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## Table of Content

<b>License:</b> .....	01
<b>How to use this Book:</b> .....	03
<b>Section One (Description):</b> .....	03
<b>Section Two (Subclasses):</b> .....	04
Bandit:.....	04
Bounty Hunter:.....	06
Ninja:.....	07
Murderer:.....	08
Vicious Killer:.....	09
<b>Section Three (equipment):</b> .....	10
Picking Pockets:.....	10
Open:.....	11
Moving Silently:.....	12
Hide in Shadows:.....	13
Hear Noise:.....	14
Climb Walls:.....	14
Misc. Gear (Burglary).....	16
Misc. Gear (Evasion).....	19
Misc. Gear (Protection and Combat).....	21
Miscellany:.....	23
Item Tables:.....	24

## *How to use this book*

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First, we want to tell you, the "OSRIC™ Book for Assassins" (and the other similar books) is pretty easy to use. It is meant as additions to the OSRIC™ books as well as to the other World Gorean Society™ books, not replacements for them!

**Section One:** This section describes how to read the entries in this book and what it all means.

**Section Two:** This is the actual subclasses for the Assassin. This section includes all of its information.

**Section Three:** This is a gear section, in case you're your DM wishes to allow more gear option with your game world.

**This Book:** Was meant to add flavor and fun mechanics to your OSRIC™ game, not to bog you down. We believe that we have accomplished that. To that end, we have eliminated "flavor" text from this book (for the most part) so that you have a concise set of mechanics to add life to your game. All the same, we hope you find this book an enjoyable read even if we have boiled most of the book down to just needed information, mostly lacking in art and flavor-type-text. The slight change to this rule is in the "Description" and "Role" area. Some flavor text was needed in those areas to help define them. Please note, that these areas are ideas, and not the only ones, so please edit them for your game however best suits your group.

**Please:** If you enjoy this book, watch for more publications, many more are in the works, and as always, are compatible with both the OSRIC™ game system and this book.

## *Section One:*

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The Subclasses within this book is meant to be used by Assassins only. Other classes do not qualify for any of the subclasses within this book. The same is true for any gear or equipment within these covers as well, although special happenstance may allow the DM to let someone not in one of these subclasses to find or use some of the gear. When used on a character sheet, mark your subclass in parenthesis. For example, if I want to play an Assassin and have the subclass of Ninja, on my character sheet, I would write: Assassin (Ninja) on my class line.

Each entry in this book has several headings. We would like to take a moment to tell you what to expect in each heading for ease of use. Please take a moment to read them, to be sure you understand the entries.

*Description:* This gives you a brief description of the subclass, as well as some information or examples if necessary. To use these subclasses, you can completely skip this heading if you wish to cut down your reading time.

*Role:* This is flavor text to see how the subclass fits into the world and how it might be used. While this information can be changed to meet your campaign world, please consider not skipping this information, as it might be important to your play.

*PrP List:* This tells you which "skill list" from the OSRIC™ Skill System may use when they select the Assassin Subclass in questions. **2 truths must be mentioned** about this. First, it uses the OSRIC™ Skill system which you can find with the following link:

[http://rpg.drivethrustuff.com/product\\_info.php?products\\_id=83263](http://rpg.drivethrustuff.com/product_info.php?products_id=83263)

Second, The Assassin with one of these Subclasses may use either the Assassin skill list from the (OSRIC™ Skill) book, or the list offered in the Subclass, but not both, unless they Multiclass or dual class. Example: If I decide I want to play an as an Assassin (Bounty Hunter) I may, at character collection, choose to use the Assassin skill list or the Ranger skill list (As Bounty hunter Subclass may use the Ranger skill list), but not both lists, unless I multiclass or dual class as a Ranger as well.

*Equipment:* Sometimes, it is important to discuss equipment issues with a subclass. If it is, it will be discussed here. If nothing is needed here, then it will simply say "none", which DOES NOT mean "no equipment" but rather "Nothing needs discussed here".

*Special Benefits:* This heading details what special benefits you gain for being a member of this subclass. Of course, your DM has final say on whether these benefits work within your campaign world.

*Special Hindrances:* These are special issues you must put up with in order to gain the benefits. They are not optional unless your DM says that some (or all) of them do not fit into your campaign world.

*Races:* In this heading, we discuss races that fit well within the subclass, or are particularly poor at it. Of course, this is optional information, and your DM can simply dismiss it if (S)he wishes.

## ***Section Two: Bandit***

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*Description:* Travel is rarely a safe affair in the medieval fantasy setting. Beside the dangers of nature and fantastic menaces, such as dragons and giants, there are humans who prey on their journeying kin. Almost every stretch of road near civilization is claimed by one or more bands of highwaymen, and even the far wilderness may hide the strongholds of robbers. Bandits must be strong and hardy to withstand the harsh

forces of nature, the people who seek their destruction, and even each other. Assassins must have minimum scores of 10, then, in both Strength and Constitution to be eligible for the Bandit.

*Role:* Bandits are often vicious characters, desperate, cunning, and cruel. They are prone to fight or even betray each other, but two things keep them bound in groups: the utter necessity of cooperation in order to survive the perils of the wilderness and the strength of whoever has established himself as leader among them by force and cunning. Some leaders manage to weld together very large groups of Bandits. In some worlds, there are even kingdoms of Bandits. Such things are rare, however, since few leaders have the Strength or Charisma to bind many of these Assassins; or even if they do, the mob will rarely stay together beyond the leader's demise. Bandits do not belong to guilds, as such. A large group of them, or a network of cooperating groups, may be considered analogous to a guild, however—providing some training, intimidating nonmembers who operate in their "territory" (including humanoids and the like), and so forth. A few Bandit groups may actually have connections to a big city guild; though such ties would probably be very loose (perhaps occasional cooperation, rather than subservience). Bandits can expect less than mercy at the hands of the law. But, like a city guild, Bandits can work out arrangements with local military and civilian authorities. In exchange for bribes and a cut of the take, Bandits may garner information on rich targets and how best to avoid the punitive expeditions that may periodically be sent against them.

*PrP List:* Assassin or Thief (but not both)

*Equipment:* A Bandit should be well-equipped for wilderness survival. Vital items include provisions, backpack and pouches, flint and steel (which are more reliable than a magnifying glass for starting fires.), tinder, a blanket, and a knife. Less vital, but often of use, are climbing equipment, fishing gear (hooks, line, net), light sources (candle, lantern, torch), rope, sewing needle and thread, sacks for loot, a signal whistle, spyglass, small tent, Assassins' picks, and a whetstone (so you can sharpen your knife when there's nothing else to do). Some Bandits, finally, like to have trained animals (dogs, falcons, pigeons) for hunting or message-carrying. To make effective use of such an animal, animal handling skill is needed.

*Special Benefits:* Because of their adeptness at ambushing, Bandits gain +1 on their attempt to surprise in a wilderness setting, and maintain all of their Assassin class information.

*Special Hindrances:* Normal people hate and fear Bandits, and other types of Assassins and Assassins tend to look at them with scorn, as outcasts and crude robbers. For this reason, any Bandit who is recognized as such suffers a -2 reaction penalty among non-Bandit NPCs.

*Races:* All races may have bandits, as long as the player is an Assassin class.

