

DUNGEONS & HEISTS

DEMO BOOKLET

CABAL OF ENCHANTMENT



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ABOUT THIS BOOKLET

Dungeons & Heist is a book that aims to expand gameplay experience and create more thematic role play experiences for people all around the world. The main aim is to create and introduce new stealth based gameplay options, along with Game Master tools to challenge these mechanics in a fun way.

Even though most of the content requires copyediting and rebalancing, this booklet is a free demo of what is to come. The booklet includes a brand new class, Delinquent, which is a versatile class that can be played with various fowcuses, ranging from combat to social manipulation.

PREFACE

All my life, I found comfort in playing games. My days got brighter with the amazing minds and their creations. Since those days, I've dreamed of bringing joy to others, the same joy I've experienced throughout my life. With this book, with our vision coming to life, I feel that I'm journeying down this path, and I thank you for all your support. May this book bring joy to your tables.

—Berke Emir Güner

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INTRODUCTION

Here starts our journey towards a new book! This demo booklet is to introduce you to our upcoming project Dungeons & Heists, with free content for your use. We hope that these content brings happiness to your tables and much, much joy! I hope you enjoy it!

NEW CLASS: DELINQUENT

A half-elf with a graceful figure sits on an ottoman, with a dashing purple coat that appears to be of a sea captain. Others around can't help themselves but become captivated by the delinquent's speech. Oh, how the subject changes vividly, from the adventures of the past to the meaning of life. While the intellectual depth of the conversation appears to be difficult for some of the listeners, they cannot help themselves.

A young human male with a spectacular leather armor, adorned with gold lining readies his rapier, facing the half orc warrior on the other corner. He winks at the young noble that he seeks to impress, with a small kiss hidden behind his elegant sweep of his sword. The referee releases the napkin she holds, and once it hits the ground duelists lunge towards each other.

A tiefling female sits on the other side of the table. Another woman with a cloak and a mask asks whether she retrieved the item yet. Tiefling admits that not yet, since she requires a small advance on her pay first. They stare at each other, as if they were trying to reach each other. The cloaked woman throws a small silk pouch with anger, as the gold coins rattle on the table. Tiefling grabs the pouch, bows courteously and leaves, never to be found again. The following night, the cloaked figure finds herself overwhelmed with defeat, as she learns the item was stolen all along, never to be found again.

A delinquent's passion is what it is lacking, whether it is fame, glory or just some excitement. A delinquent can be anyone, a duelist with unmatched martial prowess, a scholar seeking knowledge or an occultist that delves in ancient ruins. They are both competent fighters and knowledgeable intellectuals, seeking to live life to the fullest.

DELINQUENT'S LIFE

Delinquent's pursuit is a life filled with opportunities, in an attempt to evade the undeniable burden of a persistent boredom. These individuals spend most of their time learning new things, carousing with strangers and discovering new ways to pursue excitement. They can be found anywhere from a luxurious inn to the secret meetings of a city sewers. While they can be seen frequently in crowded areas, it's common for delinquents to pursue the lure of adventure even in the most remote areas of the world.

Most of the delinquents prefer to be a part of a larger group. They are social creatures, finding comfort with others' presence. Their company may change over time, but they can tag along with any kind of group. It's common for delinquents to find themselves in adventuring groups of warriors or outlaws due to their certain aptitudes.



ADVENTURERS, SCHOLARS, WARRIORS

Delinquents have knowledge in many different areas. Despite their shabby clothing and easygoing approach, delinquents are rarely intellectually fable. On the contrary, most delinquents invest a great deal of time educating themselves. Not only do most of them have a form of traditional and formal education, they seek knowledge of all kinds. However, their passion for knowledge is not like a scholar, they seek the information that can be applied and used in life. Most of these individuals are natural philosophers too, with a well-thought approach to most dilemmas.

Aside from scholarly knowledge, their charismatic nature and aptitude for shady matters allow them to navigate into all environments. They are excellent fighters and duelists, often risking their life for others' approval or favor. These charismatic individuals seek danger and thrill wherever life offers them, whether it's a risky affair with a noble or the depths of forgotten dungeons that no one dared to enter. To dare is to live, and to live a life of a delinquent is no easy task.

CREATING A DELINQUENT

As you build your delinquent, you must think about a few key points. Where did you receive your education and your martial training? What made you choose a different life than the rest of nobles or others who obtained similar training? Have you lost your wealth to become an outlaw, or did you simply find others' mundane affairs boring? How were you applicable for that kind of training? What kind of things fascinate you? Is it the ancient mysteries that await their discovery, or is it social maneuvering that you enjoy the most? What is it that you respect in a person?

You might have been of noble blood, or maybe a commoner who saved the life of a young noble back when you were just a kid. Maybe those nobles promised your parents that they would get you the best education there is, just like their own child. Of course you might teach yourself with an unquenchable thirst for knowledge, mimicking the techniques of the best duelists that you've come across in various tomes of knowledge. What kind of environments do you spend your time in? What kind of people do you prefer to keep around yourself? People and knowledge play a large part in your life, just like the thrill and joy you seek to feel truly alive.

