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d20 system

GARY GYGAX'S

the CANTING CREW

The Canting Crew

In a "Gygaxian" Fantasy World

The Essential Handbook for All in the Fantasy RPG Underclass!

by

GARY GYGAX

Herein You will Discover Details of the Criminal Underclasses, their City and Country Environments, a Dictionary of their Secret Speech, Signs and Signals, and many Examples of How to use the Thieves' Cant in Conversation.

Gygaxian Fantasy Worlds Vol. I



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Book I

Who and What the Canting Crew are, their Role in A Fantasy Quasi-Medieval Society

"If some cove has been easied
here of late, I'd stag he's breaking
expunger's cogs for moons."
~Rolth of Bridgemarket



The Canting Crew

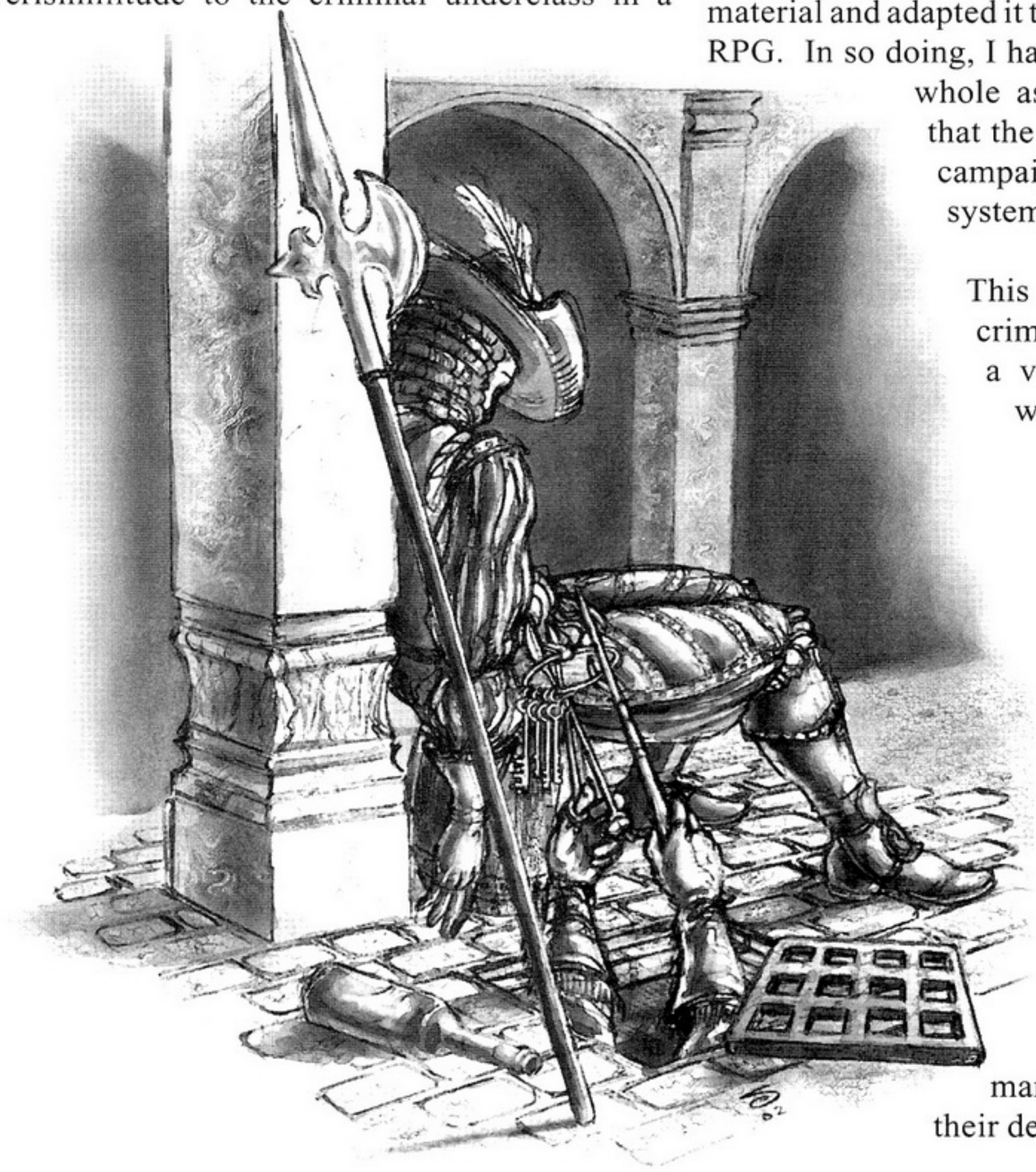
The Canters

Abbesses, Abram Coves, Adam Tylers, Affidavit Men, Amusers, Anglers, Apple Squires, Arch Delles, Ark Ruffians, Arrangers, Articles, Aunts & Nieces, Autem Dippers, Autem Gogglers, Autem Morts, Badgers, Bales Dispatchers, Barnards, Bats, Bawds, Bawdy Baskets, Bear Traps, Beggars, Bene Coves, Bene Feakers of Glybes & Gybes, Bene Limners, Black Legs, Black Spice Racketeers, Bleating Riggers, Blind Harpers, Blosses, Blue Pigeons, Bousing Kenners, Bubber Coves, Budges, Bufe Nabbers, Buffers, Bulks, Bully Backs, Bully Cocks, Bully Traps, Bung Nippers, Bunters, Button Coves, Captain Sharpes, Carriers, Case Vrows, Cats, Charms, Chiving Layers, Choir Birds, Clank Nappers, Clapperdogeons, Clickers, Clips, Cloak Twitchers, Cloyers, Cock Bawds, Cock Pimps, Collectors, Coney Catchers, Cheating Nuns, Cookie Wenches, Cool Ladies, Colts, Countesses of the Trade, Coves, Cracksmen, Croakers, Crossbiters, Cruisers, Cunning Men, Cunning Women, Darkmans, Darkmans Budges, Delles, Desperadoes, Diddle Riggers, Dimber Dambers, Dining Room Postmen, Dips, Divers, Dobin Rigs, Dodgers, Dommerers, Drabs, Drag Layers, Drag Layer Pads, Drop Coves, Drummers, Drunken Tinkers, Dubs, Dubbers, Dudders, Dunakers, Family Men, Faytors, Fawney Coves, Feakers, Feeder Nappers, Fidlem Bens, Figrum Coves, Files, Filching Coves, Filching Morts, Fire Priggers, Flash Men, Flash Patrons, Flying Porters, Flying Stationers, Foysters, Fraters, Foxy Limners, Gagers, Gap Stoppers, Gentlemen's Master, Girlie Scullions, Glaziers, Glimmerers, Gruntlers, Gullgropers, Gypsies, Head Cullys of the Pass, Heavers, Hedge Creepers, High Jinksers, High Pads, Hoists, Hucksters, Itinerant Toyles, Jarkmen, Judicial Nyppers, Jumpers, Ken Crackers and Ken Millers, Kidders, Killbucks, Kinchin Coes, Kinchen Morts, Knights of the Post, Land Lopers, Leggers, Lifters, Little Snakesmen, Low Pads, Lowing Riggers, Lully Priggers, Lumpers, Mace Cove, Madam Rans, Madams, Magsmen, Masterless Folk, Maunderers, Mine Aunts, Mine Uncles, Monkey Kissers, Moon Men, Morts, Mountebanks, Naps, Needle Coves, Niglers, Noisy Dog Racketeers, Natty Lads, Nightgown Ladies, Nyppers, Olli Compollis, Onion hunters, Owlers, Pad Borrowers, Pad Strumpets, Palliards, Panney Daumbers, Pater-Coves, Peter Figgers, Pimp Whiskins, Pincers, Poulterers, Prad Layers, Prancing Books, Priggers of Cacklers, Priggers of Prancers, Prygmen, Public Foistersm Queer-bit Makers, Queer Birds, Queer Bluffers, Queer Cole Fencers, Queer Plungers, Ramping Coves, Rank Riders, Raree Shew Men, Rascals, Rattling Coves, Rattling Mumpers, Reader Merchants, Reversers, Rhino Pasters, Roaring Boys, Rogues, Rovers, Royal Scamps, Rufflers, Rum Dubbers, Rum Mawnds, Running Smobbles, Rushers, Rutters, Savvy Birds, Scamps, Scoundrels, Scourers, Screw Turners, Sharpers, Silk Snatchers, Sky Farmers, Smug Layers, Snatch Clys, Sneaking Budges, Snudges, Soldier's Mawnds, Sporting Saunterers, Stallers, Sturdy Beggars, Suttler Riggers, Sweating Coves, Swigmen, Swindlers, Swindling Layers, Takers, Thatch-gallows, Thieves, Tinkers, Tolliban Riggers, Tongue Pads, Town Bulls, Tranters, Upright Men, Upright Sneaks, Vagabonds, Versers, Vizards, Wagering Cribbers, Waghalters, Walking Poulterers, Walking Morts, Warpers, Weight Lifters, Whip Jacks, Wild Rogues, and Wood Peckers.



