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# URBAN DRESSING: THIEVES



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# URBAN DRESSING: THIEVES

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*This instalment of Urban Dressing presents loads of great tools to customise the thieves in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Thieves is an invaluable addition to any GM's armoury!*

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## CONTENTS

Table A: Pick Pockets & Confidence Tricksters .....	2
Table B: Thugs & Bashers.....	4
Table C: Skilled Thieves.....	6
Table C: Hooks, Complications & Opportunities.....	9

## STAT BLOCKS BY CR

CR		PAGE
1/4	Urchin CN young human expert 1	9
1	Cutpurse CN human expert 3	9
1	Human Thief CN human 2	9
3	Thug CN male half-orc fighter 2/rogue 2	9

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TABLE A: PICK POCKETS & CONFIDENCE TRICKSTERS

They're the hand slipped into your pocket. They're the ones scampering through the crowds with your coin purse. The ones willing to break windows and snatch food from market stalls for the merest copper—or just to survive. No theft is too small, no trinket worthless enough not to lift.

D%	
01-04	Toggly Bellast (N male gnome expert 1) keeps his purple-black hair cut short and twitches like a magpie, unable to resist the allure of any shiny thing in someone else's possession. He wears many pouches – all stuffed full with the many mundane items he has recently lifted.
05-08	Phaedri Lothwin (CN female elf expert 2) often prowls the rooftops, studying potential targets from above. Then she drops down beside them to make the snatch and run before they realize what's happening. Her lithe form is perfect for crouching among the shingles and chimneys.
09-12	Ulumt Umult (N male human expert 2) is forever juggling items in his calloused hands, brown eyes gleaming with delight at his talent. Rocks, daggers, coins...he creates intricate patterns of items in the air to distract his victims so he can pluck from their pockets as they watch.
13-16	Avrit Ogglestent (N male halfling expert 2) has a spotty record as a pickpocket, and the scars on his cheeks are evidence of victims lashing out with blades or fingernails as they try to capture or dispatch him. Knob-kneed, he runs with a bumpy gait. He is nervous and hates the threat of violence; he doesn't target obvious warriors and is a bit of a coward.
17-20	"Ripples" Dernstle (CN female halfling adept 1/expert 1) uses her over-large feet to trample others' toes when darting off with snatched goods. She wears a manic grin even when being chased, and loves causing a good bit of chaos in a crowd to cover her escape.
21-24	Tholosa Ervia (CG female half-elf bard 1) possesses a lovely voice, almost as fair as her face. She tends to target merchants in marketplaces, and the few who know her well say she drops off a portion of everything she steals at a nearby orphanage. She sings lullabies to herself every night until she falls asleep in whatever hole she's tucked into.
25-28	Laya Falto (CE female human wizard 1/rogue 1) employs her meagre magical skill to make people's attention slide away from her until she's gotten close enough for a snatch. Then, once ducked around a corner with the bounty, she muddles her plain, blocky features and changes the colour of her hair to avoid being singled out as the culprit.

29-31	Oma Ger (N female human rogue 1) is constantly popping her huge knuckles as she scans the crowds for a target. Despite her oversized hands, she's deft enough in lifting coin purses, and you can always tell when she's made a steal because she'll be grinning from ear to ear, revealing teeth that would put a horse to shame.
32-33	Fidst Huntle (CN male gnome rogue 2) has a collection of pet rats, each as grimy and stringy-looking as him. He always keeps one about his person, and slips into posh eating establishments, where he'll set it loose in the common area. As the patrons react predictably to the rodent, he works through their midst, lifting coin and silverware alike.
34-36	Elbius Ollory (CG male halfling expert 2) has been hanging around kitchens, bakeries and inns long enough that most cooks in the city recognize his rumpled black hair and squinty blue eyes. And they know to hide any baked goods until he's gone, otherwise the delicacies will vanish into his stomach the moment their back is turned.
37-39	Quili Wendst (LN male half-elf rogue 2) often sets up tripwires in alleys and around tight corners, and then slips his thin figure into a nearby nook until a victim comes along and tumbles face-first to the cobbles. Then he pounces on them and grabs what he can, sprinting off before they can recover.
40-42	Pol Jupple (N male elf sorcerer 1/rogue 2) goes about wrapped in a concealing robe and hood. No one can recall what he looks like, even if they have a long conversation. As he moves through the crowded streets, people find their purses and possessions suddenly missing, even if they were standing across the way from Pol. He has no real friends and lurks in the forgotten cellar below a ramshackle tavern.
43-45	Ryun Zer (N male human rogue 1) has only one hand and ear, the others cut off as punishment for being caught stealing. This hasn't slowed him down from still trying to prove himself a master thief. At this rate, though, he soon won't be much more than a scrap of flesh, bumping his way through crowded markets or begging on the side of the road. Occasionally, he masquerades as a beggar.
46-48	Obles Numon (CN male human commoner 1) likes to shamle around marketplaces, finding unsuspecting targets and getting right in front of them. If his stink doesn't make them turn away (giving him a first opportunity to dip their pockets), he'll thrust his left hand in their faces—the sight of the mangled, fingerless stump inevitably causes them to recoil in disgust, and he'll make his snatch during the distraction.