## *Section Two: Bounty Hunter*

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*Description:* The Bounty Hunter is a ruthless mercenary, worshipping little besides the price on his target's head, recognizing few laws save the contractual distinction between "kill" and "capture." He may be found serving the state, capturing criminals and bringing them to justice; or he may serve the shadowy lords of the underworld, avenging the twisted honor found among Assassins and criminals. Pursuit of his quarry may take him through a thousand hostile environments, to foreign lands, even to alien planes. He is a hunter of persons. The Bounty Hunter's vocation is rigorous and demanding at every level: physical, psychological, even moral. It requires a sure hand and a stable mind. To be a Bounty Hunter, an Assassin must have minimum scores of 11 in every ability except Charisma. One thing that doesn't really matter to a tough, independent Assassin like this is whether or not people like him. A further requirement is that the Bounty Hunter be of a non-lawful alignment. The reasons for this are discussed below.

*Role:* It is important to draw a distinction between the Bounty Hunter and the Assassin, for their vocations are similar. The Assassin is most often part of a larger network or organization—either a society of Assassins for hire, or a guild or crime family, or even a government. The Assassin is retained by that organization to discreetly eliminate its enemies; he is strictly a killer. The Assassin also is a predominantly urban figure, though his missions may take him out of that setting on occasion. Most organizations that have Assassins would deny their existence, because of the highly illegal and unpopular nature of their activities. The Bounty Hunter, by contrast, is a loner. He may be solicited directly by an employer, but more often he simply learns of a price offered for the body (living or dead) of some person and goes after him. While the Assassin requires secrecy and anonymity, the Bounty Hunter thrives on infamy. Fear leads his prey to make mistakes, and each such mistake brings the Bounty Hunter one step closer to success. While an Assassin is often hired to kill relatively normal, often unsuspecting people, the Bounty Hunter is tracking fugitives - people who know who's after them, and are therefore exceptionally desperate and dangerous. Pursuit of such people may lead the Bounty Hunter to literally any place, even to other planes of existence, and so the Bounty Hunter becomes adept at survival and tracking in all manner of hostile environments. Bounty Hunters do not track only fugitives. They may be hired to perform such tasks as kidnapping, freeing kidnapped persons, or recovering stolen property. The law and authorities do not always look kindly upon Bounty Hunters, though they will permit their existence so that they, too, may benefit from the expertise. For the same reason, Assassins' guilds tolerate the Bounty Hunters, despite the fact that almost no Hunter would ever join their ranks.

*PrP List:* Assassin or Ranger (but not both).

*Equipment:* Besides the usual range of equipment, Bounty Hunters take interest in items for killing and capturing their prey. Special may be used (if your game world has such equipment. Not all worlds do), are sometimes taken as favorite weapons. A rope for holding live prisoners is, of course, vital, and it may also be used for setting snares.

Blinding powder and incapacitating poisons (paralytic ones or those that make their victim ill and helpless) may also have value. Bounty Hunters make little use of deadly poisons - that is more the province of the stealthy Assassin. If a Bounty Hunter is out to kill a fugitive, he probably won't be worrying about how messy it will be.

*Special Benefits:* The bounty hunter may select one weapon to become proficient in that is not on the Assassins list. It is not considered to be on this characters list.

*Special Hindrances:* If the bounty hunter agrees on a contract, he must fulfill all parts of his contract or die in the attempt. No one is saying, however, he must agree to every contract.

*Races:* Members of any race could become Bounty Hunters. Among the nonhumans, however, those of mixed blood (e.g., half-elves) favor it most, since they are often outsiders, loners not accepted by either side of their ancestry.

## ***Section Two: Ninja***

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*Description:* The Ninja is considered, by some, to be the premiere Assassin. This is, of course, unless you ask another Assassin. Ninjas and Assassins, while operating in different situations, routinely find themselves at odds with each other. The Ninja is a master or coming from nowhere, doing the job and going back into nowhere. They operate best when not seen, obviously.

*Role:* The role of a Ninja is only slightly different than that of the Assassin is generally, but the differences are important enough to note here. Ninjas are very clannish. They are trained from small children and live within their clan territory (usually even inside their clan keep or castle) until they are accepted as a fully fledged clan Ninja. They fulfill every contract they receive. They do not fail a contract and live. Further, they ONLY take jobs from their Daimyo or clan leader. The job give to them by their Daimyo, however, could be to contract them out to another boss, but only for a short period. Do to these issues, a Ninja MUST be of a lawful alignment and cannot be of a good alignment. This also requires a 14 in dexterity.

*PrP List:* Assassin or Thief (but not both).

*Equipment:* In the Urth campaign setting™ Ninjas (and some other classes) have access to special gear that they might have access to, ask your DM if your campaign world has such special gear.

*Special Benefits:* The Ninja, during creation, gains the "Tightrope Walking" skill (see the "OSRIC™ skill system book, put out by the "World Gorean Society™") as if she spent 1 PrP on that skill (for free). The ninja may continue to upgrade that skill as normal. The Ninja also gains 5% to both Climbing and Hide in Shadows skills, but must follow the Assassin rules in the OSRIC™ book concerning Assassin skills for the Assassin.

*Special Hindrances:* At character creation, the Ninja must develop a “code of conduct” called the Bushido. This code must have 10 items (or bullet points), which the DM must agree with. This code is followed by the spirit of the law by the Ninja. For ease of use, we have included a Bushido for use, which can be used as it is or edited by the Ninja to fit his character.

### Ninja Bushido:

- If I give my word, I never break it. That is why I am careful to whom I give my word. To be protected by this law, I must use the phrase “I give you my word”.
- To my Daimyo (and clan) I give my life. I follow his requests as though they have come from a God. If he has need, I fulfill that need without regard to my own life or well being.
- I protect my clan’s honor. Should someone else be smudge the honor of my clan, even another ninja, I will demand an apology from them. If they do not give it, then they will die, and thus, restore the honor of my clan.
- I protect my honor. I follow this bushido to do so. If I break any laws of this Bushido, I will immediately inform my Daimyo, then fulfill any requirement he requires to restore my honor. Even if he instructs me to take my own life.
- If I must kill a target to fulfill a contract, then I do so as quickly and quietly as possible. It is not my goal to make the victim suffer unless required to by the contract as given to me.
- If a contract is handed to me not from my Daimyo, I make every effort at my disposal to make sure the contract given to me is legally binding in the eyes of my Daimyo. This is to prevent being used as a pawn by another Ninja, clan or being.
- I do not build any personal relationships, as this tends to split loyalties. All of my relationships are for business purposes only. To remind myself of this, I call it an alliance rather than a relationship.
- To make clear that I have honored a contract, I always leave my mark on a victim. Sometimes this has been called a “calling card”. My mark is a thick piece of parchment with my clan emblem written on it in red. I sometimes do this by etching the same emblem into the victim’s flesh on his forehead.
- If anyone (other than my clan) discovers I am a Ninja, I must remove it from their mind, or kill them to remove the issue entirely.
- I may take “outside” contracts, or contracts issued by persons not in my clan as long as my Daimyo agrees to allow me. This permission must be sought for EVERY contract before I agree to do it. If my Daimyo is not available or cannot for some reason agree to let me take a particular contract, to me, that is the same as my Daimyo not agreeing to allow me. This makes sure I do not inadvertently do something against my Daimyo’s wishes or that injures my clans honor.