Introduction

The ranks and the jargon of the underclass are the meat and drink of most fantasy role-playing game campaigns. Thus I have undertaken to put together a little handbook for Game Masters and players in such games, something to use to both develop more detailed rogues, thieves, beggars and masterless folk and to complete the environment of the fantasy campaign in richer manner with regard to the criminal underclass. It is drawn from the actual cant of the late Renaissance period, augmented with various archaic, vulgar, and obsolete words, and then garnished with imaginary additions to round it out so as to be more complete and useful. Not only should this work facilitate any effort to bring verisimilitude to the criminal underclass in a fantasy game setting, but by learning some of the language of the "Cant" and adding whatever else seems appropriate, all concerned will certainly be able to enhance the color of and their immersion in the game, play their underclass characters more "realistically," and have more fun while so doing.



While the basis of the "Canting Crew" society is late medieval English culture, much of the material is grounded in the later Renaissance, and this model is one that serves the role-playing game buff well, I believe. Most fantasy game campaigns are centered around vaguely Anglo-Saxon communities because of the influence of the media treating the subject in film, television, and literature. The material herein is thus meant to embellish that base. I have taken historical material and adapted it to the medium at hand, the RPG. In so doing, I have attempted to keep the whole as generic as possible so that the work can be used in any campaign regardless of the rules system.

This work assumes there is criminal organization, indeed a vast "conspiracy" if you will. The structure is one I have *imagined* for the devious fantasy game milieux in play. It is complex and convoluted, and detailed so as to be both believable and suitable in game use, yet not so rigid as to prevent addition or deletion as is desired. In this structure the "Brotherhood", the assassins, are the foremost of the *Canting Crew*. They are virtually above all others in many respects because of their deadly nature and potential



state approval. Next come the thieves, with an internal hierarchy that is the most detailed, and likewise potent because of official sanctions. Then come the vagabonds (jongleurs, gypsies, strolling players, mountebanks, and tinkers), which also have a detailed social structure. Finally, there are the many ranks of the beggars who are likewise stratified by their skill in the "craft", and who also might be broadly sanctioned by a state through taxation…and bribery. These four criminal groups each have their own associations, sometimes referred to societies, fellowships, guilds, etc. For the sake of ease, I use "Brotherhood" as the mantling organization's name, but that choice is to be understood as mutable.

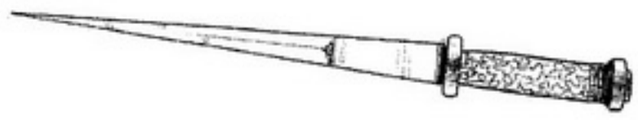
Each association is basically national in character, headquartered in the largest city, with "branches" in other cities and towns throughout the state. Within Brotherhoods are various Mobbs (groups of Gangs), Gangs, Cliques (groups of one or more Knots, with or without other individual persons) and Knots (sub-gangs), but the details of these in the infrastructure of the associations are left to any using the concept, for such details are certainly world and state dependent. The head or heads of the association, in turn, have connections to neighboring and even more distant, societies of like sort. The cant is what links them all – the Brotherhoods, Mobbs, the Gangs, in short the cant links criminals to criminals.

The social strata within each association provides a distinct pecking order. Looking in from the outside this ranking is unclear, however, viewed from within structure is paramount. The master of assassins has at least theoretical "precedence" over the thieves' counterpart, as does the latter over the master of vagabonds, who in turn is greater than the master of beggars. Thereafter, however, things become less clear, and many a dispute, and worse, can arise in this regard. Even outlaws take pride in their "work," and each regards that "calling" as special, for isn't he or she engaged in it?!

In places where the population is relatively small, and there are no real cities, criminal organizations of the sort noted are, naturally, rudimentary, and have far less power. In populous states, where there exists one or more cities having 60,000 or more persons, the Canting Crew flourishes.

It must also be assumed that in most states of the fantasy world that officialdom has at least turned a blind eye turned these criminal associations. In many places there is collusion between government and the "Brotherhoods", or outright recognition and acceptance, with taxes and fees paid to the government. In the "worst-case" states, the associations are actually outlawed, and held criminal, but the lack of effective law enforcement means that the underground society is more careful, and operates sub-rosa, with only minor cooperation by a limited number of corrupt officials.