49-51	Hada Lilifoot (CN female gnome expert 2) has been blind since birth, but that hasn't stopped her from robbing others blind. In fact, her heightened sense of smell and hearing gives her an edge in getting in and out of a steal unseen. She walks hesitantly in public (but can dash about when needed), tapping her way with a stick she uses to whack away unwanted touches.
52-54	Bomi Takora (CE female human expert 1) has always found it's easier to steal from those who pity you. So she's disguised her fair skin with mud and her healthy body with bandages and sits on a beggar's mat most days...until she find a compassionate soul who tosses a silver into her bowl, rather than a copper. Those, she follows home.
55-57	Dita Fens (CG female gnome rogue 2) believes in a thief deity, and so considers it her form of worship to slip into the temples of other gods and snitch from their coffers. She often enters as a patron seeking prayers and blessings, and leaves with her robes heavy laden with holy coin.
58-60	Noral Opalskein (N female dwarf expert 2/rogue 1) runs a jewellery stall in the market; most of her items are fakes. But when people stop to inspect her wares, she deftly switches their real items with convincing mock-ups while helping them try on various pieces. Nobody suspects the dwarf with the gleaming blonde hair and shining smile.
61-63	Teppit Crundle (CE male human rogue 2) has a snivelling air and nose that never stops twitching. He makes it his business to know most other thieves in the city, so if he's ever caught, he's got plenty of snitch material to offer up in exchange for his being let go.
64-66	Sagis Rudibar (CN male half-elf commoner 1) hobbles along on a crutch, one leg tied up behind him to look like a cripple, all rags and tragedy. His crutch has a hollow compartment where he conceals any small valuables he filches from others. He likes to sing and whistle when at work.
67-69	Athele Delera (N female gnome expert 1) steals from the poor to give to...well...herself. Beggars of all sorts are her primary target, and her teal eyes gain a vicious glint whenever a well-meaning soul tosses a heavy handful of coin into the nearest alms bowl.
70-72	Suna Donown (N female human adept 1) wears a dirty priestess robe that's seen years of wear and tear. Her hair hangs bedraggled and as filthy as her outfit. She mutters blessings and curses as she wanders the back streets, stealing what food and coin she can. She promises to cast powerful spells for money, but just runs off when she's got the coin.

73-75	Hassar Junth (N female human adept 1/expert 1) loves the idea of thievery, but suffers from a terrible malady—a conscience. Short and stocky, she's developed some talent; but even when she is successful, she often feels so guilty about the theft, she anonymously returns the stolen items.
76-78	Vand Munet (LE male human expert 1/warrior 1) loves picking pockets, but it's a serious wound to his pride when he's caught. As such, if anyone tries to grab him before he gets away, they're likely to get a finger (or whole hand) lopped off by the meat cleaver he carries.
79-81	Plunk Erregard (CG male dwarf warrior 2/rogue 1) has only been forced to steal in order to pay for the healing tinctures that keep a vicious lung infection from killing him in a matter of days. His black beard is speckled with crusted blood from his constant hacking, which has made it harder for him to steal as the disease progresses.
82-84	Olstrum Havarrer (CG male gnome adept 2/expert 1) may be old for a gnome, wrinkled and starting to grey, but his hands haven't lost the dexterity decades of working quill and parchment have gifted him. Now that business has dried up, thieving is the only income he has to keep his family from starving.
85-87	Xellar Vul (N male elf aristocrat 2/rogue 2) lost his family's fortune to a band of conmen. In seeking them out for revenge, he learned many of thieving skills and funds his search in this manner. He retains a fierce pride, and walks with a regal air.
88-90	Onnock Lodestar (N female dwarf expert 1) had been taught to use her hands and tools in a smithy—but found it faster to use those same tools to break into buildings and safes. Quick with a joke, her brown eyes hold a constant wariness.
91-93	Pockle Dockle (CN male gnome expert 1) wanted to be a great magician, but lacked any significant magical skill. So he taught himself sleight-of-hand and set about earning his keep by tricking others' senses, most of the times without their realizing any trick had occurred.
94-96	Juti Thims (CN female halfling adept 2) developed a formula for flash powder that she tosses in a target's face. The resulting dazzling light leaves them dazed long enough for the skinny halfling to riffle through their clothes and dash off.
97-100	Guruj Kollum (NE male half-orc rogue 1) loves to eavesdrop on adventurers in taverns, catching word of what treasure they might've rescued from a nearby dungeon lately. Then he'll attempt to slip into their rooms later in the night and make off with whole chests of goods.

TABLE B: THUGS & BASHERS

Subtlety, tact, discretion and cunning. Some thieves lack all four of these qualities. These are the thugs who lurk in alleyways, naked blade in hand.

