them. Spies, thieves, killers, are all very well paid here.

Some powerful thieves guilds are active in the lands of the Principalities, and for a young and unexperienced thief to be accepted in one of these guilds is a privilege and a huge chance to get involved in political plots, revenges and conspiracies.

ABOUT THIS HANDBOOK

This handbook will cover different topics. It will start by describing the class of the Thief and its skills and class abilities, and then it will describe the role of a Guild in the life of a Thief and its benefits and costs. Among these benefits, the Thieves' Secret Techniques and the Shadow Magic will get a central spot, as they provide some of the best chances of growth for a Thief character.

After that, many different aspects of the life of Thieves in the Principalities

will be taken into consideration, and many possible ways to play the Thief at his best in this setting.

EXPERIENCE AND LEVEL UP

When the Gazzetteer of the Principalities of Glantri was first published many years ago, rules for personalized Experience points for Magic-Users were introduced to balance the otherwise too fast growth of Arcanes who would indulge in Magic Research. Those rules have in these handbooks been expanded to suit each Class, so that every character gets extra experience when using his class skills for the group, and may also help players to play their character better.

Level up rules are somehow inspired to the same Gazzetteer as well. In the Great School of Magic it is described how a student needs to research a new spell as an exam to get to the next level. These rules are similarly pushing other characters to perform something that's typical of their Class to be able to progress to the next level.

Both these rules have been added in this book to provide a better balance between Mundanes and Arcanes.

THE THIEF

Usually the thief is the most independent character in the group: he is able to overcome the low amount of HP and the absence of magic powers with his many skills and his readiness for every situation. He knows downtown criminals, brothels and all that's illegal going around town, and has useful contacts among criminals. And, even if limited in the choice of weapons and armors, a well trained thief can be a very tough enemy to fight.

SPECIAL ABILITIES

Thieves have plenty of special abilities, and many more they can earn with experience. The thief's special abilities are described later on in the book.

GENERAL SKILLS

Thieves start the game with 3 General Skills at first level, plus the bonus on their Dexterity.

Characters may pick whatever skills they need, but the ones that are most useful for the thief are usually the ones related to Strength, Dexterity and Charisma. However, there are some other skills that a Thief may want to take, depending on the Player's idea of his character.

Intelligence skills: A thief should always put some points in Intelligence, as this score determines some very important general skills for a thief.

Definitely, reading and writing is very useful for any thief, as well as appraise, disguise, cartography, sense of direction and tracking. Less used, but not less useful, a thief may want to learn some other skills like knowledge of the city where he lives, that may allow him to get protection and informations when he needs. Lip reading may substitute hear noises when he may not use that skill, to steal useful informations. Cramming, especially for a thief with low Strength, would allow the thief to store more loot in his bags and still be able to run at the

same speed. Gambling is more of a flavour-like skill but it may be used to gather money from chance games and to get introduced to the city's downtown rulers. Survival skill may be useful when the thief needs to go on the run, spending some time in the woods or on the hills and waiting until the guards stop searching for him. Fire-building may help as well. And finally, a labor or profession may be a good cover-up and provide a thief, if picked carefully, valuable informations for his theft practice.

Wisdom skills: Blind Combat and Bravery may very well suit any thief, especially if he goes adventuring solo. Concentration is going to be very useful for thieves that learn how to cast spells from scrolls or even use shadow magic. First Aid and Natural Healing may be vital if the thief has not got a chance of taking along many potions or other healing devices. Recognize tastes and smells may be used to identify monsters by their smell, or hebralist preparations, poisons and the likes. Law allows the thief to know not only the crimes and the punishments, but also the cavils and loopholes of the law that he may use for his advantage.

Constitution skills: Of the Constitution skills the ones that a thief should always get are slow breathing and run. The first, to be more silent when hiding and moving. The second, to have better chances of getting away from chasing enemies. A thief may also want to get resist starvation if he plans to be often hiding in the wilderness with no food, or Endurance to help him climbing for longer.

WEAPONS

Thieves may not use 2-handed melee weapons, but they may use any one-hand weapon and have no issues in using 2-handed missile weapons. Thieves may pick 3 weapons at first level, and they will have Base Mastery in them. Thieves get new mastery slots

at levels 4, 8, 12, 16, 20, 24, 28, 32 and 36, and for every 400.000 XP gained after reaching level 36.

Thieves may always pick some special weapons, like blow gun, blackjack, cestus, whip, bolas or net, that may be very useful to them for their special effects.

ARMORS

Thieves may only use armors that don't slow down who wears them, and may not use the shield. This means that, if they don't get very rich or don't manage to steal some precious elven silver mail or Alpathian silk robe, thieves may only wear the leather armor.

MAGIC

Thieves cannot cast spells and may only use common magic items, initially. Later on, by earning new class abilities and secret techniques, they may be able to use a bigger selection of magic items, cast spells from scrolls, and even use Shadow Magic.

PRIME REQUISITES

Thieves' Prime Requisite is Dexterity. Dexterity helps them to be fast, to be precise with tools to open locks and remove traps, to be silent and in general in most of their thief skills.

A thief with a particularly high Dexterity score gets a bonus on the experience points he earns at the end of each adventure.

Thieves with Dexterity 13 or higher earn +5% XP at the end of the adventure.

Thieves with Dexterity 16 or higher double that bonus, earning +10% XP at the end of each adventure.

HIT DICE

Thieves roll 1d4 for their Hit Dice. After reaching level 9, they only add +2 to their HP at every level, and Constitution bonuses no longer apply.

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THIEVES' SAVING THROWS					
LEVEL	SAVING THROWS				
	DEATH RAY & POISON	MSGIC WANDS	PSRYSIS & TURN TO STONE	BREATHE WEAPON	SPELLS, STAVES & RODS
1 – 4	13	14	13	16	15
5 – 8	11	12	11	14	13
9 – 12	9	10	9	12	11
13 – 16	7	8	7	10	9
17 – 20	5	6	5	8	7
21 – 24	4	5	4	6	5
25 – 28	3	4	3	4	4
29 – 32	2	3	2	3	3
33 – 36	2	2	2	2	2

SPECIAL ABILITIES

The thief class is characterized by the huge number of abilities that he earns and improves level after level. In this chapter they will all be described in detail for the player to use them at their best. It will be very important for whoever plays a thief to know the skills and the way they are used very well.

OPEN LOCKS

This skill allows a thief to open doors, chests, padlocks and any other closed or locked item, typically using thieves tools for the task. The time needed to open locks using this skill and the difficulty level of the lock depend on the lock itself. Using thieves tools grants a bonus to the test.

NOTE: If a lock is protected with a trap, the trap must be removed before trying to open the lock, otherwise any attempt to open the lock will automatically trigger the trap.

Thieves tools: By using them, a thief obtains a +10% to his Open Locks score. Magic thieves tools may give even higher bonuses.

Dexterity bonus: Dexterity gives a bonus to Open Locks score in the proportion of +5% for each bonus point of Dexterity. If the thief has a malus on dexterity, the malus on the Open Locks score is -5% for each malus point.

Weak lock: Old and rusty locks that are not working properly only need 1 round to be picked. The bonus on the skill score for these locks is +10%.

Normal lock: Most of the locks are like this, and give no bonus or malus to the skill score. They can be opened in 1d3 rounds.

Good lock: A lock that's been built by a professional to be safer than usual ones. This kind of locks need 1d6+1 rounds to be opened, and the

THIEVES' EXPERIENCE CHART											
XP	LEVEL	HD	THIEF SKILLS*								THACO
			OL	FT	RT	CW	MS	HS	PP	HN	
0	1	1d4	15	10	10	87	20	10	20	30	19
1.200	2	2d4	20	15	15	88	25	15	25	35	
2.400	3	3d4	25	20	20	89	30	20	30	40	
4.800	4	4d4	30	25	25	90	35	24	35	45	
9.600	5	5d5	35	30	30	91	40	28	40	50	17
20.000	6	6d4	40	35	34	92	44	32	45	54	
40.000	7	7d4	45	40	38	93	48	35	50	58	
80.000	8	8d4	50	45	42	94	52	38	55	62	
160.000	9	9d4	54	50	46	95	55	41	60	66	15
280.000	10	+2	58	54	50	96	58	44	65	70	
400.000	11	+2	62	58	54	97	61	47	70	74	
520.000	12	+2	66	62	58	98	64	50	75	78	
640.000	13	+2	69	66	61	99	66	53	80	81	13
760.000	14	+2	72	70	64	100	68	56	85	84	
880.000	15	+2	75	73	67	101	70	58	90	87	
1.000.000	16	+2	78	76	70	102	72	60	95	90	
1.120.000	17	+2	81	80	73	103	74	62	100	92	11
1.240.000	18	+2	84	83	76	104	76	64	105	94	
1.360.000	19	+2	86	86	79	105	78	66	110	96	
1.480.000	20	+2	88	89	82	106	80	68	115	98	
1.600.000	21	+2	90	92	85	107	82	70	120	100	9
1.720.000	22	+2	92	94	88	108	84	72	125	102	
1.840.000	23	+2	94	96	91	109	86	74	130	104	
1.960.000	24	+2	96	98	94	110	88	76	135	106	
2.080.000	25	+2	98	99	97	111	89	78	140	108	7
2.200.000	26	+2	100	100	100	112	90	80	145	110	
2.320.000	27	+2	102	101	103	113	91	82	150	112	
2.440.000	28	+2	104	102	106	114	92	84	155	114	
2.560.000	29	+2	106	103	109	115	93	86	160	116	5
2.680.000	30	+2	108	104	112	116	94	88	165	118	
2.800.000	31	+2	110	105	115	117	95	90	170	120	
2.920.000	32	+2	112	106	118	118	96	92	175	122	
3.040.000	33	+2	114	107	121	118	97	94	180	124	3
3.160.000	34	+2	116	108	124	119	98	96	185	126	
3.280.000	35	+2	118	109	127	119	99	98	190	128	
3.400.000	36	+2	120	110	130	120	100	100	195	130	2 (1)

* Initials stand for the following skills:

OL: Open Locks

FT: Find Traps

RT: Remove Traps

CW: Climb Walls

MS: Move Silently

HS: Hide in Shadows

PP: Pick Pockets

HN: Hear Noises

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skill score gets a -10% when trying to open it.

Excellent lock: A high quality artisan lock, especially built to avoid being opened by thieves. These locks are usually very expensive and are used only to protect very precious treasures, places or creatures. To open one of these locks a thief needs 2d4+2 rounds, and the skill score suffers a -20% malus.

Exceptional lock: This kind of locks is extremely expensive and usually only the richest merchants and nobles spend this much money on a lock, This kind of locks is always used to protect the most precious belongings of a person. Most of the Exceptional locks combine a trap to the lock, for added security. To open an Exceptional lock, a thief needs 3d6+3 round and the malus on the skill score is -30%.

Magic lock: Magic locks are made by experienced spellcasters and are particular magic items that reproduce the effect of *Magic Lock* spell. An experienced thief may still be able to open one of these locks, but the time required is always 1 full turn, and the skill score is reduced of a huge -40%.

FIND TRAPS

One of the best reasons to have a thief in the group is this skill. It allows the thief to find hidden traps in items, rooms and corridors, allowing him and his companions to try and remove them, or simply avoid them. This skill is particularly useful in ancient tombs and temples, in prisons and in places where ancient treasures are hidden. On the other hand, it is of almost no use in places where there's a very low chance of finding traps, like monsters lairs, caves, mines and in open-air environments.

When a thief has a suspect that in the area there might be a trap, he may use this skill. Using it, he may inspect an area of 3x3x3 meters to search for every kind of traps. It is the Master who rolls to test the skill secretly.

If the test is a success, the thief finds all of the traps in the area, may them be on the ground, on doors, items or walls, or even on the ceiling. The thief can only find the traps with this skill, but not identify its mechanics or possible damage. Still, a trap that has been found can be avoided or removed.

If the test fails, the thief cannot find any traps and declares the area safe from traps. If at least one trap is in the area that the thief is examining, and the test fails for more than 10 points, the thief triggers the trap during the search.

The time needed to search for traps is always 6 rounds, or one minute.

NOTE: Some traps may be made of magic, and be activated by magic runes. These traps may be impossible to find to young and unexperienced thieves. Although, thieves level 10 and above, who may use magic items and cast spells from scrolls, may still find these traps, but their skill score will suffer a -20% malus.

REMOVE TRAPS

After finding a trap, a thief can try to use this skill to disarm and remove the trap, after examining it. This may be very useful for traps that re-load after each time they are triggered, to avoid stepping on it again.

Removing a trap may, at the Master's discretion, give the thief some useful materials or items that have been retrieved from the mechanism. Chains, ropes, nails, poles, but also swords, crossbows, daggers, arrows, oil flasks and similar items may be found. Usually, the more complex a trap is to disarm, the bigger is the number of components, and the higher the chance that the thief may retrieve something.

Depending on the complexity of the trap, bonuses or maluses may be applied to the skill score for the test, and the time needed to remove them may be longer or shorter. Using Thieves tools and a high Dexterity score may also give a thief some bonuses.

NOTE: A failure on a remove trap roll immediately triggers the trap.

Thieves tools: By using them, a thief obtains a +10% to his Remove Traps score. Magic thieves tools may give even higher bonuses.

Dexterity bonus: Dexterity gives a bonus to Remove Traps score in the proportion of +5% for each bonus point of Dexterity. If the thief has a malus on dexterity, the malus on the Remove Traps score is -5% for each malus point.

Crap traps: These are traps that are very simple in the mechanics and sometimes they are even not that well concealed. The Master may also give a bonus to the Find Traps score for these. These traps are seldom deadly and they can be removed in one round. To remove these traps, a thief has a +10% bonus to his skill score.

Simple traps: These are the most common traps, that can be found almost everywhere. To remove this kind of traps a thief needs usually 1d4+1 rounds and the skill score does not get any bonus or malus.

Smart traps: These traps may have more complex mechanics and be concealed better. They are usually used to protect palaces and tombs and they need 1d6+2 rounds to be removed. The skill score to remove these traps gets a -10% malus.

Complex traps: These traps usually have a complex trigger mechanism and some security feature to ensure they cannot be disarmed or removed easily. These traps need 2d6+2 rounds to be removed, and the skill score will suffer a -20% malus.

Genius traps: Who put this trap in place is a genius engineer, and usually finds very smart, cruel and effective ways to kill his victims. These traps are usually the deadliest ones, and use very big and complex mechanics, that are not easy at all to identify and disarm. To remove such a trap, an experienced thief will need 3d6+3

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rounds and his skill score will suffer a -30% malus.