### ***Section Two: Murderer***

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*Description:* This is a derived version of the Assassin. It is a loner subclass, and is far more notorious than any other Assassin subclass. Raucous and uncaring, they can be

very difficult to group with and are routinely dangerous to their party. They must be hardy and thus need a 12 on their Constitution ability.

*Role:* As a Murderer, you do not care what people think of you. You have no “code of silence” concerning if you are a murderer or not, nor do you really care who knows or why. Quite often, a Murderer WISHES it know that they kill, as their reputation often precedes them. For this reason, Assassins guilds and the like to not add them to their membership list as they often do not wish to keep the secrets Assassins are known for.

*PrP List:* Assassin or Fighter (but not both).

*Equipment:* Murderers are an odd breed, but their equipment does not differ much from other Assassins.

*Special Benefits:* Murderers may use any weapon and count as being proficient at it. While not all weapons can be found, they can still be able to use it well. They also gain a +2 to hit other Assassins (even Assassin subclasses in this book, except other Murderers), as they are frequently the targets from assassin guilds who wish to shut them up.

*Special Hindrances:* Murderers do not take kindly to person(s) who offend them, and because they simply do not care who knows they are trained killers, they tend not to wait to the “opportune” time to strike, preferring to handle it right then or there; sometimes even making targets of themselves and their party.

*Races:* All races can have within them those that call themselves Murderers, although it is rare in elves, for somewhat obvious reasons.

## ***Section Two: Vicious Killer***

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*Description:* Now, technically, all Assassins can call themselves killers. Some, however, thrive in their use of certain weapons, and the way they use them. They can be members of a guild or not. They can travel in groups and are not restricted with whom they accept contracts from. A character must have a Constitution of 12 to qualify for this subclass.

*Role:* Vicious Killers are trained fighters, and because of that, they tend to be slightly tougher in a straight fight than other Assassin types.

*PrP List:* Assassin or Fighter (but not both).

*Equipment:* None.

*Special Benefits:* The Vicious Killer gets the Fighter “Bonus Attacks” from the Fighters “class ability” list (see OSRIC™ page 13).

*Special Hindrances:* You cannot multi-class or dual class in any fashion. You take the class of Assassin and the subclass of Vicious Killer. That is it. No multi-classing or dual classing.

*Races:* There are no racial restrictions on which races can have Vicious Killers, although the class restrictions (see above) remain, regardless what race you select.

### Section Three: Equipment

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This section is meant to give you more gear, and gear descriptions than you have available in the core OSRIC™ book. As a rule, unless stated otherwise in this book, or by your DM, only Assassins (and these subclasses) may obtain this gear.

The first thing you will see in this section is a set of three charts, one for weapons, one for Armor and one for "other gear". Each chart houses the basic information (like cost). After each of three charts, you will find descriptions of everything in that list, which contains much more information about the item in question.

#### Picking Pockets

*Arm Sling:* This is simply a cloth sling; the Assassin wears it to appear as if he has an injured arm, and withdraws his hand from it for the pocket-picking attempt. This actually reduces the chances of picking pockets by 5%, but the payoff is that the chances for being discovered are halved (but a natural 00 on d100 always means discovery). This reflects the fact that people simply do not expect to see a man with a broken arm picking pockets and the expectation determines the perception. The use of this unusual strategy is only useful - but it is really useful here - when the priority is not to be discovered, rather than to be sure of success. An Assassin working in a city where he is not a guild member, or one where legal penalties for picking pockets are very harsh, might favor the use of this ruse. An Assassin obviously cannot use this ruse for an extended period of time in the same place (save possibly by posing as a beggar). There is a limit to how long an arm can plausibly need for healing, after all.

*Mini-Blade:* This is a generic term for a very small (and usually very sharp) blade which can be held (with care!) between the fingers or in the "edge of the hand". A very sharp coinage, filed down, can be used in this way, and has the advantage of being readily available. A more sophisticated (and rarer) version is the razor ring, a hollow signet ring with a flip-top and a very sharp blade within. The mini-blade is used to cut a soft container - most obviously a purse or pouch - so that the Assassin can get at what's inside it. It is the most effective technique for getting at coins, gems, etc., inside a purse with its strings tied. With a mini-blade the Assassin only has to make a simple pick pockets roll to affect the larceny. If the Assassin has, instead, to try to open the purse strings and then extract what's inside because he has no mini-blade, this needs two pick pockets rolls for success (one to open the purse, one to get at the goodies) - and two rolls for being observed, as well!

## Open Locks

**Lock-picks:** These are essential for the Assassin to use this skill at anything like his "natural" ability level. It is these items which are listed in the *OSRIC™ core book* as Thieves' tools, costing 30 gp. They are usually short lengths of rigid wire and flat, narrow plates of iron or steel, especially designed and made for dealing with locks, and there will be a dozen or so to a set. They will be supplied either on a ring (like keys) or in a cloth or leather wallet which unrolls. These items will never be freely available on the open market.

**Improvised Lock-picks:** Lock-picks are made for the job, but it is possible for a resourceful Assassin to improvise a lock-pick from a length of wire, a hairpin or hat pin, or some similar ready-to-hand item. Obviously, this will never be anywhere as good as the specially-crafted item, but it's better than nothing. As mentioned in the *OSRIC system*, a penalty of anywhere from -5 to -60 can be applied to the use of such improvised lock-picks. The following suggestions are given for the DM to select within this range. To create improvised lock-picks the Assassin must make an Intelligence check, modified (positively!) by his experience level - reflecting the resourcefulness greater experience brings. If this check is successful, the improvised items can be used with a penalty of -5 to -30 (1d6x5) to the open locks roll. If the modified Intelligence check is failed, the Assassin can mess up something, but it is a feeble effort—the penalty is -35 to -60 (1d6x5, +30) for the Open Locks attempt. Locks which are of Masterful quality, however, cannot be opened with improvised lock-picks (unless the DM allows the 01 success rule here).

**Critical Failure:** When opening locks, either with lock picks or with improvised lock picks, the DM may rule that on a skill check roll of 96-99 the tool snaps but can be wangled out of the lock if a Dexterity check is made; on a roll of 00 the snapped tool is wedged in the lock and cannot be removed (save for disassembling the whole lock!).

**Special Rule, Combination Locks:** The DM may wish to allow the existence of these complex locks in his campaign world. If he does, then such locks are always of Superior or Masterful quality. As an optional rule, an Assassin who makes a successful detect noise roll when trying to open such locks can halve the usual negative modifier to his skill for such formidable locks, as he is able to detect the sound of tumblers falling!

**Acid:** If an Assassin is faced with a lock which his best efforts cannot pick open, metal-eating acid is one alternative. Such acids will eat through locks if the locks fail a saving throw (for metal) vs. acid (this save is 13). If the save is made, the lock cannot be opened, but it will be ruined (and inoperable!) if a second save (metal vs. acid) is failed. Use of such acid is difficult and avoided by most Assassins, for various reasons. Use of metal-eating acids is difficult because only acids of great strength will do the job effectively. The DM should greatly restrict the availability of such acid; (for example, from a black dragon). Thus, availability is very low (and cost very high). Assassins usually avoid such acids in any event. First, the acid is very hazardous to carry. While it may be contained in glass containers (and possibly ceramic), such vessels are fragile. Imagine falling down a pit and hearing the sound of breaking glass as double strength acid begins to seep through clothing and over one's back. Second, if the acid does not

do the job it may ruin the lock and any hope of opening it in another way, as described. Third, it is a calumny on the professional reputation of an Assassin to have to resort to such means as acids!