D%	
01-07	Dredge (CE male human warrior 3) doesn't wander far from the river. A hulk of a man, his nose always sniffing and dribbling, he eyes passersby as if they're a slice of mutton. He robs others by grabbing a victim's face in one of his huge hands and threatening to tear it off unless they pass over everything of value.
08-15	Dengle Wreste (N male half-elf fighter 2/rogue 1) once made good money in a fighting ring, until his sponsor discovered he threw bouts for gold. Now he employs his chokeholds on unfortunates who walk down the wrong alleys and bump into a scraggly half-elf with a fighter's grimace.
16-22	Kellen Ostole (CE male human fighter 1/rogue 1) has the philosophy of "What you don't know and can't see will definitely hurt you." As such, this handsome young man prefers to bludgeon his victims from behind and leave them bereft of all personal possessions by the time they wake.
23-29	Munda "Toll" Racit (CE female human rogue 2) has set herself up as a "toll collector" in seedier areas of town. If you see this muscled, glowering woman watching over a doorway or alley you need to go through, you might as well find another way. She won't let you pass unless you pay a "admittance fee" or resort to violence.
30-37	Frothle Unnagun (NE male half-orc rogue 2) is missing one eye in his scarred face, but that doesn't stop him from picking out wealthy targets who need a lightening of their load. His method is simple. Stab. Steal. Walk away.
38-45	Gollick Tym (CN male half-orc warrior 2) doesn't like things getting in between him and money (especially other people). With broad shoulders and simple wit, his habit is to simply break down doors and windows of empty homes, walking straight in and out with whatever he can carry.
46-53	Rundah Pinth (LE female half-orc rogue 2) takes great pleasure in throttling her targets until they pass out. Then she takes her time sorting through their goods. Anyone crossing her path while she's looting joins the passed-out patsies.
54-60	Tobian Erun (N male elf warrior 3) has a growing armoury stashed in a cellar, thanks to his habit of stealing weapons. From the tiniest dagger to the largest warhammer, this muscular elf loves to liberate well-crafted weapons from the hands of the unskilled. He has a particular preference for enchanted arms.

61-66	Argunt Cromost (NE male half-orc warrior 1) is rarely sober, and when he is, he only enjoys stealing one thing—alcohol. Any vintage or brew he can lay his hands on, even if he has to snatch it straight out of a tavern-goer's hands and chug it down before they can respond. He is skinny for a half-orc and has blunted tusks.
67-73	Schona Ammoon (NE female half-orc warrior 1/expert 1) is a mute that moves about quietly for all her bulk, and the beads woven into her hair make a quiet clatter. If anyone ever spots her face during a steal, the worse for them. She'll find them later and cut out their tongue to keep them from identifying her as the thief.
74-80	Vopen Font (N male dwarf fighter 2) is a young dwarf who has a keen talent with slings. Wiry for a dwarf, he'll line up a pebble with a target and let fly, producing a sharp sting or dazing hit to the skull. As the person recovers, that's his opportunity to trundle by and say he saw the urchin that threw the stone, and will point them out for a small fee.
81-85	Hool Unnagun (NE female half-orc warrior 2/expert 1) watches over a ragtag gang of pickpockets, making sure they always deliver a cut to her in the evening, in exchange for a safe place to sleep under her watch. Her gray eyes are surprisingly kind, but her tusked smile can turn cruel.
86-92	Cajira Filis (NE female elf expert 2/warrior 1) believes the most valuable thing she can steal is another's life. Trim and with a coiled strength, she holds a harsh beauty with a sadistic gleam to her golden eyes. If she's ever caught in the middle of a theft, she gives up trying to rob and simply turns to killing her target. She'll leave the loot behind in these instances.
93-96	Jundo Munst (CN male human warrior 2) knows his ugly, lumpy face marks him as little more than the thug he is. He doesn't try any fancy tricks, but prefers to rob victims with the tried-and-true tactic of cornering them in an alley with a dagger to their throat. A strategy that has kept him in the coin for now.
97-100	Lipswit Naer (LE male halfling adept 2/expert 1) possesses strong hands and nimble feet, allowing him to clamber up most walls or other vertical surfaces. Many a sleeper has woken to find a small, masked face leaning over them and a dagger to their throats. Their survival depends on how quickly they lead him to their valuables.







TABLE C: SKILLED THIEVES

There are thieves...and then there are those who put pickpockets and back-alley muggers to shame. These are the ones that get a real rush out of performing the perfect con or daring heist. Quick of wit, eye and blade, they'll leave you coinless, yet none the wiser for your sudden poverty.

D%	
01-03	Dalo Wumple (CE female halfling bard 5) loves to throw her voice into odd corners, distracting victims, or even causing arguments between two innocents that she can use as a distraction to acquire their goods.
04-06	Undra Sozonk (CG female half-orc rogue 3/fighter 1) often disguises herself and gets jobs guarding banks or other financial establishments. Then she learns the layout and routine, biding her time until she can empty the place in a single night while she's on shift.
07-09	Gerb Lerries (NE male human bard 4) possesses a perfect memory for maps. He uses this to memorize building layouts for infiltration, as well as plot escape routes through the city. Loves discovering hidden doors and tunnels.
10-12	Yelf Thungerd (NE male dwarf rogue 6) has a fondness for dirt and darkness, and has turned this passion into tunnelling under the city which he does almost nonstop. These tunnels connect with countless cellars and back rooms, which he uses to slip in and out unseen, making off with whatever he wishes.
13-15	Dok Anuk (CN male half-orc rogue 3/fighter 3) has an easy, if toothy grin. Maybe it's because his favourite method of robbing another is sidling up to them and whispering incredibly creative threats, detailing all the terrible things he'll do if they don't hand over the coin. And if they balk, he backs those threats up.
16-18	Tibby Arzoli (CN female gnome rogue 5) has disproportionately long legs and toes, and she uses these to good effect, having learned to pick pockets with her nearly prehensile toes. Gangly, with bright yellow hair and eyes, she gets vicious if anyone dares call her a "monkey."
19-21	Pedge Vikkers (LE male human rogue 7) leaves notes behind every time he makes off with household valuables, thanking the previous owners for their "donation." Effeminate handwriting and a penchant for floral language is the only thing known about him.
22-24	Erzen Molo (LE male human fighter 2/rogue 5) must have some sort of fierce blackmail on the local watch. Anytime he gets caught thieving and hauled off, he's out on the streets within a day, smirking and blowing kisses to the ladies. He never even pays a fine.