Magic traps: Magic traps are usually activated by runes or magic circles written on the floor or on the object that the trap is protecting. These traps can only be found by thieves level 10 and above and quite often they cannot be removed. Still, once the magic runes or the magic circle have been found, it is just enough not to touch them to avoid triggering the trap. Magic traps can always be removed using a *Dispel magic* spell or a similar spell that may cancel magic writings.

If the Master decides that magic traps can be removed by high level thieves, the time needed to remove one is 1 full turn, and the malus on the skill score is -40%.

Alarm: Some traps are connected to a magic alarm. Typically, when a thief tries to remove or disarm an alarmed trap, the alarm triggers.

An alarm may produce a high pitched noise that attracts wandering monsters, may be a mechanism that closes and locks the doors around, a system that releases in the area some nasty creature or substance, a trigger for another trap, or even a very silent alarm that only rings in the control room of the dungeon to inform the ruler of the presence of intruders.

A thief level 4 or above that finds a trap is always aware if the trap is connected to some kind of magic alarm. The thief has no clue what kind of alarm it is, though.

If a thief tries to remove a trap that is connected to an alarm, the test is made normally. If the result is a success, but the difference between the roll and the skill score is 10 points or less, the trap is removed, but the alarm is triggered. If the remove trap test fails, or if a thief does not know a trap is connected to a magic alarm, the alarm is automatically triggered.

CLIMB WALLS

This skill allows a thief to climb walls and similar surfaces, moving both vertically and horizontally, climbing up and down. This skill may get many bonuses and maluses depending on the thief's Dexterity and Strength, his clothes, the use of tools, and also by the shape and inclination of the wall itself.

When a thief fails one Climb Walls test and has no security rope attached to him, or any other system to avoid falling, he simply falls from the wall. A thief may try to roll once on this skill during the fall, if he's falling from at least 12 m, and grab a hold halfway on anything he could use. Although, to do so, the thief has to roll using his skill score halved, round down. If the test succeeds, the thief can stop falling after 1d6 x 1,5 m and takes 1d6 damage. If the thief fails the roll, he just falls on the ground taking full damage. Please note that if the thief tries to grab a hold to stop his fall and fails, he may not use his *Acrobatics* skill, if he has, to reduce the damage from the fall.

Strength: Strength allows a thief to hold on a wall much longer before getting tired. The maximum time a thief can climb a wall before getting tired is 4 rounds +2 rounds for every point in the Strength score. After this time, a thief must find a safe place to rest for a whole turn before going back to his climbing. If the thief cannot find any such a place, he will have to roll a strength check at every round with a cumulative -1 modifier, or he'll lose his grip and fall on the ground.

Dexterity: A high score in Dexterity allows a thief to move faster when climbing a wall. The speed a thief can move when climbing walls is shown in the table below.

DEXTERITY SCORE	CLIMBING MOVEMENT RATE
3 - 8	1,5 m per round
9 - 12	3 m per round
13 - 15	4,5 m per round
16 - 17	6 m per round
18	7,5 m per round

Climbing gloves: Climbing gloves are special gloves made of soft, thin leather that are fixed to the arm with long strings, so that they cannot fall off. They have an external layer that is extremely rough and helps the thief to get a safer hold on the wall. Using these tools when climbing a wall gives a thief a +10% bonus on his skill score.

Common gloves: Common gloves, whatever material may them be made of, are not good for climbing: they reduce the hand's sensitivity and may fall off the hand anytime, causing who wears them to fall. For these reasons, wearing common gloves when climbing a wall gives a thief a -10% on the skill score.

Climbing shoes: These shoes have a soft leather sole. They are not made for walking, not even in towns, because the sole is too thin, but they have a rough bottom that sticks easily to many surfaces. They give a +10% bonus to the skill score.

Grappling boots: These are very strong and are usually reinforced in iron all around. They have small hooks coming out of the tip that help finding footholds. They can be used to walk normally and when used for climbing, they give a +5% bonus to the skill score.

Bare feet: When climbing a wall bare-footed, a thief has the highest possible sensitivity, but there's nothing protecting his feet from dangers and wounds. Climbing a wall with bare feet gives the thief a +10% bonus on the skill score but, if he is not climbing a very smooth wall, there is a chance for him or her to get hurt. If a check is a success but the difference between the die roll and the skill score is 10 points

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or less, the thief gets 1HP damage and, until the thief does not get healed, the skill score is reduced of 1 cumulative point. If a wall is very dangerous to climb (with broken glasses, spikes or very hot), the damage can be higher than only 1 HP. The Master will decide an appropriate amount.

Grappling daggers: Made for thieves, these are short objects used in both hands to help climbing walls. They cannot be used as weapons, but they can be thrust in the walls to create handholds even where there is none. A thief holding one of these in each hand gets a +10% bonus on the skill score. Using only one of these gives a halved bonus of just +5%.

Grappling hook and rope: These are the safest way to climb a wall. A thief who wants to use these tools must tie the rope to the hook, then find a hold for the hook. If there's no possible hold around, the grappling hook may not be used. Then, the thief must make a to-hit roll to get a hold with the hook. The AC is 9 if the distance from the thief to the hold is 3 m or less, otherwise the AC of the hold is reduced by 1 for every 1,5 extra meters.

After getting a hold, a thief can use the rope to climb, obtaining a massive +50% on the skill score.

Please note that the maximum distance a grappling hook can be thrown is 3 times the strength score of the thief. Short, medium and long distance modifiers to hit normally apply. The rope must be long enough to reach the hold, otherwise the attack will always fail.

Rope and nails: These items can be used even on the smoothest and hardest wall to climb without the risk of falling. They are very noisy, so they can not be used on buildings without being noticed, but they are very useful on mountains. The thief using nails and rope can only climb 1,5 m per round, but these give the thief a +50% on his skill score and, once the thief completed his climb, they can be used

by any other character to climb with a 70% chance of success.

A fail using these tools means the thief lost one nail and cannot go any further for one round. Only a 00 roll means all the nails came off the wall and the thief falls as usual.

Wall's inclination: Wall inclination affects the skill score: under 60°, there's a +1% to the skill score for each degree less than 60. Above 90°, there's a -1% to the score for each degree over 90. This means that, provided he's got handholds, a thief may also move on a ceiling (180° inclination), with a -90% to his or her skill score.

Handholds: a standard wall to climb is a normal bricks or stone wall. If a wall has got more handholds, like on a mountain full of protruding rocks, or the front of a palace full of decorations, the skill score can get a bonus up to 10%. If the wall has less handholds than usual, though, the skill score can have a malus up to -50%, which is a completely smooth wall. These bonuses and maluses are given by the Master at his complete discretion.

Encumbrance: A full inventory can cause the thief some trouble when climbing: if the thief is carrying more than half his maximum encumbrance at normal speed, the skill gets a -10% to its score. If the encumbrance forces the thief to move half his or her normal speed, the malus on the skill score is -25%.

Wind: When it blows strong, wind may affect the thief's climb walls score. The master can give the thief a malus from -5% to -30% when a very strong wind is blowing or for any other adverse weather conditions, like rain, hailstorms, snow, and so on.

Moving walls: Walls that are not still or structures that are moving are very hard to climb on. If the thief is trying to climb on something that's moving (a giant golem, a ship's tree, a treeman's trunk, and so on...), the skill score will get a -10% malus.

Water, oil, ice: These and similar slippery substances on the wall the thief is trying to climb give the thief's skill score a -20% malus and may make it impossible to climb (see below) if there is no handholds on it.

Impossible walls: Sometimes some walls are just impossible to climb. These are those walls a thief cannot possibly climb for some practical reason. It can be a smooth and slippery surface, or a smooth and moving one, or a flaming one, and so on... These walls can not be climbed in normal conditions. The Master may allow a test if a character gets some special tools to try and climb them (rope and grappling hook, rope and nails, grappling daggers, or even something more special, like some magic equipment), deciding what kind of malus to apply to the skill score in every different situation.

MOVE SILENTLY

By successfully using this skill, a thief can move at his normal movement rate without producing any noise.

If the check fails, the thief makes some noise, but this does not mean someone heard him or her. The higher the difference between his die roll and his skill score is, the more noisy the thief is moving. The chance for a thief to be heard when failing with this skill is 10% plus the difference between the die roll and the skill score, modified as follows.

Complete silence is the worst possible situation for a thief to move silently: even the smallest noise can be heard because there is nothing else making any noise around. The thief gets a -10% malus on his skill score.

Normal silence is the average situation when a thief moves. In this situation footsteps, small animals, something being moved around can be heard, but they are very sporadic and low volume noises. No bonuses or maluses apply.

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Buzz, like a group of monks praying, a creek's gurgling noise, the noise of the waves close to the sea, a machinery in another room and so on, can produce a nice cover for the thief to try and be silent. It gives the thief a +10% bonus on the skill score.

Noise, like a village festival, a waterfall close to the place, a group of goblins fighting for the last sausage, a strong wind that makes windows slam, thunders, a hailstorm, will definitely help a thief moving unheard: the thief will get a +20% bonus on the skill score.

Strong noises, usually lasting for only one round, like something exploding, a building collapsing, a big monster roaring, are chances a thief does not often have to cover his movements. These conditions can give a thief a +30% bonus to the skill score, but only for one round.

Silence spell cast on a thief makes the thief automatically succeed in any check for this skill.

Soft sole shoes are used by thieves to cover their footsteps' noise. They are normally fixed to the leg with strings which actually hold the trousers close to the legs to avoid them touching objects around. A thief using these shoes gets a +10% bonus on the skill score. Unfortunately, these shoes are easy to get broken and they must be changed about every 6 months.

HIDE IN SHADOWS

Thieves learn since the lowest levels how to hide in dark places: they wear dark clothes and try to stay completely still. There are only three things that affect the thief's ability to hide: the presence of hideouts, his clothes and the movement. A thief that tries to hide will always think his hideout is a good one, thus it should always be the master to check on this skill, using the following modifiers.

Hideout: If a room does not provide any proper hideout, it is very hard for a thief to hide. He may still try to hide behind the door, or in a shadow cast by

some object, but a malus between -10% and -30% can be given if he cannot find a properly hidden spot.

Clothes: If a thief wears normal clothes, he gets a -10% to this skill score. If he wears something dark, he gets no bonuses or maluses, but if he wears a completely black outfit, covering his face and hair as well, the skill score gets a bonus of +10%.

Movement: A thief may hide normally staying still, but if he tries to move while in the hide, he may only move up to half his normal speed. For each 1,5 m per round he wants to move, the thief will get a -5% malus to his skill score.

PICK POCKETS

Or, more properly, theft. A thief using this skill may take objects or money from the people he gets across, hiding them very fast. Picking pockets takes only one round. The rule says that an attempt is successful if the skill check is successful. A fail with a difference of 20 or less points between the die roll and the skill score means the thief could not steal anything, but nobody noticed him. A difference of 21 or more, on the other hand, means someone saw the thief (and the Master must determine the consequences). Before picking pockets, a thief must declare what does he want to steal. It must be something the thief can see on the victim, or something the thief knows the victim is carrying along. In this case the thief must know exactly where on the victim's body the hidden thing is kept.

Pick pockets skill score can be modified by the following factors:

Dexterity gives a +5% bonus for each bonus point on the Dexterity score, or a -5% malus for each malus point on its score.

Distractions provided by an accomplice or another person gathering the victim's attention give the thief a +10% bonus on the skill score. If the distraction attracts everybody's attention, so that no other people is

looking towards the thief, the bonus is 20%.

Level difference between the thief and the victim may affect the outcome a lot. If the thief's level is higher than the victim's, the thief gets a bonus of +5% for every point of difference. If the thief's level is lower, the thief gets a malus of -5% for every point of difference.

Complications: Usually, a thief gets close to the victim, carefully cutting the string that holds the pouch or weapon, then bags it and runs away. However, if the object is not that easy to take, the Master may give a malus to the skill score. For example, a thing kept in the backpack may need a -10%, because the thief must not only cut the bag open, but even look for the item. A necklace, or any object carried on the front of the jacket, like a medal, may give a -20% malus because it's very dangerous to take it, and there is a big chance to be caught stealing it.

Impossible picking: Sometimes some items just cannot be stolen. Clothes, armors and things held in hands or worn on one's body are usually impossible targets, if the victim does not get undressed or does not leave them somewhere. Very big items can not be hidden easily, thus making it easy to find the thief who stole them. An impossible theft will always result in a fail, if the player does not come out with a smart plan to get the object. If this happens, the Master should also give an XP bonus to the thief for his idea.

HEAR NOISES

Thieves' ears are well trained to hear even the slightest noise, so that they can run away if they are in danger. To use this skill, the thief needs to stay still and completely silent for at least 3 rounds. If he's adventuring with a group, his companions will need to be completely silent as well. If the check is a success, the thief can hear every noise in a 9m radius. The check may be

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affected by the environment having bonuses and maluses.

Distance may reduce the precision of the hearing. For every 3m distance from the origin of the sound, a -5% malus applies.

Doors and walls reduce the volume of the noises, making it harder to understand what's happening. The skill score gets a -5% malus for the presence of a door, while for walls it may be between -5% and -20%, depending on what material the wall is made of and how thick the wall is.

Hearing cones are designed to improve this skill specifically. If put on a wall or a door, they reduce the malus doors and walls give by 5%. Moreover, if the thief closes the other ear while using the hearing cone, the malus for the noisy environment (see below) is reduced by 10% as well.

Noisy environment affects the test in a negative way. The check gets a malus that is exactly the same amount as the bonus a thief gets when trying to move silently in the same conditions (see above, *move silently*).

BACKSTAB

A thief can backstab any enemy when attacking from behind the target and getting the surprise. If the enemy is aware of the thief being behind him, the backstabbing is not possible.

A backstab attack can be made with any weapon the thief may use, with the usual +4 bonus for an attack from the back, but inflicts double damage if it hits the target.

The damage is doubled after adding the strength modifier and the weapon's magic bonuses, but any other bonuses, magic or not, and the weapon's special effects, are not doubled.

It is possible to backstab only with melee weapons or with ranged weapons used at short range and never from more than 9 m distance.

DECODE (LEVEL 4)

A thief gets this special ability at level 4. Thieves level 4 or higher have 80% chance to decode any written text or secret code, including maps and languages they don't know. The skill gives a basic understanding of texts. A fail means the thief will not be able to try and decode the text again before he gains one new level.

FEINT (LEVEL 6)

A thief gets this special ability at level 6. A thief level 6 or higher can use this skill pretending he will attack on a side, then quickly moving and attacking on another line.