> Benar darkmans Rogues. Plant and stam flash! I've a rum rig to weed on some green culls and I'm stagging two rum Wild Rogues to sweeten my weed. If you're trap, meet me at the Barley Sheaf it maybe three bowshots down nabway. Pass the cribbey, and they you'll lamp a spoil-iron, next a drag cobbler's swag, then a canary-keeper, and last tinshirt's case to land at the Sheaf.
>
> ~Aldor Three Fingers, two days before he met the Gallows



The Fantasy World

The operation of a criminal underworld assumes an upper class that consists of no more than 5% of the total population of the state, though as little as 1% will do. The middle class of the state is best set at about 20%, so that the lower class comprises some 75% plus of the regular population. If a total population of 5,000,000 is assumed, those numbers translate to at most 250,000 aristocratic citizens, 1,000,000 of the genteel sort, 3,750,000 or more "commoners". That's 100%, so what about the underclass? They aren't on the census rolls, of course! As a rule of thumb, figure that *outcasts, criminals, and outlaws* consist of about 10% of the known properly registered population, with half that number being actual criminals and outlaws. So in this case we have 250,000 members of the teeming criminal underclass! Note that this is the *free* criminal population, and those imprisoned do not count. (For the sake of keeping track, assume that at any given time a number equal to 10% of the total free criminal population is incarcerated.) In large communities the percentage of criminal underground is somewhat higher than it is in the countryside, save in desolate places where "masterless folk" and vagrants have settled in. There, in such ad-hoc communities, virtually all the population will be of underclass sort, with half or more being organized criminals. (Not accounted for are any slaves and bondsmen that are in the society. This number can vary dramatically depending on the culture. In a relatively free culture, it might be no more than 1%, while in an oppressive culture there might be 10% or more additional persons of this sort.)

To the citizenry of the state we now add foreigners—merchants, traders, hired workers, and even some aristocratic and genteel travelers come to sightsee or visit relatives. All being of the upper or middle class, such persons add perhaps 10,000 or so choice prospective victims to the target roster of the underclass. Also, in areas with seaports, we can double the number of foreign visitors to account for mariners, and add that to the tally of marks to be fleeced. The added number thus considerably increases the chances for "good pickings" by the rogues of the Canting Crew.

In a city with a population of 60,000, there is an additional underground population of the criminal sort numbering 10%, that is, around 6,000 persons. Any substantial (10,000 or more persons) urban community has an 8% concealed "underworld" population addition. Where there is a population of 1,000 or more persons, there will be an organized underground consisting of perhaps an additional 6% "hidden" population, which is the underclass. In communities of under 1,000, assume that there are no active gangs or the like, but that in and around such a location there is indeed some number (about 4%) of persons of the criminal sort.

As for the remainder, they are the outlaw communities noted and the itinerant underclass, the highwaymen, bandit gangs, vagabonds, and roving beggars. Assuming that 20% of the population, or 1,000,000 persons, live in larger communities, the active criminal underclass addition is 100,000 rogues and harlots! That leaves some 100,000 in smaller communities and another 50,000 "strolling" about.

Of course, the existence of so many folk of the criminal underworld sort implies that those "above" them are relatively well to do. Thus, the fantasy state must be relatively prosperous. There are many luxury goods for the aristocrats, some for the genteel, and consumer goods of all sorts that are being produced and sold. Class distinction is shown in many ways. Place of residence is foremost. Next comes mode of transportation, from coaches and carriages at the upper end, to carts and wagons, and at the low end mules and hand carts. Clothing and weapons are the most evident badges of station, however, as they are seen everywhere. Finery and dress mark the man or woman.



The upper class are *very* rich. Assume that on average the income for a single person of this class is equal to 1,000 times the income of an average lower-class person. In the uppermost tier the multiplier might be 3,000, while in the lower upper class tier the multiplier is only 300 to 500 times the lower class average income. The middle class is rich at the upper end with a multiplier factor of 75 to 100, wealthy in the middle (factor of 20 to 40), and well off at the lower end (factor of 8 to 12). Even the lower class is not deprived. The high end of this class has comfortable means (factor of 5 to 10), the middle portion has modest income and possessions (factor of 2 to 3), and only the lower lower class lives hand to mouth at the "poverty level", or factor of 1 income. Then, using contemporary standards for "poverty level", it can be established that a lower class income is around $15,000 (+/-, using applicable monetary standards for 2001). Of course the lower tier of the lower class constitutes a very large segment of the population.



Foreign travelers have the same economic bases as the citizenry of the state. Aristocratic and genteel foreigners are rich or wealthy. Hired workers are well-off to "comfortable" with an income factor ranging from 3 at the low end to 10 at the high end. Even common sailors, lower class by any measure, have much ready money, so they constitute a considerable potential in ill-gotten gains, with a typical mariner of this sort having cash and belongings equal to $200 to $1,200. This is because, as with military personnel of today, sailors and mariners and even caravan guards are given their keep plus a salary.

The underclass, too, varies in its income. Those at the top of the Canting Crew generally earn upper class incomes, but few of middle-range persons do, and those persons at the very bottom, certainly are below poverty level. So why be a rogue? Inclination, upbringing, laziness, a desire for "easy money", resentment of socio-economic class, inability to be anything else, and a desire to flout the law top the list of reasons.

In order to make translation of wealth and a monetary system easy and understandable, it is recommended that conversion of values be made based on contemporary money, with a relative-value adjustment for that which would be hard to make and useful to have, and thus more valuable, in a Medieval-Renaissance sort of fantasy world. For example, to assume that the average unit of coinage translates to one dollar in the United States of America, the coinage might then be:

Copper Coin of 1 oz. (pure) Weight: $1*
Silver Coin of 1 oz. (.999 fine) Weight: $10**
Gold Coin of 1 oz. (24 Carat) Weight: $500
Platinum Coin (unlikely) of 1 oz. (.999 fine) Weight: $1,000***
(*refer to Table 1-1*)

Thus, an ordinary shirt might cost about $25, while a finely made sword might cost 10 or 20 times that amount because of the difficulties in alloying the metal for it and forging the blade. In all, the wealth of those "above" makes it



possible for the underclass to rob, cheat, steal, and otherwise "earn" through prostitution and begging. The lifestyles these activities finance range anywhere from a meager livelihood to a posh living. Of course, since outlaws are hunted, and rogues tend to spend carelessly, no underclass lifestyle is consistent. Even the most successful of the lot suffer ups and downs. For example, an "Abbess" of a successful bawdy house might suffer losses for a variety of reasons. Payment in bribes might exceed her expectations. Her house may fall out of "fashion", or worse one of her emppployees could steal earnings and flee. Thus, even the more certain and less hazardous occupations of the Canting Crew have no guarantees.

As the underclass operates in a relatively confined environment, the setting for the utilization of the Canting Crew is not sweeping. A small state, of 60,000 square miles, with the following features serves splendidly for any such employment of the Crew:

Principal City: A seaport, riverport, or lakeport, with at least 60,000 population.
Suburbs: Several small towns (four or so) and hamlets (a dozen or more) within a radius of 20 to 25 miles of the city's environs.
Ports: Several smaller cities, or towns, at some distance from the main city.
Towns: Various smaller towns of agricultural or manufacturing sort at a distance.
Hamlets: Small communities scattered through the countryside.
Wilderness: Various areas of forests, marshes, and undeveloped land in between.
Roads: Highways between the principal city and the towns, lesser roads elsewhere; these arteries carry commercial traffic consisting of carts, wagons, coaches, etc., but to hamlets away from highways or roads connecting larger communities, these are only tracks, or "bridle paths" suitable for nothing larger than carts.
Canals and Rivers: A network of waterways upon which boats, barges and like river vessels move about carrying goods and passengers.

