

A RULES SUPPLEMENT  
COMPATIBLE WITH THE  
**The 5<sup>th</sup> Edition**  
RULES OF  
THE ORIGINAL 1974 ROLEPLAYING GAME



**The Majestic Fantasy Realms**  
**Rogues**

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# Rogue

There are those who excel at using weapons along with those who have mastered supernatural abilities like being able to channel the divine essence of a deity or focus mana into arcane spells. Rogues in contrast are those who choose to focus on improving their skills. Some gravitate to the streets of the criminal underworld while others found a way to wealth and fortune without resorting to brawn or the supernatural.

## 1st Level

### Hit Dice

As a rogue you gain 1d8 HP/Level as well as max hit points at first level.

### Proficiencies

Living in the streets and fending off thugs has taught you how to fight in armor. You gain proficiency in light armor.

Numerous knife fights and brawls have taught you how to use a blade. You gain proficiency in simple weapons, hand crossbows, longswords, rapiers, and shortswords.

Hunger and privation led you to master the high art of breaking and entering. You gain proficiency in thieves' tools.

Dodging the town militias and outwitting grasping merchants has given you proficiency in saving throws involving Dexterity and Intelligence.

Your life in the criminal underworld taught you several skills. You gain proficiency in four skills from the following: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

### Expertise

The need for coin and food forced you to gain expertise in two skills to survive. Choose two of your skill proficiencies or a skill proficiency and your proficiency with thieves' tools. Add double your proficiency bonus to ability checks you make that use of your choices.

### Sneak Attack

Armed and clothed with little more than what you can scavenged, you quickly learned that direct attacks often leave you injured and hurt. You quickly master the art of ambush and distraction to exploit your target's vulnerabilities. Once per turn you can deal an extra 1d6 damage to one creature provided that you using a finesse or a ranged weapon and one of the following conditions are true.

- If you have advantage on your attack roll or.
- If another enemy of the target is within 5 feet of it. As long as that enemy isn't incapacitated and you don't have disadvantage on the attack roll.

Sneak attack damage increases as you level as shown in the Sneak Attack column of the class features table.

### **Thieves Cant**

Your life dealing with the criminal underworld has taught you its secret signs and language. You learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves cant understand such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run

### **2<sup>nd</sup> Level**

#### **Cunning Action**

Success at your first jobs has honed your ability to think, move and act quickly. As a bonus action, you can take the Dash, Disengage, or Hide action.

### **3<sup>rd</sup> Level**

#### **Roguish Archetype**

You started to specialize your skills in service to your associates. You can pick a rogue archetype and gain its first feature.

### **4<sup>th</sup> Level**

#### **Ability Score Improvement**

A hard life on the streets allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### **5<sup>th</sup> Level**

#### **Uncanny Dodge**

Learning how to survive on the street means learning how to roll with the punches when you get hit. If you can see an attacker that hits you, you can use your reaction to halve the attack's damage against you.

### **6<sup>th</sup> Level**

#### **Expertise**

The experience you gained from pulling off jobs and surviving the street has given you more expertise in your skills. Choose two of your skill proficiencies or a skill proficiency and your proficiency with thieves' tools. Add double your proficiency bonus to ability checks you make that use of your choices.

## **7<sup>th</sup> Level**

### **Evasion**

Your experience in raiding tombs has honed your ability to nimbly dodge out of the way of explosions and gaseous clouds. When you make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw. And you only take half damage if you fail the saving throw.

## **8<sup>th</sup> Level**

### **Ability Score Improvement**

The need to stay on your toes while fending off those who covet your hard-won position allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## **9<sup>th</sup> Level**

### **Roguish Archetype**

You hone your specialized skills and gain a reputation as a skilled operator. You gain the second feature of your rogue archetype.

## **10<sup>th</sup> Level**

### **Ability Score Improvement**

Not being able to fully trust your peers as you become a leader within the underworld forces you to keep training. This allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## **11<sup>th</sup> Level**

### **Reliable Talent**

Long practice has perfected the use of your chosen skills. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

## **12<sup>th</sup> Level**

### **Ability Score Improvement**

Even as an underworld leader, attempts on your life and the plots of your lieutenants driven you to keep yourself sharp. This allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### **13<sup>th</sup> Level**

#### **Roguish Archetype**

After completing numerous difficult jobs, you have become an expert in your specialization. You gain the third feature of your rogue archetype.

