

CRIME LORD

It isn't surprising that men and women who want to achieve and maintain power in a less than legal fashion are cheaper by the dozen in *Thieves' World*. By treating crime as if it were a business, these organized criminals build a formidable power base that is just as authoritative as any legitimate enterprise. The crime lords who lead these organizations range from the lowly beggar king ruling a ragtag army on the Hill, to Lord Night himself, who controls his own organization from the halls of his richly appointed home. What unites these two disparate types of criminals is their ruthlessness and flagrant disregard for law.

Most crime lords are thieves who have gained the skills and expertise necessary to erect a criminal empire. Assassins can also rise to positions of power, often making room for themselves with a few well-placed murders. Occasionally, a powerful initiate or wizard takes on the mantle of a crime lord, wielding both arcane talent and a heavy hand.

NPC crime lords in Sanctuary typically work to take control of the city's extensive underworld. They specialize in some type of criminal enterprise, such as the importation of slaves or drugs, racketeering, corruption, smuggling narcotics, or gambling. They make excellent employers for characters who aren't finicky about the type of work they do, but also make formidable enemies, especially when they bring their full power to bear.

Hit Die: d6.

REQUIREMENTS

To qualify to become a crime lord, a character must fulfill all the following criteria.

Skills: Bluff 10 ranks, Disguise 10 ranks, Hide 6 ranks, Move Silently 6 ranks.

Feats: Leadership, Low Profile*.

*New feat introduced in **Chapter Five**.

CLASS SKILLS

The crime lord's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (local) (Int), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the crime lord prestige class.

WEAPON AND ARMOR PROFICIENCY

The crime lord gains no proficiency with any weapons or armor.

CRIMINAL PATH (Ex)

At 1st level, the crime lord must choose a path that determines which special abilities he gains

as he advances. The paths are mutually exclusive, and a crime lord who chooses one can never gain the special abilities of the other.

- **Beggar King:** The beggar king is an outcast crime lord whose domain includes the reeking sewers, gutters, and alleys. Underhanded and vicious, he is never afraid to get his hands dirty as a means of keeping power. His tactics are well-known, allowing him to add a bonus equal to his class level on Intimidate checks.

A crime lord who chooses this path gains the following additional class skills: Climb (Str), Escape Artist (Dex), Intimidate (Cha), Listen (Wis), Sleight of Hand (Dex), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

- **Lord of Night:** This shadowy character's origins lie in the posh halls and mansions of Sanctuary's nobility. Using his wealth, influence, and business contacts, the lord of night secretly builds a criminal empire that may someday dominate the entire city. Though he is a ruthless criminal, the lord of night is tactful where the beggar king is crude. This allows him to add a bonus equal to his class level on all Diplomacy checks.

A crime lord who chooses the path of the lord of night gains the following additional class skills: Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Knowledge (nobility and royalty) (Int), Ride (Dex), and Speak Language (n/a). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