*Chisels:* An Assassin may attempt to force a lock open with a lock chisel and a small hammer. This is not really a highly skilled activity, and the DM might consider extending this to non-Assassins. The base chance for success is equal to the open doors percentage (which is Strength-based, of course). An Assassin may add one-fifth of his open locks chance to this base chance - knowing something about locks does give a slight advantage here. Obviously, forcing a lock is a noisy activity and any hope of subtlety and surprise evaporates with the first blow.

*Cutters, Files and Hacksaws:* These instruments may have to be resorted to if an Assassin cannot pick a lock, but thinks he has the time to try these desperately slow methods for bypassing the lock. With a file or hacksaw blade the Assassin can try to saw through the lock apparatus; a pair of small wire cutters may also be useful for disabling some part of the internal mechanism. Usually, only reasonably small locks can be cut through in this way. It may also be possible for the Assassin to cut around a lock with a hacksaw blade. Again, use of such instruments is often fairly noisy (although nowhere near as noisy as using a lock chisel). The main drawback to cutting through or around locks is that it takes a very, very long time. In most cases the attempt will be certain to succeed, unless there are special circumstances - example; the Assassin has only one small rusty file and the lock is a huge combination lock device!

*Magnifying Glass/Lens:* At the DM's discretion, using such an item to inspect a lock may add 5% to an Assassin's chance to open the lock. This only applies if the Assassin has some element of the lock apparatus exposed to his view - if he can see something of the inner workings of the lock.

*Oil and Funnel:* Some locks may grow rusty with age and disuse, and be harder to pick than new locks of the same quality of make would be. Seasoned Assassins know only too well that the locks of doors in dungeons are all too often of this sort. The DM may apply modifiers (- 5, -10, etc.) to the open locks chance for such doors as he sees fit. Rusted and even fairly dirty locks may have a little light oil applied to their insides, usually with the use of a long-necked funnel (and maybe with a short length of rubbery tubing on the end of that). The negative modifier may itself be negated, in whole or in part, by such lubrication. It takes 1 round to apply the oil and 5-10 (d6+4) rounds for the oil to have its effect on the mechanism. Of course, using oil to lubricate a lock helps the Assassin to open it silently. If the DM wants to make a silent movement check for lock-picking, it should be made at +10 if oil is used. Oil is also useful when it comes to rusty door hinges in this context.

### Moving Silently

*Footpads:* These useful equipment items have even had a type of robber named after them, of course. Footpads can be improvised from rags or cloth tied to the feet, or built into footwear—the latter obviously negates any risk of cloth falling off! Footpads are

not considered standard equipment worn by the Assassin because of the disadvantage they have. Their advantage is that they add +5 to the chance for moving silently; the corresponding disadvantage is that footpads reduce traction, and so their use adds a -5 penalty modifier to any climb walls roll the Assassin has to make while wearing them. Cat burglars are advised to use detachable footpads which can be donned after getting over the wall on the way in! As an aside, the normal, unmodified move silently chance assumes that the Assassin is wearing normal, everyday footwear. If for some reason he is wearing hob-nailed boots or the like the DM may readily apply a penalty modifier of -10, -20 or so to any attempt to move silently.

**Silenced Armor:** This is a form of Elven chain. Such armor has each individual link of chain armor wrapped in thin leather or light cloth binding. This to some extent "silences" the armor, at the cost of increasing its encumbrance by one-third above that of normal Elven chain. It is also fiendishly expensive, costing more than plate mail. Of course, it is even rarer than ordinary Elven chain itself. Finding a craftsman and persuading him to make such a suit of armor could be a challenging adventure in itself for an Assassin. The total profile for silenced elfin chain is shown in Table 1 below.

**Table 1**

<b>Silenced Armor</b>	<b>Effect</b>
Pick Pockets	-25
Open Locks	-5
Find Traps.	-5
Move Silently	None
Hide in Shadows	-10
Hear Noise	None
Climb Walls	-25
Read Languages	None

Hide in Shadows

*Camouflage Clothing:* There may be exceptional variants on this—for example, if an Assassin knows that he needs to hide in shadows amongst the crimson curtains of a lady's boudoir he might use a crimson set of clothing. Apart from such singular special cases, there are two general types of camouflage clothing the Assassin will find useful in various situations.

**Dark suit:** This comprises black or very deep blue clothes, usually fairly voluminous robes or what might be termed a "utility suit." Such clothing will usually be lightweight so it can be carried about easily, and worn under normal clothing if needs be. It will always include significant facial covering. If such a suit is worn, it will add +5% to a hide in shadows chance in any area which is shadowy, has a light level equal to dusk or early dawn, or equivalent.

**Woodland Suit:** This has a similar basic design to a dark suit but is made of light clothing dyed in irregular patterns of greens and browns. It adds +5% to the hide in

shadows chance when the Assassin attempts to conceal himself in any suitable outdoors setting such as woodland, a field, or the garden of a town house.

*Charcoal:* Even wearing a dark suit, the glint of moonlight on a pallid white face can give an Assassin away. Blacking up the face (and neck) with charcoal adds a further 2% to the hide in shadows chance for concealment in shadows, dim light, etc. Burnt cork and soot are alternatives. This only counts if the Assassin remembers to cover all the exposed skin, like on the back of the hands!

*Plant Dyes:* Analogous to the use of charcoal in dim lighting, an Assassin can use plant dyes (crushed leaves, berries, certain oily barks, etc.) to disguise his exposed face and hands and add a further +2% to his hide in shadows chance in suitable outdoor settings. Such plant materials are usually rather sticky and smelly, however!

*Weaponblack:* One common problem for the Assassin attempting to hide in shadows is the glint of a steel weapon in moonlight, torchlight, and the like. The way to avoid this is to use weaponblack, a thick, oil-based emulsion. Weaponblack can be coated on to any metal surface and renders it almost completely matte black and reflection-free. If the DM wishes, use of weaponblack can give the Assassin a +5% bonus to hide in shadows. A superior rule, though, is that use of this substance saves the Assassin having to make a second hide in shadows roll if he draws a weapon while hiding, or saves him from any penalty modifier if he has a weapon already drawn when he attempts to hide in shadows initially. Once the weapon has actually struck a blow, the weaponblack will be wiped off. Because it is oil-based, it is also highly flammable. If ignited it will burn brightly, adding an extra 1d4 of damage (although it does not count as a magical weapon) for 1d4+1 rounds. If the Assassin is not protected from fire (Example, with a *ring of fire resistance*) he suffers 1 points of damage per round while holding the weapon.

### Hear Noise

*Listening Cones:* The simplest versions of this item are cones of bronze or brass or some similar material, with the wide end placed against the surface through which the Assassin wishes to hear and the narrow end placed against his ear. Such listening cones add +5 to the chances for detecting noise. A generous DM may allow an Assassin to improvise such an item from the humble wine glass. As noted, with such a hollow cone it is wise to use mesh over the broad end to exclude ear seekers!