### **14<sup>th</sup> Level**

#### **Blindsense**

Your experiences in dealing with the underworld has left you acutely aware of your surroundings. You are aware of any hidden or invisible creatures within 10 feet of you.

### **15<sup>th</sup> Level**

#### **Slippery Mind**

The life of a rogue is not easy and the challenges you have overcome to reach this point has left you with a greater mental strength. You gain proficiency in Wisdom saving throws.

### **16<sup>th</sup> Level**

#### **Ability Score Improvement**

Despite defeating all challengers there are still prizes you covet. You push yourself to stay sharp and this allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### **17<sup>th</sup> Level**

#### **Roguish Archetype**

After succeeding at near-impossible jobs, you have become a legend in your specialization. You gain the fourth feature of your rogue archetype.

## **18<sup>th</sup> Level**

### **Elusive**

Your sense of danger and awareness of your surrounding has been honed to the point where your opponent can no longer gain the upper hand over you. If you are not incapacitated then no attack roll has advantage against you.

## **19<sup>th</sup> Level**

### **Ability Score Improvement**

You have become a paragon of rouges and yet still long for challenges, you now take on near-impossible jobs regularly. To have a chance you continued to hone your abilities. This allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## **20<sup>th</sup> Level**

### **Stroke of Luck**

It is nearly a divine miracle that you are alive at this point. However, it is your own uncanny knack for succeeding not a god that has enabled you to make it this far. If your attack misses a target within range, you can turn the miss into a hit. If you fail an ability check, you can treat the d20 roll as a 20. You can do this once between a short or long rest.

## Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

## Burglar's Pack

A backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. Fifty feet of hempen rope strapped to the side of it.

## Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

## Dungeoneer's Pack

A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

## Class Features

Level	Proficiency Bonus	Sneak Attack	Class Features
1	+2	1d6	Expertise, Sneak Attack, Thieves Cant
2	+2	1d6	Cunning Action
3	+2	2d6	Roguish Archetype
4	+2	2d6	Ability Score Improvement
5	+3	3d6	Uncanny Dodge
6	+3	3d6	Expertise
7	+3	4d6	Evasion
8	+3	4d6	Ability Score Improvement
9	+4	5d6	Roguish Archetype feature
10	+4	5d6	Ability Score Improvement
11	+4	6d6	Reliable Talent
12	+4	6d6	Ability Score Improvement
13	+5	7d6	Roguish Archetype Feature
14	+5	7d6	Blindsense
15	+5	8d6	Slippery Mind
16	+5	8d6	Ability Score Improvement
17	+6	9d6	Roguish Archetype Feature
18	+6	9d6	Elusive
19	+6	10d6	Ability Score Improvement
20	+6	10d6	Stroke of Luck





# Archetypes

## Burglar

Burglars are trained in the larcenous arts used by secret societies, thieves' guilds and gangs. They learn these abilities at the expense of combat expertise.

**Rob's Notes:** This is the renamed thief archetype with slight modifications.

### Fast Hands (3<sup>rd</sup>)

You learn how to extend your ability think and act quickly to pickpocketing and other feats of manual dexterity. As a bonus action, you can make a Dexterity (Sleight of Hand) ability check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

### Second-Story Work (3<sup>rd</sup>)

Many of the jobs you have taken involved breaking into the upper stories of buildings. Often valuables are hidden away in the upper floors. As a result, climbing no longer costs you extra movement and when you make a running jump, add a number of feet equal to your Dexterity modifier to the distance you jump.

### Supreme Sneak (9<sup>th</sup>)

Numerous jobs breaking and entering to steal valuable has honed your ability to sneak around to perfection. You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

### Expert Appraiser (13<sup>th</sup>)

You have learned a great deal about the goods you steal. You now gain advantage on all Wisdom (Insight) and Intelligence (Investigation) when you try to determine the value and function of goods you handle. And specifically, in regards to magic items, you have learned enough about their inner workings that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

### Burglar's Reflexes (17<sup>th</sup>)

You have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

## Thug

Thugs are the rank and file of secret societies, thieves' guilds, and gangs. Thugs are chosen mainly for their strength. Their leaders are highly charismatic and able to control dozens of fellow thugs through sheer force of will.