QUICK BUILD

You can make a delinquent quickly by following these suggestions. Make Dexterity or Strength your highest ability score depending on what kind of melee weapons you want to focus on. Your next-highest ability score should be Charisma. If you prefer a more social character, then you can swap these priorities. Then, choose the heister background.

CLASS FEATURES

As a delinquent, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per true alchemist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per delinquent level after 1st

PROFICIENCIES

Armor: Light Armor, Medium Armor

Weapons: Martial weapons

Tools: Choose one from Forgery Kit, Thieves' Tools or a musical instrument

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Performance, Persuasion, Sleight of Hand, Stealth

EQUIPMENT

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

- (a) a rapier or (b) a short sword
- (a) two daggers or (b) any simple weapon
- (a) a burglar's pack, (b) an explorer's pack or (c) entertainer's pack
- Leather armor

DELINQUENT'S TONGUE

At 1st level, choose a skill from Deception, Intimidation and Persuasion. You gain proficiency and expertise in that skill, your proficiency bonus is doubled when making the appropriate skill check.

UNFAIR ADVANTAGE

Beginning at 1st level, you learn to utilize dirty tricks during combat. Whenever you are not wearing heavy armor or wielding a shield, your melee attacks with one handed weapons deal an additional 1d4 damage to your opponent.

Whenever you attack a creature with advantage, or against a creature that has disadvantage on attacks made against you, Unfair Advantage deals damage as if you've rolled the maximum possible damage instead.

The amount of extra damage increases as you gain levels in this class, as shown in the Unfair Advantage column of the Delinquent table.

DELINQUENT

Lv	Proficiency Bonus	Unfair Advantage	Features
1	+2	1d4	Delinquent's Tongue, Unfair Advantage
2	+2	1d4	Feint
3	+2	1d4	Archetype Feature
4	+2	1d4	Ability Score Improvement
5	+3	2d4	Jack of All Trades
6	+3	2d4	Extra Attack
7	+3	2d4	Archetype Feature
8	+3	2d4	Ability Score Improvement
9	+4	3d4	Forceful Personality
10	+4	3d4	Ability Score Improvement
11	+4	3d4	Archetype Feature
12	+4	3d4	Ability Score Improvement
13	+5	4d4	Deceptive Footwork
14	+5	4d4	Semblance
15	+5	4d4	Archetype Feature
16	+5	4d4	Ability Score Improvement
17	+6	5d4	Unnerving Confidence
18	+6	5d4	Archetype Feature
19	+6	5d4	Ability Score Improvement
20	+6	5d4	Sophistication

FEINT

Starting at 2nd level, you gain the ability to utilize your wits and cunning in the heat of a battle to confuse your enemies. You can take a bonus action to Feint your enemy. Your target makes a Wisdom saving throw against your Feint DC. On a failure, you gain advantage on all attacks against the target until the end of your turn.

Feint DC = 8 + your proficiency bonus + your Charisma or Dexterity modifier (your choice)

DELINQUENT ARCHETYPE

At 3rd level, you choose an archetype that reflects your areas of interest as a delinquent. Your archetype choice grants you features at 3rd level and then again at 7th, 11th, 15th and 18th level.

JACK OF ALL TRADES

Starting at 5th level, your expertise and indulgence of everything allows you to make competent imitations of others. Even when you are not proficient in a skill, you add half your proficiency (round down) when making a skill check.

EXTRA ATTACK

Beginning at 6th Level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

FORCEFUL PERSONALITY

At 9th level, your ability to trick your opponent comes to such a level that you deal more damage thanks to your swift swordplay. You add your Charisma modifier to all damage rolls made with one handed melee weapons.

DECEPTIVE FOOTWORK

At 13th level, your ability to feint your opponents grows. Whenever you successfully use Feint against a creature, your AC increases by 2 against that creature until the start of your next turn.

SEMBLANCE

By 14th level, you have acquired the ability to lie as if you are telling the most noble truth. Your lies cannot be detected with divination magic and others have disadvantage on Wisdom (Insight) checks made against you.

UNNERVING CONFIDENCE

Starting at 17th level, you master social maneuvering and learn to cover up your mistakes. Whenever you fail in Deception, Intimidation or Persuasion check, you may use your reaction to immediately choose to make a second skill check with one of the remaining two skills. If you succeed with the second check, it counts as if you've succeeded in the first skill instead.

SOPHISTICATION

At 20th level, you always find your way to success. Whenever you make an ability check, you can treat all rolls below 7 as if you have rolled 7.

DELINQUENT ARCHETYPES

Delinquents find their muse among many areas of expertise, which usually defines their abilities and tendencies.

MARTIAL MUSE

The art of war has captivated the curiosity of many young individuals. Martial arts are a distinguished practice among both the nobles and commoners. While you've had the basic training as a delinquent, you have further mastered the art of dueling, using grace and deception during combat.