If such an item is used for a combination lock (listening for tumblers falling to assist the open locks roll), the Assassin may well need a special miniaturized cone to assist him. The proto-stethoscope may be born here

### Climb Walls

*Clawed Gloves and Shoes:* Clawed overshoes, similar in design to clawed gloves, also existed and may be permitted (although they are a lot less common). The overshoes are slipped over the Assassin's normal footwear. The Assassin uses these clawed items for extra grip on small nooks and crannies of whatever surface he is

climbing, so the bonus to the climb walls roll depends on the type of surface being climbed.

On very smooth surfaces where almost no nooks and crannies exist, clawed gloves and boots will not add anything to the climb walls chance for an Assassin. For smooth/cracked surfaces, clawed gloves add +5% to the climb walls chance, boots add +5% also, the two together add +10%. For any other type of surface, clawed gloves add +10%, clawed boots add +10%, and the combination adds +20% to the climb walls roll. Rates of movement are not altered.

The use of clawed gloves reduces silent movement rolls by -5%, the use of clawed boots by -10%, and the combination by -15%, if the Assassin is attempting to move silently during his climb (Example: trying to evade detection by guards atop a parapet).

Clawed gloves can be used as a melee weapon - no weapon skill is required for their use. A successful hit inflicts 1 additional point of damage to that normally delivered by a fist blow. Clawed overshoes may similarly be used as a weapon, adding damage to a kick attack, if the DM allows such attack options in melee.

**Climbing Daggers:** Climbing daggers have short blades which are stiff, strong, flat, and very sharp. This allows the dagger to be inserted into wood or between bricks with greater ease than an ordinary dagger. They can be used in all surfaces other than very smooth ones. The handle is also flat and quite broad, and usually bound with leather strips or thick string to give the hands a good grip, or even to allow feet easy purchase when the dagger is used as a step. Also, in place of a normal pommel is a broad, smooth iron ring. This allows a rope to pass through, or it can be attached to one of the straps of a Houser's harness (see Misc. Gear, below). Climbing daggers may add +10% to wall climbing chances at the DM's option, although their main use is with a Houser's harness. They may be used in combat, but because of their very different design from that of a normal dagger separate weapon skill is required for their use and damage caused is but 1d3/1d2.

**Grapples:** Grappling irons are relatively heavy iron tools, usually with three or four separate hooks branching from the end. The tool is attached to a length of rope for climbing. The hook is designed to be thrown and to catch on protrusions and thus support the rope and climber(s). The Assassin may throw the grappling iron vertically up to one-third his Strength score, rounded up and multiplied by 10 (in feet). Throwing a grapple takes one round; reeling in the rope and retrieving the iron for another attempt after a failure takes 1d4 rounds. The chance for success when throwing a grappling iron (a d100 roll is used) is shown in Table 2 below:

**Table 2: Grappling Success**

<b>Grapple Target</b>	<b>Miss</b>	<b>Catch and Slip</b>	<b>Catch</b>
Stone Parapet	01-72	73-78	79-00
Stone Wall Top	01-83	84-89	90-00
Tree Branches	01-66	67-70	71-00
Rocky Ledge	01-88	89-93	94-00
Wooden Wall	01-70	71-74	75-00

The DM can adjudicate more uncommon instances from this table. A "catch and slip" result means that the grapple seems to have caught solidly, but will slip free after 1d6 rounds of supporting any load. If the Assassin pulls on a grapple for that many rounds he can dislodge the grapple, whereas a "catch" result means the grapple is securely fastened. If possible, Assassins should test the grapple by pulling on it for six rounds before climbing!

Climbing a wall using a grappling hook and rope adds +40% to the normal climb walls chance.

Noise: Grapples make a moderately loud sound when they land. In conditions of near silence, a successful grapple landing can be heard as much as 400 yards away (depending on the size of the grapple, etc.); an unsuccessful throw (with the clang as the grapple lands on the ground) up to 800 yards away. Obviously, these are ideal instances and in most cases the effective range will be considerably lower. Whatever range is deemed appropriate by the DM, a padded Grapple - one with sacking or some similarly heavy but coarse cloth covering almost the entire surface of the iron - will reduce it by half.

Surprise: While this chapter is not concerned with counter-measures, one instance is irresistible: the cruel DM should be advised that shards of glass set into walls will sever the rope of a grappling line in 2d6 rounds. Broken glass is best set into the tops of walls, of course. A really brutal DM may allow an Assassin near the top of the wall a Dexterity check to avoid falling as the rope severs, success meaning that his hands are now impaled on savagely sharp wedges of glass which are coated in dust and filth, probably giving him blood poisoning if he lives long enough to worry about it.

### Misc. Gear (Burglary)

*Crowbar:* This is a simple all-purpose tool which can be used for forcing windows open, levering open chests with locks which refuse to be picked, and for similar purposes. At the DM's option, use of a crowbar adds +2 to any minor strength test (Example: Bend Bars) roll the Assassin has to make when trying to force open some portal. A crowbar is usually a metal rod 3 to 4 feet in length, with one end slightly crooked and often with a snake-tongue division in it. The DM may allow an Assassin to use a crowbar as a weapon, although non-proficiency penalties are used. Damage is d6+1 versus S/M creatures, d6 versus large opponents if the Assassin has proficiency. Otherwise, it inflicts damage as a club.

*Glass Cutter:* This very simple instrument is usually a small diamond set into a suitable handle, or even one set into a ring. The diamond must be cut to a fine point, and if used in a ring a hinged top should be used to protect the gem. Such a tool will cut through glass fairly quickly. Attempting an entry through a window is always superior in principle to attempting to force a door, since windows cannot be as physically tough as doors and are less likely to be locked; but if they are locked, a glass cutter is highly useful. The efficiency of this item is considerably increased if used together with Tar Paper.

*Houser's Harness:* This is a vital piece of equipment for the serious cat-burglar or housebreaker. Known as a "spider," it is made of linked leather straps, one around each thigh, one running around the waist, and one over each shoulder. The straps link together, to form a tight harness, which can be worn over clothing or leather armor. Attached to the harness are up to eight or so more straps, of varying lengths up to 2 feet. At the ends of these straps are small metal rings, upon which many different devices can be affixed; tools can be hung, climbing daggers fixed, and suchlike. The principal uses of the harness are as follows:

(1) If the Assassin is climbing a wall using a rope, the rope can be run through one or more of the rings of the harness removing any chance of falling from letting go of the rope.

(2) Once the Assassin has reached the point where he hopes to affect a break-in, two of the straps can be fixed to either side of him (usually with climbing daggers, or perhaps with wedges in a window frame, etc). This provides the Assassin with a firm base and allows him the free use of his hands to open a lock, cut glass, check for traps, and for similar actions. Imaginative Assassins will be able to think up many other uses for this handy and versatile piece of equipment.

*Keymaking Set:* This expensive item allows an Assassin to make duplicates of keys he holds in his possession or from impressions of keys made using a wax pad (available as a separate item; see below). The keymaking set is a number of molds, files, small blades, metalworking instruments and the like. It also uses a small oil-burning apparatus for softening and molding metal, so its use is usually restricted to a safe, secure lair where the Assassin will not be disturbed. Duplicating a key takes 1d4 hours, depending on the size and intricacy of the original. A skeleton key (see below) cannot be duplicated with a keymaking set.