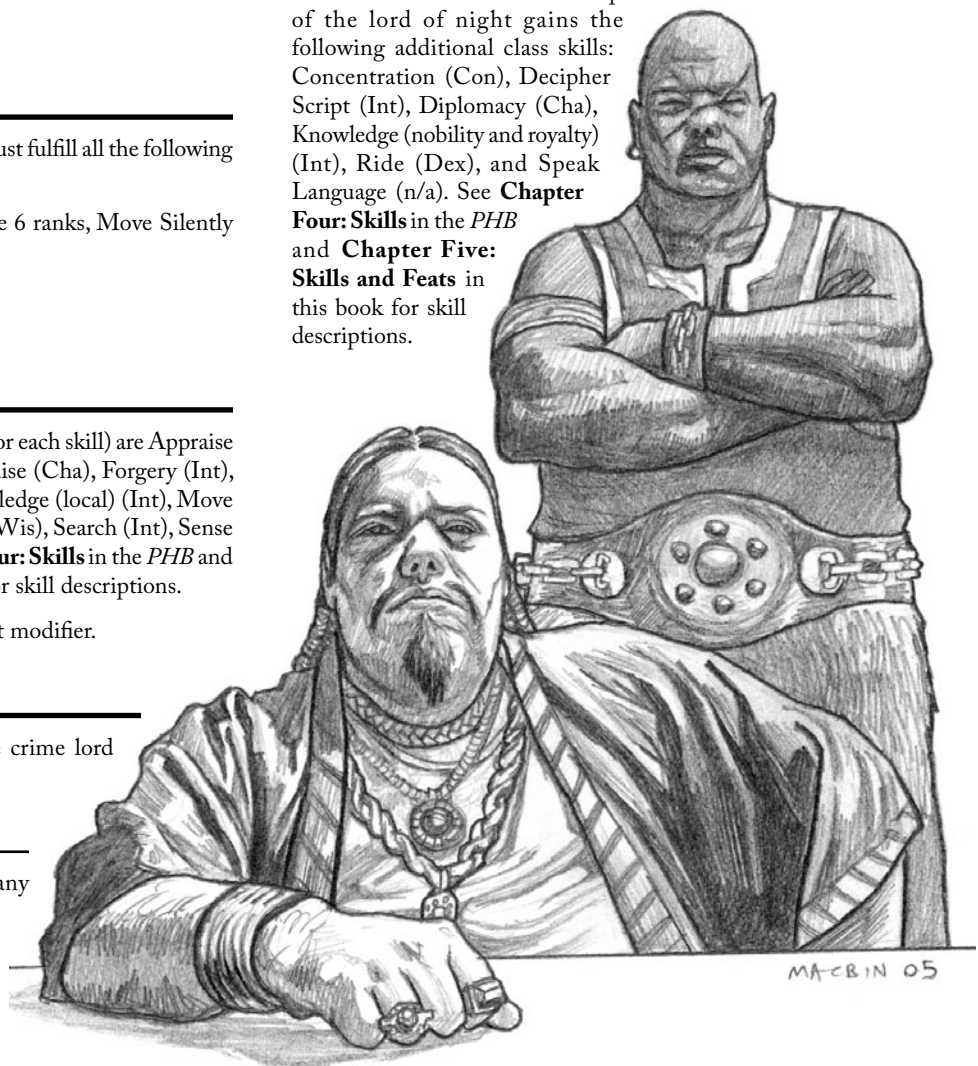


TABLE 4–8: THE CRIME LORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+2	+2	+0	Criminal path, alternate identity
2nd	+1	+0	+3	+3	+1	Information network, streetwise
3rd	+2	+1	+3	+3	+1	Bribes and coercion, uncanny dodge
4th	+3	+1	+4	+4	+2	Sneak attack +1d6
5th	+3	+1	+4	+4	+2	Lackeys, resources
6th	+4	+2	+5	+5	+3	—
7th	+5	+2	+5	+5	+3	Sneak attack +2d6
8th	+6	+2	+6	+6	+4	Improved uncanny dodge
9th	+6	+3	+6	+6	+4	—
10th	+7	+3	+7	+7	+5	Sneak attack +3d6

ALTERNATE IDENTITY (EX)

At 1st level, the crime lord develops an alternate identity by which his criminal persona is known throughout the city. So long as this secret is kept, no one suspects he and his alter ego are the same person. Any Reputation gained as the crime lord's level increases is tracked separately from any Reputation gained through the actions (either direct or indirect) of his alternate identity.

This alternate identity provides a number of advantages, first and foremost an anonymity that allows the crime lord to add a bonus equal to his class level on all Bluff and Disguise checks. In addition, the crime lord adds his alternate identity's Reputation score to his Leadership score when determining how many cohorts and followers he can recruit.

INFORMATION NETWORK (EX)

The crime lord has contacts and informants in the seediest parts of Sanctuary, and he can use his street level influence to tap these resources for information. From 2nd level, a crime lord gains a bonus equal to his class level on Gather Information and Knowledge (local) checks.