Delinquents of martial prowess are famed and feared throughout the lands. While many offer their services as duelists, they make formidable bodyguards and legal assassins, who infiltrate nobility and challenge target nobles to a duel with justification, just to take their life.

DEFENSIVE FEINT

Starting at 3rd level, you can confuse your enemies by taking more risks. When you use Defensive Feint, your target has advantage on saving throws against your Feint attempts. If you successfully use Defensive Feint, your target gains disadvantage on all attacks against you until the start of your next turn, in addition to the benefits of Feint.

NEVER OUTNUMBERED

By 7th level, whenever there is more than one hostile creature within 5 feet of you, you can exploit their mistakes. When a creature misses an attack against you, you can use your reaction to make an attack roll on against another creature within 5 feet of you. If you succeed, the missed attack hits the second creature instead.

SWIFT STRIKES

Starting at 11th level, you can Attack thrice, instead of twice, whenever you take the Attack action on Your Turn.

WITHOUT MERCY

Starting at 15th level, your fighting technique grows to be more merciless. Whenever you use your Unfair Advantage to attack a creature that you have advantage on attack rolls while it has disadvantage on attack rolls against you, the first attack you make in that round automatically scores a critical hit.

You can use this ability for a number of times equal to your Proficiency bonus. You regain all uses of this ability when you finish a long rest.



MASTER DUELIST

Starting at 18th level, whenever you are face to face with a single opponent, you gain additional benefits. When there are no creatures except your opponent within 15 feet of you, your opponent becomes Isolated. Isolated targets have disadvantage on saving throws against your Feint attempts. Additionally, attacks from an Isolated opponent cannot have advantage on you. You must be aware of your opponent for this ability to work.



ARCANE MUSE

While a delinquent seeks to master various arts, they linger longer upon the arcane and awaken their magical potential. Whether it's a weakened sorcerous origin or a pure stroke of luck, these individuals have a small degree of control over the arcane arts.

ARCANE MUSE SPELLCASTING

Level	Spells Known	1st	2nd	3rd	4th
3	3	2	—	—	—
4	3	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	3	2	—	—
8	5	3	2	—	—
9	6	4	2	—	—
10	6	4	2	—	—
11	7	4	3	—	—
12	7	4	3	—	—
13	8	4	3	1	—
14	8	4	3	1	—
15	9	4	3	2	—
16	9	4	3	2	—
17	10	4	3	2	—
18	10	4	3	3	—
19	11	4	3	3	1
20	11	4	3	3	1

SPELLCASTING

When you reach 3rd level, you gain the ability to access the arcane potential hidden inside you.

Cantrips. You learn two cantrips of your choice from the sorcerer spell list.

Spell Slots. The Arcanist Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher. You know three 1st-level sorcerer spells of your choice, which you must choose from the conjuration and illusion spells on the sorcerer spell list.

The Spells Known column of the Arcanist Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be a conjuration or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration or illusion spell.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since you learn your spells through dedicated study and memorization. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

ARCANE MUSE SPELLS

Level	Spells
4	<i>scholar's parry*</i>
8	<i>deceiver's mark*</i>
14	<i>scholar's riposte*</i>
20	<i>charlatan's escape*</i>

AFTERIMAGE

At 7th level, you learn to effectively use illusions to confuse your enemies. Whenever a creature who you've successfully used Feint on misses an attack against you before the start of your turn, you can use your reaction to move 5 feet to another adjacent square to your opponent. You leave behind an illusion of yourself. Your illusion remains until the start of your next turn.

MIRAGE

Starting at 11th level, you can create your afterimage in any square adjacent to your opponent. You can switch places with your afterimage as a part of your reaction.

ILLUSORY RIPOSTE

Starting at 15th level, your mastery over magic allows your illusions to interact with the physical world. Whenever you create an afterimage, it immediately makes a free attack against the attacking opponent. Your afterimage uses your statistics, as if you were the one making the attack.

ILLUSORY TWIN

At 18th level, you can summon a realistic illusion of yourself that lasts for 1 minute. Your illusion has half your Hit Points (round down) and cannot recover hit points by any means. Your illusion shares your statistics, but cannot use the items you have on you, except for weapons and armor. Your illusion rolls initiative separately from you, and acts by itself.

Once you use this ability, you cannot use it again until you finish a long rest.

CHAMELEON MUSE

Delinquents are social creatures, constantly seeking the attention and comfort of others. Some divert their excess time to other studies, while these rascals choose to master the social battlegrounds even further than others. These individuals, sometimes referred as chameleons, can maneuver within any social environment to achieve their goals.

CRAFT MASK

At 3rd level you gain the ability to craft masks to reconstruct your appearance. You can have a number of masks equal to your proficiency bonus. When crafting a mask, you can alter your appearance as the disguise self spell. You gain advantage on all Charisma checks when you are attempting to be somebody other than yourself while you are wearing a mask.

You can remove or equip a mask as an action. You must spend 2 hours in order to craft a single mask.