The keymaking set permits the manufacture of poor-to fair-quality soft-metal replicas of keys, which are rough in appearance and do not resemble the work of a professional. The duplicate key will open the same locks as the original if the Assassin makes a successful Dexterity test (the DM should roll this in secret). If the Assassin made his duplicate from a wax pad impression, there is a penalty of +2 to this dice roll. The Assassin always thinks his duplicate is a successful piece of workmanship, of course. Only when it is actually tried on the appropriate lock(s) will the Assassin find out for sure.

*Limewood Strips:* These are strips of wood, usually around 4 to 6 inches long and an inch or so high, and very thin. They are also very tough, however, being made of very resilient wood (like limewood, although other, similar woods can be used) and often coated on one or both sides with a very thin coat of toughening varnish. Limewood strips are slipped between a door and its door frame so that the Assassin can raise a latch on the other side of the door and open it normally (possibly after picking a lock). A normal latch can be opened, but a bar is too strong for a limewood strip to lift.

*Sharkskin:* Sharkskin is made from thick cloth, into which are sewn hundreds of tiny curved and barbed hooks, rather like miniature fishing hooks. These hooks are very sharply curved, and are all sewn with the hooks lying in the same direction. Thus, when stroked in one direction the cloth feels perfectly smooth, but in the other it grips tightly

and even tears skin or cloth. Sharkskin is so called, fairly obviously, because it resembles the skin of a shark, which is coated in hooked scales.

Sharkskin can be used as a form of hanging board; a square of the material affixed to a surface with hooks pointing downward can be used to keep tools and such in place. Items can simply be pressed down on the surface of the sharkskin, and they will effectively stick to it. This is most useful for an Assassin climbing a wall and has utility in other circumstances. Sharkskin-coated gloves can be used to assist in climbing walls, in which case they can be treated as clawed gloves (see above) in all respects.

*Skeleton Key:* These were not considered earlier under the pick locks skill because the DM will almost certainly wish to restrict the availability of these items drastically, if they are allowed in the campaign world at all. A skeleton key is one which is capable of opening many locks of several different types, in its most versatile form. The very best designs will open virtually any lock, but it is certain that the DM will not want any PC Assassin acquiring such an item! Rather, four ways of dealing with skeleton keys are suggested here.

First, any individual skeleton key may open locks of up to a certain complexity level. Skeleton keys may be of good, excellent, or superior quality (wretched and poor don't warrant them), and a skeleton key of any particular level of quality can open all locks with a quality the same as, or lower than, that of the skeleton key itself.

Second, a skeleton key can be treated as being equivalent to an Assassin of a certain level; this can be determined by the DM to suit the level of play in the campaign world. If a purely random determination is required, level 7-14 (6+d8) may be used. The open locks chance can be taken as 20%, plus 5% per Assassin level.

Third, a skeleton key can be treated as a "master key"—that is, it can open all the locks in some particular area (such as all the non-residential rooms in the east wing of the vampire's castle). In this instance it is really only a glorified substitute for a bunch of keys, although it saves time having just one key to use. A more interesting variant on this theme is to have a skeleton key which can open all the locks commissioned from a particular locksmith (in the last few years, perhaps). If the locksmith was well thought of and often hired, there could be adventures built around just finding out which locations he had built the locks for, let alone going around opening them all!

Fourth, a skeleton key can be rated as a minor magical item, and removed from the realm of mundane equipment, if the DM wishes to restrict the availability of such a key without banishing it from game play. In this case, rating the key as equal in skill to a high-level Assassin and/or adding major bonuses to pick locks skill for locks up to masterful quality is the best way to use the key.

Finally, note that a skeleton key may open a particular lock, but it does not disarm any trap(s) attached to the lock or portal unless the original key would do so.

*Tar Paper:* This is simply any kind of heavy paper or (more usually) cloth which has been soaked in tar, honey, treacle, or anything suitably sticky. The Assassin usually uses it by slapping it on a window before breaking the glass in a window-pane. The sticky surface keeps all the fragments together as the glass breaks. Noise is considerably reduced, both from cushioning the impact of a hammer on glass and by preventing broken glass from scattering all over the floor beyond the window. If there is

someone within fairly close listening distance, the DM may make a secret move silently roll for the Assassin when using this item.

Tar paper can also be used with a glass cutter (see above), being affixed to the center of the area of glass to be cut out, so that it can be simply pulled out when the cutter has done its work.

*Wax Pad:* This is a small block of wax usually kept in a rigid container to keep it in one piece - the equivalent of a large snuff-box will do nicely. The Assassin uses the wax to record an impression of a key he wants to have duplicated later. Obviously, the Assassin can only do this if he has access to a key, at least for a short time, and if he doesn't wish to take a chance on borrowing the key for a while. From the wax impression, the Assassin can have a locksmith make a duplicate of the original key, or attempt to make one himself using a keymaking set, if he has one.

With very soft wax, which may need heat-softening on the spot, the Assassin may even be able to make a wax impression of such items as heavy seals, which may be capable of being duplicated later - but an expert will be needed for this kind of forgery!

### Misc Gear (Evasion)

*Aniseed:* Aniseed is a simple plant-derived natural flavoring. A small quantity of aniseed extract can be used by an Assassin to ruin any effort to have dogs track his scent, if bloodhounds (or similar) are used by pursuers. Dropping a vial of aniseed down at a suitable place (Example: by the bank of a stream the Assassin crosses, by the base of a wall he traverses, even at a crossroads) will ensure that the dogs' sense of smell is utterly ruined for 1d4+1 hours if they reach the spot where the aniseed has been dropped. A saving throw vs. poison will enable a trained dog to evade the aniseed to some extent, but the sense of smell is still lost for 1d4+1 turns. A spell such as *neutralize poison* or *slow poison* cast on an affected dog will eliminate the effect but the dog will still have to pick up the trail further along, somehow, to continue tracking. The effect of aniseed on any other kind of trained tracking animal is up to the DM, but aniseed should have a detrimental effect on almost anything's sense of smell.

*Caltrops:* These actually come in different shapes and sizes, but the basic form is that of a metal ball with four to six spikes or prongs set into it. When a caltrop is thrown to the ground it always lands with one spike standing more or less upright. An Assassin may throw small caltrops to the ground to slow down pursuers. Caltrops cannot be used as missile weapons, however.

The effect of caltrops depends on how many are thrown down by the Assassin. The base number is 10 thrown down in an area of 25 square feet. Anyone entering the area must make a saving throw vs. paralysis. A successful save means that the character has stepped on one, suffering 1d4 points of damage, and must halt movement. If half the number of caltrops is used (only five in a 25-foot area), the save is made at +4; for every extra five dropped in such an area, the save is made at an additional -2 (up to -6 in total).

A character moving at less than one-third his normal movement rate doesn't need to make a save. A fresh saving throw must be made for each 5-foot section entered in

which caltrops have been dropped. If a pursuer steps on a caltrop, it must be removed before the pursuer can continue. This takes one round. Also, the pursuer must make a second save vs. paralysis to see if he is temporarily lamed. If the save is made, pursuit can continue normally. If the save is failed, the pursuer can only move at one-third normal rate for 24 hours (or until the damage is magically healed).