### Savage Attacks (3<sup>rd</sup>)

Due to the hard-fought street battles, your fighting style has little to do with finesse and is more about brutally beating down your opponent. Your sneak attack damage can now be applied to strength-based melee attacks with your fists or simple weapons.

### Thuggish Expertise (3<sup>rd</sup>)

Your life as an enforcer has improved your athletic prowess and ability to intimidate. You can add double your proficiency bonus to Strength (Athletics) and Charisma (Intimidation) ability checks.

### Street Fighting (9<sup>th</sup>)

Surviving many street fights and bashing heads has allowed you to develop a fighting style of your own.

- **Archery**, You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense**, While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling**, When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Two-Weapon Fighting**, When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### Pugilist (9<sup>th</sup>)

You learned how to sneak in a sucker punch against your opponent. When you use the Attack action with an unarmed strike or a simple weapon on your turn, you can make one unarmed strike as a bonus action. You can add your strength modifier to the attack roll and damage roll to this unarmed strike.

**Master of the Brawl (13<sup>th</sup>)**

You have emerged victorious in numerous brawls. You can now attack two times, whenever you take the Attack action on your turn.

**The Boss (13<sup>th</sup>)**

You no longer live for the street, the street now lives for you. You acquire a gang of your own and you gain double your proficiency bonus for Charisma (Persuasion) ability checks.

**Brutal Savagery (17<sup>th</sup>)**

Challenges against your authority and threat to your gang send you into a rage. You can do this once between long rests.

A rage lasts for 1 minute or 10 melee rounds. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can end your rage on your turn as a bonus action.

While in a rage, you have advantage on Strength checks and Strength saving throws.

While in a rage, when you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal your proficiency bonus.

While in a rage, you have resistance to bludgeoning, piercing, and slashing damage.

## Mountebank

Mountebanks are trained in a combination of magic and various skills. Most Mountebanks specialize in anti-divination spells, illusions, and other forms of magic to allow burglars and thugs to operate without fear of detection. A common slang term for them is Fogger.

### Mastery of Arcane Spells (3<sup>rd</sup>)

You have gathered enough scraps of spell books, scrolls, and treatise to learn how to cast arcane spells.

You begin to use your notes to recreate spells to copy into a spell book. You must have a spell slot level at least equal to the spell level being inscribed. This takes 2 hour per spells level and 50d per spell level to copy the spell into your spell book.

Your notes allow you to learn how to channel mana to cast cantrips. You learn how cast two cantrips. The number of cantrips increases as you level as show on the spell table.

In the process of preparing your notes, you learn how to prepare the spell forms to be used to channel mana to cast your spells. You can prepare a number of mountebank spells from the list of spells in your spell book. First total your intelligence modifier plus mountebank level, then divide by half and round down (minimum of one). This the number of mountebank spells you can prepare from your spell book.

Your notes reveal the complex incantations, gestures and the components used for spells. This allows you to cast a single 1<sup>st</sup> level mountebank spell between long rests. This number and level of spells you can cast increases as you level as shown on the spell table.

Your understanding of magic from your notes causes your Spell DC to be equal to 8 + your proficiency bonus + your Intelligence modifier.

Your practice with your ill-gotten cantrips and spells causes your Spell attack modifier to be equal to your proficiency bonus + your Intelligence modifier.

Your ability to snatch an hour of study and practice here and three has given you the ability to use an arcane focus as a spellcasting focus.

### A Mountebank's Trick (3<sup>rd</sup>)

In addition to gathering scraps of magical knowledge, you managed to learn a few tricks from other mountebanks. One is a clever cantrip that allows you to disguise yourself from the watching eyes of the guards. You can cast *Disguise Self* as an at-will cantrip.

### Free from Prying Eyes (9<sup>th</sup>)

Your increasing skill at aiding fellow members of the underworld has brought unwanted attention from the authority and the mages' guild. You learned to how to prepare a spell form and sequester mana for a spell to protect yourself when you rest. You have *Private Sanctum* always prepared. This does not count against your list of prepared spells. You can cast it once between long rests without using a spell slot. Typically, a mountebank cast the spell on whatever hovel they call home.