BLEND IN

At 7th level, you gain the ability to cast the major image spell without material components. You can cast this spell for a number of times equal to your Charisma modifier. Charisma is your spellcasting ability for this spell. You can expend a use of Blend In as a bonus action to appear to be using a class ability of a different class. You make a Charisma (Deception) check with advantage contested by

bystanders' Intelligence (Investigation) check made with disadvantage. You must still use a material component to fulfill an action. For example, you can appear to be a cleric and heal another creature using divine magic, where you instead use a potion of healing, or you must throw a vial of alchemist fire to mimic a fire spell.

You regain all uses of this ability when you finish a long rest.

MASTER OF MASKS

At 11th level whenever you don a mask created using your Craft Mask ability, you can further your persona beyond your appearance. You can choose a new name, alignment and background story for each mask. Whenever you are targeted by a divination spell that attempts to detect your thoughts, discover your identity or alignment, it automatically detects information of your mask.

Additionally, whenever you use your Craft Mask ability, you can cast a permanent arcanist's magic aura spell on the mask. You gain the effect whenever you wear the specific mask.

EVIL EYE

Starting at 15th level, your very essence is fluid, chaotic and ever changing. Any divination attempt against you while you are not wearing a mask automatically fails. Furthermore, any creature that attempts to observe you using a divination spell such as detect magic, true seeing or similar spell must make a Charisma saving throw against $8 +$ your proficiency bonus $+ your Charisma$ modifier. If they fail the saving throw, you vanish from their mind as if they never perceived you.

This ability doesn't work on creatures that are immune to mind affecting abilities.

MASTER OF MANY FACES

At 18th level, you learn to construct a persona to impersonate other creatures. You change your shape and effectively mimic the posture, behavior and speech of another creature. Whenever you don a mask created using your Craft Mask ability, you can gain the "change appearance" effect of the alter self spell on yourself. You can change your masks as a bonus action. You can craft a new mask using your Craft Mask ability in a minute instead of 2 hours.

Whenever you make a surprise attack while you are wearing a mask created using Craft Mask ability, you automatically score a critical hit.



PSYCHIC MUSE

Delinquents are a rare breed. Their focus is divided, as they seek many peculiar paths. Some seek the occult, some train to shed blood and others blend in to socially maneuvering. However, delinquents of Psychic Muse seek what is beyond the truths of the universe, they seek the unknown and aberrant, exception yet unseekable.

These delinquents have awakened their psionic potential to utilize their mind's prowess in both adventures and battles. Many delinquents of this muse prefer to keep their powers concealed in order to fully benefit from their abilities.



TELEPATHIC EDGE

At 3rd level you can telepathically speak to any creature you can see within 30 feet of you as long as you share a language with the creature. Range of this ability increases as you take more levels in this class, 60 feet at 7th level, 90 feet at 11th level and 120 feet at 18 level.

Additionally, at level 11th, you can communicate with other creatures telepathically without sharing a common language.

PING & PROBE

At 7th level, you gain the ability to perceive other creatures through their psychic impressions. You can use a bonus action to detect any creature within your telepathic range. Creatures that are immune to enchantment spells or mind effects are also immune to this effect.

Additionally, you can focus your psionic power on a single creature you can see within your telepathic range. You can learn the surface thoughts of the creature similar to the detect thoughts spell, but you cannot probe deeper.

PSYCHIC STAB

At 11th level you gain the ability to empower your strikes with your psychic resonance. Whenever you deal damage against a creature using your Unfair Advantage, you can choose to deal an additional 2d4 psychic damage and your target becomes Confused until the start of your next turn. Confused creatures gain disadvantage on all ability checks and attack rolls.

You can use this ability a number of times equal to your Intelligence modifier. You regain all uses of this ability when you finish a short rest.

POWERFUL MIND

Starting at 15th level, your mind is strengthened against magical effects. You are immune to any spell that attempts to read your thoughts, discern if you are lying or gather any information about you.

PSIONIC FIELD

At 18th level, as an action you learn to extend your mind's fortress to shape reality around you for a duration. Once you use this ability, you cannot use it again until you finish a long rest. You choose the type of field you create when you use this ability.

Null Field. You create a 10 foot sphere emanating from you that disturbs magical energies around you.

Null Field works similar to the antimagic field spell. You can maintain Null Field for up to 10 minutes or until you lose concentration. You can use your class abilities in the Null Field.

Mind's Fortress. You create a stronghold in a 120 feet square area. Your fortress can include lodgings, beds and other constructs shaped from stone. You can place primitive traps around within the area, and can build up to 30 feet in height. You cannot conjure weapons or siege weaponry. Mind's Fortress lasts for 8 hours or until you move more than 120 feet from your construct.

Glimpse of Paradise. As a part of your long rest, you can extend your psychic reality to affect a number of resting creatures equal to your Intelligence modifier. As long as your rest remains undisturbed, you and other creatures recover an extra level of fatigue. The resting creatures don't need to eat or drink as they are nourished with your psychic resonance.

War Persona. You focus your inner power to shape your own reality. Your appearance changes slightly towards your ideal concept of warrior, and you gain an extra attack. You regain 5 hit points as long as you have at least 1 hit point. You can maintain War Persona for up to 10 minutes or until you lose concentration.