The thief must declare a feint as his attack, and will suffer a -2 on his AC, but will get a +1 bonus on his to-hit roll, plus another one point for every 6 full levels after level 6 (up to +6 at level 36). The feint can only be used in melee combat and only against enemies who can clearly see the thief.

The skill is also effective only on targets whose size is between halfling and ogre.

To succeed in a feint, the thief must roll under his Dexterity. If he fails, the attack can be normally made, but no bonus to hit will be gained.

DEFENSIVE FIGHTING (LEVEL 9)

A thief gets this special ability at level 9. At level 9 a thief learns how to fight with more than one enemy at the same time without giving them any advantage. It means the thief moves so that the enemies clash onto each other, cancelling their bonuses for attacking on the sides or from the back. This skill does not affect other thieves level 9 or higher and does not affect non-intelligent creatures and monsters bigger than an ogre.

When the thief first learns this skill, he may use it against 2 enemies at the same time. From level 18, the thief can confront 3 enemies without maluses. The enemies grow to 4 at level 27 and to 5 at level 36.

At every round, the thief only needs to roll under his dexterity score, with a malus of -1 for every enemy after the first. If he scores a success, all of the enemies' bonuses for position are cancelled for that round, otherwise they fight normally.

MAGIC (LEVEL 10)

A thief gets this special ability at level 10. Thieves level 10 or higher learn how to use arcane spells reading them from scrolls. When doing so, there is always a chance the thief makes some mistake and the spell is wasted or produces an unwanted effect, because the thief is not a spellcaster. The chance of making some mistake is 20%, minus the thief's Intelligence score.

DODGE AND STRIKE BACK (LEVEL 12)

A thief gets this special ability at level 12. The thief learns how to dodge and, at the same time, counterattack his enemies. The thief must declare he is using this skill before initiative and can only use it a limited number of times per fight.

At level 12, a thief can use this skill once during the fight, to dodge and strike back just once.

At level 24, the thief may use the skill twice per fight and, in every round he is using it, he may dodge and strike back twice.

At level 36, he may use the skill three times and every round he may dodge and strike back three times.

If the thief declares *dodge and strike back* in a round, but nobody hits him, he can normally attack at the end of the round.

If a thief is target of more attacks than he can dodge with this skill, he can keep on dodging more by using his *Dodge* general skill, but he may not counterattack those attacks.

If the thief is attacked after declaring the use of this skill, he may dodge each attack by saving vs. breath weapon,

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with a -1 malus for each blow he already dodged in the same round. Every time an attack is dodged with this skill, the thief can strike back and attack the attacker with his main hand weapon. A thief cannot use a off-hand weapon to strike back, and can only do one attack to each enemy when striking back.

NOTE that *Haste* spell affects *Dodge* and *strike back* so that a hasted thief can dodge and strike back a double number of blows in each round.

ADVANCED MAGIC (LEVEL 15)

A thief gets this special ability at level 15. From level 15. Upon learning this ability, the thief knows how to use arcane spellcasters' magic items. To use this skill, the thief must obtain the general skill *Knowledge of Magic* first. To be able to use a magic item, the thief needs to check on his *Knowledge of Magic*. Then, every time he wants to use the item, the thief only needs to declare his intentions. Nevertheless, there's always a chance the thief does something wrong and the magic item does not work properly, producing an unexpected effect. This chance of error is 25% minus the thief's Intelligence score.

HIDEOUT AND FOLLOWERS

Thieves may start building a hideout at level 9, or they may find one ready and inhabit it. A Hideout is usually a building that hides a dungeon, or a secret passage that leads to a base where the thief may hide when he needs to disappear for a while.

This kind of building is usually quite expensive, because most of the work must be carried on in secret, and there must be traps, secret passages and other security systems in place to make sure that the hideout is not easy to find and the thief is safe there. The hideout is also used to protect the thief's belongings, and for this reason a thief

may want to use some trained monsters as guardians.

Thieves may also attract followers like most of the characters do. From level 6 on, a thief may start attracting younger characters that may want to learn some skills from him.

When it comes to a thief, usually 50% of his followers will be thieves as well. 25% may be fighters, and the last 25% may be any other class, including magic-users, nagpas, elves and mystics. This is because these characters may also have some trouble with the law, and they may need the protection of a more experienced criminal.

THE RAKE

The Rake is a local variation on the Thief that's been introduced in the *Dawn of the Emperors* boxed set. It is a light adventurer that shares most of the thief's skills, has the same limits, HD, experience chart, To Hit rolls, but cannot Pick Pockets. This skill simply is not learned by Rakes.

This means that the Rake is not a criminal who uses his skills to rob people and get rich, but a swift adventurer who has plenty of useful skills to survive in the adventures. This also means that the Rake is not wanted by the guards, does not risk to be arrested or hunted more than any fighter or magic-user and won't need to go on a hide from time to time. This background advantage may well balance the absence of the Pick Pockets skill, especially because it's still one of the most unused ones.

The Rake can be picked in the Principalities of Glantri as an alternative to any thief, of any origins.

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A Rake is not a thief and is not a criminal. Thus, he cannot be a member of a thieves guild. This also means that a Rake may never learn the thieves' Secret Techniques, that are taught only to guild members.

HIDEOUT

Rakes don't build hideouts as thieves, because they don't need to hide and they are not thieves.

FOLLOWERS

Rakes may have as followers other Rakes (25% chance), Fighters (50% chance) or thieves (25% chance).

CAREER

Rakes may not make any career in thieves guilds, because they should not be in any. Their only chances of career in the Principalities are to become a Rogue, to rule a village or town, or to join the army.

EXPERIENCE AND LEVELLING UP

If you are using the rules exposed in this handbook for gaining experience, the Rake does not use the thief's modifier, but the Fighter's ones. The only exception is, the Rake still gets bonuses for using his skills as described here.

MAGIC ITEMS

There are magic items that are expressly made for thieves, that use Shadow Magic powers, or are connected to the Pick Pockets skill. Generally speaking, Rakes can use any item that Thieves can use. On the other hand, all of the magic items that may be used to steal things and the ones that give the thief new or better Secret Techniques cannot be used by the Rake.

THIEVES GUILDS

Whether a city is big or small, there's always a chance that it hosts a branch of the local thieves' guild. Thieves get together in guilds which have rules and proper laws, a chief whose authority is recognized and respected by the members, and a secret hideout where they can meet and hide when they need to get out of trouble.

INDEPENDENT THIEVES

Thieves that don't join any guild are called independent thieves. They are usually travelling rogues that use their skills just for personal gain, and when they reach a town or city where some guild is active, they should always try to contact the guild members to ask which rules they impose to visiting thieves. Foreigners that break the rules, or that completely ignore the role of a guild and don't show the basic respect by visiting the local guild before performing their theft, are usually hunted down by the members of the guild. If they are lucky, they may just be banned from the city, otherwise they could be mutilated, cursed or even killed for their behaviour.

Independent thieves have as their main advantage the fact that they don't need to follow anyone's orders or rules, and they can keep all of the money gained from their actions for themselves. Moreover, travelling around they can know about legends, treasures and voices much easier.

When an independent thief shows respect to the local guild, the guild may show some respect as well and even admit him in the hideout, and shelter him for money. Guilds don't like independent thieves to stop in their territory for too long, though, but until they can get something from the visitor, they can trade help, shelter and informations for money, help or more informations.

JOINING A GUILD

To join a guild, a character should be a thief. There's cases of other characters being members, but it is very rare, and these characters should only be NPCs.

The thief that wants to join a guild must get in touch with a guild member and persuade him to take his pledge to the guild master.

If the pledge is backed by a member and taken to the guild master, the thief is usually put under probation. The guild will put some trials on the thief's way without him knowing, to check on his behaviour. If the thief succeeds in the test, the guild masters usually summon the thief for a meeting, where they tell him they accept him as a new guild novice. The novice will not be admitted in the guild's hideout until the end of his novice year. The novice will be asked to pay for his membership, and may need to steal money if he doesn't have enough. From now on, the thief will be asked to give to the guild 25% of the money he'll get from theft, crimes and adventuring. These money will allow the guild to keep helping thieves out of trouble.

The novice thief is then informed of the rules and laws of the guild, but he's still not told all of the secrets of the guild, for one full year. He will be asked an oath of allegiance to the guild rules, laws and masters. If the oath is broken, there's always a punishment, which could be a fee to pay for the mildest offences, the suspension of the privileges as a member in most cases, and in the worst cases some kind of curse, mutilation or even death sentence.

The novice keeps his novice status for one whole year. During this time, the guild will check on his behaviour and trustworthiness. During the novice year, a thief gets a teacher and a group of "brothers". The teacher must train him in the skills and techniques, and must evaluate his progresses and abilities.

The brothers will be helping the thief to organize crimes and may support him as accomplices. Moreover, they will grant him their protection if things should get bad.

Once the novice year is over, the novice thief is finally accepted as a full-fledged member and the secret hideout of the guild is disclosed to him. The thief does not get a teacher anymore, but keeps the brothers until he gets to level 9.

GUILDS ORGANIZATION

There are 5 different kinds of membership of a thieves guild. From lowest to highest, there are novice members, non-thief members, full-fledged members, Free members and Masters. On top of all of them, there's the Grand Master.

Novice members have already been explained.

Non-thief members are usually acting as accomplices, informers and other supporting roles for the guild. The ideal ones are persons who have important political roles and may help thieves out of trouble easily, or people that can get private informations to the guild. These members may be of any race and class, even monsters, and usually receive something for their role. It may be political support, a payment, items, or anything else.

Full fledged members are the majority of the members of a guild. They are all of the members of the guild that are not novice members anymore and are thieves level 1 to 8. Full fledged members are usually part of a team, or "brotherhood", where each of the members has the responsibility of protecting and helping the other ones, especially the novice members they may be given for training. Sometimes, brotherhoods may get the help or support of a Free member, a Master or a non-thief member. This usually happens if the brotherhood is planning something that needs some skills that

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none of the brothers has. Full fledged members pay 25% of their income to the guild, just like novice members, but they can hide in the guild's hideout if needed, eating and sleeping here. They can also be taught new techniques by the Free members and Masters. Teachings, food and beds are not always for free, though. In some guilds, there are even some kind of shops where the thieves can find special equipment and illegal stuff.

Some guilds also have external links to other branches or guilds, or to accomplices that may help a thief disappear by moving to somewhere else, in case his reputation is compromised. Sometimes they can even help the thief to change his identity.

A guild member that gets to 9th level and decides to stay in the guild, may become a Free member by undergoing a final test, that's usually a spectacular solo crime. If the test is passed, the thief becomes a Free Member, and from now on their inscription fee will be lower, and the share of money they have to pay to the guild is reduced to 10%. Free members may teach to other members skills, abilities and techniques and they will get 50% of the money the student pays, while the other 50% goes to the guild.

A guild Master is the head of a local branch of the guild, and is usually the most experienced thief in the guild, or the thief that has the support of most of the members. Above that, the guild Master can sleep and eat in the guild for free and must not pay the inscription or give to the guild a share on his income. In fact, a guild master usually gets a pay for his role in the guild. In small branches, a guild master may just be a full-fledged member, but in most of them the guild master is a free member. The Master of a local branch needs to send to the central branch of the guild 20% of the monthly income. The rest of the money may be used for the guild

and to pay the guild Master and the accomplices.

The top role in a thieves guild is the Grand Master, that is the boss of the whole guild. He controls all of the branches and usually is a legend for the guild members. The Grand Master is usually the most experienced thief of the whole guild, and may visit any guild anytime, using their services for free. The Grand Master can give orders to all of the members of all the branches of the guild. The Grand Master makes the rules and laws of the guild. Guild Masters may apply some local rules and laws, but they cannot go against the rules decided by the Grand Master.

The Grand Master may use the money of the guild the way he prefers, even taking big shares for himself.

When a guild member goes against the guild rules or laws, it is usually the local branch Master, together with a council of older members, who decide the punishment. When the crime is very gross, though, the High Court of the guild is summoned, and the ones to decide the fate of the member who misbehaved will be the master of the branch to whom the member belongs, the Grand Master of the guild and another 5 older branch masters picked by the Grand Master.

SECRET TECHNIQUES

In the thieves guilds there's always a chance that Free members and Masters may teach younger members some secret techniques: these are special abilities that can be developed through training and teaching, and allow thieves to specialize in some particular crimes. Secret techniques cannot be learned out of the guilds. The special techniques will be described later on in this book.

THE TERRITORY OF A GUILD

Characters that enter the territory of a thieves guild may always be targeted by thieves. If the group has a thief, and the thief manages to befriend the local guild, they may be relatively safe. However, if no thief is present, or if the thief does not manage to get the support of the local guild, they are targets like everyone else.

Adventurers may be even more at risk of being targeted by thieves if they come back from adventures full of treasures, or get around showing magic items and precious belongings. Guilds always have informers around town to know when a rich prey is around.

As a general rule, in a place where there's an active thieves guild, a foreigner has a 10% chance every day to be the object of a theft attempt. It is up to the Master to determine what level the thief is, his dexterity, and the overall chance of success. The Master should always roll to see whether the attempt fails or succeeds. If he doesn't, players may get upset for his arbitrary decision. Usually, the guild members prefer to target visitors because it's less likely that they can be recognized, and if they leave the town before noticing that something has disappeared, they can get along with no trouble. Moreover, the thieves may not want to alert the citizens against themselves more than it's needed. Citizens may be targeted by thieves of their own city with a 5% base chance, and this chance should be determined only once per month, and not every day.

If a theft is successful, the victim will not notice anything until he will go and look for the item that's been stolen.

To better determine whether a visitor or a citizen is being targeted by thieves, the master may add the following modifiers to the roll, depending on the situations.

ITEMS HIDDEN CAREFULLY: If characters hide their most precious

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belongings carefully in plain bags and under commoners' clothes, the thieves may think that they are not rich, and may avoid targeting them. They may still be looking after their coin pouches, though. A character that declares he's hiding his precious items gets a -5% bonus on the check. On the other hand, if a thief or an accomplice spots the hidden items, this bonus is cancelled.

RICH: If a character looks richer than the average peasant, the thieves may be much more tempted to steal from him. In this case the test gets a malus of +5%, which becomes +10% if the character shows off his money publicly (for example, paying a drink to everyone in the tavern).

NOBLE: Nobles are usually rich. However, if the noble character is well known in the area, a theft may be very dangerous, because he may have guards around, or he may push for some action against the local guild. Nobles usually have 5% less chances of being targeted by thieves.

ALREADY ROBBED: If a character has been robbed in the last three days, it is very unlikely that another thief will try and rob him again (three months, if it's a citizen). A person that's been robbed recently will try and protect himself better and will surely be more hazardous to target. Thus, the chance of being robbed again are reduced to 3%.

