

The Book of Roguish Luck™



Smarter, Stealthier, Trickier

A silent footstep. The turn of a card. The silent kill, and the glitter of a knife in the dark. These are the tools of adventurers who live by their wits, deep in the shadows. But even the most skilled rogues adore and worship Lady Luck, who holds the difference between success and failure.

Get Lucky

The Book of Roguish Luck offers the new Luck rules subsystem for all classes, plus the bandit, gutter mage, and shadow thief core classes and four prestige classes. In addition, it presents expanded guild rules, a new school of rogue spells, shadow magic, over 30 new feats including the Rogue and Luck types, and expanded sneak attack rules. Gamble, cheat, and play with panache!

Sword & Sorcery books are published under the Open Game License and are 100% compatible with v.3.5 rules and the d20 System.

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Cover Artist: Michael Komarck



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Type of Book

A character sourcebook for players and GMs of v.3.5 rules

Related Books

The Book of Eldritch Might™ (WW16100, ISBN 1-58846-100-9), **The Book of Hallowed Might™** (WW16107, ISBN 1-58846-987-5), and **The Book of Iron Might™** (WW16109, ISBN 1-58846-980-8)

For Players

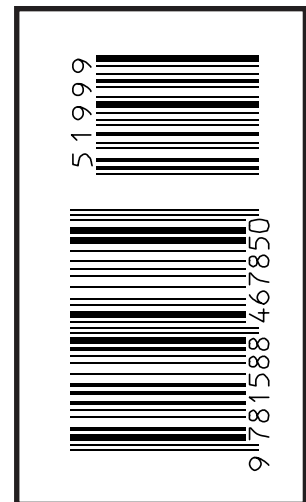
- Includes a complete Luck system for all classes, with supporting spells and feats.
- Create Thieves' Guilds with complete stats, types, and initiation rituals and simplify fencing goods, picking locks, and raising hell.
- Features guidelines for using this material with **Monte Cook's Arcana Evolved™**.

For Sellers

- Players love rogues, but few products target them.
- Builds on the popularity of stealth games like *Splinter Cell*, *StarCraft: Ghost*, and *Thief: Deadly Shadows*
- Superior design by an experienced d20 designer and publisher

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