STREETWISE (EX)

The crime lord always has his proverbial ear to the street. Because of his intuitive grasp of crime and his intimate association with the wrong side of the law, he is a wellspring of knowledge, at least insofar as criminal endeavors are concerned. Beginning at 2nd level, the crime lord may make a special level check with a bonus equal to his crime lord level +

his Intelligence modifier to see whether he has knowledge or information that is relevant to historic or contemporary crimes, legendary criminals, criminal methods, or unique criminal opportunities to exploit. If the crime lord has 5 or more ranks in Knowledge (local), he gains a +2 bonus on this check. A crime lord may not take 10 or take 20 on this check; he either knows the information, or he doesn't.

BRIBES AND COERCION (EX)

Crime lords are good at getting people to do what they want, instinctively knowing every person's price. From 3rd level, when a crime lord uses Diplomacy to bribe an NPC, every shaboozh multiple beyond the first gives him a +4 bonus instead of +2. See **Diplomacy** on page 117 in this book for details on bribery.

UNCANNY DODGE (EX)

At 3rd level, the crime lord retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If he already has the uncanny dodge ability as the result of levels in a second class, the character automatically gains the improved uncanny dodge ability (see following).

SNEAK ATTACK (EX)

Starting at 4th level, the crime lord gains the sneak attack ability. This is exactly like the rogue ability of the same name (see **Chapter Three**:

STREETWISE

DC	Type of Knowledge	Examples
10	Common, easily known by a substantial number of Sanctuary's criminal population.	The names of the guards who patrol the Prince's gate during the early morning hours; which gangs control prominent portions of the city.
20	Uncommon but available, known by only a few of the city's criminals	An upstanding constable's penchant for taking bribes; rumors of a large gem that was last seen in the possession of a beggar on the Hill.
25	Obscure and hard to come by, known only to the elite of Sanctuary's criminal underworld.	A hidden entrance that allows access to the Palace; specific knowledge of the undercity's geography.
30	Extremely obscure knowledge, known by very few. Thieves and their ilk will often kill to keep this sort of information secret.	The true identity of Lord Night; the exact location of Shadowspawn's gold.

Classes of the *PHB* for details). The extra damage dealt increases by +1d6 at 7th and 10th level. If a crime lord has the sneak attack ability from another source (such as thief levels), the bonuses on damage stack.

LACKEYS (Ex)

At 5th level, the crime lord has improved his ability to attract loyal and capable followers. If on the beggar king path, he can assemble a veritable army of beggars to serve his needs and be his eyes and ears. He can do this a number of times per week equal to his Charisma bonus (minimum once per week). The number of beggars called together is equal to twice the number of 1st-level followers the crime lord is normally capable of leading.

If on the lord of night path, the crime lord can recruit a majordomo to do his bidding. This majordomo counts as the crime lord's highest level cohort, but is two levels higher than would normally be permitted by the lord of night's Leadership score. This cohort is loyal to the point that he will risk his life for his master. In the event the majordomo is killed, the lord of night must wait until he gains another level in the crime lord prestige class before recruiting a suitable replacement.

RESOURCES (Ex)

At 5th level, the crime lord can collect debts, call in favors, and cash in investments in order to pool together a small fortune. To do so, he must make a resource check (either a Diplomacy check if a lord of night or an Intimidate check if a beggar king). He then multiplies the check result by 100 to determine the number of shaboozh he collects in 2d12 hours. The crime lord can only attempt one resource check per week, and money not spent by the time of the next check is lost.

IMPROVED UNCANNY DODGE (Ex)

At 8th level, a crime lord can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies thieves the ability to sneak attack the crime lord by flanking him, unless the attacker has at least four more thief levels than the target has crime lord levels.

If a character already has uncanny dodge (see the previous page) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character.