Psychic Blast. You focus your psychic powers in a single blast to devastate the minds of all creatures within 30 feet of you. Each creature must make an Intelligence saving throw against $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$, taking $12d6$ psychic damage on a failed save or half as much on a successful one. Each affected creature also becomes Confused for 1 minute, gaining disadvantage on all ability checks and attack rolls.

BACKGROUNDS

Every character has a story that starts way before your adventuring years; your place of birth, the people who took care of you, your childhood memories, your happy moments, your traumas, everything that shaped your personality into its current state.

Choosing a background is a crucial step in character creation, and in this book, we include additional backgrounds that are fitting for the heisters, enforcers and defenders of coin all around the world.

HEISTER

You have been involved with heisting since you were very young. Maybe you started out as an urchin or an orphan with promise, but you found yourself within the underground network of sophisticated thieves soon enough.

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Thieves' tools, vehicles (land)

Equipment: A thieves' tools, a climber's kit, a sealing wax, a set of common clothes, 50 feet of hempen rope and a belt pouch containing 10 gp

FEATURE PLANNING AHEAD

Your expertise in heists allow you to analyze any situation and plan before you risk your neck. You spend most of your time tinkering, planning and making the just right contacts, allowing you to plan heists, ambushes and all sorts of other mischief without ease. Additionally, you are welcomed by most thieves' guilds, and you may take freelance work from them from time to time.



SUGGESTED CHARACTERISTICS

You are a thief at heart, but not a common thief. You are a person of discipline, planning and great ambition. You might be a person of great physical prowess, a grand tactician or a truly gifted person. The only difference between you and others with similar gifts is that you seek money, and they follow paths with lesser rewards instead.

d8 Personality

- 1 My time is well spent only when I'm having fun, or making some money.
- 2 I hide my true intentions behind a guise of innocence.
- 3 Me and other peoples' gaze? We don't get along.
- 4 I'd welcome death as long as I die trying
- 5 I can't help collecting things of beauty, often without permission.
- 6 I can say anything they want, as long as I get what I want.
- 7 Honesty is a fool's endeavor, therefore it must be practiced by fools alone.
- 8 I always plan ahead in case things go sour.

d6 Ideal

- 1 **Greed.** I will make a fortune, regardless of the way of acquisition. (Evil)
- 2 **Fame.** I will be known and loved as the greatest thief in the world! (Any)
- 3 **Courage.** One is only alive when there is the risk of loss and death. (Any)
- 4 **Charity.** Wealthy have too much for themselves, the poor have none. I shall fix the scales. (Good)
- 5 **Comfort.** I seek to live like kings and queens, and enjoy the best that life offers me. (Any)
- 6 **Infamy.** My name will be etched into history as a great criminal. (Evil)

d6 Bond

- 1 I have lost someone important to me in a botched heist. It's up to me to continue to work towards our dreams.
- 2 I have lost claim to something important to me. If I can't have it legally, I'll find another way.
- 3 There are people in need, and no one to fight for them. Or rather, steal for them.
- 4 I'm great at what I do. And I will be even better, and make history.
- 5 I oppose the hierarchy between classes, therefore by stealing from the rich and powerful, I make the world a better place.
- 6 My family lost all their wealth because of others. Now I'm collecting what's due.

d6 Flaw

- 1 I have taken responsibility for a great crime I haven't committed. There will be repercussions.
- 2 The most courageous thing to do in a lost fight is to turn tail and run, and never, ever look back.
- 3 I have never trusted anyone, I definitely don't trust my companions.
- 4 Friends and family don't always feed an empty stomach. Money does.
- 5 I'd rather kill than to get caught.
- 6 There are no gray lines, it's either right or wrong.



NEW FEATS

Feats in Dungeons & Heists represent an area of expertise that only a few select individuals would prefer to pursue. These feats allow characters to utilize their abilities to be more efficient in the role they play during a heist, or to defend a stronghold against these specialized heisters.

INQUISITIVE PERSONALITY

Prerequisite: Wisdom 13, proficiency in Perception skill

- Whenever you see or hear the same person twice, you can immediately recognize them or their voice.
- You gain advantage on Wisdom (Insight) checks to discern targets in disguise.
- You can spend a bonus action to focus on your surroundings and detect any invisible creatures within 30 feet of you until the end of your turn. You can only discern the location and size of the creature.

THE BRUTE

Prerequisite: Strength 13, proficiency in Intimidation skill

- Increase your Strength score by one, to a maximum of 20.
- You gain advantage on Intimidation skill checks whenever you prove your combat prowess by defeating an enemy or scoring a critical hit.
- You add your proficiency bonus twice when making an Intimidation skill check.
- You can use Strength modifier instead of Charisma modifier whenever you make an Intimidation skill check.
- Whenever you score a critical hit, you can use your reaction to make an Intimidation skill check against all opponents within 30 feet of you.