An ingenious Assassin can even improvise caltrops - in one infamous instance, from a sack of potatoes found in the kitchen of a house being burgled and a small bag of nails carried by the Assassin in question. Modifiers to the saving throws of potential victims can be allowed for such improvised versions!

*Catstink:* Even the best-trained dog (watchdog or tracking dog) finds it impossible to avoid being distracted when there are cats about. This is exploited by the few alchemists who have the recipe for the manufacture of catstink. These few are well-paid by Assassins' guilds for their work, blending various liquids obtained from diverse parts of cats with a few secret ingredients to produce a thick, foul-smelling, brown-yellow liquid, catstink. Catstink is specifically blended to drive any dog to distraction, allowing the Assassin to get past watchdogs as they frantically try to locate the cat which they can smell so pungently. Dogs who can smell catstink will not do anything other than try to get at the source of the smell, no matter how highly trained.

Spells (*slow, neutralize poison*) are only useful if the dog is wholly removed from the smell. Even then the effect of the spell will not be evident until one turn has elapsed and the dog returns to normal. Catstink can also be used to delay dogs tracking an Assassin as he attempts to make an escape, in much the same way as aniseed is used, albeit much more effectively (and much more expensively). The smell of catstink can be picked up by dogs up to 200 yards away, or even as far as half a mile if they are downwind of it.

*Dog Pepper:* This may be dropped on the floor, like aniseed, to put dogs off the scent when pursuing an Assassin. It is less effective than aniseed, however, the pursuing dog being allowed a saving throw vs. poison to avoid the effect of the dog pepper absolutely. If the save is failed, though, the dog is unable to continue pursuit for 1d4+1 turns.

Dog pepper may more usefully be scattered into the air, a small packet holding enough to fill a 10-foot cube. The pepper will hang in the air for 1d4 rounds after being flung into it. A dog entering the area during this time gets no saving throw to avoid the effect of the pepper. If dog pepper is thrown right into a dog's face, the unfortunate animal gets no saving throw and becomes hysterical for an hour, during which time it is totally uncontrollable.

*Hand Lamp:* This is usually a small metal pot about the size of a night-light candle. It has a hinged flip-up lid with a mirror on the inside; a silver mirror is often used, so the item is not cheap. The mirror directs the light, and the lid also works as a snuffer when closed. The lamp provides enough light for the Assassin to work by (Example: when trying to pick a lock in a dark place), while not shedding enough to give the Assassin away (hopefully). Certainly, the dim, focused light is unlikely to be visible at all further than some 20 feet from the Assassin, and even within this range it is very, very dim.

*Hollow Boots:* These come in various forms, but a common design is one with swiveling heels. The heel of the boot is grasped and twisted firmly toward the inside surface. The heel swivels and reveals a small, hollow compartment within the boot. These compartments are very small, and will typically only hold one gem of moderate size or up to four small ones.

The design of the boot is such that there is not an externally visible built-up heel, but nonetheless an Assassin wearing these boots suffers a -5 penalty to any move silently rolls he has to make.

*Marbles:* The use of these is an old chestnut, but perennially popular with Assassins, not least because of their effectiveness. A small bag of marbles (a general term for small spheres of glass, metal, etc.) unleashed over a stone floor to roll around forces any pursuers to slow to half normal movement rate or be forced to make a Dexterity test. If this test is failed the pursuer slips up and has to spend a full round getting up again. Because marbles roll around a lot, a small bag (30 Marbles) will cover a 10' x 30' (or equivalent) area. Small stones and pebbles can only be substituted for marbles if they have been polished, filed, etc., so that they are almost perfectly round—a time-consuming business.

#### Misc. Gear

(Protection and Combat)

*Blinding Powder:* This is any powder which is irritating to the eyes, disabling to the victim as a result. Powdered stone, pepper, dust soaked in onion juice, and strong ammonium salts - blinding powder can be made from many ingredients. Blinding powder is only useful if it is thrown right into the eyes of a victim. This counts as a called shot (which incurs a -4 attack roll penalty) with an additional (doubled) penalty, for a total of -8 on the attack roll. The Dexterity bonus of the person throwing the powder applies to the attack roll. Further, the base AC of the target ignores any armor or shield used, save for the use of a helmet or helm; magical protection such as *bracers of defense* or a *ring of protection* protect the target, as does Dexterity (unless the attack has an element of surprise).

If blinding powder strikes a victim the effects are the same as those of the *stinking Cloud* spell (see the OSRIC™ core book, page 100) save that they last for 2d4+2 rounds and no saving throw is allowed. If the victim can wash his eyes with plenty of water, the effect will only last for one round after the eyes are washed. Although blinding powder can contain some unpleasant ingredients, it has no permanently damaging effects on the eyes.

*Death Knife:* This sinister instrument can appear to be a bladeless knife, but it is more often disguised as something more innocent such as a case for a comb or spectacles or quill pen, a tool of some sort, etc. The disguise will not fool any close inspection, however. The blade of the knife is within a barrel inside the handle and is spring-loaded. The knife is triggered by pressing a catch on the handle; the blade shoots forward with considerable force. The weapon does the same damage as a normal

dagger, although one point of damage is added for a first strike when the blade is triggered.

The obvious advantage of the death knife is its capacity for surprise. Since it doesn't look like a weapon until the blade is sprung, a victim can be taken totally off guard by its use. If the target does not realize a blow is coming and the thief manages to get the weapon close to the body of the victim so that a lunge can be made with it, any strike is treated as a backstab, with standard hit and damage bonuses, given the surprise element.

A backstab is not always literally a stab in the back! An envenomed death knife in the hands of a skilled assassin is an extremely dangerous weapon, and the DM may wish to rule that since the blade has to be concealed for some time before a strike there is a 25% (or higher) chance that the poison will have dropped from the blade before the assassin strikes with it.

*Folding Bow:* Bows are very useful for thieves, but are very hard to conceal because of their size and shape. A folding bow solves this problem, dividing neatly in half when unstrung, making it a much more suitable size and allowing concealment—for example, in a thigh sheath. Only short bows have folding-bow equivalents. The joint in the middle of the bow weakens it, however, reducing the effective ranges to S 4, M 8, L 13, and lessens the total damage by 1 (but any hit causes at least one point of damage).

*Pin Ring:* This simple weapon is a ring with a flip-up lid, below which is a needle capable of delivering a dose of poison (or knock-out drug, etc.) to the target. The most primitive version of this will have the pin simply sitting in a small reservoir of liquid drug or toxin. Since administration of the poison/drug is rather haphazard here, the victim receives a bonus of +2 to any saving throw against its effects. Subtler and more refined designs have a needle capable of drawing up liquid from a reservoir, so that only a normal saving throw (or even one with a -2 penalty) applies. The DM should decide which to allow in the campaign (both can exist at the same time, of course).

An attack with a pin ring is called a shot (with a -4 penalty to the attack roll) because it must strike exposed flesh—the pin will not administer poison through any significant thickness of clothing. A strike to the neck is the time-honored way of making sure the toxin gets into the bloodstream quickly. The DM may rule in unusual cases that no called shot is needed (Example: the thief surprises a victim in his bath) or that the pin ring cannot be effective at all (Example: the victim is clad from head to toe in field plate).