Note: Weights here assume Avoirdupois measure (16 oz./lb.), not Troy weight.

Table 1-1 The Relative Value of Coinage

*In regards to worth, copper is then sold at about $15 per pound at market price, so good-quality bronze (copper and tin alloy) has a market price of $10, assuming tin at $5 per pound, while lead is $3 per pound. Brass (copper and zinc alloy) is at $8 per pound, assuming zinc is at $4 per pound. Pewter (tin and lead alloy) is at the price of pure zinc, $4 per pound. Nickel silver (alloy of equal parts of nickel, copper, and zinc; silver and nickel do not alloy easily) has a market price of $20 per pound, assuming nickel at $30 per pound.

**Silver is then worth about $150 per pound at market price. Moving upwards, red gold (alloy of gold with 20% copper and 5% silver) is worth about $6,400 per pound ($405 per ounce, rounded up for smaller quantity), a coin value of $450 per ounce. The same is true of electrum (alloy of equal parts of gold and silver) it being worth about $4,080 per pound ($255 per ounce, rounded up for smaller quantity). A coin value for 1 ounce electrum money would be $275.

***Setting aside technological difficulties in smelting and working platinum, as magical means would enable such, the acceptance of platinum as a medium of exchange is unlikely to be general. Value of platinum as suggested above is about $30,000 per pound, with coin value higher because of the work required to form the money.

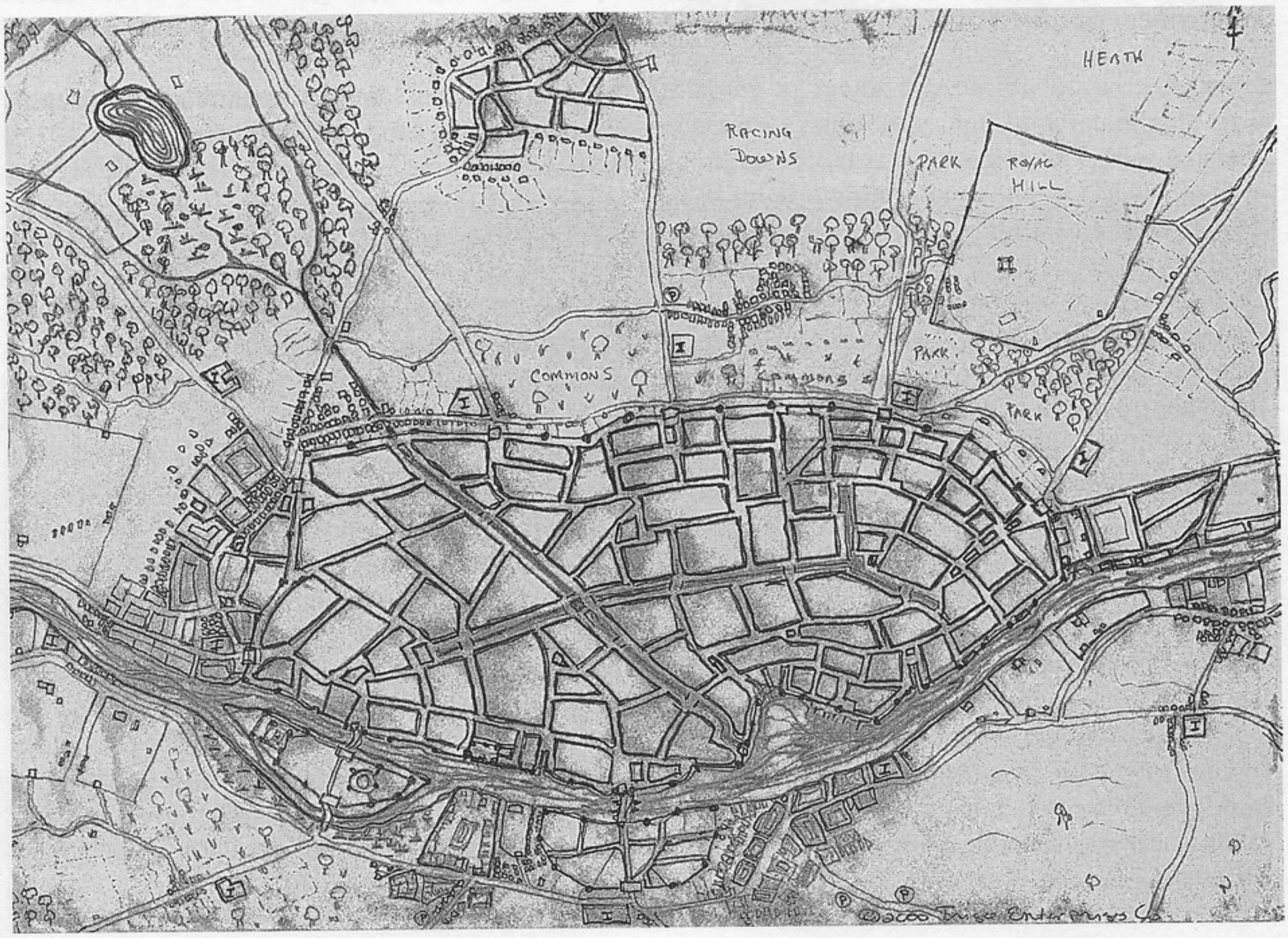




The Principal City

Whatever its name, and we have used "*Ludnum*", the great metropolis must be the principal seat of political, judicial, and economic power within the state. It should consist of a large, walled portion and "urban sprawl" portions that lie beyond but are still a part of the city. For example, the old portion, that surrounded by the walls, might consist of 40,000 to 50,000 inhabitants, and the buildings outside the wall then house another 20,000 or 30,000 known and registered citizens. Each portion has an equal mix of the socio-economic classes noted. That means that there are also 4,000 of the criminal underclass inside the walls and 2,000 outside. The non-criminal underclass agreement is also as numerous, and as likely to be pursued by law enforcement as are members of the Canting Crew. In regards to the latter, assume that Assassins number only about 0.5% of the total of the criminal underclass in the metropolis, which would equate to roughly 30. Actual thieves consist of some 19.5% of the total, or 1,170, and most of them (about 900) are of the petty sort. Of the remaining 80% of the underworld population (4,800), assume that 60% (2,880) are of the Thief "Brotherhood" engaged in prostitution and illegal gambling and games, and the remaining 40% (1,920) are city beggars. To the resident underworld population add some 5% of their total as visiting Canting Crew members. That is, about 300 others, composed of a few Thieves proper, many Prostitutes, and the remainder being of the Vagabond and Beggar sort, who are all in the principal city and environs for one reason or another.