POISONS

Great individuals rose to power and fell, sometimes with treachery, a blade in their backs, sometimes in a bloody battlefield or sometimes, with a single drop. Heisters and those who defend against them utilize various poisons to kill, incapacitate or otherwise disable others to conduct their business with ease. Some poisons are lethal, with aim to kill, while others only disable a group of individuals, favored by heisters who refuse to claim lives if not necessary.

The poisons are classified on their method of delivery. The methods are contact, inhaling, ingestion and injury. This section explains some specific poisons and further explains how they work. The poisons table below lists all the poisons in this book in alphabetical order, with their delivery method and price per dose.

SWEET DREAMS

Inhaled poison

A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or the creature becomes Unconscious for 1 hour. The creature wakes up if it takes any damage or if another creature spends an action to awaken it.

VEIL OF AMNESIA

Inhaled poison

A creature subjected to this poison must succeed on a DC 20 Intelligence saving throw or the creature becomes Unconscious for 1 turn. When the creature regains its consciousness, it cannot remember the last hour. The creature immediately wakes up if it takes any damage or if another creature spends an action to awaken it.



SWEET DREAMS

VEIL OF AMNESIA



URGENT SUMMONS

URGENT SUMMONS

Ingested poison

A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or the creature becomes Poisoned 1 hour after the ingestion as its digestive system activates immediately, grumbling and causing great discomfort. A creature poisoned in this manner has disadvantage on all skill checks. The poisoned condition lasts for 1 hour, or until the creature relieves itself by rushing to a bathroom. Target creature takes 1d4 poison damage while relieving itself.

MAGIC ITEMS

Magic items are presented in alphabetical order.

APPRAISER'S EYEPIECE

Wondrous item, very rare

These eyepieces can be worn over a single eye and are usually fashioned with arcane runes etched over a golden frame. A creature wearing this eyepiece can cast the appraise spell at will.

ARCHITECT'S SPECTACLES

Wondrous item, Very Rare

These special spectacles are favored by architects, builders and of course, thieves. While wearing these spectacles, you can see within nonmagical walls and objects to determine any weak points or the general thickness of the wall. You can see up to 5 feet thick walls or otherwise inorganic material. Furthermore, the spectacles grants advantage on all ability checks to determine the material of the observed object. Curiously, these spectacles don't work on any magical items, enchanted objects or creatures, even if they are created from inorganic material.

CHARLATAN'S FLIGHT

Wondrous item, rare

This fist-sized hexagonal canister contains magical dust of various nature within. When you use an action to throw it on the same square you are standing on, you cast the dimension door spell while the canister releases a thick, foul gas cloud in a 60-foot radius area. The cloud's area is heavily obscured and each creature within the gas must succeed on a DC 17 Constitution saving throw or starts retching and gagging as long as they remain in the cloud's area due to the foul smell. Retching creatures cannot take actions except attempting to move outside the area of the gas. Regardless of the saving throw, creatures within the area cannot breathe and start suffocating. The wind has no effect on this magical fog.

Your ability to move creatures and objects with your mind is matched by few. You can cast the *telekinesis* spell, requiring no components, and your spellcasting ability for the spell is Intelligence. On each of your turns while you concentrate on the spell, including the turn when you cast it, you can make one attack with a weapon as a bonus action.

APPRAISER'S EYEPIECE



ARCHITECT'S SPECTACLES



CHARLATAN'S FLIGHT



COIN'S REFUGE

Wondrous item, rare (requires attunement)

This special magical earring acts as a safe space to store your valuables. Favored by travelers and nobility, the earring activates with a command phrase uttered by the attuned creature. On command, the gem of the earring detaches itself and unfolds through the edges similar to a folded paper, as if it exists in more than three dimensions. Once unfolded, the gem turns into a small coffer, which has an extradimensional space inside. The opening of the coffer can expand up to is roughly 2 feet square, and can go as deep as 2 feet. The coffer can hold up to 250 pounds, not exceeding a volume of 32 cubic feet. The coffer weighs about 20 pounds, yet in the gem form, the earring is weightless.

When overloaded, damaged or placed inside an extra dimensional space, a coin's refuge acts similar to a bag of holding.

DELINQUENT'S ELEGANCE

Weapon (any one handed melee weapon), very rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Whenever you successfully make a surprise attack or use delinquent's Feint class ability, the target takes an extra 3d6 damage of the weapon's type.

DELINQUENT'S ELEGANCE



COIN'S REFUGE

DELINQUENT'S REGALIA

Armor (shield), very rare

This magical cape is made from the finest fabrics and sewn with the magical threads that captivates the observers. While wearing this cape, the wearer gains +2 to armor class as if they wear a shield. The armor class bonus only functions when the wearer is holding a single, one handed weapon. This magical item doesn't require shield proficiency to use.

MASK OF ANONYMITY

Wondrous item, very rare (requires attunement)

These special masks that cover the whole face of a creature are created for individuals that value their privacy. While wearing this mask, you cannot be targeted by divination magic or perceived through magical sensors, your thoughts cannot be detected and information about you cannot be obtained by magical means.