DISTRACTION: If a character is somehow distracted from what happens around, for example if he's admiring a show, doing shopping, playing chance games, it is more likely that someone may take advantage of his distraction to rob him of his belongings. For every situation in which a character may be distracted during the day, the character has a +1% chance of being robbed, for a maximum of +5% in one day.

UNATTENDED ITEMS: To leave one's belongings unattended in a city full of thieves is always dangerous, even if you are not rich. It is like asking to be robbed. If a character leaves some

items unattended for more than one turn where there's people going around, there's a cumulative +1% chance at every turn that those items get stolen (maximum +5%).

DOWNTOWN: If a character is walking around downtown, or through any infamous and dangerous street, especially at night, it is more likely to be targeted by thieves. If the character finds himself in such a place at least once during the day, the chances for him to be robbed increase of +3%.

FAILURE: If a theft attempt fails, it will be the Master to determine the actual outcome. Most of the times, the characters will notice nothing, and the thief will get away with it. Sometimes, the Master may decide that the characters spot the thief, and maybe chase him. This is all up to the Master and whatever happens next will depend on the characters' behaviour.

THIEVES' SECRET

TECHNIQUES DESCRIPTION

In the thieves' guilds, some secret techniques are often taught: these are very special skills that young thieves may learn from more experienced thieves, and very high level thieves may even invent.

Special techniques represent somehow fields of specialization for the thieves and help developing the thieves skills to new levels.

To learn a new technique, a thief needs to spend 2d6+2 weeks practicing with a teacher who already knows it and 5.000 or more Dc to pay for the lessons. Once a thief learns a skill, he may use it at will and, if his level is 9 or higher, he may even teach it to other thieves.

A thief can learn the first technique at level 3 and may learn a new one every 3 levels, up to 12 at level 36. Thieves level 36 may still learn a new technique for every 500.000 XP they obtain.

This does not mean the thief automatically gets the skill at the

proper level. It means the thief is expert enough to get a new one, like a "technique slot" that he may fill with a technique whenever he will learn a new one, training and paying the price.

Some techniques have Requirements that the thief must fulfill before training to learn them. If he doesn't, the training will result in a fail and the thief will not learn that technique.

Thieves' secret techniques, if not differently specified, are not magic effects and are not subject to rules, spells and items affecting magic.

And, if not differently specified, there is no limit to the number of times a thief can use his secret techniques.

DEVELOPING NEW TECHNIQUES

Thieves level 9 and above who still have at least one technique they can learn (a free technique slot) may try to develop their own new techniques. First thing to do is describe the technique to the Master. The Master will check if that technique already exists, even if the thief does not know it.

If the technique already exists, the thief will need 5.000 Dc worth books about that topic and find someone who already has that technique to study him for at least one full week. After that, the thief must spend 4d6+4 weeks training alone to develop the technique himself. The chance of success is 2% per level of the thief.

If the technique does not exist, the Master needs to decide if it can be achieved or if it is something too powerful, too unbalanced or just impossible to achieve. If it's unbalanced, the Master may suggest the player to rethink the technique to give it a better balance. In the other cases, he should just forbid the research.

A technique that goes through the judgement of the Master must be first studied in theory. The thief needs to collect books on that topic for at least 15.000 Dc. Once he has them, he needs to develop a training program that he will have to follow for 6d6+6

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weeks. Some techniques may require particular knowledges, general skills, some particular equipment, and the thief needs to get everything ready before starting the training, or the training will fail. When the training ends, the character will have to check if he succeeded and gained the new technique. The chance of success is 2% per level of the thief, with a possible malus up to -30% based on how he developed the technique and the difficulty of learning it, decided by the Master.

When a thief successfully develops a new technique, he gets a +10.000 XP bonus. If he successfully researches an existing technique, he gets 2.500 XP.

If a thief fails developing a technique (new or existing), he gets only 10% of the XP for the success and must wait until he gets a new level before trying to learn it again, but he will get a +5% on his next check to learn it. If the thief is already 36th level, he may try again after earning at least 200.000 XP.

A thief that learns a new skill by researching it, needs to practice more than other thieves to use it properly. Until he does not get a new level, he will always have a 25% chance to make some mistake and fail using it.

AIMING

Required: Dexterity 14 or higher

The thief has a permanent +2 bonus to hit and on the damage made with ranged weapons and thrown objects.

DECIPHER

The thief is an expert decoding secret codes and unknown languages. His *decode* skill raises to 90% and his skill is so good that he is able to understand exactly any text, with a success.

If the thief is level 10 or higher, he even gains the ability to use clerical spells from scrolls, like he does with arcane spells on scrolls. The chance of mistake, for clerical spells, is 20% minus the thief's Wisdom score.

DISARM

Required: Expert in the weapon

This technique must be paired to a melee weapon the thief can use with *Expert* mastery or higher. The thief can take this technique any number of times, pairing it every time with a different melee weapon. Ranged weapons cannot be paired to this technique.

This technique works exactly like the fighter's option *Disarm*. The thief can try to disarm an enemy who is holding some kind of weapon using the weapon paired to this technique and substituting one of his normal attacks. The thief makes a normal to-hit roll and, if he hits the target, the blow makes no damage but there is a chance to disarm the target. The victim must roll under his dexterity to avoid losing his weapon, using as a malus on his dexterity score both the modifiers on the thief's Strength and Dexterity.

If the victim fails the roll, the weapon falls from his hand. If he succeeds, there's no other effect.

DODGE SPELLS

The thief learns how to dodge the effects of most of the dangerous spells. Every time the thief is target or in the effect area of a spell that inflicts damage and allows a saving throw to reduce the damage, the thief is allowed not one, but two saving throws. Every successful save halves the damage once, round down. This way, the thief can actually reduce the damage to 1/4.

This technique cannot be used if the thief can not possibly dodge the effect and therefore a save is not allowed (for example if the thief is tied to something or if he has not enough space to dodge).

FEIGN DEATH

Required: Constitution 15 or higher

A thief must have an uncommon toughness and must train hard to achieve this technique. A thief using this technique slows down his own

breathe and heartbeat so much that it is almost impossible to detect them. After one round of concentration, the thief falls in a trance-like state that looks like death. Anyone just checking his breathe and his pulse will say he's dead.

If someone examines the thief with a magic device, or a spell, he may find out that the thief is not dead, but in suspended animation, but may not understand that the suspended animation is self-induced.

The thief can remain in this state for up to one turn per level, but it may be interrupted in advance. During the feign death, the thief can barely hear what's happening close to him. To understand what's really happening and every word that's said, the thief must roll on his *hear noises* skill, with a -20% malus on his skill score.

FELINE GRACE

Required: Dexterity 16 or higher

Acrobatics general skill

This technique allows the thief to make acrobatic moves and rolls in the air, so to slow down when falling and fall on his feet. In this way, the thief can minimize the damage for falling from high places. This technique is used automatically when a thief knows it, except if the thief is tied or asleep, or for any reason cannot move.

A thief with this skill can ignore the first 6 meters of any fall. All the damage exceeding that distance normally applies.

FIGHT ARTIST

The thief is a master in fighting, but his technique is based on dexterity more than on strength. A thief with this skill may add to his to-hit rolls in melee combat his dexterity modifier instead of the strength modifier. Strength still applies to the damage.

THIEVES GUILDS

FORCE OF WILL

Required: *Wisdom 16 or higher*

Sixth sense secret technique

A thief with a high wisdom and the *sixth sense* secret technique can develop this technique and, using it, protect his mind from unwanted intrusions in his head. When the thief is target of any mental attack that allows a saving throw, if the first save fails, the thief can try a second save after one round, but without any modifiers for magic, wisdom score or anything else. If the second save succeeds, the thief is free from the mind effect, otherwise the thief has no more chances to free himself.

If the attack affecting the thief does not allow a save, the thief can still save with his *spells* saving throw +2, without any modifiers for magic, wisdom or anything else.

HIT TREACHEROUSLY

The thief is a master backstabber and can hit the enemy when his defense is the lowest. Every time the thief uses his *backstab* skill, the damage he makes is triple, and not double the normal amount.

IMPROVED CRITIC HIT

Required: *Expert in the weapon*

This technique must be paired to a weapon the thief can use with *Expert* mastery or higher. The thief can take this technique any number of times, pairing it every time with a different weapon. The thief's skill in this weapon is so good that he may use it more easily to hit sensitive spots of the enemies. For the thief even a roll of 19 is an automatic hit, like a natural 20. If the thief rolls a 19 or a 20 to hit with this weapon, the weapon always does the maximum possible damage

KEEN EYESIGHT

Required: *Estimate general skill*

A thief can use this technique in two ways: he can easily detect the 3 richest characters in a radius of 9 m around or he can use it on one single target within 3 m to spot on his body the 3 most pricey-looking items.

This technique may help a thief, for example, to see that a small pendant is shining under the shirt of a man, that the bulge in his pocket looks like a jewel and that from his bag it's possible to see a scroll inside, looking carefully.

This way, a thief can spot things that are not easy to see at first sight and may try to get a more valuable loot. The thief does not get any bonuses to steal the objects, but he may think of some strategy to get them.

When a thief uses this technique, he must inform the Master, who will roll for him under the thief's Intelligence score. A fail may give the thief wrong hints. For example, the pendant may be copper and worth almost nothing, the thing in the pocket may be a wood pipe and the scroll may be a shopping list and not a magic one.

The use of this technique takes 1d4+1 rounds.

KILLER ATTACK

Required: *Improved critic hit* and *hit treacherously* secret techniques

This technique must be paired to a melee weapon the thief can use with *improved critic hit technique*. The thief can take this technique any number of times, pairing it every time with a different weapon, but all of them must satisfy the same requisites.

The thief can use the chosen weapon to hit with surgical precision an enemy's weak point, possibly killing it with only one hit, if he manages to attack from the back by surprise.

When, using the chosen weapon, the thief tries to backstab a surprised enemy, the thief does not get the usual bonus: he must be very fast and aim precisely. Bonuses coming from other

skills or techniques are not applied either.

If the thief hits the target, the damage is multiplied times 4. Moreover, if the thief hits with a natural 20, the target is instantly killed, whatever its HP are.

Huge creatures, more than double size than humans, and powerful magic creatures and undead (***) or more) cannot be instantly killed, but will still get 4 times the damage. Monsters that can be hit only by special or magical weapons can be killed with this technique only if the thief uses such a weapon.

KNOCK OUT

Required: *Expert in the weapon*

This technique must be paired to a weapon the thief can use with *Expert* mastery or higher. The thief can take this technique any number of times, pairing it every time with a different weapon.

This technique is very useful to capture or get over someone without killing them. A thief must declare he wants to knock out the enemy when backstabbing with the chosen weapon. The victim must never be smaller than an halfling or bigger than an ogre. If he does, the attack will not cause double (or multiple) damage. The damage is considered *non lethal* (it means it hurts, but does not really cause any harm and cannot kill), but the victim must save vs. Death Ray. The roll is modified of half the difference between the victim's level and the thief's level. If the save fails, the victim is knocked out and unconscious.

An unconscious creature can be revived with vinegar, smelly salts or a bucket of icy water, otherwise it will come back in 3d6 rounds minus its constitution modifier (1 round minimum). The thief can try to use this technique even in a normal combat, but it's much harder: he will have to roll to hit with a -3 modifier and, if the target's level is lower than the thief's one, the target has no modifier to his save roll.

THIEVES GUILDS

LUCKY STAR

The thief cannot learn this technique studying with a teacher, but only on the field. The thief must have a free technique slot that he can still use in the moment he avoids death just out of luck. In that moment, the DM may reward him with this technique.

The thief with this technique is incredibly lucky, whatever he does.

When a thief first gains this technique, he gains 1 Lucky Star Point (LSP) for every 3 levels of experience, round down.

LSPs may be used to modify the die rolls. Each LSP may increase by 1 or decrease by 1 the roll of 1d4, 1d6, 1d8, 1d10, 1d12 or 1d20. As an alternative, a thief may use 1LSP to increase by 5 or decrease by 5 the roll of 1d%.

A thief may use for one single die a number of LSPs not bigger than his own level divided by 3 round down, nor he may modify the roll to obtain a zero or less or to obtain more than the maximum roll of the die.

Lost LSPs are not recovered, but the thief can gain new LSPs in two ways.

When reaching a new level multiple of 3, the thief gains 1 LSP.

When trying very dangerous actions and getting out of them alive and safe, the Master may reward the thief with 1-3 LSPs depending on the danger he faced. Fortune favors the bold.

The maximum number of LSPs a thief may have at any moment is 20.

MASTER OF DISGUISE

Required: *Charisma* 12 or more.

Disguise general skill 12 or more

The thief is a master in changing his own appearance and disguising his true look and may deceive most of the people. By using this technique the thief can reproduce very precisely any physical trait and knows how to mimic moves and attitudes of the people he tries to double.

A thief with this technique gains 1 point of bonus on his *disguise* general skill for every 6 levels of experience

(round down) and may add his *Charisma* bonus to the *disguise* skill score. If the roll is a success, nobody will identify the real identity of the thief.

If the thief wants to impersonate a precise person, there are two possible situations.

When facing someone who does not personally know the impersonated character, the thief has normal chances of success.

When facing someone who actually knows the impersonated character, the thief will suffer a -5 to his skill score and will have to repeat the roll at every turn.

With this technique, a thief may even try to escape from pursuers by grabbing some clothes and changing as fast as possible. In this case, the thief gets a malus on his skill score, because he is doing everything fast and without a precise plan.

If the thief only has 1 round to disguise himself, he's got a -5 malus on the skill score. For every extra round, the malus reduces of -1. With 6 or more rounds to get changed, the skill has no malus.

MASTER OF FRAUD

Required: *Charisma* 12 or more.

Act and *Eloquence* general skills

The thief is excellent in persuading other people to do what he wants. With this skill, the thief can coerce people to whom he is talking for one turn or more, just rolling an *Eloquence* test. If the test is successful, the victim is allowed a save vs. spells, with a malus equal to the thief's *Charisma* modifier. If the save fails, the victim will be persuaded that what the thief says is true and convenient, but only if the thief's request is seen as reasonable.

Using this technique, the thief may persuade people to give him informations, credit or favors, or may sell something, usually at a very high price. The DM will judge the situation and decide whether the requests can be considered reasonable.

The victim of a fraud will not befriend the fraudster nor he will behave differently from his normal patterns, if there is no other reason. In case of failure, it will be the DM who will decide whether the victim just declines the request or understands that the thief is a fraudster.