The walled portion of the principal city must have, as did historical metropolises of this sort, divisions of class as well as certain areas which



provide sanctuary for criminals. Typically, there will be an aristocratic sector near the city government buildings and some sort of city citadel; normally a market lies nearby and a bourgeoisie district that is about twice the size of the upper-class area. Trade and other guild districts are in the middle class district, although the upper portion of the bourgeois will have dwellings apart from any commerce, imitating the nobility as they are want to do. A city arsenal and some two or more prisons will be set well away from the aristocratic part of the inner city. Various plazas for marketing goods will be scattered about the place—one for agricultural produce from farms, one for livestock perhaps, and another for fish and goods from waterborne vessels. Somewhere there must be sectors containing warehouses and factories and lower class businesses and residences. Along the water are usually places for shipbuilding and maintenance, the reception of goods, the storage of exports awaiting shipment, and imports arrived but not yet distributed. Finally, in the least desirable portions of the city are the most run-down places, the slums.

The outer portion of the metropolis follows the above scheme, except that the slum areas will be more numerous. They typically lie in those places furthest from the main entries into the walled portion of the greater city, and in the least desirable locations otherwise, i.e. low-lying ground, near busy highways, where large buildings surround them, against the outer walls of the inner city, nearest to those types of manufacturing with an olfactory component, etc.

City & Suburban Political and Socio-Economic Details

The City: Political, Social, and Environmental Structure

The metropolis is certainly the center of high government, making of law, establishing courts



to enforce those laws, finance, commerce, professions of extraordinary and mundane sort, and armed services, both naval and military. Thus the metropolis commands the aristocracy, draws the active middle class, and attracts the lower class workers and the underclass criminals.

The City's Officials

The Lord Mayor: A prince with the power of high justice within the city, ranking only below the monarch. The lord mayor is elected or appointed to office for a period of one or more years by the city aldermen.

Aldermen: Each Ward of the city is governed by an alderman. Each alderman is equal in rank to a baron within the city, but only a knight outside its precincts. The guild members and property owners within a Ward elect the alderman for a period of one or more years. Aldermen also come from Liberties and Sanctuaries. In the case of noble-owned areas of this sort, the noble or his assign takes the role of alderman. In the case of ecclesiastical areas, the lord spiritual assumes





the role or assigns it to a delegate, or else various clerical officials appoint one of their number to serve as alderman for the Liberty or Sanctuary. Following the guidelines herein, there will be from 20 to 30 alderman in the city government.

The Porter: The aldermen also elect, or the lord mayor appoints, a chief gatekeeper, who is a porter in the best and original sense of the term. The porter is in charge of gates and the bridge. Tolls are his responsibility, which includes collection and proper accounting. The porter is equal to a marquis inside the city, but outside only to a great noble's major official.

City Marshal: The city marshal is in charge of general city policing and city defense. The city marshal is equal to an earl when in the city, but only to a great noble's major official outside its precincts. In regard to city defense, he both hires city guards, around 120 such persons for gate duty and enlists volunteers in the city militia to man the walls in time of need. This militia is generally required to train one day a month. Each Ward, Liberty, and Sanctuary is expected to provide additional defenders—their constable, beadles and watchmen—in time of need. Nobles and martial orders of monks within the city will furnish much more efficient fighting men, of

Table 1-2: Population Breakdown of the Middle and Lower Classes

Approximately 95% of the population falls into these groups.

(**Historical Note:** women were employed mainly in baking, brewing, cooking, sewing, vending, and victualing trades; otherwise women were employed as maids and in similar commercial and domestic positions. Appropriate changes should be made for each fantasysetting.)

5%	mercantile company and land-owner guild members.
20%	domestic and commercial establishment servants and workers attendants, cooks, maids, footmen, gardeners, laundresses, handymen, scullions, serving personnel, transport drivers, valets, etc.
10%	ship builders and shipping industry workers, chandlers, stevedores, watermen (rivermen, boatmen, laborers and wherrymen [water taxis], etc.).
10%	state and city government employees, or in service work connected to same.
10%	regular transient population: commercial transport personnel: carters, coachmen, mariners, merchants, packhorse men, teamsters, traders, etc.
5%	teachers and students, all students of upper and middle class.
5%	artisans' guild and assistants.
5%	craftsmen's guild and assistants.
5%	mechanics' guild and assistants.
5%	tradesmen's guild and assistants.
5%	common laborers.
5%	miscellaneous or partially employed (chair carriers, chimney sweeps, errand boys, linkboys, messengers, privy emptiers, porters, etc.).
5%	discharged sailors and soldiers doing casual labor.
5%	* unemployed, charity relief, licensed begging.

*Add another 10% to 15% non-city-citizen underclass poor if charity is active, as these individuals will be drawn into the city. They will increase its population accordingly because of the dole available. Assume that about 10% of all this underclass are mentally retarded or insane.



course. The mayor appoints a city marshal who in turn appoints deputies who hire marshalsmen.

Constable, Beadles: Each alderman appoints a constable for law enforcement in the area and watchmen (volunteers) for nighttime patrol. The constable in turn appoints one to three beadles (paid) to assist in policing the area. Watchmen are typically a part of the city militia and so report to the city marshal once a month for training.

Guild Masters: Each Guild Master is equal in rank to a knight commander inside the city, but only an esquire outside its precincts.

Guild Members: Inside the city or beyond its limits, such a person is considered a gentleman, i.e. one of the middle class.

Table 1-3 Manufacturing and Trade

Armor making
Arms making
Baking and confectionery work
Boot and shoe making
Building and construction work
Carriage making
Cart and wagon making
Chandling (soap and tallow candles)
Clothing and uniform manufacture
(including gloves, hats, etc.)
Cooperage work
Exporting
Flour and grain supply
Fuel supply (charcoal, coal, coke, wood)
Furrier work
Hardware manufacturing
Importing
Ink making
Leather-goods manufacturing
Metalware manufacturing
(iron, tin, pewter, brass, bronze)
Paint manufacture
Paper making
Pottery making
Textile manufacture

Table 1-4: Consumer Goods Available

Alcoholic beverages of all sorts
Animals, draft
Animals, riding
Animals, small (birds, cats, dogs, poultry)
Armor
Arms
Brass ware
Bronze objects
Building materials
Clocks and pocket watches
Clothing, ordinary (woolen, felt, some linen)
Clothing, luxury (cotton, linen, and silk)
Copper ware
Cutlery
Decorating accessories
(art, carpeting, draperies, etc.)
Dry goods
(buttons, cloth, lace, ribbons, etc.)
Foodstuffs
Furs
Furniture
Gold ware
Hardware of all sorts
Household furnishings, other
(bedding, cushions, kitchen wares)
Jewelry
Leather goods
Lighting
(fine candles, lamps, torcheres, etc.)
Musical instruments
Perfume and incense
Pewter ware
Pottery, including china
Sewing supplies (pins, scissors, yarn, etc.)
Silver ware
Stationery and books
Tin ware
Tobacco and smoking accessories
Tools
Vehicles, freight (hand carts, carts, wagons)
Vehicles, passenger
(sulkies, cabs, carriages, coaches)
Walking sticks and canes
Wooden objects