25-27	Atherli Blestein (CE male human aristocrat 2/rogue 7) comes from a wealthy family, and financial responsibility was drilled into his head from a young age. Now, this red-headed, freckle-faced man steals all the coin he can to keep it safe from those who would otherwise squander it on ill-thought investments or base pleasures. It's for their own good, really.
28-30	Cisa Holze (CE female human wizard [enchanter] 8) is a slender, doe-eyed young woman who got kicked out of a school of mages for kleptomania. Now she employs her magic charms to temporarily persuade targets to hand over their goods and then forget she was there.
31-33	Jogo Ligrump (N male dwarf fighter 6/rogue 2) likes to snatch items from folks in plain sight and dare them to try and take it back. With rock-hard fists and a harder forehead, he fights like a demon to keep what he's taken. Plenty of victims have decided it's not worth the effort to confront him.
34-36	Erbent Mikash (N male dwarf rogue 5) enjoys stealing from folks in a more legal manner—gambling. He always ensures the games he offers looks good on the surface, with odds subtly rigged in his favour. His swarthy complexion and affable nature often charms people into playing when they really should know better.
37-39	Xiga Naggles (N female half-orc barbarian 4/rogue 3) has a stride that could outrun a horse. Even if she is spotted, with her grey-green skin and orange hair making her easy to pick out, the guards have never succeeded in catching her once she's made a snatch. She guests in low-class taverns and is always moving about.
40-42	Jonly Timmons (CN male halfling rogue 5) has a stash of jewellery he keeps in his hidey-hole, where he goes and prances about, adorned with dozens of rings and other finery. His thick hair hides large, blue eyes that widen at the sight of a particularly fine bauble.
43-45	Quon Derler (LE male half-elf rogue 5) lets his victims do the work for him. He'll break into a noble's house and wait for the owner to come home—helping himself to the larder in the meantime. When the owner returns, he greets them with a blade and has them direct him to the hidden safe.
46-48	Wottle Jergen (N male human fighter 4/rogue 2) has found easy pickings in getting himself hired as a caravan guard. His spic-and-span armour and clean-shaven demeanour gives him an official air that merchants find refreshing. Not so refreshing, though, when they wake up one morning to find him gone with their most valuable goods.



49-51	Rin Damans (NE female gnome rogue 5) feigns a wounded leg, or perhaps a foot trampled by a passing ox and cart. When someone responds to her wails, she asks to be carried to the nearest healing house. Along the way, she uses the excuse of clinging to them to relieve them of what goods may be on their person.
52-54	Rickles Semerson (NE male halfling rogue 4) disguises himself to look like a child and gets himself in an orphanage, where he doctors the books to be adopted by the next wealthy couple to come by. Then, after enjoying the hospitality of his new “parents” for a few days, he makes off with all household valuables and repeats the ploy with another disguise.
55-57	Olgben Nottle (CE female half-orc rogue 4/expert 4) is a popular fence who works with most of the city’s criminal factions. Her steely gaze is as heavy as her tongue, and she always ensures the best prices—both for her and her clients.
58-60	Prots Rangle (N male human rogue 6) only possesses two fingers on either hand, but uses them effectively to pinch every coin out of the nearest pocket. To relax, he works as a bartender in a popular tavern, entertaining guests by his two-fingered pouring and serving tricks.
61-63	Coorman Legrum (CN male human fighter 3/rogue 3) is a strapping lad with a shock of long white hair. In order to negate any guilt he feels for his thievery, he donates a full tenth of his earnings to various charities around the city.
64-66	Betsel Bregund (CE male human rogue 5) will enter a shop during the day and find a way to secret himself away in a closet, barrel or other hidey-hole. Then he emerges at night after the merchant has closed shop, and helps himself to any goods lying about.
67-69	Evoll Drasterfort (N male elf aristocrat 2/rogue 5) wanted a challenge in life, no longer finding his noble lifestyle satisfying. So he hired several master thieves to teach him the shadowy arts and took to stealing simply for amusement’s sake. Black-haired and purple-eyed, he is forever looking down on those around him, no matter how tall they truly stand.
70-72	Dinny Opet (LN female half-elf aristocrat 1/bard 4) always wanted to be part of the nobility; but since no prince would marry her, she’s settled for masquerading as a minor baroness at parties and thieving valuables from the guests. She employs her natural beauty and cultured manners to just such an end, and few have thus far pierced her facade.
73-75	Abay Urian (N female halfling rogue 5) is skeletally thin, and uses her spare frame to slip through cracks and barely open windows. She often targets churches and temples, stealing holy relics and gilded decorations to pawn.