TELEPATHY CRYSTALS

Wondrous item, rare

These crystals can be placed on the head of a creature or can be worn as an earring or a piercing. Up to eight crystals can be attuned to other crystals to forge a telepathic link, similar to the telepathic bond spell. Only exception is that telepathic links between crystals cannot be maintained longer than a mile away. The crystals that are out of range simply cease to function until they get in range.



DELINQUENT'S REGALIA

NEW SPELLS

This section contains new spells that the GM may add to a campaign, making them available to player characters, NPCs and monsters. The Spells table lists the new spells, ordered by level, including their school of magic and whether they require concentration or not.

You should talk to your GM before using any of the spells below.

SPELLS

Lv	Spell	School	Conc.	Ritual
5	Amnesia	Enchantment	No	No
2	Appraise	Divination	No	Yes
4	Charlatan's Escape	Illusion	No	No
2	Deciever's Mask	Enchantment	Yes	No
1	Scholar's Parry	Conjuration	No	No
3	Scholar's Riposte	Conjuration	No	No

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

AMNESIA

5th-level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of chalk dust)

Duration: 10 minutes

You target a single creature and twist its recent memories. If the creature fails in a Wisdom saving throw, it immediately forgets all memories of the last hour. The creature regains its memories when the spell duration ends.

Spell Lists. Bard, Cleric, Sorcerer, Wizard

MASK OF ANONYMITY



APPRAISE

2nd-level Divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, F (a magnifying glass)

Duration: Instantaneous

You touch a single object and focus your magic to appraise the object. You learn about the maximum gold that the object can be sold for, and an approximate value of the object.

Spell Lists. Bard, Cleric, Sorcerer, Wizard

CHARLATAN'S ESCAPE

4th-level Illusion

Casting Time: 1 reaction

Range: Self

Components: V, S, M (a mixture of chalk and dust)

Duration: Concentration, up to 1 minute

You simultaneously cast invisibility on yourself and a realistic image of yourself at the same time. When you do so, you can move up to 5 feet in an empty space. Your illusion appears to be running away in a direction, where you can control its actions. Your illusion has Hit Points equal to half of your maximum Hit Points and it's exceptionally realistic when struck with a weapon. Your illusion can speak words but not complex sentences. Even if the illusion drops 0 hit points, you can maintain your charade and concentrate to create an illusion of a corpse.

Through physical inspections such as an attempt to loot your corpse is enough to see through the illusion.

Spell Lists. Bard, Cleric, Sorcerer, Wizard

TELEPATHY CRYSTALS



DECEIVER'S MASK

2nd-level Enchantment

Casting Time: 1 action

Range: Self

Components: V, S, F ()

Duration: Concentration, up to 10 minutes

You mask your psyche against any magical attempt to discern your deception attempts. Any divination attempt to discern your lies automatically fails.

Spell Lists. Bard, Cleric, Sorcerer, Wizard

SCHOLAR'S PARRY

1st-level Conjunction

Casting Time: 1 reaction

Range: Self

Components: V, S, F (one handed melee weapon)

Duration: Instantaneous

You call upon your arcane energy and bend space around your weapon to make a swift parry to escape from harm. You make an attack roll against a single melee attack made against you. If you succeed, you strike your opponent's weapon as the attack against you fails as if it has missed instead.

You can choose to cast this spell after the attack hits, but before you take any damage from it.

Spell Lists. Delinquent, Wizard

SCHOLAR'S RIPOSTE

3rd-level Conjunction

Casting Time: 1 reaction

Range: Self

Components: V, S, F (one handed melee weapon)

Duration: Instantaneous

You call upon your arcane energy and enhance your magic to make a swift parry to escape from harm. You make an attack roll against a single melee attack made against you. If you succeed, you strike your opponent and deal damage normally. The attack against you fails as if it has missed instead.

You can choose to cast this spell after the attack hits, but before you take any damage from it.

Spell Lists. Delinquent, Wizard

ADDITIONAL RULES

This section of the chapter includes additional rules to enhance your games.

STEALTH TRACK

Stealth Track is a new mechanic that allows a group of characters to use Stealth together as if they were a single entity. Each time the group rolls Dexterity (Stealth), each success and failure is combined. Each failure of 5 or more counts as 2 failures, whereas each success with 10 or more can be used to reroll



a failed roll of any other member of the group. The sum of the failures and successes is recorded on the Stealth Track. Skills or abilities that draw too much attention automatically disturb the party synergy, immediately removing the Stealth Track, at the GM's discretion.

Whenever the party has accumulated three successes in a stealth track, it means that the party is in synergy with each other. The party is in phase and can correct each other's mistakes and make split-second decisions to prevent other members from being detected. A character may throw a piece of coin on the other side of the room, blow in a guard's ear and quickly hide back; whatever they do, they divert the attention from the character that fails its Dexterity (Stealth) check. Whenever a member of the party fails a saving throw, they can choose to succeed by resetting the successes from the Stealth Track.