If a thief shows imagination and fantasy in pursuing his goals, the master may give him bonuses on the use of the skill. For example, a thief who steals the jacket of a baron's guard may have a bonus if, wearing it, he goes in a tavern and tries to get a free meal by saying he is the messenger of the baron and he has to check on the food quality before the baron decides if he is going to dine there.

On the other hand, if a thief is lazy and just lies asking for big things, the master can give him a malus.

MASTER OF POISON

Required: *Science: toxicology* and

Herbalism general skills

A thief who knows this technique can make poisons and poisonous potions. He may use poisons on weapon blades and tips, with blowgun darts, or to put them in food and beverages.

To make a poison, the thief must have a poisonous ingredient. It can be the sting of a giant bee, the tail of a manscorpion, or something alike. Poisons made with this technique are considered exactly like magic poison potions. The procedure to make a poison is similar to the process to make a magic potion.

The thief must have access to a chemical lab with at least 2.000 Dc worth of alchemic tools and machinery.

Then, the effect of the poison must be determined. A poison made with this technique will be one level more powerful of the original ingredient's poison, as shown in the chart below.

Detailed descriptions of the poisons are given in the monster manual. Poisons can never be more than lethal.

THIEVES GUILDS

POISON	TOXICITY LEVEL
IRRITATING	1
PARALYSING OR DEBILITATING	2
LESSER	3
NORMAL	4
GREATER	5
LETHAL	6

A poisonous ingredient is enough to make 3 flasks of poison. It is not possible to make more than 12 flasks of poison altogether, by using 4 of the same ingredients..

The first time a thief tries to make a new poison, with an ingredient he never used before, the chance of success is like researching a new spell for a spellcaster:

$$(Int + Lv) \times 2 - (Toxicity \times 5)$$

The toxicity in the formula is the one of the final product. Please note that to make an *irritating* poison, the thief does not need a poisonous ingredient.

If a thief tries to replicate a poison he has already made before, using the same poisonous ingredient, the chance of success is higher, like for a spellcaster researching a common spell.

$$(Int + Lv) \times 2 - (Toxicity \times 3)$$

The cost for making a poison is 1.000 Dc, plus 100 Dc per toxicity level and per flask. For example, making 3 flask of a toxicity 2 poison will cost $1.000 + (100 \times 2 \times 3) = 1.600$ Dc.

The time required to complete the poison is 1 day per toxicity level.

A thief that successfully makes a poison gains 1.000 XP per level of the poison, per flask. A failure gives the thief 100 XP per level of the poison, ignoring the number of flasks he was trying to make, but the time, money and ingredients required are wasted.

MASTER OF SHADOWS

The thief is a master in hiding in shadows: he gains a bonus of +1% per level of experience to his *hide in*

shadows skill and he may use the skill to hide even in other places, both indoors and outdoors.

MASTER OF THEFT

Required: *Dexterity* 16 or higher

The thief is a pro in picking pockets: he gets a bonus of +10% in his *pick pockets* score and, when picking a character whose level is higher, his malus is only 4% per level, instead of 5%. On the other hand, when picking pockets from lower-level characters, his bonus is 6% per level instead of 5%.

Any other bonuses to the thief's roll are increased by one fifth. Any other malus to the roll is decreased by one fifth. This includes bonuses for equipment and favourable situations.

MASTER OF TRAPS

The thief achieves mastery in finding and removing any kind of traps, including magic ones.

He gets a bonus of +10% on both his *find traps* and *remove traps* scores, and a bonus of +2 on any skill he may be using when trying to build a trap.

The thief can search an area of 3x3x3 m or remove traps in half the time that's usually required.

The thief can also find magic traps with a malus of -10% instead of -20% and remove them with a malus of -20% instead of -40%.

MASTER SAFE-BREAKER

The thief is an expert in picking locks of all kinds. His *open locks* score is increased by 10% and whatever malus to the skill check the thief gets from magic or complicated locks is halved. The time required to open a lock is halved as well. The thief can even try to pick a door that was locked with a spell, but with a malus of -15% per level of the spell. This will take 1 turn time. Successfully picking a door that was locked with a spell does not end the effect of the spell, but just suspends it: whenever the door gets closed again, the spell's effect starts again.

QUICK REACTION

Required: *Dexterity* 14 or higher

The thief is so fast in reacting to dangers that he always gets a +2 bonus for his individual initiative at every round. This technique cannot be used if the thief is unconscious or paralyzed.

SMART FIGHTING

Required: level 12 or higher

During a melee combat, the thief may use this technique to hit with a particularly deadly hit an opponent who is distracted or engaged in some activity that prevents him from strictly checking on the thief's moves.

Taking advantage of his enemy's temporary distraction, the thief may overcome his protections and hit a particularly vulnerable spot.

For this technique, the creatures that are considered "distracted" are the ones who:

- are already engaging another character or creature in melee combat
- are taken by surprise
- are blinded, grounded or stunned
- are keeping the concentration needed for a spell or a magic item to work.
- are casting spells or using magic items

The thief can use this technique only against targets that have a lower initiative roll in that round.

The thief gets a -4 malus to his to-hit roll for aiming to the weak spot of the enemy. If the attack hits the target, the thief's damage is doubled, as for the *backstab* skill. This technique's damage is not affected by *Hit treacherously* and *killer attack* techniques. Those only apply to *backstab*.

The master may decide that particularly wise or intelligent creatures (wisdom or Intelligence 16+) and creatures with more than one head or with many eyes (like hydra, chimera and beholder) cannot be considered "distracted". Moreover, a character that's parrying or fighting defensively or dodging attacks may never be

THIEVES GUILDS

considered as a distracted creature, even if he is fighting more than one enemy.

SEARCH

The thief is extremely good in finding secret doors, passages, manholes, sliding walls, ramps, but also secret drawers in cabinets, removable floor tiles, hidden treasures, and so on...

When searching an area, the thief does not need to declare what he is searching for. His chance of success is the same as the *find traps* skill and the time he needs to search a 3x3x3 m area is only 1d6 minutes, instead of a full turn. If needed, the thief may decide to half the time he spends for the search to speed up the process, but in this case he will get a -20% malus on the die roll.

SHARPSHOOTER

Required: Expert with the weapon

By training a lot with a ranged weapon, the thief gains higher combat skills using that weapon.

If a thief has some time to aim to a target, his shot is much more precise and the damage is higher. The thief must spend a whole round aiming, and shoot only on the following round.

When the thief does so, he can use the to-hit roll of a fighter of his same level, but with all of his bonuses for magic, dexterity and so on. If the shot hits the target, the damage is doubled. If the target was within short range, the damage is double the maximum the weapon can make.

Please note that the aiming time of 1 round can never be reduced, even if the thief is under a *haste* spell or a similar effect.

SIXTH SENSE

Required: Wisdom 13 or higher

Thanks to a long mind training, the thief develops a particular sense for instinctively detecting any attempt to magically tamper with his mind (for example, by the means of a *charme* or

ESP spell), locate him (as for the *clairvoyance* spell) or find informations about him (with spells such as *know alignment* and *lore*).

If the thief is in disguise or hiding, the technique warns him about someone who overcame his dissimulation, by magic (with spells such as *detect invisible* or *truesight*) or just skill.

The thief feels like a shiver and a bad feeling whenever any of the above situations is taking place, and may only have a vague idea of what's going on. He may understand someone is trying to fool him, or to locate him, but he cannot name what magic item, spell or other skill is being used against him.

Please note that this technique does not give any protection against these magic effects, but just warns him of the danger.

The thief can use this technique on other characters, too. By studying other characters' behaviour, the thief may understand whether one of them is being magically controlled or is disguising himself (with skills, lies or magic). To make such an analysis, though, the thief must have some reasons to think there's something wrong in the target's behaviour. To detect this on other characters, the thief must pass a wisdom check, but the master may give him bonuses and maluses for the situation.

SHADOW MAGIC (LEVEL 1)

Required: Charisma 13 or higher, Level 10 or higher

The thief may use 1st level shadow magic spells. See the chapter *Shadow magic* for details.

SHADOW MAGIC (LEVEL 2)

Required: Charisma 14 or higher, Shadow magic (Level 1) technique, Level 14 or higher

The thief may use 2nd level shadow magic spells. See the chapter *Shadow magic* for details.

SHADOW MAGIC (LEVEL 3)

Required: Charisma 15 or higher, Shadow magic (Level 2) technique, Level 20 or higher

The thief may use 3rd level shadow magic spells. See the chapter *Shadow magic* for details.

SHADOW MAGIC (LEVEL 4)

Required: Charisma 16 or higher, Shadow magic (Level 3) technique, Level 26 or higher

The thief may use 4th level shadow magic spells. See the chapter *Shadow magic* for details.

SWIFT ACTION

Required: Alertness and

Surprise general skills

The thief's reaction is faster than normal, allowing him to avoid surprise attacks in most of the situations. To determine surprise, the thief has half of the normal chances of being taken by surprise, as are the chances of any other thief to surprise him by attacking from behind for backstabbing.

Moreover, the thief "sleeps with one eye open", always keeping some control on the environment around him while asleep. If something threatens him during the sleep, the thief automatically wakes up. Please note that this does not happen if the thief is unconscious or set asleep by magic.

TOUGHNESS

Required: Constitution 12 or higher

The thief undergoes a tough body training aimed to strengthen it, so that he can endure pain and other uncomfortable physical conditions.

The thief gains 1 HP and, for the next 9 levels, the thief will gain 1 HP extra per level (for a total of +10). If the thief reaches level 36 before getting all of the extra HPs, he will get 1 HP for every 100.000 XP after reaching it, until he gets all of the 10 extra HP.

Finally, the thief gets a +1 bonus on all of his Constitution rolls.

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SHADOW MAGIC

Even if thieves are not magic-users, those thieves who have a great force of will, by studying a lot and being taught by a teacher, may learn how to use a very basic form of arcane magic, known as *Shadow magic*.

This magic can only be used by thieves with a very strong will, in game terms represented by charisma.

Shadow magic is only known by thieves and is taught to the members only in very big and powerful guilds, where there are spellcasters helping thieves achieve it and the most ancient and expensive knowledge about it may have been collected through the time.

SPELLBOOK

Like other spellcasters, thieves who learn how to use shadow magic use a spellbook to write their spells and, every morning, they use it to memorize the spells they chose to cast.

SPELLCASTING

For thieves it is vital that they can cast spells without pronouncing magic words, so they can keep in a hide while casting. That's why shadow magic spells are just cast by movement and concentration. This requires a huge effort of concentration from the thief: he can do nothing else in a round, if he is casting a shadow magic spell, not even moving one step. If the spell requires concentration to be maintained, that is handled normally, as that huge effort is due only to cast the spell without words.

Spellcasting without words also prevents arcane spellcasters from learning shadow magic spells. On the other hand, shadow magic users may only cast arcane spells from scrolls, like any other thief.

A shadow magic user does not use his level to determine the power of his spells or whether his spells can resist attempts to dispel them: his *spellcasting level* is always lower than his actual level. In the shadow magic spellcasting

chart, in this page, you can find the relative spellcasting level for shadow magic users.

NEW SHADOW MAGIC SPELLS

Thieves can not research spells. When a thief gains the technique *shadow magic* of a higher level, it's usually his teacher who teaches him all the spells of that level.

If a thief really wants to create a new spell for shadow magic, though, he may try to achieve his goal, but it will cost him a big amount of money and time.

First, the thief will need the assistance of an arcane spellcaster level 9 or higher. Many spellcasters are not willing to cooperate with thieves this way and may require a payment of some sort. Then, the thief will need to have free access to a library worth at least 5.000 Dc to be able to research first level shadow magic spells, plus 5.000 Dc per level for higher level spells.

The spellcaster and the thief will have to work together and the thief is expected to spend at least 2.000 Dc per level of the spell in ingredients. The

research requires 7 days +1 day for every 1.000 Dc spent, to be completed.

At the end of this time, the spellcaster rolls to see if the magic research is successful, using the same success chances as if researching a new spell.

$$(Int + Lv) \times 2 - (Spell\ level \times 5)$$

If the research is successful, the thief needs to adapt it for silent spellcasting. This process takes 1d4 days per level of the spell. During this process, the thief must spend another 500 Dc per day for more ingredients.

At the end of this time, the thief must verify if his efforts are being rewarded. The thief rolls for magic research like the spellcaster did, but using his charisma instead of intelligence and his spellcasting level instead of his level.

$$(Cha + Spellcasting\ level) \times 2 - (Spell\ level \times 5)$$

If the test is successful, the thief can write the spell on his spellbook and can use it from now on.

SHADOW MAGIC SPELLCASTING CHART					
THIEF LEVEL	SPELLCASTING LEVEL	SPELLS BY LEVEL			
		I	II	III	IV
10	1	1	-	-	-
12	2	2	-	-	-
14	3	2	1	-	-
16	4	3	1	-	-
18	5	3	2	-	-
20	6	3	2	1	-
22	7	4	3	1	-
24	8	4	3	2	-
26	9	4	3	2	1
28	10	4	4	3	1
30	11	5	4	3	2
32	12	5	4	4	3
34	13	5	5	4	4
36	14	5	5	5	5

THIEVES GUILDS

Otherwise, the research must start from the beginning once more, but the thief cannot try before gaining one more level or, if he is already level 36, before gaining 500,000 XP.

A thief that successfully researches a new shadow magic spell gains 1,000 XP per level of the spell. If the magic research fails (at any stage), the thief gains only 100 XP per level of the spell.

MAGIC ITEMS

Thieves cannot enchant magic items. For the same reason, shadow magic spells can never be found on scrolls.

LEVEL LIMITATIONS

Like all other arcane spellcasters, shadow mages (that's how thieves who use shadow magic call themselves) are limited on the number of spells they can memorize per level, as shown in the shadow magic spellcasting chart. To be able to cast those spells, though, the thief must be of the required level AND must have the technique that allows him to cast that level of spells. This means high level thieves with a not-so-high charisma score may not be able to use shadow magic of the highest level.

THE SHADOW

For thieves who use shadow magic, the shadow is something more than a dark silhouette projected by a light. They get their power from darkness and quite often their spells don't work in the light.

More specifically, some spells descriptions say that the spell does not work or is dispelled if the thief is hit by sunlight.

A person who's outside during the day is always considered being hit by sunlight, even if the sky is full of clouds, he is wearing a black cloak, or he hides in the shadow of a building or a big tree. The master may accept exceptions in some cases, for example if there is a violent storm and it's not easy to see what's happening around.

