



THE BOOK OF ROGUISH LUCK

A character sourcebook for rogues, bards, and troublemakers

BY WOLFGANG BAUR

Requires use of the Third Edition rules.

This book utilizes updated material from the v. 3.5 revision.

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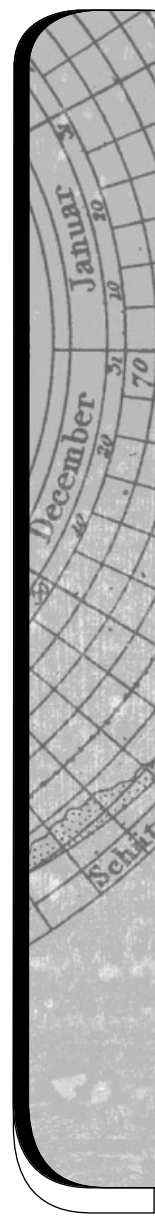
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Sample file



Making Mischief

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

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

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

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

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

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

WHAT'S INSIDE?

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

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

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

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

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

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

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

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

About the Author

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

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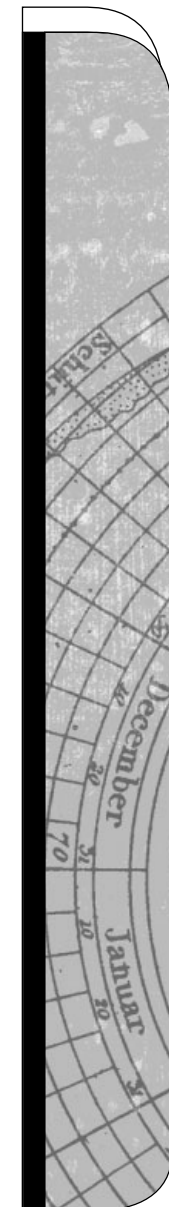
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Malhavoc Press

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

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





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

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

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

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

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

USING THIS BOOK

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

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

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Good luck!

Core Classes

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

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

BANDIT

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

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

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

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

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

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

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

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

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

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

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

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

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

GAME RULE INFORMATION

Bandits have the following game statistics.

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

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

Hit Die: d6

Luck Die: d6 (see Chapter Six)

CLASS SKILLS

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

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

Skill Points at Each Additional Level: 6 + Intelligence bonus

CLASS FEATURES

All of the following are class features of the bandit.

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

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

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

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

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

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

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

Should the eye strike attack succeed, the target is entitled to a Reflex save (DC 10 + half the bandit's class level). If the save succeeds, the target suffers the minimum damage for the attack, as if the bandit had rolled a 1 on all damage dice (including sneak attack damage). If the save fails, the bandit deals normal damage (no doubling or tripling from critical damage, and no sneak attack bonuses) and injures the eyes or eyelids of his target enough to prevent normal vision temporarily. The opponent is blinded for 2d4 rounds, loses his Dexterity bonus to Armor Class, suffers a 50 percent miss chance on attack rolls, and cannot make attacks of opportunity. The loss of sight can be restored before its normal duration ends by regeneration, a *cure* spell, or natural healing sufficient to offset the damage from the attack.

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

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

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

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

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