GLADIATOR

Gladiatorial events are common in *Thieves' World*, especially in Ranke. Though some gladiators are slaves or convicts, many are free citizens who seek the mixture of fame, fortune, and adventure that only the arena floor can provide. Indeed, Ranke is home to hundreds of gladiatorial schools where men and women from all walks of life are taught to fight for the pleasure of a roaring crowd. Such schools are often expensive to attend, but they produce some of the greatest athletes in all of Ranke.

With their bonus feats, fighters make the best gladiators, though barbarians and survivors also have the mettle necessary to survive in the pits. Rangers and godsworn sometimes do well as gladiators, but few other classes have the combat abilities needed to survive Ranke's bloody arenas.

Many gladiators NPCs participate in local bloodsports, whether such events are kept public or private. Gladiators also serve as bodyguards for wealthy or influential folk, selling their services as thugs and mercenaries. High-level gladiators, or those too old to fight in the arenas, may found schools to train new gladiators.

Hit Die: d10.

REQUIREMENTS

To qualify to become a gladiator, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Intimidate 4 ranks, Perform 2 ranks.

Feats: Weapon Focus (any martial weapon).

CLASS SKILLS

The gladiator's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See **Chapter Four: Skills** in the *PHB* and **Chapter Five: Skills and Feats** in this book for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

TABLE 4-9: THE GLADIATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+1	+2	+2	+0	+0	Armor optimization (AC bonus), fighter training
2nd	+2	+3	+3	+0	+1	Bonus feat
3rd	+3	+3	+3	+1	+1	Howls of lust and fury
4th	+4	+4	+4	+1	+2	Toughness
5th	+5	+4	+4	+1	+2	Bonus feat, retributive strike
6th	+6	+5	+5	+2	+3	Armor optimization (DR 2/—)
7th	+7	+5	+5	+2	+3	Toughness
8th	+8	+6	+6	+2	+4	Bonus feat
9th	+9	+6	+6	+3	+4	Nullify critical hit
10th	+10	+7	+7	+3	+5	Toughness

CLASS FEATURES

All of the following are class features of the gladiator prestige class.

WEAPON AND ARMOR PROFICIENCY

Gladiators are proficient with all simple and martial weapons, with light and medium armor, and with bucklers and light shields. Additionally, they gain Exotic Weapon Proficiency for the net.

ARMOR OPTIMIZATION (Ex)

At 1st level, a gladiator learns to maneuver his body so that his armor can deflect blows and absorb damage more effectively. At 1st level, this ability manifests as a dodge bonus to Armor Class equal to the gladiator's Intelligence modifier (minimum +1). At 6th level, this ability improves even further, providing the gladiator with damage reduction 2/—. Any condition that would cause the gladiator to lose his Dexterity bonus to Armor Class (if any) also makes him lose the dodge bonus and damage reduction granted by armor optimization. Armor optimization is only effective when the gladiator is wearing light or medium armor.

FIGHTER TRAINING (Ex)