SHADOW MAGIC SPELLS	
LEVEL 1	LEVEL 2
AURA OF SILENCE	BLURRED MIND
FOCUS	HEALING SHADOW
KNOCK	MIND READING
PEEK	NIGHT VISION
SENSE ENEMIES	PASSWALL
SENSE TREASURES	POISONED WEAPON
SHADOW ZONE	SENSE MAGIC
TEXT COMPREHENSION	SHADOWFORM
LEVEL 3	LEVEL 4
ALARM	BLACK GLYPH
CHANGE CLOTHES	DARK SHELTER
FREEDOM	ESTIMATE
GAP	MAGIC RESISTANCE
LESSER TELEKINESIS	OBLIVION
MAGIC ROPE	SHADOW SHIELD
NIGHT WINGS	SHAPECHANGE
SHADOW ARROWS	SUMMON SHADOW

For the same reasons, whoever is in a room by day with the window blinds open is considered to be in the sunlight.

SHADOW MAGIC SPELLS

LEVEL 1

AURA OF SILENCE

R: Thief only

D: 1 minute per spellcasting lv.

E: The thief makes no noise

A small aura of silence envelopes the thief only, preventing him from producing any kind of noise. The thief gets automatic success in all of his move silently skill rolls while under the effect of this spell. Even picking locks or removing traps does not produce noise with this spell.

While the spell's effect lasts, the thief cannot talk, thus preventing him from using any spell from scrolls and any magic item that requires an activation word.

The spell lasts 1 minute per spellcasting level of the thief, but the thief can interrupt its effect in advance, at will. Once it's interrupted, the spell's effect is over.

FOCUS

R: Thief only

D: 1 turn

E: The thief focuses on his goal and uses his skills at his best.

To use this spell a thief must spend 6 rounds (one minute) in meditation, focusing on the task ahead and concentrating on the actions he must perform. The player must declare what action the thief is focusing on, but it must be something he can achieve with his thief skills, then the spell is cast.

The thief gains a +25% bonus on all of his class skills that are used in that action, for one whole turn. If the action is particularly dangerous or hard to perform and the thief must use more than one skill, all of the involved skills get the same +25% bonus.

When the action is performed, whatever the outcome, the spell's effect ends, even if one turn is not elapsed yet. After using this spell, a thief must rest his mind for at least half an hour before casting it again.

THIEVES GUILDS

KNOCK

R: 18 m

D: see description

E: opens a closed lock or door

This spell immediately opens any one closed lock, any one locked door, any one magically blocked door or any one secret door the PCs may have found. It may even open a blocked gate, a treasure chest, a door locked with a bolt (in that case, the bolt falls on the floor). If cast on a door closed with magic, the *knock* spell opens it, but the magic is not cancelled if the caster does not expressly say he wants to cast it to cancel the effect of a *wizard lock*. If a door is locked with multiple locks or systems, only one of them will be deactivated, while the other ones will remain in place. Thieves usually use this spell to open doors and locks from a distance.

PEEK

R: touch

D: 1 round

E: The thief can see through a door or a wall.

By touching a door or a wall not thicker than 50 cm, or any other likely surface, the thief generates for one round only a magic distortion that allows him to see through it, as if the door or wall was not there. If the area behind the door is completely dark, the thief will not be able to see in it, even if he had a light source, because the spell only allows him to see. He may use skills, spells or magic items to see in the darkness, though. For the same reason, the thief will not be able to hear noises more clearly behind the door.

The magic distortion is one-way only, so if there is someone in the room the thief is checking, they will not be able to notice anything. Whoever tries to look in the magic distortion except the thief will just see revolving cloudy darkness.

If a thief does not know how thick a wall is and tries to cast this spell on a wall that's thicker than 50 cm, the spell

is wasted and does not produce any effect.

SENSE ENEMIES

R: 3 m + 1,5 m per spellcasting lv.

D: 1 turn per spellcasting lv.

E: The thief experiences a shiver through his backbone when enemies get closer.

This spell is used mainly to get into buildings unnoticed. While the spell lasts, whenever someone the thief may perceive as an enemy gets into the radius of the spell, the thief experiences a shiver through his backbone. It may be the guards making their routine inspection, the owner of the house coming back earlier, or the black panther the wizard is growing as his pet... This spell gives the thief a short notice, thus handing him a chance to run or hide before he gets in trouble.

Please note, this spell does not give the thief any clue about who is getting close, nor it tells him where the enemy is coming from.

SENSE TREASURES

R: 1,5 m per spellcasting lv.

D: 1 turn per spellcasting lv.

E: The thief hears coins clinking in his ears whenever he is close to valuable items.

While the effect of this spell lasts, the thief can sense when precious metals, gemstones, magic items and jewels are within reach of the spell by hearing a clinking noise of coins in his ears. Nobody else can hear that noise. If the thief is engaged in a fight or in a very noisy environment, he may miss the noise, as it is not very loud. In this case, the master may ask for a save vs. spells to be aware of the noise.

This spell does not give the thief any clue about the amount of the treasure, nor it tells the thief where the treasure is, but the thief just learns that there is some treasure to search for nearby. The treasure may as well be carried by someone.

This spell does not activate for treasures worth less than 50 Dc or for common items with a high price.

SHADOW ZONE

R: 36 m

D: 1 turn per spellcasting lv.

E: Summons darkness on an area

The spell creates a zone of darkness and shadows with a total maximum volume of 216 cubic m. The shadow mage can give the zone whatever shape he likes, but the maximum volume must not exceed that total. It's not possible to split the zone in 2 or more smaller zones. Once the darkness zone is created, it cannot be moved or modified any more.

The darkness in this zone blocks normal sight and the night vision from elves and other demi-humans. Only the shadow mage can see through the darkness he summoned.

This spell differs from *darkness* and *continual darkness* as it cannot be cast on an object or a creature to blind it, but only on an area.

TEXT COMPREHENSION

R: Thief only

D: 1 turn per spellcasting lv.

E: The thief can understand any written text, decode any secret code and read magic as well.

The spell allows the shadow mage to read any text in any language (even ancient dead languages), to immediately decipher any secret code and to read magic as well. The thief can read as if the text was in his mother tongue, so no time is needed to study the text, like it's needed with skills.

Moreover, for the time the spell is working, the thief has zero chance of mistake when casting arcane spells from scrolls.

THIEVES GUILDS

SHADOW MAGIC SPELLS

LEVEL 2

BLURRED MIND

R: 18 m

D: 1 round per spellcasting lv.

E: Blurres a creature's mind

This spell causes a creature to be mildly confused or distracted. The effect of this spell is to actually prevent any form of concentration on the target. A creature whose mind is blurred cannot cast spells or concentrate to keep spells active, nor use magic items that need spells, words or concentration to be used. Magic items can normally be used if they don't need concentration or any words to be pronounced. The target suffers a malus of -3 on all of his Intelligence rolls while the spell lasts.

The target can save vs. Spells to avoid the effects of this spell.

Only humans, demi-humans and humanoids can be influenced by this spell. Undead creatures, constructs, elementals and dragons in human form are not affected.

HEALING SHADOW

R: Thief only

D: 1 round per spellcasting lv.

E: The thief recovers lost HPs

A wounded thief can use this spell while hiding in the shadow, to recover lost Hit Points.

The darkness will enter the thief's body through the wounds and heal them. The thief recovers 1 HP per round until the end of the spell.

If the thief is poisoned, this spell may cure the poisoning as well: for every round in the shadow, the toxicity of the poison is reduced by 1 level (see *Master of poisons* secret technique for details) until the poison disappears or the spell ends.

When used to counter a poison, this spell cannot heal wounds, and when used to heal wounds it cannot counter poisons. Thus, a thief that is wounded

and poisoned must always specify what the *healing shadow* is being used for.

If the thief is hit by direct sunlight or by a strong light, the spell ends. Whatever was healed until that moment is not affected, but the remaining time and healing is wasted.

MIND READING

R: Touch

D: 3 rounds

+1 round per spellcasting lv.

E: The thief may search another person's mind

This spell only works on humans, demi-humans and humanoids and the thief must be able to touch the target during all the time that's required. If the contact is over at any time, the spell ends.

In the first 3 rounds, the thief must contact the other person's mind and use his energies to penetrate his defenses. The victim may save vs. Spells to avoid the effects of the spell, using the following modifiers to the roll:

+1 for every 3 levels of difference (round down) if the victim's level is higher than the thief's one.

-1 for every 3 levels of difference (round down) if the victim's level is lower than the thief's one.

+3 if the victim is an arcane spellcaster

-3 if the victim does not suspect what's going on

-5 if the victim is asleep or unconscious

A thief who has the secret techniques *Sixth sense* and *Force of will* may use them to fight mind reading.

NIGHT VISION

R: 27 m

D: 1 turn per spellcasting lv.

E: The thief may see in the darkness and gains infravision

When casting this spell, the thief's eyes can see in the shadow as if it was in daylight. Moreover, if the thief finds himself in complete darkness, he may use the infravision like elves.

This spell also protects the thief from any form of blindness, magic or natural, and allows him to see through magic darkness as well. The spell does not allow to see invisible creatures and objects, but immediately reveals whoever is hiding in shadows. If the thief is hit by direct sunlight or by a strong light, the spell ends.

PASSWALL

R: Touch

D: Instant

E: The thief can walk through a wall or a closed door as if it was not there

When casting this spell, a thief must touch a wall not thicker than 1,5 m or a closed door. The thief can then walk through that wall or door and get out at the other end with all of his equipment, as if the door or wall was made of thin air.

If used on a wall thicker than 1,5 m, or used on a wall or door that has a lead layer, the spell is wasted and does not produce its effect.

The affected door or wall does not become translucent and the thief cannot stop "halfway through" to peek out of the other end for enemies or traps, and he cannot even go back without using another spell. Whenever a thief starts to enter a wall or a door, a magic power pushes him through and to the other side.

If the thief wants, he may carry along another living being, but only one, while passing the wall. The two of them must be touching each other (usually, they just hold hands). Any extra creatures will be left behind. The thief can decide who he wants to carry along, so it's not possible to someone to "jump on" by grabbing the thief's arm and go on the other side with him if the thief does not allow.

POISONED WEAPON

R: Touch

D: 1 round per spellcasting lv.

E: One bladed or piercing weapon causes poisonous damage

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The thief must touch the weapon he wants to enchant, while casting this spell. The spell is wasted and does not produce any effect if cast on a contendant weapon or on a creature. The blade or the tip of the weapon produces a black, thick liquid that is regarded to as a greater poison.

The first time the weapon hits a target within the time limit, the victim has to save vs. Poison with a -3 malus of the roll, due to the magic origin of the poison.

A poisoned creature gets 1d8 damage points per round for 1d12 rounds or until he dies. This damage cannot be reduced or cancelled anyhow, but can be cured as usual.

After the weapon hits the target once, the spell is over.

SENSE MAGIC

R: 1,5 m per spellcasting lv.

D: 1 turn per spellcasting lv.

E: The thief has goose bumps whenever magic powers or magic items are close

For the time the spell works, the thief can feel all of the spell effects, magic powers and magic items close to himself: whenever he gets close to something with a magic aura or the area where a spell is working, he has goose bumps. This spell does not affect spellcasters and magical creatures, if they don't carry magic items, are under the effect of some spells or are not summoned creatures.

This spell does not tell the thief where the magic is, nor the kind of magic he detected (spell, item, or something else).

SHADOWFORM

R: Thief only

D: 1 round per spellcasting lv.

E: The thief perfectly merges with the shadow.

A shadow mage can use this spell while he is hiding in shadows only.

The thief and all of his equipment get to look like shadow themselves and are

therefore completely invisible. The thief can move within the shadow area at half his normal speed and while the spell is working he will not make any noise. While in shadowform a thief cannot move faster than half his speed.

The thief immediately reverts to his normal form when he is hit by sunlight or a powerful light source. The thief does not BECOME shadow with this spell, thus he still can see and hear what's happening around and has a solid body. Spells and weapons targeting the place where the thief is have the same chances to hit him as if he was invisible.

A thief in shadowform gets an automatic success when trying to backstab or just attacking by surprise.

SHADOW MAGIC SPELLS

LEVEL 3

ALARM

R: 180 m

D: 1 turn per spellcasting lv.

E: The thief sets a magic alarm

With this spell a thief can write a magic rune on an item, a door or a 3 m x 3 m floor section. The rune is invisible and disappears at the end of the spell time or whenever it's hit by sunlight or by a strong light.

When a creature of the size of an halfling or bigger takes the item up, crosses the door or steps on the floor section, the thief hears in his head a ring like an alarm clock ringing. Only the thief can hear the alarm and whoever triggered it or anyone else has no clue of what happened.

CHANGE CLOTHES

R: Thief only

D: Permanent

E: The thief's clothes change

This spell only works when nobody can see the thief. If someone spots the thief casting the spell, the spell is wasted and produces no effect.

By using this spell, the thief can modify his own clothes, but not his equipment, substituting the ones he is wearing with other clothes more or less of the same materials and quality, but different colour, shape and size.

This way, a thief gets a +3 bonus on his *disguise* general skill rolls whenever he is trying to run and hide.

FREEDOM

R: Thief only

D: Instant

E: The thief sets free from ropes, chains, gags and locks

The thief does not need movements or ingredients for this spell, just concentration. After one turn meditation, the thief casts the spell whose effect is immediate. All of the restraints used on the thief's body fail at

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the same moment, setting him free: handcuffs open, chains break, ropes disentangle, gags fall... Even shoe laces, buttons and buckles on his clothes open as a side effect.

Only magic restraints have a chance to stay in their place, and they are regarded as if *dispel magic* was used upon them, except that they don't lose their magic power if they are permanent magic items.

If the level of the one who enchanted the item or cast the spell was lower than the thief's spellcasting level, the thief is automatically free, otherwise the restraint has a 5% chance per each level higher than the thief's spellcasting one to stay at its place.

This spell does not work if the thing that's holding the thief cannot be opened with some movement or mechanical action (for example if he is trapped in a block of ice or in the stomach of a monster) or if the restraint is not directly applied on the thief's body (for example, if he is in jail, in a cage or trapped in a collapsed cave).

GAP

R: touch, then 9 m

D: 1 turn per spellcasting lv.

E: Opens and shapes a gap in a door or a wall

This spell can be used on any gate, door or wall that does not contain lead (this metal blocks magic) and is not thicker than 50 cm.

Touching the surface, the thief can deform it and open a passage in it. The passage has the shape of a circle and a diameter of 90 cm. For the duration of the spell, the thief can always reshape the gap to make it smaller or bigger or to make it disappear and reopen it later. To do so, the thief must be no more than 9 m far from the gap and the speed the gap opens or closes is 30 cm diameter per round. The thief needs concentration to change the size of the gap.