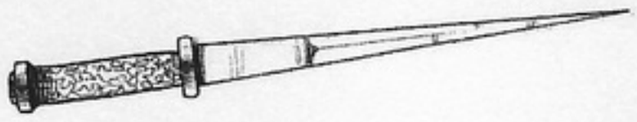




TABLE 1-5: Daily & Weekly Imports

Ale & beer
Chemicals
(acids, ammonia, lime, lye, potassium, sulfur, etc.)
Cloth
Copper
Cotton
Farm produce
Fish
Flowers & plants
Fuel
Grain
Hay
Imports in containers
Iron
Lamp oil (kerosene)
Lead
Livestock, large and small
Lumber
Partly finished goods
Salt
Straw
Tar
Tin
Tobacco
Turpentine
Vinegar
Wine
Wool
Zinc

TABLE 1-6: Daily & Weekly Exports

Empty carts and wagons
Export goods in form for shipping or land transport
Finished goods
Refuse

City Architecture

The architectural style of the city is a matter for the reader to decide. In general, the fortifications are of medieval sort, of course, with additions of the later part of the period added so as to "modernize" the defenses. From that point the works have been maintained but not further updated. Note that aerial assault is countered by light war engines that are mounted so as to shoot upwards, defenders with smaller bows and crossbows, various magical castings, nets and wires that are mounted when siege is underway, etc.

Government buildings of the most imposing sort are likely of something akin to the Greco-Roman architectural style. The common government structures are likely built in Gothic style, or else a sort of modern Roman one, using bricks. The grand mansions are more likely to resemble the Italian villa of the late Renaissance than the Elizabethan style. A bit of Georgian architecture might be seen in the newest of such buildings. Warehouses and like buildings are generally plain, ugly, and mostly of brick construction. Most other structures are in a style something like the Tudor or late Renaissance architecture of the Dutch—as seen in Amsterdam.

After many hard lessons, assume that the city will allow no normal building roof to be of other material than clay tiles, slate, or metal such as lead, tin, or copper. While some wooden or beam and plaster structures exist, most of the buildings are of stone, stone and brick, or all brick.

Residents per City Building, Average

Assume that each building, small to large, averages out to 20 persons. Therefore, a city of 50,000 persons will have a total of 2,500 buildings in it. Of course all of these structures are not occupied by people; there are city buildings, businesses, factories, warehouses, etc. that are untenanted. Remember too that the



underclass persons in the municipality will not be housed, save in barns, sheds, shacks and worse places.

City Gates

These are like typical city gates in a Medieval-Renaissance city. They will have a drawbridge, portcullis, and inner gates within a large, two-towered gatehouse. The fortifications of each such place are likely to be excellent, with plenty of well-placed loopholes, bartizans, and machicolated battlements. These castle-like structures are no less than three stories in height, and their upper floors contain both barracks space for watchmen/gate guards and also storerooms and administrative offices. The latter are for keeping count of "duty" paid for use of the gate. For example, a "Priestgate," that portal structure maintained by the chief religious institution nearby, might charge one small coin and bit of goods (a stick of firewood, a cabbage, etc.), for each one passing through it into the city. Other gates might likewise have similar tolls, which support the institution that is responsible for the upkeep of the gatehouse.

Tolls are likely collected for those entering and their trade goods. A charge of 1 copper per person, 2 copper per draft animal, and some consideration for goods to be sold inside might be levied. If the "toll on goods sold" were 1%, then a load of bricks, for example, might have a value of 100 silver coin, so a charge of 1 silver piece, or equal value in brick, might be levied.

The City Guards, an arm of the City Marshal's office, man each gate. There is a small gaol in each gate where suspicious persons or felons apprehended nearby can be confined until transportation to the city gaol, or one of its prisons can be accomplished.

The map furnished herewith shows six land and two bridge-end gatehouses. These are a likely number for a city of the size suggested. Smaller



entry ports along the river wall are not indicated but exist. Some possible names are:

Bluegate	Bridgegate
Burgessgate	Castlegate
Craftsgate	Highgate
Kingsgate	Lordsgate
Lowgate	Marketgate
Merchantsgate	Newgate
Oldgate	Palacegate
Priestsgate	Redgate
Rivergate	Templegate

City Wall

A wall height of 30 feet is reasonable, that being tipped by battlement and merlons. Even though the city has suburban structures crowding near or abutting the walls, it is assumed that all the structures are sound and reasonably well-maintained. Above these buildings, the wall will have crenellated battlements with a broad catwalk on the interior side. The thick wall base, at least 20 feet thick, will have set within it arched openings 20 feet wide and 10 feet deep, with an arch apex of 15 feet. Each such space will be separated from the next by a 10 foot wide buttress. Of course, any structures built against



the wall will include such openings in their interior space.

Above these openings, 20 feet above the ground, are *interior* wall-walks with loopholes for archery. These interior wall-walks are accessed only from the wall towers.

City Wall Towers

At intervals of up to about 400 yards are set towers 40 to 50 feet in height. These massive fortifications will be typical for their general sort, allowing access to the interior wall-walks, the wall battlements, and to their own roof-top battlements. Solid from base to the 15 foot height, and with very thick walls, each tower can support one siege engine of average sort or two light ones.

Bridges: For interest's sake we suggest two large, stone bridges cross the river with access to the city. The chief bridge should be *downstream* from any second such structure.