### Secrets Revealed (13<sup>th</sup>)

You learn how to attune yourself to the ambient mana flow of the Majestic Fantasy Realms to learn lore that others sought to keep hidden by using the same technique you use to keep your resting place free from prying eyes. You have *Legend Lore* always prepared. This does not count against your list of prepared spells. You can cast *Legend Lore* once per long or short rest without having to use a spell slot.

### Buried Secrets (17<sup>th</sup>)

You honed the techniques learned from keeping your resting place free from prying eyes and revealing secrets to weave mana around a willing creature or object to hide it from any form of magical detection or visual scrutiny. You have *Sequester* always prepared. This does not count against your list of prepared spells. You can cast *Sequester* once per long rest without using a spell slot.

## Mountebank Spell Progression

Level	Cantrips Known	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
3	2	1					
4	3	1					
5	4	1					
6	4	1	1				
7	5	2	1				
8	5	2	1				
9	5	2	1	1			
10	5	2	2	1			
11	6	2	2	1			
12	6	3	2	1	1		
13	6	3	3	2	1		
14	6	3	3	2	1		
15	7	3	3	2	1	1	
16	7	3	3	2	2	1	
17	7	3	3	2	2	1	
18	7	3	3	2	2	1	1
19	8	3	3	2	2	1	1
20	8	4	3	2	2	1	1

## Claws of Kalis

The Claws is a cult of the blood goddess Kalis dedicated to the eradication of Chaos by any means. Their favored method involves the insertion of spies into a suspect organization and then assassinating the guilty. Their cult is illegal in nearly every culture and its members subject to the death penalty.

Some members of the Claws are trained in the art of stealth and assassination. Along with the mundane skill training, they are also trained in various blood rituals to enhance their attacks. The key to this is the use of the Kalisa, a ritual dagger central to the blood rites.

### Kalisa

Mystics that follow the Way of Blood are trained in the use of the kalisa (ka-lis-a), a specially crafted dagger with three sharp edges and the pommel in the shape of Kalis' visage in her aspect as the blood avenger.

The primary feature is a small central channel design to collect the blood caused by a successful strike and channel it into a small reservoir in the pommel. This dagger is considered a mystic weapon for those following the Way of the Blood. It can't be used as a thrown weapon.

**Kalisa Dagger:** 3 gp; 1d4+1 piercing; 1 lb; *finesse, light*

### Extract Blood (3<sup>rd</sup>)

The ritual you taught allow you to use sneak attacks made with the kalisa to drain off a portion of the victim's vim. Weakening them over the course of the fight. On a successful hit when you are allowed to add sneak attack damage and using a kalisa, the additional damage you do with your sneak attack (1d6 at 3<sup>rd</sup> level) also subtracts from the target's hit point maximum. The victim regains their hit point maximum loss after their next long rest.

In addition, you have been taught a blood ritual so that this sudden loss of vim may cause the target to be stunned. The victim must make a Constitution saving throw against a DC of 8 + your Wisdom modifier + your proficiency modifier. If the victim fails, they are stunned until the end of your next turn. You can do this a number of times between long rests equal to 2 + your Wisdom modifier, a minimum of one.

### Disguise self (3<sup>rd</sup>)

You learn how to use a personal blood ritual to alter your appearance that creates an effective disguise. As an action, you can inflict 1d6 damage on yourself that also reduces your hit point maximum until your next long rest and gain the benefit of the *disguise self* spell.

### **Blood Poison (9<sup>th</sup>)**

You learn to create viz from the vim in the blood you extract from your victims with your kalisa. Each successful strike where you are allowed to do sneak attack damage adds one viz to the reservoir up to your wisdom bonus. For each viz you expend you can add +1d6 the next time you can use sneak attack against the victim up to your wisdom bonus. Against a target who is not the victim that the blood was extracted from you can only expend one viz.

### **Alter Self (9<sup>th</sup>)**

You mastered more blood rituals that allowed you to alter your physical shape. As an action, you can inflict 2d6 damage on yourself and also reduces your hit point maximum until your next long rest and gain the benefit of the *alter self* spell.