A thief can try to close a gap while someone else is passing through. If he

does so, the victim must save vs. spells to get out of it. If the victim saves, there's a 50% chance that creature makes it to the other side of the passage and a 50% that it's left behind.

A gap closing on a creature can not kill the creature by crushing it or cutting it, but the creature will be trapped in it.

When the spell is over, the gap stays exactly as it is and becomes permanent.

If the gap is hit by sunlight or by a strong light, the spell is over and the gap becomes permanent, as if the spell ended normally.

LESSER TELEKINESIS

R: 3 m + 1,5 m per spellcasting lv.

D: 6 rounds (1 minute)

E: The thief can move objects without touching them

This is a less powerful version of the telekinesis spell. The thief can use this spell to move objects within the radius by mere concentration. The object he tries to move must not weigh more than 1 kg per spellcasting level. With this spell a thief can, for example, open a drawer, recover an item fallen in a hole, or distract an enemy by having something behind him fall on the ground.

The thief can move objects 12 m per round, but this speed does not allow him to throw items at enemies or move weapons to make damage. The thief can always move something heavy over an enemy's head and let it fall, if he wants to use it offensively.

A shadow mage can use this spell to pick the pockets of a victim he can see from a distance, but he can only rely on what he can see and his test will have a -40% malus on the roll. If the victim notices that someone tries to rob him or her, it's entitled to a save vs. spells with a -4 malus to take back the item while it is flying away.

A thief can try to take off someone's hands an object with this spell. If this is the case, the victim must roll under his strength to avoid it, and the strength

score gets a +2 bonus for the roll. A roll of 20 is always a fail.

This spell can not be used on creatures, whatever the size or the nature of the creature.

To move objects with the telekinesis, the thief must concentrate and cannot move more than half his normal speed, use weapons or skills or cast any other spell.

When the telekinesis ends or the concentration fades, whatever object that was being moved just falls on the spot.

MAGIC ROPE

R: touch

D: 1 round per spellcasting lv.

E: a rope up to 15 m moves to the thief's will

The shadow mage enchants a rope up to 15 m long so that it will move the way the thief wants until the spell ends. The thief does not need to say anything, but needs to touch the rope to make it move.

Some orders the rope can perform are: tie itself on something, tie someone, untie, hold on something, loosen up, stand straight or reach the other side of a pit and hold still so that the thief can climb on it.

The rope can do everything without any need for a hold, but one order it cannot perform is directly attacking someone for damage. If the rope is cut, broken, damaged or burned, the spell ends. This spell cannot affect chains, but can be used on improvised ropes, such as those made by tying together pieces of sheets.

The spell immediately comes to an end if the rope is hit by direct sunlight or a strong light.

NIGHT WINGS

R: Thief only

D: 1 round per spellcasting lv.

E: The thief can glide and jump very far.

To summon this spell, the thief must wear a cloak. The spell can be used

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only by night or when it's very dark, for example when the sky is completely covered in clouds, during an eclipse, or indoors.

If the thief is hit by direct sunlight or by a strong light, the spell immediately ends and the thief falls.

For the duration of the spell, the thief can make big jumps and slowly glide to the ground using his cloak as a pair of wings.

If he wants to jump horizontally, the thief can jump up to 36 m far. May he need to jump to a high place, the thief can jump up to 6 m up. Gliding, the thief will fly 18 m per round, moving down of 3 m per round and will hit the ground without taking any damage.

If the spell ends during a jump or a glide, the thief falls as usual and the normal damage must be applied.

SHADOW ARROWS

R: Thief only

D: 6 turns (1 hour)

E: Summons magic arrows made of pure shadow.

This spell can only be summoned using a bow or a crossbow. For 6 turns, the thief can always decide to summon a shadow arrow or quarrel directly in the weapon and does not need to recharge it.

Shadow arrows and quarrels are black and look like solid black smoke. They can cause wounds to creatures that can only be hit by magic weapons +3 or stronger. The arrows are nevertheless not gaining any to-hit bonus or damage bonus.

If a target is hit by a shadow arrow or quarrel, he must save vs. poison. If the save fails, the victim is poisoned with a *lesser* poison and will take 1 damage per round for 1d8 rounds. More arrows hitting the same target may add more rounds to the poisoning time.

During the spell time, a thief can summon a total number of shadow arrows or quarrels up to his spellcasting level. Once the last projectile has been

summoned, the spell ends, even if the spell duration has not expired.

When a shadow projectile is thrown, it dissolves in the air at the end of the round. If it hit the target, it leaves a wound where a black gooey substance is dripping from.

If the thief's weapon is hit by direct sunlight or by a strong light, the spell ends. Shadow arrows and quarrels hit by sunlight or strong light while flying to the target simply dissolve in the air.

A creature poisoned by a shadow projectile cannot be healed by exposing him to the sunlight, because the poison works from the inside.

SHADOW MAGIC SPELLS

LEVEL 4

BLACK GLYPH

R: Touch

D: 1 turn per spellcasting lv.

E: An explosive rune activated by touch.

This spell writes a magic invisible glyph on an object, a door or a 3 m x 3 m floor surface. When a creature of a size between the ones of an halfling and an ogre takes the item up, crosses the door or steps on the floor section, the glyph activates causing an explosion in a 3 m radius. Whoever is caught in the explosion is hit for 10d6 damage from a *Dark* elemental source.

The explosion does not cause any harm to items, but it can ignore any protection from armors and clothes. The damage can be halved, round down, by successfully saving vs. spells. The noise produced by the explosion is like the explosion of a fireball.

The glyph can only be seen using a *read magic* or a *detect invisible* spell.

DARK SHELTER

R: Thief only

D: 1 round per spellcasting lv.

E: The thief disappears in the shadows.

A thief may use this spell only while hiding in shadows. The thief and all of his equipment become part of the shadow where he is hiding, making the thief effectively invisible and untouchable.

For the duration of the spell the thief can get out of the shadow or melt in there again at will and can move any distance in the shadows, provided that the shadow is uninterrupted, for a maximum of 36 m of movement per round. The thief is not able to teleport through the shadow, but he can still use this spell to pass under a closed door or in some very small openings.

The thief immediately goes back to his usual form if direct sunlight or a

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strong light hit the shadow area dissolving it completely. If a light hits the thief while passing through a very small passage or under a door, the thief materializes on one side of the passage, chosen random.

ESTIMATE

R: Thief only

D: 6 turns (1 hour)

E: Looking and touching one object, the thief can understand its monetary value and can say whether it's magic.

With this spell a thief can immediately learn the money value of an item he is touching and is able to see.

Instinctively, the thief can even tell if an item he is touching has any kind of magic power and which powers it has. The spell even allows the thief to understand which are the activation words to use the item, one per round.

This spell does not work on living creatures or powerful artifacts.

While this spell is in use, the thief gets a bonus of +3 on his *Estimate* skill, if he has, to estimate things he can only see.

MAGIC RESISTANCE

R: Thief only

D: 1 turn per spellcasting lv.

E: Protects the thief from magic.

When casting this spell, the shadow mage is enveloped in an anti-magic field: every spell cast against him and every magic item used against him has a chance of 10%, plus 2% per spellcasting level, to fizzle and be wasted. This protection is useless against magic attacks that are not the effect of a spell or a magic item, like the breath of a dragon or the stare of a medusa.

The thief can lower the anti-magic field to allow someone to heal him or to cast some good magic on him, but in this case the field cannot be raised again until next round.

The anti-magic field only works towards the thief, thus leaving him free

to cast spells and use magic items at will both on himself and on other targets, with no side effects.

Magic effects already on the thief cannot be cancelled by this spell, nor the thief can use this spell to affect spells cast upon different targets.

OBLIVIUM

R: Touch

D: Permanent

E: Deletes from the victim's mind the memories of the last 30 minutes.

This spell is only working on humanoids and demi-humans whose size is between halflings and ogres.

To cast this spell, the thief not only needs to touch the victim, but he needs to stare into his or her eyes, as well. This spell works like a powerful hypnosis: the victim is allowed a save vs. spells, but if he fails the thief manages to get into his mind and erase the last memories, at a rate of 3 minutes erased per round of manipulation. When the cancellation starts, and until the end of the cancellation, the victim is completely stunned and unharmed.

A thief can manipulate a person's mind for up to 10 rounds, thus deleting up to 30 minutes of his memories. When the thief stops deleting memories, the victim stays in the hypnotic state for another turn before waking up.

The victim may wake up earlier if someone does any actions to do so (like splashing him with water or slapping his face). When the victim awakes, all his recent memories are gone, including the memory of the spell cast upon him. A creature who was victim of this spell may feel disoriented, scared or puzzled for the lack of recent memories.

Memories cancelled with this spell are gone forever and can only be recovered with a *wish* spell.

If the victim saves, the spell is wasted and has no effect at all, but the victim realizes the thief was trying to

manipulate him. It will be the Master who will decide what kind of reaction the victim has under these circumstances.

If the deleting process is interrupted abruptly, the spell ends and cannot be continued later. The memories lost are only the ones cancelled until that moment, and the victim falls asleep.

Some conditions may affect the saving throw with bonuses and maluses to the roll.

+1 for every 3 levels of difference (round down) if the victim's level is higher than the thief's one.

-1 for every 3 levels of difference (round down) if the victim's level is lower than the thief's one.

+3 if the victim is an arcane spellcaster

-3 if the victim does not suspect what's going on

If the victim is willing to have his memories erased, for any reason, the save does not apply and the spell works automatically.

A thief who knows the techniques *Sixth sense* and *Force of will* may use them to oppose the oblivium spell.

If a spellcaster is the victim of this spell, there is a 1% chance per minute of memories lost that the spell may have cancelled 1d6 memorized spells from his memory, as well. These spells are determined random by the master.

SHADOW SHIELD

R: Thief only

D: 1 round per spellcasting lv.

E: Shadows condense around the thief's body and protect him.

When the thief summons this spell, the shadows around him materialize like a black whirling cloud of smoke. This gaseous shield floats around the thief's body at just some cm distance, blurring his silhouette.

This shield gives the thief a bonus of -3 to his AC and a +3 on all of his save rolls until the end of the spell.

THIEVES GUILDS

If the thief is hit by direct sunlight or by a strong light, the shadow shield dissolves in the air and the spell ends.

SHAPECHANGE

R: Thief only

D: 1 turn per spellcasting lv.

E: Changes some physical features of the thief's body.

This spell allows the thief to change some features of his own body to make him look different and help him disguise. A thief may alter one of his features at level 26, 2 at level 30 and three at level 34. The features that may be modified are:

Lips: shape, colour and size

Skin: colour

Skin: texture and imperfections

Hair: colour

Hair: length and haircut

Eyes: colour and shape

Ears: size and shape

Voice: tone

Facial hair: length and style of beard, mustaches, eyebrows

Nose: shape and size

Chin: shape and size

Please note that only the features in the list can be modified and each line counts as one feature. Other features, like height, body proportions, gender and so on cannot be modified.

The thief needs to concentrate for one round to change one of his features. The changed parts revert to normal at the end of the spell.

A thief that's using a *disguise* skill after operating this spell gets a +2 bonus on the skill score for each feature he modified.

SUMMON SHADOW

R: 72 m

D: 1 turn per spellcasting lv.

E: Summons a *shadow* that will serve the thief until the end of the spell.

This spell summons a shadow, a dangerous monster made of solid shadows. The summoned shadow's level is equal to the spellcasting level of the thief, minus 8. The summoned creature may be controlled by the thief: concentration will be needed every time

the thief wants to give it an order, but it's not necessary if the shadow is still pursuing the order it already had. This means the thief can summon more than one shadow at the same time, up to a total of three, using the spell up to three times.

Shadows are incorporeal, thus they cannot take items, open doors or crush anything, but they can pass through walls and use telepathy to tell the thief what they found. Shadows can go more than 72 m away from the thief who summoned them without being dispelled, but the telepathy only works within that radius.

Summon shadow can never be cast if the thief is hit by direct sunlight or by a strong light, but when the shadows have already been summoned, they are not affected by the light at all.

CAREERS

Thieves have plenty of opportunities in a place like the Principalities of Glantri. The Arcanes always plot against each other, conspiracies are made and discovered every month, and the ones to do most of the dirty work are the thieves.

For crazy it may seem, the most trustworthy thieves in the country may achieve huge levels of richness and influence, if they manage to gain the trust of powerful Arcanes. This, because when a thief does some mischief for the Arcane, the thief usually ends up with very sensitive information and, even if he has no proofs, he may put the Arcane in big trouble, if he spoke.

However, the thief needs an Arcane to protect him as much as the Arcane needs him for his obscure plans. A powerful friend may spare the thief jail, mutilations or death, grant him protection, a fixed income and even equipment and allies.

Here I collected some of the most interesting careers a thief may go through while in the Principalities of Glantri. The Master is obviously free to add more, and if a player does not find anything suitable for his character, he and the Master may also discuss the thing and build a path only for him or find something suitable together.

GUILD MEMBER

This is the most obvious career for any thief, because as a Guild member a thief may find protection, allies and may even learn the secret Techniques. However, not all of the guilds are the same. In the Principalities, three famous guilds are well known by most of the thieves, but there are more than three around, most of which are small, very localized and hiding more secretly to avoid being crushed by the biggest ones.

About the organization of the guilds, a lot has already been said. In here, let's examine the fame of the three most famous thieves guilds of the Principalities.

BROTHERHOOD OF THE LIGHT FINGERS

This is the biggest and the most renown of the thieves guilds in the Principalities. Voices say that among its members there are extremely dangerous killers and very skilled thieves, and that they may count on the protection of a big number of nobles, who discretely use their services every now and then.

Someone also says that the Fraternity allows smaller guilds in their territory as long as they pay a tribute to them, as if they were subsidiaries of the same guild.

Truth is, this guild is huge and very deeply hidden in the fabric of Glantrian society. They also say it has branches in other nations. Most of the thieves aim at becoming important members of this guild and enjoy the power that the guild has on the people.

SISTERHOOD OF THE PRIVATE HOUSES

This is the common name that is used to identify the Glantrian Brothels, all organized by this rich guild. The members of the Sisterhood are all female, but some of their accomplices, informers and external links are men, and usually very influential ones.

Most think that these ladies only sell pleasure for money, but all of the thieves know that this activity is nothing more than a very well thought cover-up for an enterprising group of thieves. Their role is usually more of gathering information using their arts, than actually going into action, and this makes most of the thieves think that this guild may be linked to other ones for the real action.

THE MIRACLES COURT

This guild is sadly famous, and it is only active in the city of Glantri. The members of this guild are people of any age and race, living in extreme poverty, and afflicted by the most painful, pitiful and inhumane diseases and curses.

