

GENE'S GUIDE TO THIEVES' CANT



My name's Gene, but if you've come to me, you already knew that much. They said I could sell you a book on Thieves Cant? Well that makes them a liar and you a fool! Fortunately for you, I can't abide either of those things, so lets see what can be done.

Most books you turn up claiming to guide's to Thieves' Cant are tripe written by puffed up scholars. They take some old street slang they've picked up from Oerth and slap a leather binding on it. You can't learn Thieves' Cant from a book – You've got to learn it the way I did, the proper way, from the lips of a thief.

I'll talk you through it, but I've penned some scraps down for quick reference. Nothing fancy, I didn't alphabetize it like some wizard' spell book. Its in sections, you see, so you can use it on the quick. I don't expect you to memorize a blasted tome -- just fold this here paper up and keep it handy.

I've stolen the gold of a sleeping dragon, won the beard off a dwarf on a game of dice, and sold a Vistani his own elixirs back. Most canters, they aren't like us. You've got to remember, they don't have the knack. They're just common cut-purses and brigands – low lifes – but they're the folks who make it all work, so listen close...

TOOLS OF THE TRADE

Oil: Poison or a poisoner's kit. A poisoned weapon or consumable is referred to as oiled.

Sticks: Lock picks or other thieves tools. To stick a lock is to pick it. A stuck lock is open.

Plaster: Disguise kit

Ink: Forgery set

Hood: Burglar's pack, though particularly the hooded lantern.

Crow's Nest: Bag of caltrops.

Cutlery: Dagger or small sword

Needles and Thread: Crossbow with bolts.

Wine: Potion. Generally a *potion of healing*. White wine is used to refer to a *potion of climbing* or other irregular.

TREASURE

Iron: Gold.

Stone: Silver.

Clay: Copper.

Iron Bit – Magical item. You could say you're looking for an iron sword, or have an iron ring to sell.

Rusted Iron Bit: Cursed item. To be cursed is to be rusted.

Dig: Location where its believed there is loot to be had, such as a baron's house or an old grave site.

PLAYING THE GAME

Meal: Game. A cooked meal is a crooked game.

Knuckles: Dice. A sixth knuckle is a loaded die. To accuse someone of having six knuckles is call them a cheat.

Papers: Playing Cards. Stamped papers are marked cards.

Eat: Gamble.

Cook: Cheat. In person and in act.

Brush: To pick a pocket. A brusher is a pickpocket.

New: Stolen.

Half Orc: Mark. An easy mark is just an Orc.

Twist: Small trick. Whether by magic or sleight of hand.

DARK DEEDS

Dress Up: To conceal your weapons.

Sing: To disorient or incapacitate someone with magic. Sing them to sleep.

Kiss: To charm or befriend someone with magic.

Cold: Dead.

Send a gift: To murder or assassinate.

Naked: Drunk.

Sideways: Wounded, injured or broken.

Dance: To hang or be executed.



CONTACTS

Blacksmith: Fence or money changer.

Scribbler: Counterfeiter or forger.

Friend: Muscle for hire. If you're looking to do more than just rough someone up, ask for an old friend.

Magpie: Corrupt Official. To give someone a stone is to bribe them.

String: Minstrel, bard, or other performer.

Uncle: Contact, usually one for inside information.

Brother: A fellow thief who knows the code.

Kid: Halfling, gnome, or other small race.

Pearl: A crooked hedge wizard. It comes from their willingness to identify stolen magic goods.

PERILS

Dragon: Boss or ring leader, the man in charge.

Resting: In jail.

"Danger"

Cloaks: Guards or soldiers.

"Safe"

Whites: An acolyte, cleric, paladin or the like. A grey is a charlatan pretending to be divine.

Points: Elf. Half -Elf can also be used as a warning for someone who can see in the dark, doesn't sleep, or can't be charmed.

Leathers: Bandits or highwaymen.

Eyes: Magical wards, such as glyph, alarms, or detection spells.

Ice: Trap, generally mechanical.

"Friend"

Smoke: Magical illusion or invisibility.

Cobbled Road: dangerous road. A dirt road is safe.

Teeth: Dangerous wild beasts

Dogs: Kobolds, goblins, orcs, or the like.



THIEVES' MARKS

"Guild Territory"