76-78	Grensh Kunch (N female half-orc fighter 4/rogue 3) has filed her nails to fine points, and uses these to prick and puncture various nerve endings in her targets, inducing paralysis. Then this otherwise short and stout half-orc takes what she wishes while grinning into her victim’s frozen eyes.
79-81	Eta Vickles (N female gnome fighter 3/rogue 2) uses her natural height to an advantage by hiding under barrels and crates, waiting to hamstring targets that walk by. As they fall and bleed out, she loots them, promising to send the guards quickly if they don’t struggle. Bright red hair and golden eyes give her a fiery appearance.
82-84	Losheck Hurms (CG male human sorcerer 4/rogue 2) prematurely ended his apprenticeship to a wizard when he stole a scroll of levitation and vanished into the night. Having since committed the spell to memory, he uses his magic to levitate items of value out of their owners’ pockets, purses and homes.
85-87	Cholos Denner (N male half-elf rogue 7) never goes anywhere without his mask, and many wonder what it and his soft voice hides. He’s often hired to steal objects of personal, rather than actual material value from highly secured estates, and he has yet to fail such a contract.
88-90	Raman Onnz (N male human rogue 4/wizard [illusionist] 5) is a dark-eyed, pot-bellied man who inspires little thought of the usual thieving type. However, his ability to conjure illusionary walls gives him a mean of camouflage and escape that has enable his ongoing exploits.
91-93	Clinst Flather (CN male human rogue 6) owns a variety of dens and boltholes around town that he “rents” out to his fellow thieves—offering them temporary anonymity and security for a hefty cut of their latest haul.
94-96	Zoola Forrow (CE female human rogue 9) runs an expansive thieves gang, made up of the toughest crooks in the city. How she keeps the rabble in line is unknown. She keeps herself shaved, revealing lines of ugly scarring along her skull.
97-100	Nadel Kormean (CG female elf aristocrat 3/rogue 6) runs a gang that works on the city outskirts, robbing from any caravan foolish enough to pass through their neck of the woods. She then disperses the wealth she accrues to the poor and needy – minus what’s needed to keep her gang clothed and fed. A fat monk is her second-in-command. She often wears outfits all in verdant green.

TABLE D: SPECIALISTS

Sometimes a specialist thief is called for. Able to climb any wall or open any lock, they are the stuff of nightmares to the wealthy.

D%	
01-07	Durolf Allamay (CN male human rogue 7) is a thin, balding man who can slice purse strings so finely, you won't notice it's missing until the next time you reach for it. Always has daggers tucked up his sleeves.
08-15	Adorai Klept (N female human rogue 8) has mastered every sort of lock and latch in existence, and she's even grown bored of lesser challenges. Her long, spider-like fingers often wander to the pick set she keeps concealed.
16-22	Aggel Ock (CE male half-orc rogue 9) was given a puzzlebox as a child and opened it by breaking it open over another playmate's head. Since then, he's learned to crack all manner of latches, lockboxes and safes. In fact, any sort of lock is a personal affront to him that must be eliminated.
23-29	Therian Loust (CE male elf rogue 7/fighter 2) employs superb acrobatic skills to walk rooftops and leap through open windows, whereupon he relieves the inhabitants of their valuables. He also is practically untouchable in a fight, as he tumbles and dodges every blow. Sandy-brown hair dusts over green eyes that are filled with mirth. Several women are smitten by the rogue, but would be terrified if they learnt what lurks in his heart.
30-37	Pheruth Dewson (CN male half-elf bard 7) was raised in the theatre and now employs his talents to take on countless personas at a moment's notice. He can talk his way into almost anyone's confidence, and talk his way out again with their valuables. Not to mention his skill with stage makeup. He is wildly egotistical and loves being the centre of attention. He sulks if ignored.
38-45	Vally Gumont (CG female gnome rogue 7) often climbs the highest structures in the city, moving up walls almost spider-like to peer down over what she considers her domain. There, she studies patterns in the crowds below until she divines an easy mark. She loves feeding the birds of the city – and several of them eagerly come to her outstretched hand.
46-53	Zala Manlot (CE female elf bard 4/rogue 3) is a master of disguise and can make herself look like a male or female of various races. She's often pulling off wicked cons that involve romantic triangles and high society scandals, in which she is actually at least two corners of the triangle. Her true hair colour is brown, but anything beyond that is unconfirmed.