They gather in the Glantrian downtown, where they rob passer-by's and beg for some charity. Most of the people avoid them, but a legend says that their boss is a very rich thief that keeps the rest of them in poverty to hold his power on them. They call him the King of pedlars.

The thieves that join a guild may later make a career in the guild, increasing their rank, or founding new branches, or even becoming the Masters of some branches. However, after 9th level the thieves that don't want to stay in the same city for too long, may leave and become Rogues (see next page), but still be members of the guild, enjoying its advantages whenever they need.

CAREERS

PRIVATE HIRE

Thieves that don't work for a guild may become assistants, counselors or even "private thieves" for a rich or noble Arcane. This position is usually well rewarded with money and magic items, but may require that the thief is often sent into missions, to steal some precious books, hide evidency of a crime, spy on the enemies of the Arcane, and so on.

To be hired by an Arcane privately is not very common, because the Arcanes tend to be extremely careful when they hire thieves. That is one of the reasons the Guilds are so powerful here: they provide secrecy and discretion. The best way to become an Arcane's private thief is usually to become the Private thief of an Arcane that is, or used to be, a party member. Otherwise, the thief should have something compromising in his hands that he may use to force an Arcane to give him a chance. In time, the thief may prove his qualities and gain the trust of the Arcane properly.

When on a private hire, thieves are usually paid extras for missions, and may usually live at the Arcane's tower, to make sure that they are immediately available when the Arcane needs them.

THE ARMY

A thief may also decide to join the Great Army to find fortune. It is not a very usual path, but if a thief does so, he may easily end up as an explorer or a spy for the Army, and his career may be quite fast, helping him to find a better occupation later on, or giving him a relatively good position and a fixed income.

More specific informations for the Army have been given in the Character Handbook 1: The Fighter.

ROGUE

A thief who wants to travel, not to settle in only one place, is called a **Rogue**. Rogues may keep being part of their original guild, if they joined any, and in that case they have to visit their original branch at least once per year. A rogue cannot make a career in the guild unless he decides to stop travelling and settle down in a town. Rogues are granted the same privileges and have the same obligations as Free members of the Guild.

Rogues have a high chance of finding maps and informations about hidden treasures and rich people in their travels. This is the main reason why they travel, and they may become very rich quite quickly, because not doing missions for the guild, they don't need to pay any share of their profits to them.

Rogues have the right to visit any branch of the guild they are part of, whenever they want, and ask for hospitality. They can also meet the local Guild Master to ask for informations or help. If a rogue asks for help, the guild usually gives him some low-level thieves or other allies for a short time and for a share of the treasures, or a fair pay.

On the other hand, whenever he visits a branch of his guild, or his original branch of the guild, a rogue can be asked to take part in some actions. A rogue cannot usually refuse to accomplish, except for very important reasons. When busy in missions for the guild, the rogue must pay his share of the income to the guild, like every other guild member.

OTHER CAREERS

There's plenty of guilds and corporations in the Principalities of Glantri, and most of the characters have no problem joining any of them. Some are more suitable than others for some types of characters, but mostly there is no difference for most of the guilds that oversee professional groups. Here are some examples of guilds suitable for thieves.

MONSTER HUNTERS' UNION

This is possibly the most suitable career for an adventurer in the Principalities. The Union often gets requests from terrified peasants, rich men and nobles to get rid of this or that monster for cash.

In the Union a thief with good hunting skills, capable to kill big monsters, may become a celebrity, find friends and possible new party members, but also find rivals and enemies. Monster hunting is usually very convenient because monsters may have huge treasures to loot, on top of the payment for the hunt.

MOVERS' GUILD

Movers are involved in adventures much more often than people thinks. To be a mover you must be ready to face the unexpected. It often happens that moving the things of a noble, you must put them into a tower that is full of traps and monsters, left behind by the previous owner.

You never know when the skills of a thief come in handy in a movers' guild, but they often do, at least for tracking, keeping the direction and following maps.

MERCHANTS' CONSORTIUM

Thieves can become merchants or can be hired as private guards from merchants to escort them around the nation protecting their lives and merchandise. Merchants usually give out a good pay to make sure that the

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guards keep committed, and sometimes they throw in some bonuses, like some magic items, potions or so, but mostly it is the guards that need to provide to their needs.

The Merchants' Consortium, among other things, provides a connection between private guards and merchants who need them. Moreover, working for a merchant may be a good chance for a thief to find expensive and rare items to steal or informations to sell...

SPOKEMEN'S GUILD

It may sound cliché to pair thieves and politicians, but one of the most well-paid positions that a thief may reach is actually as a representative of some influential Arcane in the Glantrian political system.

Should a thief become spokesman for a noble, he would go and sit in the parliament for them, if there is no alternative. Spokesmen have great powers, because they are representing an Arcane and are sitting in his place in an official Institution, but they must be properly trained and must never abuse their power. Non-Arcane spokesmen can enjoy a big freedom, but must also find a perfect balance between their privileges and being moderate in public. Thieves spokesmen may also learn of secrets that may well be sold or used for their deeds.

The easiest way to become a spokesperson is to personally know a noble and try to become his adviser, but this may also be achieved through corruption, blackmail, murder, and so on.

Studies of diplomacy, etiquette, eloquence, law, politics and the likes may be required to properly deal with the tasks this position comes with.

ARTISTS' UNION

Artists, depending on their art, spend quite a lot of time on the streets trying to attract customers and sell their production or make their show. This is a great option for thieves, that may use their artistic job as a cover-up and in the same time to check on passers-by and rich nobles being mostly unnoticed. Art shows may also provide useful distractions to perform theft more easily, and it's not that hard to find some accomplice among broke artists.

EXPERIENCE AND LEVEL UP

INDIVIDUAL EXPERIENCE

This rule allows characters to get personalized experience growth. With this rule, characters gain different amounts of XP by doing different things. When they perform actions that are more strictly connected with their class, the characters earn more XP, while they earn less when they do things that are not very congenial to them.

Thieves are not tough guys like fighters. They cannot do magic research and they don't really crave for knowledge. What thieves want above everything else is money, especially if it's gained quickly and with very little danger.

The following list will explain in detail how the experience should be added up for Thieves, and a table in this page will summarize it for a faster reference.

KILL ENEMIES

Killing enemies is not a thief's main goal, but something that the thief does when he cannot avoid that. The thief is not a strong fighter, and would rather trick people and monsters or deceive them, than fight them. For this reason, the thieves only get 2/3 of the XP when killing monsters. They get full XP only in two cases: if they overcome the monster with their skills and abilities without killing it or if they kill the monster in one shot by backstabbing it.

FIND TREASURES

What really cares for thieves is money. Better if stolen. Money found in treasures gives thieves 1 XP per Ducat of value of the treasures found. Money received for selling items, commerce or any job the thief performs only gives the thief 1 XP every 10 Dc earned.

On the other hand, if a thief does the thief and steals money or items, he earns 2 XP per Dc of value the stolen items are worth. Stealing may be done by picking pockets, or by breaking into a building and overcoming security

measures to get something. Treasures that gain XP if stolen do not include magic and common items, but include valuable books and other precious things, may them be art pieces, rare perfumes, and so on...

USE SKILLS AND SPECIAL ABILITIES

Some of the thief's skills (Find Traps, Remove Traps, Open Locks) should always be rewarded by the Master with some XP for the thief, if the test is successful. The Master can give whatever reward he thinks is right for the use of skills, based on the difficulty of the test, but the reward should always be between 100 and 500 XP for every use of the skills. Other skills, abilities and Special Techniques used to save the day, solve a big problem or take the thief out of trouble should be rewarded in the same way.

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Thieves cannot become nobles in the Principalities, However, they can make a career in a thieves' guild. When founding a new branch of an existing guild or becoming the Guild Master of the local guild branch, a thief gains a bonus of +5% of his total XP. If the thief becomes the Grand Master of his guild, he receives a bonus of +10% of his total XP. Thieves may become mayors of a town or village chiefs, in the Principalities. If they do so, the Master will decide what XP bonus is right, but it should never be below 1.000 XP or above 5.000 XP. The same amount of XP should be rewarded for getting a high rank in the Army.

MAKE A POISON

Using the Secret Technique *Master of poisons* a thief may make poisons that he may use later on in the adventures. The preparation of poisons is described with the technique, and a successful attempt gains to the thief 1.000 XP per level of the poison, per flask of the poison that's been made. A failure still gives the thief some

experience, but only 100 XP per level of the poison that he was trying to make, no matter how many flasks he was trying to make.

RESEARCH NEW

SHADOW MAGIC SPELLS

Thieves that learn how to use shadow magic may try and research a new spell that they invented for it. The process is very long and is fully described in the description of Shadow Magic.

A thief that successfully researches a new shadow magic spell gains 1.000 XP per level of the spell. If the magic research fails (at any stage), the thief gains only 100 XP per level of the spell.

EXPERIENCE MODIFIERS FOR THE THIEF	
ACTION	XP
KILL ENEMIES	x 2/3
ONE-SHOT BACKSTABBING KILL	x 1
FIND TREASURES	x 1
JOB AND COMMERCE	x 1/10
STEALING	x 2
USING SKILLS AND ABILITIES	100 - 500
BECOME THE MASTER OF A BRANCH OF THE GUILD	Bonus 5%
BECOME GRAND MASTER OF THE GUILD	Bonus 10%
BECOME MAYOR OR VILLAGE CHIEF	1.000 - 5.000
GET A HIGH POSITION IN THE GREAT ARMY	1.000 - 5.000
MAKE A POISON	Success: 1.000 XP per level per flask
	Fail: 100 XP per level
RESEARCH A NEW SHADOW MAGIC SPELL	Success: 1.000 XP per level
	Fail: 100 XP per level

EXPERIENCE AND LEVEL UP

LEVEL UP

A thief is called like that because he steals things. A thief that does not steal anything is not a thief.

To make sure that a thief will be using his thief skills for stealing, the Master may decide to introduce a rule in the game that says that a thief must show his skills by stealing items worth 250 Dc per level of the thief, before being allowed to get the new level. This way, and in a similar fashion to the magic users researching spells in the Great School of Magic, thieves will have to actually steal things to level up.

Reaching level 9, some guilds may decide to impose a test for the thief, before allowing him to become a full-fledged member. The test usually consists in breaking into a building and stealing a very well protected item, without any help or support from other creatures or followers. If the thief succeeds, he will be recognized as a proper guild member, and will have a chance to train new members and to improve his position in the guild. If he fails, he may be required to repeat the test. Reiterated failures may end up in the expulsion of the thief from the guild.



THIEVES SPECIAL EQUIPMENT

Thieves need special tools for their job, items that usually are not available in shops and are not normally part of an adventurer's equipment. In these pages, there is a short description of all of the special items that thieves may want to buy for their crimes, and a table with prices.

The special thieves equipment can usually be bought only in the guilds shops. If a thief wants some of this equipment to be especially made for him from an artisan out of the guild, the price will usually be twice as high, and the thief will need to wait 2d6+2 days to get the items. Moreover, it is very dangerous to commission these items to artisans that cannot be trusted 100%, because they may question the thief about the use of the items, get suspicious and even call the guards. In the best case scenario, the artisan may ask for an even higher price for the items.

THIEVES TOOLS

A thief uses these tools to try and open closed locks or to try and remove traps, getting a +10% bonus on his skill score when using them. Without thieves tools, a thief must find something similar to use, like the blade of a dagger, small metal scraps, twigs and so on. These substitutes are never as good as the originals, though, and the thief does not get any bonus for their use.

CLIMBING GLOVES

Climbing gloves are special gloves made of soft, thin leather that are fixed to the arm with long strings, so that they cannot fall off. They have an external layer that is extremely rough and helps the thief to get a safer hold on the wall. Using these tools when climbing a wall gives a thief a +10% bonus on his skill score.

CLIMBING SHOES

These shoes have a soft leather sole. They are not made for walking, not even in towns, because the sole is

too thin, but they have a rough bottom that sticks easily to many surfaces. They give a +10% bonus to the skill score.

GRAPPLING BOOTS

These are very strong and are usually reinforced in iron all around. They have small hooks coming out of the tip that help finding footholds. They can be used to walk normally and when used for climbing, they give a +5% bonus to the skill score.

GRAPPLING DAGGERS

Made for thieves, these are short objects used in both hands to help climbing walls. They cannot be used as weapons, but they can be thrust into the walls to create handholds even where there is none. A thief holding one of these in each hand gets a +10% bonus on the skill score. Using only one of these gives a halved bonus of just +5%.

GRAPPLING HOOK AND ROPE

These are the safest way to climb a wall. A thief who wants to use these tools must tie the rope to the hook, then find a hold for the hook. If there's no possible hold around, the grappling hook may not be used. Then, the thief must make a to-hit roll to get a hold with the hook. The AC is 9 if the distance from the thief to the hold is 3 m or less,

otherwise the AC of the hold is reduced by 1 for every 1,5 extra meters.

After getting a hold, a thief can use the rope to climb, obtaining a massive +50% on the skill score.

SOFT SOLE SHOES

These are used by thieves to cover their footsteps' noise. They are normally fixed to the leg with strings which actually hold the trousers close to the legs to avoid them touching objects around. A thief using these shoes gets a +10% bonus on the skill score. Unfortunately, these shoes are easy to get broken and they must be changed about every 6 months.

HEARING CONE

If put on a wall or a door, they reduce the malus doors and walls give by 5%. Moreover, if the thief closes the other ear while using the hearing cone, the malus for the noisy environment (see below) is reduced by 10% as well.

CROWBAR

This is not the typical item a thief would use, as its use is normally very noisy. Nevertheless, a character using this item to open a closed door or chest gets a +3 bonus to his Strength score for the test. It may also be used as a weapon, with the stats of a club.

THIEVES' EQUIPMENT CHART		
ITEM	ENCUMBRANCE CLASS	PRICE (IN GOLD DUCATES)
THIEVES' TOOLS*	B*	25*
CLIMBING GLOVES	B**	15
CLIMBING SHOES	B**	50
GRAPPLING BOOTS	F**	70
GRAPPLING DAGGERS (2)	F (IL PAIO)	100
GRAPPLING HOOK	F	25
SOFT SOLE SHOES	B**	30
HEARING CONE	A	50
CROWBAR	C	5

* : The price is the same in normal shops, as they are often used by locksmiths to open locks whose key got lost.

** : The Encumbrance Class is calculated only when the item is in the inventory. If the thief wears them, the encumbrance is not taken in account.

THIEVES SPECIAL EQUIPMENT

Arsenic and old Spellbooks

The Thief

is a non-official product for



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and the book itself is not to be commercialized.

Fully reviewed by January 10th 2021

Emanuele Betti