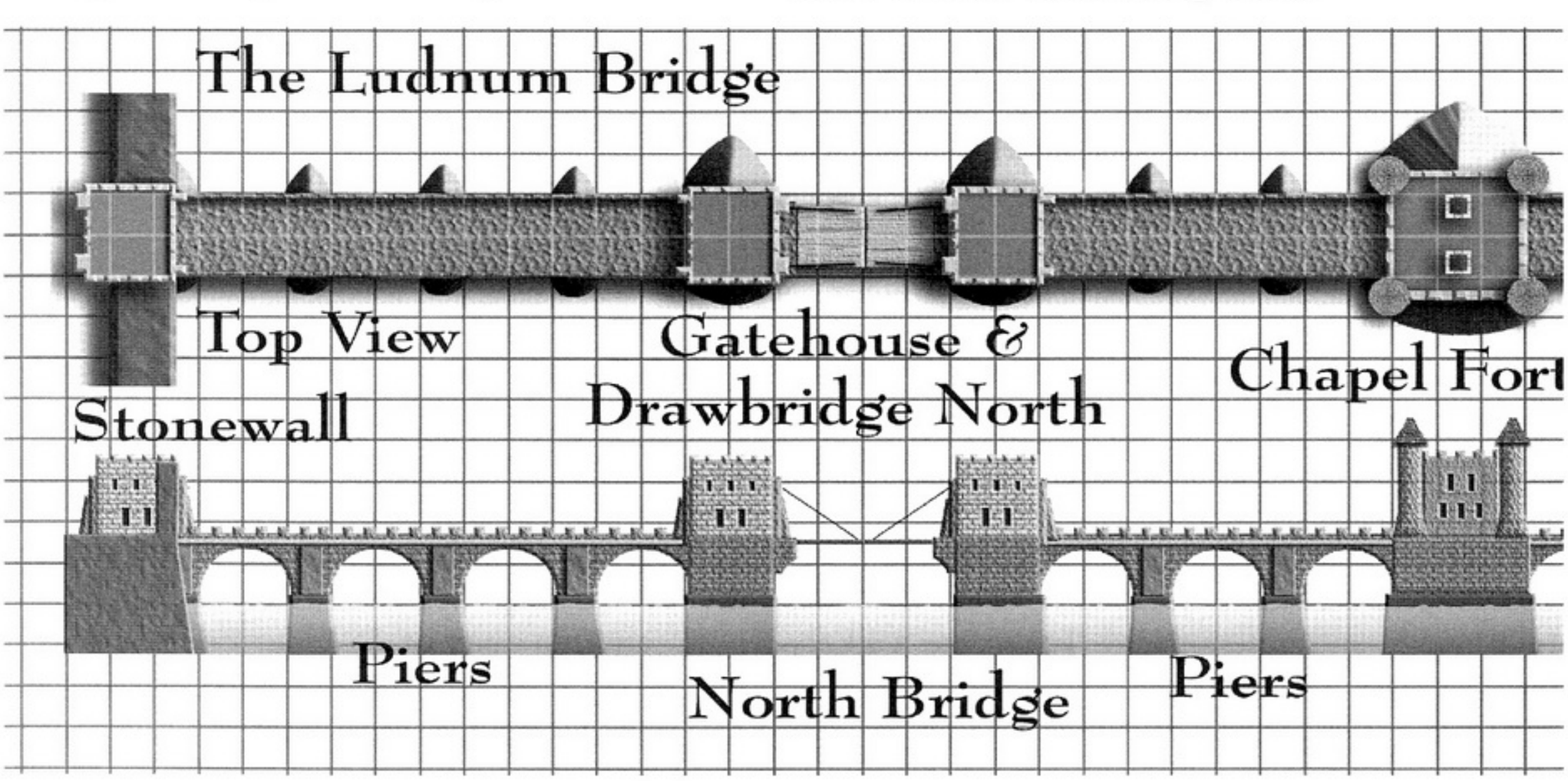
Use of bridges should likely have a toll, similar to that charged at the gate as noted above, but levied differently. Those entering the city must pay a bridge toll. Payment must be made each way, entering the bridge and leaving it. A standard bridge toll might look like this: per person or per head of walking herd/flock animal 1 copper coin, per draft animal and per wheel of a vehicle 5 silver.

The Bridge, Gatehouses and Chapel Fortress

The **Main (Ludnum) Bridge**, the larger of the two, will have not only a gatehouse on the municipality end, but it will also have two pairs of them, four bridge gatehouses, along the length of the span, and one at the south terminus as well. Each of the two pair of bridge gatehouses has a drawbridge that it raises, so that each pair together are able to create an opening of some 60 feet length in the span. This not only provides for protection but enables ships to pass through.

A look at the map and plans of the main bridge shows it has been presented symmetrically for ease of management in game play. It is a simple matter to alter the dimensions as desired.

Editors Note: The Ludnum bridge extends 1,230 feet. In order to maintain graphic accuracy the map of the bridge has been divided into halfs. The Chapel Fortress actually overlaps. The full map is available at www.trolllord.com as well as in the back of the Canting Crew.



Main Bridge Piers & Arched Spans

* The width of the bridge is 35 feet, with side abutments on the top, outside.

* Both ends are set on heavy riverbank piers that extend 20 feet on land, and another 20 feet into the water.

* Each arch of the bridge has a 40-foot span and a 20-foot pier at either end.

* There are 14 such arches and 12 piers of 20-foot width, so those sections of the bridge cover 800 feet. At the center is a 30-foot-wide center pier, so this totals 830 feet.

* At the one-third and two-thirds points along the way are more substantial piers, four total, each one being of 40-foot width.

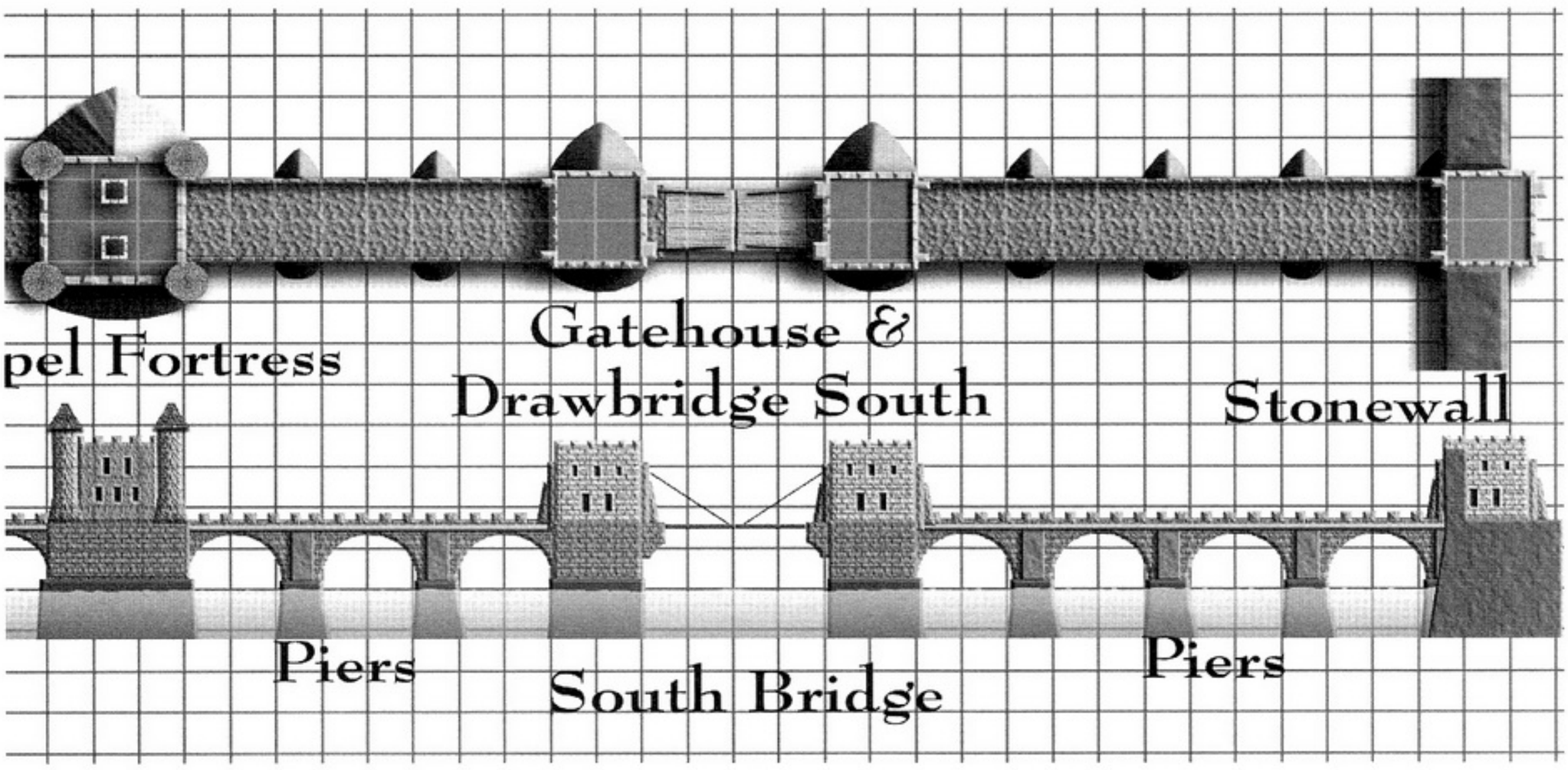
* Each pair of 40-foot-wide piers has a waterway of 80-foot width between them, with drawbridges on either side opening to give a 60-foot-wide way past the place.