Whenever the party has accumulated three failures in a stealth track, the whole party is detected, and each creature rolls for initiative. This doesn't mean that a potential stealth mission is ruined, as long as the observers are defeated before they can report what they saw, the mission continues and the Stealth Track is reset.

If the alarms are raised in an area, Stealth Track cannot be used until the alarms are shut. Even if the alarms are shot, once an area enters a state of high alert, Stealth Track cannot accumulate successes until the end of the encounter. This can be countered by a successful impersonation of a higher-ranking official making a statement that the culprits are apprehended and everything should go back to normal, at the GM's discretion.

ALARM LEVELS

Alarm levels act as guidelines to determine the difficulty of potential intrusions depending on the guarding NPCs' discipline and the state of mind.

RELAXED

Security forces are confident that everything will go smoothly. They may be convinced that there will be no problems, intoxicated, or they might simply lack the experience or training required. They will seek to find reasonable explanations for small signs of intrusion. Even if they notice no further sign of intrusion, the alarm level rises to Unsuspecting.

When Relaxed, all Stealth and Deception checks against guarding NPCs are made with advantage.

UNSUSPECTING

Security forces expect this day to be just like any other, without any threats. They look for usual problems, not for a full-scale heist or assassination. When Unsuspecting, all Stealth checks against guarding NPCs are made with advantage.

SUSPICIOUS

There are vague signs of intrusions detected by the guards. While not enough for an alarm, they are extra careful to detect possible intrusions. Possible reasons might be a sleeping or nauseated guard, an open window, a muddy footprint, or an object without monetary value out of place.

When Suspecting, all Deception checks against guarding NPCs are made with disadvantage.

ON GUARD

The security forces are paranoid and actively seeking evidence of trespassers. They consider the threat to be minimal and would avoid an alarm to prevent panic. If there is enough evidence, or if the guards are experienced or adequately trained, one of the groups will leave to raise a place-wide alarm, immediately raising the alarm level, if the messenger is not taken care of. Possible reasons might be a missing guard, a broken window, or a grappling hook found on a balcony.

When On Guard, all Stealth and Deception checks against guarding NPCs are made with disadvantage.

ALARMED

A place-wide alarm has been established, and all guards and officers are informed. Backup forces have been called, and all security forces are attempting to secure valuables, and people of interest while organizing armed forces to search and apprehend possible trespassers. Possible reasons are more obvious in this case, a dead guard, a stolen item of value, an assassinated target, or a blown-up wall.

When Alarmed, all Stealth and Deception checks against guarding NPCs are made with disadvantage. Furthermore, the guards are actively seeking threats. Provided there are elite units or available buffs at the guards' disposal, all checks made to discern Stealth and Deception attempts of the NPCs have advantage.

CABAL OF ENCHANTMENT

We designed the contents of this booklet for our upcoming book, “Dungeons & Heists” All the content is designed to create a new options for heist-themed games.

Dungeons & Heists, along with Cabal of Enchantment is a single-person passion project, created by Berke Emir Güner. The funding will be used to hire additional help including artwork and copyediting to create the best possible book with the gathered funds.

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THE LURE OF COINS & THE PURSUIT OF WEALTH...
WHAT BETTER WAY THERE IS THAN TO LIBERATE
JUST A PORTION OF WEALTH FROM THOSE WHO
LIVE IN ABUNDANCE? AN HONEST COIN IS THE
BEST KIND, BUT THERE ARE MANY, MUCH FASTER
WAYS TO MAKE A LIVING FOR THE OUTLAW. THAT
IS, FOR THOSE WHO ARE COURAGEOUS ENOUGH TO
TRY.

IT'S THE ORDER OF NATURE FOR THE STRONG TO
ACCUMULATE WEALTH, WHILE THE WEAK SUFFER
TYRANNY. HOWEVER, IT IS POSSIBLE FOR SOME TO
ACQUIRE A PORTION OF THIS WEALTH WITHOUT
CONFLICT. THESE SCOUNDRELS RISK THEIR LIVES
AND THEIR FREEDOM FOR THE SAKE OF THEIR
GREED, NO MATTER HOW THEY STATE OTHERWISE.
THESE SOPHISTICATED BANDS OF THIEVES ARE
USUALLY REFERRED TO AS HEISTS.

DUNGEONS & HEISTS AIMS TO EXPAND GAMEPLAY
BY GIVING BOTH GAME MASTERS AND PLAYERS
TOOLS TO IMPLEMENT HEIST THEMES INTO ANY
AND ALL GAMES. IT ALLOWS THE CREATION OF
SHADY CHARACTERS THAT ARE TAILORED FOR
STEALTH, SUBTERFUGE, AND HEISTS. HOWEVER,
EACH COIN HAS TWO SIDES, WHILE SOME
CHARACTERS EXCEL AT THIEVERY, OTHERS EXCEL
IN HUNTING THEM DOWN. WHETHER THEY ACT
AS GUARDS OR BOUNTY HUNTERS, THE OPTIONS
PROVIDED IN THE BOOK CAN BE USED IN ANY
GAME SETTING.