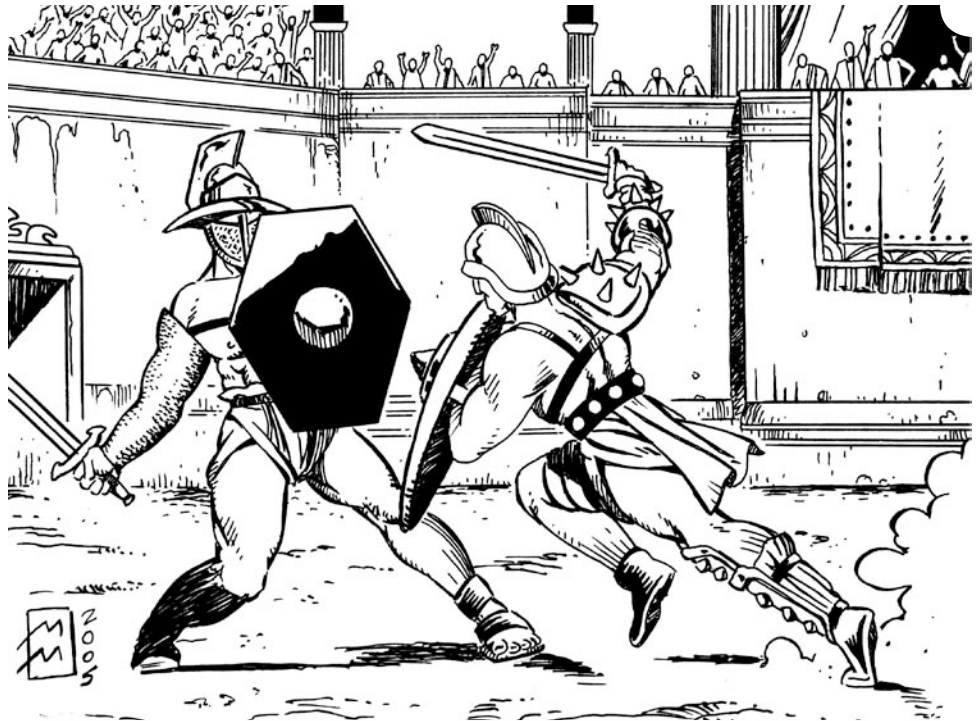
Levels in the gladiator prestige class are cumulative with fighter levels when determining the prerequisites for certain feats, such as Greater Weapon Focus and Greater Weapon Specialization.

BONUS FEAT (Ex)

At 2nd, 5th, and 8th levels, the gladiator gains a bonus feat in addition to any he would normally receive. He must meet all the prerequisites for a bonus feat, and must select these bonus feats from those noted as fighter bonus feats.

HOWLS OF LUST AND FURY (Ex)

Beginning at 3rd level, the screams, cheers, and taunts of a crowd can spur the gladiator to great accomplishments when he fights an opponent in a public arena. So long as the gladiator has an enthusiastic audience



of at least 50 people when he fights, he benefits from a morale bonus on damage rolls and saving throws. This bonus depends on the size of the crowd, noted on the **Howls of Lust and Fury** table.

TOUGHNESS

As the gladiator advances in level, he undergoes a strict regimen of physical conditioning. At 4th, 7th, and 10th level, he gains Toughness as a bonus feat.

RETRIBUTIVE STRIKE (Ex)

Wounded gladiators can draw inspiration from the pain they suffer. Beginning at 5th level, a gladiator can make a retributive strike once per day by channeling his pain, anger, and desperation into a single, powerful blow. The gladiator must have been damaged by a melee attack in the previous round, and must be at less than half his total hit points.

A retributive strike allows the gladiator to apply the amount of damage he has taken from any single melee attack within the past round as a bonus divided between his next attack and damage roll. He must allocate these bonuses prior to making the attack. The entire bonus can be applied to his attack roll, his damage roll, or divided up between the two in any way he sees fit.

Pathel, a Rankan gladiator, takes 7 points of damage from an attack. His hit points are below half his normal maximum, so he makes a retributive strike against his opponent. Before making his attack roll, he divides 7 points (the amount of damage he took) between his attack and damage rolls, allocating 4 points to his attack roll for a +4 bonus, and 3 to his damage roll, adding 3 points to damage if he hits.

NULLIFY CRITICAL HIT (Ex)

At 9th level, the gladiator becomes so used to pain and wounds that he can shrug off the effects of some critical hits. Whenever the gladiator is the target of a successful critical hit, he can attempt a Fortitude save (DC = the opponent's attack result). If successful, the gladiator negates the critical hit, taking only normal damage from the attack.

HOWLS OF LUST AND FURY

Level	—Crowd Size—				
	50–100	101–250	251–500	501–1,000	1,001+
3rd–4th	+0	+1	+1	+1	+2
5th–6th	+1	+1	+1	+2	+2
7th	+1	+1	+2	+2	+3
8th	+1	+2	+2	+3	+3
9th	+2	+2	+3	+3	+4
10th	+2	+3	+3	+4	+5