54-60	"Uncle Shade" (CN male halfling rogue 8) is a grey-eyed, grey-skinned, grey-haired halfling with a singular talent for hiding in shadows. He can remain unseen in the smallest patch of darkness, and can slip from one shadow to another without detection, even if others are watching for him.
61-66	Rollo Cench (LN male human bard 8) is able to play almost any musical instrument he touches. As such, he's often hired to provide entertainment at upscale parties...where he then whisks away jewellery, silverware and other goods and stashes the takings in his instruments.
67-73	Staloea Phillerese (CN female human expert 4/rogue 4) is obsessed with art and has a remarkable talent for painting forgeries. She then slips into galleries and private collections, where she swaps out the forgeries for the originals, and either sells them off or keeps them for her own growing collection.
74-80	Sucor Sumlonay (CG female human fighter 3/rogue 5) strides about clad in thick armour, yet somehow does so in complete silence. Her bulk belies a cunning mind and the ability to plot out daring infiltration routes that would make most thieves balk.
81-85	Jerosh (NE male human fighter 6/rogue 3) is the guild's chief basher. Violent, depraved and avaricious, he is feared by his fellow rogues. His childhood was replete with misery and pain; he does not harm children – this is his only redeeming quality.
86-92	Zerif Derg (NE male human rogue 7) has a blank stare that unnerves anyone who holds it too long. Perhaps he practices it on the corpses he constantly robs, digging up countless graves to salvage any valuables buried with them. His handshake is as wet and chilly as the corpse mud he's often knee-deep in.
93-96	Ferom Noglet (LN female half-elf cleric 6/rogue 2) is a priestess of the death goddess. She appropriates all grave offerings as an offering to her dark mistress. She lairs in a sunken, abandoned crypt in the oldest part of a graveyard.
97-100	Tem Logrist (N male gnome fighter 2/rogue 6) figured the easiest mark is the one that can't resist. Employing his knowledge of toxins and skill with a blowgun, this pasty-faced gnome hits his victims from a distance with a paralytic dart and then pilfers their frozen forms.

## ROGUES & THIEVES

Use the stat blocks here to represent minor thieves and nuisances. Such folk can serve as a PC's contacts, fence or minor enemy.

### CUTPURSE

CR 1 (XP 400)

*This thin human wears a fine cloak over his fine studded leather armour.*

Human expert 3

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +5, Sense Motive +0

**Speed** 30 ft.; Nimble Step; **ACP** 0; Acrobatics +5, Climb +4, Escape Artist +7, Stealth +7

**AC** 15, touch 12, flat-footed 13; **CMD** 13

(+3 armour [mwk studded leather], +1 Dex, +1 dodge [Dodge])

**Fort** +2, **Ref** +2, **Will** +3

**hp** 16 (1 HD)

**Space** 5 ft.; **Base Atk** +2; **CMB** +2

**Melee** mwk dagger +3 (1d4/19-20)

**Ranged** dagger (range 10 ft.) +3 (1d4/19-20)

**Combat Gear** dagger (2), smokestick (2), tanglefoot bag (1)

**Abilities** Str 11, Dex 13, Con 12, Int 11, Wis 10, Cha 8

**Feats** Dodge<sup>B</sup>, Nimble Step, Skill Focus (Sleight of Hand)

**Skills** as above plus Appraise +4, Bluff +4, Disguise +5, Knowledge (local) +5, Sleight of Hand +10

**Languages** Common

**Gear** as above plus belt pouch, 6 gp, 12 sp

### HUMAN THIEF

CR 1 (XP 400)

*This man has greasy black hair and acne.*

Human rogue 2

CN Medium humanoid (human)

**Init** +2; **Senses** Perception +8 (+9 vs. traps), Sense Motive +3

**Speed** 35 ft.; **ACP** 0; Acrobatics +7, Climb +6, Escape Artist +7, Stealth +7 (fast stealth)

**AC** 15, touch 12, flat-footed 13; **CMD** 14

(+3 armour [mwk studded leather], +2 Dex)

**Fort** +2, **Ref** +5 (evasion), **Will** +1

**hp** 16 (2 HD)

**Space** 5 ft.; **Base Atk** +1; **CMB** +2

**Melee** short sword +2 (1d6+1/19-20)

**Atk Options** sneak attack (+1d6)

**Combat Gear** *potion of invisibility*, *potion of cure light wounds*

**Abilities** Str 12, Dex 15, Con 14, Int 12, Wis 10, Cha 8

**SQ** rogue talent (fast stealth), trapfinding (+1)

**Feats** Alertness<sup>B</sup>, Fleet

**Skills** as above plus Appraise +6, Bluff +4, Disable Device +10, Knowledge (local) +6, Sleight of Hand +8

**Languages** Common, Goblin

**Gear** as above plus belt pouch, masterwork thieves' tools, 17 sp, 3 gp

### THUG

CR 3 (XP 800)

*This hulking half-orc wears battered studded leather armour.*

Male half-orc fighter 2/rogue 2

CN Medium humanoid (human, orc)

**Init** +6; **Senses** darkvision 60 ft.; Perception +8 (+9 vs. traps), Sense Motive +1

**Speed** 30 ft.; **ACP** 0; Acrobatics +9, Climb +8, Stealth +9, Swim +8

**AC** 17, touch 13, flat-footed 14; **CMD** 19 (21 vs. grappling); Dodge

(+4 armour [+1 studded leather], +2 Dex, +1 dodge)

**Fort** +5, **Ref** +5 (evasion), **Will** +1 (+2 vs. fear)

**hp** 34 (4 HD); orc ferocity

**Orc Ferocity (Ex)** Once per day, when the thug is brought below 0 hit points he can fight on for one more round as if disabled.

At the end of the next turn, unless brought above 0 hit points he falls unconscious and starts dying.