*Sword Stick:* This is simply a long, slender, rapier-like blade concealed within what appears to be a simple walking stick or cane. The long and thin blade requires a weapon skill to be used most effectively. Damage done by the blade is as per a short sword. It takes one round to draw the blade from the sword stick and ready it for use. The main use of the weapon, obviously, is the possibility of smuggling it into places where weapons are not permitted.

It is highly doubtful whether anything like a sword stick existed in medieval times, but this weapon definitely adds some style and dash to a campaign. Since it does less

damage than most swords (and requires weapon skill) the DM should consider allowing it in his game.

*Wrist Sheath:* This small leather sheath is made to hold a knife or dagger, and is strapped to the forearm (below the sleeve of a garment) so that the weapon can be flipped to the hand by an arm movement and the blade readied for action. A dexterous thief can work a blade into his hand by arm movements disguised in the context of changing posture while sitting in a chair, or similar, seemingly innocuous moves. Again, the obvious advantage is that of concealment.

Variants on this theme are drop sheaths, which are usually sewn into leather jackets or similar articles of clothing. Here, release of the dagger from the sheath can be triggered by mechanical means (pressing a jacket sleeve stud, etc.) or by muscular stimuli triggering pressure pads (tensing the biceps firmly against the fist of the other arm, etc.).

### Miscellany

*Blade Boots:* This exotic title is a catchall for specially modified boots which have concealed blades within them. The blades have to be small, of course; they are usually little bigger than modern-day razor blades. They are usually concealed in secret compartments in the heels of boots (see Hollow Boots above), but slender blades can even be hidden in the soles of boots. Such blades are of little use as weapons, but can be used to slit pouches and purses, to cut ropes, and for similar tasks.

*False Scabbard:* Thieves can employ stout scabbards which are slightly longer than the swords which fit into them, leaving a length of scabbard at the end which is a separate, hollow compartment. Usually, this can be accessed via a sliding panel at the end of the scabbard. This hollow compartment can be used to conceal a great many kinds of things, either to smuggle them in (poisons, dog pepper, blinding powder, etc.) or smuggle them out (gems and such). Some are so well-designed that the compartment can be entered from above or below, so that the thief can use the false scabbard as a snorkel (or, more correctly, as an underwater breathing tube) if he has to stay concealed in the water for any reason.

*Hand Warming Lamp:* This small lamp is oil-burning, with a reservoir of oil and a small wick sunk into an earthenware shell. It is used by the thief to warm his hands, by cupping them around it, if cold would otherwise impair his talents (try picking a lock with frozen fingers!). Virtually no light is produced, the aim simply being to warm the hands. The simplest version of this is a corked earthenware sphere which can be filled with hot oil before the thief sets off on his work, to be drawn from a pocket and held in the hands when needed.

*Water Shoes:* Water shoes are simply large, wickerwork basketlike devices which are worn over the feet (and come to mid-calf height). The thief balances in an upright position and propels himself across the water with a paddle or oar. The DM may insist on a move silently check at some stage. If anything startle the thief (such as an arrow

whizzing past his head or some monster rising up in the water), a Dexterity test may be called for to avoid falling over into the water.

In the Tables below, the cost, weight, and legality of equipment items are listed. These are listed in a series of tables, listed first as skill aids, then listed by events (like evading, etc). A few don't appear; there are no prices for the poles for example. Cost and weight are as per the *OSRIC*™ format and clothing items have weights listed for them but are also denoted by the letter "C." They add nothing to encumbrance if worn normally. Legality of the items is important. Items are listed as L (legal; freely available on the open market), S (shady; available in more liberal countries and in dodgy backstreet shops under the counter), and I (illegal; from a thieves' guild and the like, only). Some items get a split classification, e.g., "L/S." This may be because they are borderline or because they are legal for some narrow, specific occupational usage only (and there may be restrictions on their sale).

Finally, items marked with two asterisks (\*\*) may be hard to obtain even if not Illegal, for various reasons. They may need rare craftsmen to make, basic ingredients may be hard to find (e.g., black dragon acid!), and such. The item description should make clear why an availability problem may exist. The DM should determine availability rather than using a random roll.

<b>Picking Pockets Gear</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Arm Sling	L	3 CP	Nil
Mini-Blade	L	5 CP	Nil
Razor Ring (Iron)	S/I	2 GP	Nil
Razor Ring (Silver)	S/I	10 GP	Nil

<b>Open Locks Gear</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Thieves' Pick	I	30 GP	1
Acid, Metal-Eating (1 vial) **	L	50 GP	Nil
(Lock) Chisels, set of 3	L	2 GP	1
Hacksaw (equivalent)	L	3 GP	1
Hacksaw Blade	L	6 SP	Nil
Metal File	L	5 SP	Nil
Wire Cutters	L/S	1 GP	Nil
Funnel, small	L	3 CP	Nil

<b>Moving Silently Gear</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Footpad's Boots	I	8 GP	3C
Silenced Armor **	S	750+ G	50

<b>Hide in Shadows Gear</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Dark Suit	S	30 GP	5C
Woodland Suit	L/S	35 GP	5C
Charcoal, Bundle	L	2 CP	Nil
Weaponblack (vial)	S	2 GP	Nil

<b>Hear Noise Gear</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Listening Cone (Brass)	L	2 GP	Nil

<b>Climb Walls Gear</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Clawed Gloves **	I	20 GP	1C
Clawed Overshoes	I	15 GP	1
Climbing Dagger	L	5 GP	1
Grappling Iron	L	3 GP	2
Climbing Spikes, Iron (10)	L	5 SP	4

<b>Misc. Gear (Burglary)</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Crowbar	L	6 SP	4
Glass-Cutter (handheld)	L/I	120 GP	1
Houser's Harness **	I	25 GP	2
Keymaking Set	I	60 GP	6
Limewood (as bark Strips, 10)	L	3 CP	Nil
Sharkskin (per sq. foot)	L/S	12 GP	1
Skeleton Key	I	Varies	Nil
Tar Paper (1 Sq. Foot)	I	6 SP	Nil
Wax, Block	L	3 CP	Nil

<b>Misc. Gear (Evasion)</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Aniseed (vial)	L	2 SP	Nil
Caltrops (10)	L/S	3 GP	1
Catstink (vial)**	S/I	40 GP	Nil
Dog Pepper, a packet	S	1 SP	Nil
Hand Lamp (with silvered Mirror)	L/S	10 GP	1
Hollowed Boots	I	15 GP	3C
Marbles, bag (30)	L	2 CP	Nil

<b>Misc. Gear (Protection and Combat)</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Blinding Powder	Varies	Varies	Nil
Death Knife **	S/I	12 GP	1
Folding Bow	L/S	45 GP	2
Pin Ring (Iron)	S/I	2 GP	Nil
Pin Ring (Silver)	S/I	10 GP	Nil
Sword Stick **	L/S	25 GP	4
Wrist Sheath	S	3 SP	Nil

<b>Miscellany</b>	<b>Legality</b>	<b>Cost</b>	<b>Weight</b>
Blade Boots	I	15 GP	3C
False Scabbard **	L/S	12 GP	1-2
Hand-Warming Lamp	L	2 SP	Nil
Water Shoes, 1 pair	S/I	5 GP	1C