### **Blood Sacrifice (13<sup>th</sup>)**

Your control over the viz found in the blood is such that you can heal yourself with the blood collected with your kalisa. Each viz collected in your kalisa's reservoir can heal 1d6 hit points plus your Wisdom modifier.

### **Polymorph Self (13<sup>th</sup>)**

You mastered last blood ritual that allows mastery over your physical shape. As an action, you can inflict 4d6 damage on yourself and also reduce your hit point maximum by the same amount until your next long rest and you can now polymorph yourself into any humanoid form including your gear per the *polymorph* spell. You gain the physical attributes of the new form.

### **Assassinate (17<sup>th</sup>)**

You mastered the art of assassination and the skill of dropping a target with a single blow when you have surprise. On a successful melee weapon attack where you get sneak attack damage, the victim must make a Constitution saving throw against a DC of 8 + your dexterity modifier + your proficiency bonus. If the victim fails they drop to 0 hit points and begin dying as blood gushes from their wound. If the victim succeeds then you get an additional roll of your sneak attack damage and add to the damage you already did with the strike.

## **Merchant Adventurer**

Merchant Adventurers deal with illegal or dangerous trade. They are somewhat adept at fighting and know several skills useful to commerce. Merchant Adventurers are found as smugglers, black marketers, caravan masters, pirate lords, treasure hunters, and ship captains. They often organize expeditions into unknown lands.

### **Expert Hagglers (3<sup>rd</sup>)**

You learn how to negotiate deals with your customers and vendors. Whenever you make a Charisma (Persuasion) ability check to haggle, you score two successes when you roll a natural 19 or 20 instead of just when you roll a natural 20.

### **Adventure in Dangerous Places (3<sup>rd</sup>)**

You find yourself in dangerous places or beyond the map in pursuit of the next trade. As a result, you become proficient in medium armor and martial weapons. Your ability to do sneak attacks expands to include any one-handed weapon.

### **Expert Dealmaker (3<sup>rd</sup>)**

You gain expertise in the skills needed to create and close trade deals. You gain double your proficiency bonus in Charisma (Persuasion) ability checks. If you already have expertise in Persuasion then gain expertise in one other skill or tool of your choice. In addition, you gain double your proficiency bonus in one set of tools of your choice.

### **Avoiding Danger (9<sup>th</sup>)**

Your quick thinking and agility while pursuing your deals has allowed you quickly avoid unexpected danger. As a bonus action you can now take the Dodge action.

### **Master Hagglers (13<sup>th</sup>)**

Your skills with trade deals is honed to perfection. Whenever you make a Charisma (Persuasion) ability check to haggle, your critical range is now a 17 to 20.



### **Master of the Blade (13<sup>th</sup>)**

You have developed lightning-fast reflexes with your weapon. You can attack twice, instead of once, whenever you take the Attack action on your turn if you are using a one-handed melee weapon or a ranged weapon.

### **A Man of the World (17<sup>th</sup>)**

Your knowledge about the people and goods you deal with is beyond compare. You gain half of your proficiency bonus to all skills involving Intelligence and Charisma ability checks.

### **Persuasive Reasoning (17<sup>th</sup>)**

You have learned to become extremely good at winning friends and allies. Similar to the effects of a *Charm Person*, your skill at persuasion allows you to make a creature regard you as a friendly acquaintance.

As a bonus action you can attempt to charm a creature. The creature must make a Wisdom saving throw against a DC of 8 + your Charisma modifier + your proficiency bonus. It has advantage on the save if you or your companions are fighting it. If it fails the saving throw, it is now friendly towards you for at least an hour, or until you or your companions cause it harm.

You can target a number of creatures equal to your Charisma modifier. The target of this ability will not be aware they are being charmed if they succeed on their saving throw. If a target rolls a critical on their saving throw, they are immune to further attempts by you to charm them.