**Space** 5 ft.; **Base Atk** +3; **CMB** +6 (+8 grapple)

**Melee** unarmed strike +6 (1d3+3) or

**Melee** mwk dagger +7 (1d4+3/19-20)

**Atk Options** Catch Off-Guard, Improved Grapple, sneak attack (+1d6)

**Combat Gear** *elixir of hiding* (2), *potion of cure moderate wounds*, *potion of magic fang* (2)

**Abilities** Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

**SQ** bravery (+1), rogue talent (combat feat), trapfinding (+1), weapon familiarity

**Feats** Catch Off-Guard, Dodge<sup>B</sup>, Improved Grapple, Improved Initiative, Improved Unarmed Strike

**Skills** as above plus Disable Device +7, Intimidate +5, Knowledge (local) +5

**Languages** Common, Orc

**Gear** as above plus 1 gp, 7 sp

### URCHIN

CR 1/4 (XP 100)

*This thin, dirty-faced child wears ripped and torn clothes..*

Young human expert 1

CN Medium humanoid (human)

**Init** +3; **Senses** Perception +4, Sense Motive +0

**Speed** 30 ft.; Run; **ACP** 0; Acrobatics +7 (+11 running jump), Climb +2, Escape Artist +7, Stealth +11

**AC** 14, touch 14, flat-footed 11; **CMD** 10

(+3 Dex, +1 size)

**Fort** -1, **Ref** +3, **Will** +2

**hp** 3 (1 HD)

**Space** 5 ft.; **Base Atk** +0; **CMB** -3

**Melee** dagger -1 (1d3-2/19-20)

**Ranged** dagger (range 10 ft.) +4 (1d3-2/19-20)

**Combat Gear** dagger (2)

**Abilities** Str 7, Dex 17, Con 8, Int 11, Wis 10, Cha 8

**Feats** Run<sup>B</sup>, Skill Focus (Sleight of Hand)

**Skills** as above plus Knowledge (local) +4, Sleight of Hand +8

**Languages** Common

**Gear** as above plus belt pouch, 14 cp

TABLE E: HOOKS, COMPLICATIONS & OPPORTUNITIES

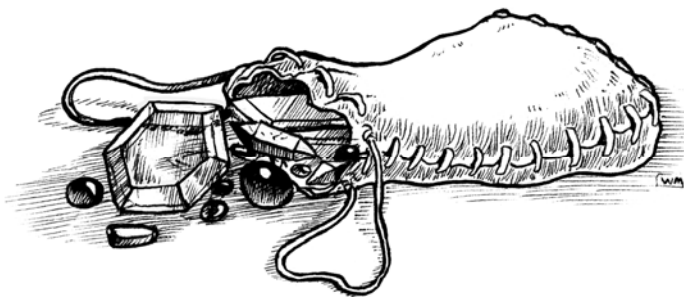
The phrase, “thick as thieves” isn’t much of an exaggeration. They seem to lurk around every corner and in every shadow, waiting for the chance to pounce on unsuspecting targets.

D%	
01-02	It was supposed to be a shortcut, but the alley wound up being another chance for the PCs to donate to this dagger-wielder’s “I’ll let you live” fund.
03-04	Seeing a scoundrel run off with their goods, the PCs cry out, “Help! Thief!” The nearby guards all look at them with bored expressions, and one says, “So? Go get him then. Stop bothering us.”
05-06	Someone sneaked into the PCs’ room last night and left a parchment on their desk. It details an offer to join a thieves guild, if they can steal enough to pay the entrance fee.
07-08	The thief the PCs just found riffling through their possessions looks to be no more than a kid. Likely an orphan, and a hungry one at that.
09-10	A PC successfully cornered the thief who took his coin in a dead-end alley. Unfortunately, his three cronies have now blocked off the exit, trapping the PC instead.
11-12	So the barmaid’s offer to “meet behind the stables” wasn’t for a dalliance, but so her associate could give the PC their offer of “your coin or your life.”
13-14	A thief just clambered up to the rooftops and is now getting away with the PCs’ goods. Do they follow?
15-16	Echoes of the thief’s chuckling keep annoying the PCs as they search for him in an increasingly twisted maze of alleys. Dare they keep pursuing him in territory he knows so well?
17-18	Right after a PC feels his belt lighten, he sees the likely thief duck into a nearby sewer. The smells emanating from there are not encouraging.
19-20	A woman just walked past the party wearing a pendant about her neck that a PC would’ve sworn they were wearing just minutes earlier.
21-22	After a short chase the two thieves pursued by the PCs split up at a fork in the street. Which one do they chase?
23-24	The unlocked cellar the PCs ducked into to get out of the rain wasn’t as empty as they hoped. And the plucky fellow waiting there with a blade insists they leave his den a bit poorer than when they entered.
25-26	A PC is pretty sure the blind beggar he just tossed a copper to winked back. Perhaps he’s been conned?
27-28	The PCs gave a lame man a coin yesterday. Today, they saw him duck into an alley, both legs somehow miraculously restored.