# Montebank Spells

## ***Cantrips (0 Level)***

- Dancing Lights
- Light
- Mage Hand
- Mending
- Message
- Minor Illusion
- Prestidigitation
- Produce Flame
- Thaumaturgy
- Vicious Mockery
- Levitate
- Locate Object
- Mirror Image
- Misty Step
- Rope Trick
- See Invisibility
- Shatter
- Spider Climb
- Suggestion

## ***1st Level***

- Alarm
- Charm Person
- Comprehend Languages
- Detect Magic
- Disguise Self
- Expeditious Retreat
- False Life
- Feather Fall
- Floating Disk
- Fog Cloud
- Grease
- Hideous Laughter
- Identify
- Illusory Script
- Jump
- Longstrider

## ***1st level (Cont)***

- Nondetection
- Silent Image
- Sleep

## ***2nd Level***

- Alter Self
- Arcane Lock
- Arcanist's Magic Aura
- Blur
- Darkness
- Darkvision
- Detect Thoughts
- Hold Person
- Invisibility
- Knock

### ***3rd Level***

- Bestow Curse
- Clairvoyance
- Dispel Magic
- Fear
- Fly
- Gaseous Form
- Glyph of Warding
- Haste
- Hypnotic Pattern
- Major Image
- Remove Curse
- Sending
- Slow
- Stinking Cloud
- Tiny Hut
- Tongues
- Water Breathing

### ***4th Level***

- Arcane Eye
- Confusion
- Control Water
- Dimension Door
- Fabricate
- Greater Invisibility
- Hallucinatory Terrain
- Locate Creature
- Phantasmal Killer
- Polymorph
- Private Sanctum
- Secret Chest

### ***5th Level***

- Animate Objects
- Arcane Hand
- Creation
- Dominate Person
- Dream
- Hold Monster
- Legend Lore
- Mislead
- Modify Memory
- Passwall
- Scrying
- Seeming
- Telekinesis
- Teleportation Circle

### ***6th Level***

- Guards and Wards
- Instant Summons
- Irresistible Dance
- Mass Suggestion
- Move Earth
- Programmed Illusion
- True Seeing

# Haggling

Negotiation of finances, goods, and money is part of an adventurer's life. Most commonly when unwanted magic items, gems, or jewelry are traded or sold. But sometimes the life of the merchant is the party's main source of adventure. The following is a set of rules useful for characters who are interested in setting up trade deals, selling what they own, or buying what they need.

## The Haggle Roll

When negotiating a deal both the buyer and seller roll 4 Charisma (Persuasion) ability checks against the market's DC.

### Market Class

Market Class	Settlement	Population Average	Market DC	Merchant Bonus
I	Large City	50,000	20	+8
II	Small City	10,000	15	+6
III	Town	2,500	10	+4
IV	Castle	500	5	+2
V	Keep	250	5	+1
VI	Village	100	5	+0

If the NPC Merchant doesn't have statistics then you can use the Merchant Bonus listed on the Markets Class tables for the NPC's ability checks. This represents the average skill bonus of merchants in that market.

Count up the number of successes each side has. Subtract the number of successes for the seller from the number of successes for the buyer and look up the modifier on the trade deal table. Any result higher than +4 is resolved as a +4 result. Any result lower than -4 is resolved as a -4 result.

### Trade Deal Table

# Success	Buying Price Modifier	Selling Price Modifier
4	.7	3
3	.8	2
2	.9	1.5
1	.95	1.25
0	1.0	1.0
-1	1.25	.95
-2	1.5	.9
-3	2	.8
-4	3	.7

Multiply the list price by the modifier to arrive at the final price for the deal.

## ***Haggling Details***

- A result of 20 counts as two haggling successes instead of one. If a natural one is rolled on the dice then it reduces the number of successes by 1. Even if the character would otherwise succeed.
- If the character has advantage roll two extra dice and take the four highest results. If the character suffers from disadvantage roll two extra dice and take the four lowest results.
- A good merchant will use their experience to estimate how valuable various types of goods are. A successful Intelligence (Investigation) ability check versus the market difficulty allows a character to estimate the quality and price of goods in bulk.
- If the merchant has time, they can investigate the buyer (or seller) to see if the deal is worthwhile to pursue. If the haggling is done as a weeklong downtime activity, then an Intelligence (Investigation) ability check can be made against the Merchant's Charisma (Deception) ability check. If successful the characters know the result of one of the four haggling die rolls ahead of the deal. For each +5 the character rolls higher, they know the result of another dice. If the character makes the ability check by +15 then they know the result of all four haggling rolls.

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