29-30	Two shady figures sitting in opposite corners of the tavern are eyeing the patrons and signalling to each other with strange gestures.
31-32	Clear as day, a PC sees a thief snatch a merchant’s coin purse and slip off. The merchant has yet to notice the loss.
33-34	The PCs are minding their own business when a heavy pouch is thrust into their hands. The person who just gave it thumbs over their shoulder, where guards can be heard shouting. “Hide that and let them search me. Once I’m clear, we’ll split the coin. Squeal, and I’ll say you’re my partner in crime.”
35-36	This fellow just marched up, grabbed a PC’s purse right off his belt, and shouted to all in earshot, “Here’s the brigand! Think you can make off with my coin, do you?”
37-38	While at the theatre, the PCs notice several unseemly sorts working through the crowd, bumping into attendees and signalling to one another. They appear to be working towards some nefarious end.
39-40	A warm body snuggles up to a PC at the bar, and a soft voice whispers salacious suggestions. At the same time, the PC senses fingers trying to undo his purse strings—and that’s not a euphemism.
41-42	Is this thief the PCs caught lightening their pockets actually just a child? Or a halfling in disguise?
43-44	Cornered, the thief claims he has no other way to get enough coin for a healing potion for his sick wife. He begs and pleads for the money – he may even be telling the truth!
45-46	It seems this thief is nothing but rags and bones. If the PCs take back what little coin she took from them, she may starve to death before even this night is out.
47-48	A friend of the PCs has boasted about this great steal he just pulled off, and he’ll split some of the profits if they help him fence the goods.
49-50	The PCs awake just as a black figure clambers through their window and fades into the shadows of the bedroom. From outside, sounds of pursuit echo through the dark streets.
51-52	The PCs’ beer has a funny smell to it and the bartender keeps nervously eyeing a few of his rough-looking friends in the tavern corner. They may be trying to drug the PCs and relieve them of their goods (or the beer may just be foul).
53-54	Passing by a noble’s estate late at night, the PCs witness a figure climb up one of the tower walls and slip into a candlelit window. The candlelight snuffs out moments later. The thief emerges ten minutes later and disappears into the night.

55-56	The PCs step into their room, glad to get some rest, when the door swings shut and latches behind them. The figure hiding there puts a blade to the PC's throat and asks, "Where's the money?"
57-58	Over a few drinks, several scoundrels invite a PC to participate in a complicated con scheme, involving a wealthy merchant, a bucket of tar and a lizard.
59-60	Turns out every coin in a PCs' pouch has been swapped for counterfeit money. Who could've made the switch? When and where did the PC last leave his coin unguarded?
61-62	Half a dozen priests from a local temple are running toward the PCs, hollering "Thief! Thief!" after a man who barely has the lead on them.
63-64	A woman dodges through the marketplace towards the PCs, guards hot on her heels. Cries of "Thief!" rise above the usual hawking and haggling.
65-66	In a tavern, a drunk man totters up to the PCs' table, grabs a drink and downs it in one. With a look of smug satisfaction on his face, he totters off to the next table. A barroom brawl will inevitably ensue...
67-68	The thief the PCs have cornered lets the hood slip back from concealing their face. The visage revealed belongs to a supposed friend.
69-70	The game-runner in the marketplace offers the PCs' choice of card, dice or other gambling pleasures. Surely they couldn't be rigged, could they? He's giving good odds...
71-72	This shifty fellow offers to sell a treasure map for a mere gold coin. The wealth it could lead to will be thousands of times that!
73-74	The PCs have caught a thief red-handed, and their grip on his wrist is unbreakable. Turns out, though, this thief likes to bite anything within reach.
75-76	Unlike most thieves, when the PCs caught this one in the act, they pulled a blade and look ready to leave the PC bleeding in the gutter.
77-78	Heavy netting drops over the PCs' heads as they ducked into the alley behind a tavern. As the ropes tighten, hands pat them down for valuables. If they struggle, the thieves beat them into unconsciousness, but do not inflict lethal damage unless attacked by the same.
79-80	While enjoying a fancy dinner party at a noble's estate, the PCs notice a pair of poorly dressed servants slipping various pieces of silverware and food into their clothes and bags. They're also plucking the odd piece of jewellery from other guests.
81-82	The thief who just bumped into the PCs and took their coin is dressed in the finery of a noble. Also, his face matches that of a well-respected member of an influential house that holds much

	power in the local courts and merchant circles.
83-84	The child thief the PCs just caught squirms in their grip. "Please," he says. "If I don't bring 'nuff home, my pa will beat me."
85-86	A PC is fairly certain the guard exacting tolls at the gate is the same person he saw begging for alms in beggar's rags a few days earlier. What's going on here?
87-88	As the PCs are strolling towards a corner, they hear a whisper of, "Soon as they round 'ere, clobber 'em and get their gold." This is quickly hushed. When the PCs pause, they can hear faint, but heavy breathing.
89-90	A black-robed figure steps out of a doorway that seems to suddenly appear. He sweeps an arm out and invites the PCs to pay respects within the thieves' temple and receive a blessing from one of its priests.
91-92	A thief pops up in front of the PCs, somehow waving one of their valuables in the air. "Race you to the nearest city gate. Beat me, and I'll return it!" Then the thief dashes away.
93-94	A PC recognizes the beggar wandering the market as having once been a noble, now having fallen destitute. Then they notice him plucking food and goods from various stalls he's passing...
95-96	The thief the guards are marching down the street is a friend of the PCs and someone they'd rather not see get stuck in jail or have a hand cut off.
97-98	The PCs have caught the thief with their coin purse in his hands, but he claims he needs the money to help save his dying child.
99-100	"Hello. I'm the god of thieves, and I need you to steal something for me." At least, that's what the guy in the black mask and cloak claims when he meets the PCs. Do they believe him? Well, since he just walked through a solid wall to greet them, maybe there's something to his story and request.





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