* Adding these places (40 + 80 + 40 x 2), the bridge length is then extended by 320 feet, for a total length of (830 + 320) of 1,150 feet over the water, 80 additional feet of pier structure on the riverbanks (40 feet per side), for a total bridge length of 1,230 feet.

* The bridge span is level on top, with height of arch apexes of 30 feet, the way atop them being at 35 feet above the river.

Key to the Ludnum Bridge Map

Stone walled riverbank: both north and south end.
Main bridge north end with gatehouse to the north.
Piers: standard 50 foot long, 20 foot wide stone pier support rising above the river's surface.
Gatehouse with drawbridge: standard section of 30 foot length built above a 100 foot long, 40 foot wide stone pier support rising above the river's surface.
Central chapel fortress: supported on a 100 foot long, 60 foot wide stone pier support rising above the river's surface.
Main bridge south end with gatehouse to the south.



The Chapel Fortress

At the center of the main bridge is a fortified stone chapel for such deity as might be deemed appropriate for the milieu. This place might also be a toll station. Passage through the chapel is by an arched central way about 12 feet in width and height. The structure is some 60 feet long, and 65 feet wide. Its ends are tied to the island pier it covers and buttressed from there. Assume that the passageway through the place has gates at both ends, bartizans at its corners, and machicolated battlements on all sides. Its height above the bridge is 40 feet, including battlements and merlons of 7 feet in height.

Chapel Fortress, Main Floor

1. Bridge-top roadway leading to a double-door gateway, 10 feet wide, the inward-opening doors each being seven feet wide, 10-feet high at their half-arch tops, made of iron-bound oak, six inches thick.

2. Corner bartizan with circular stairway, entered from the main floor, second story and chapel rooftop, the way pierced at regular intervals with loopholes for archery.

3. Passageway through chapel, with loopholes to left and right and murder holes at either end.

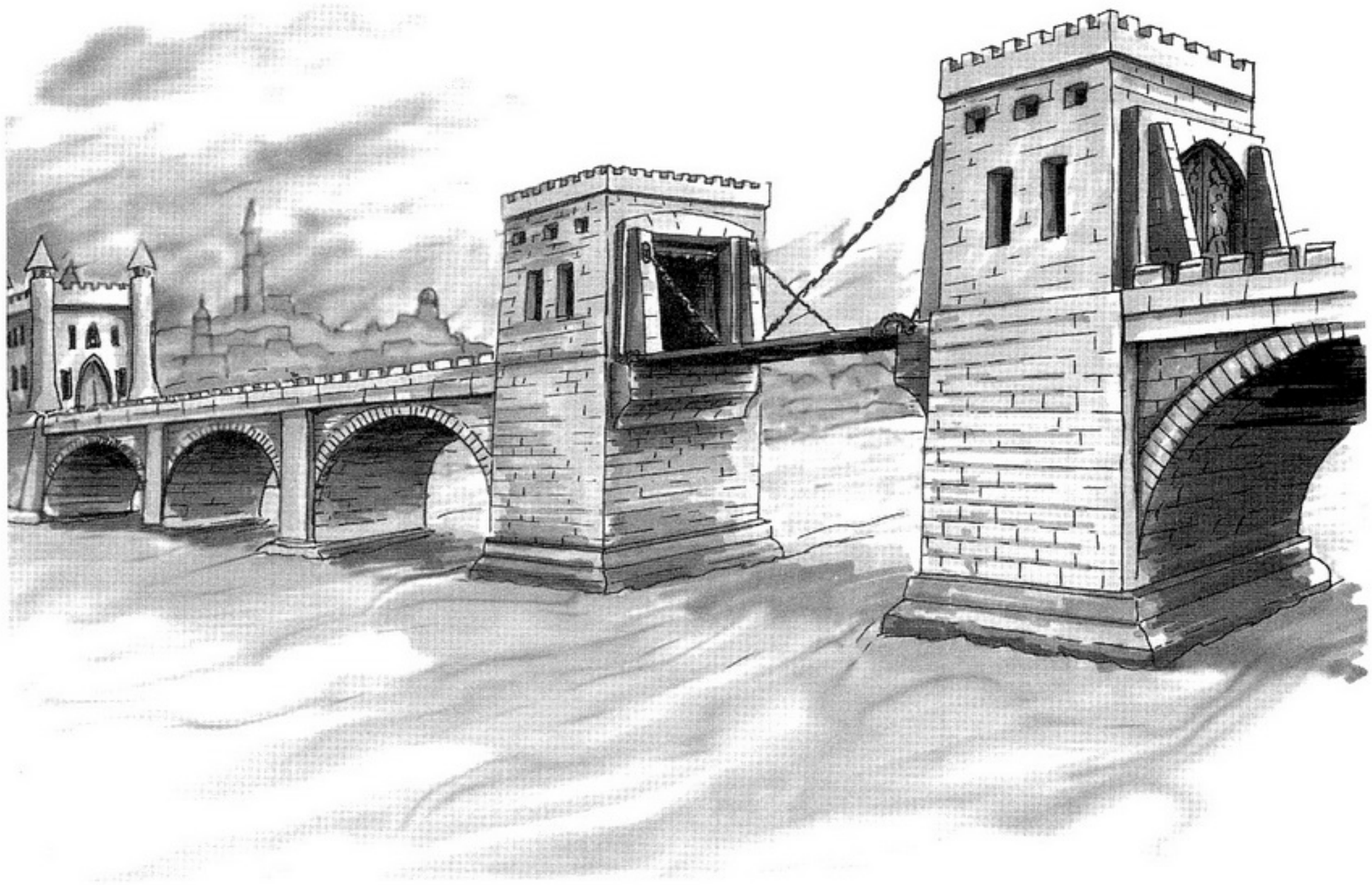
4. Interior double doors, inward-opening, each being five feet wide, eight feet high at their half-arch tops, made of iron-bound oak, four inches thick.

5. Loophole, the V-shaped areas, most of which are not keyed thusly.

6. Riverside window with interior shutters pierced for archery, three not indicated by letter key.

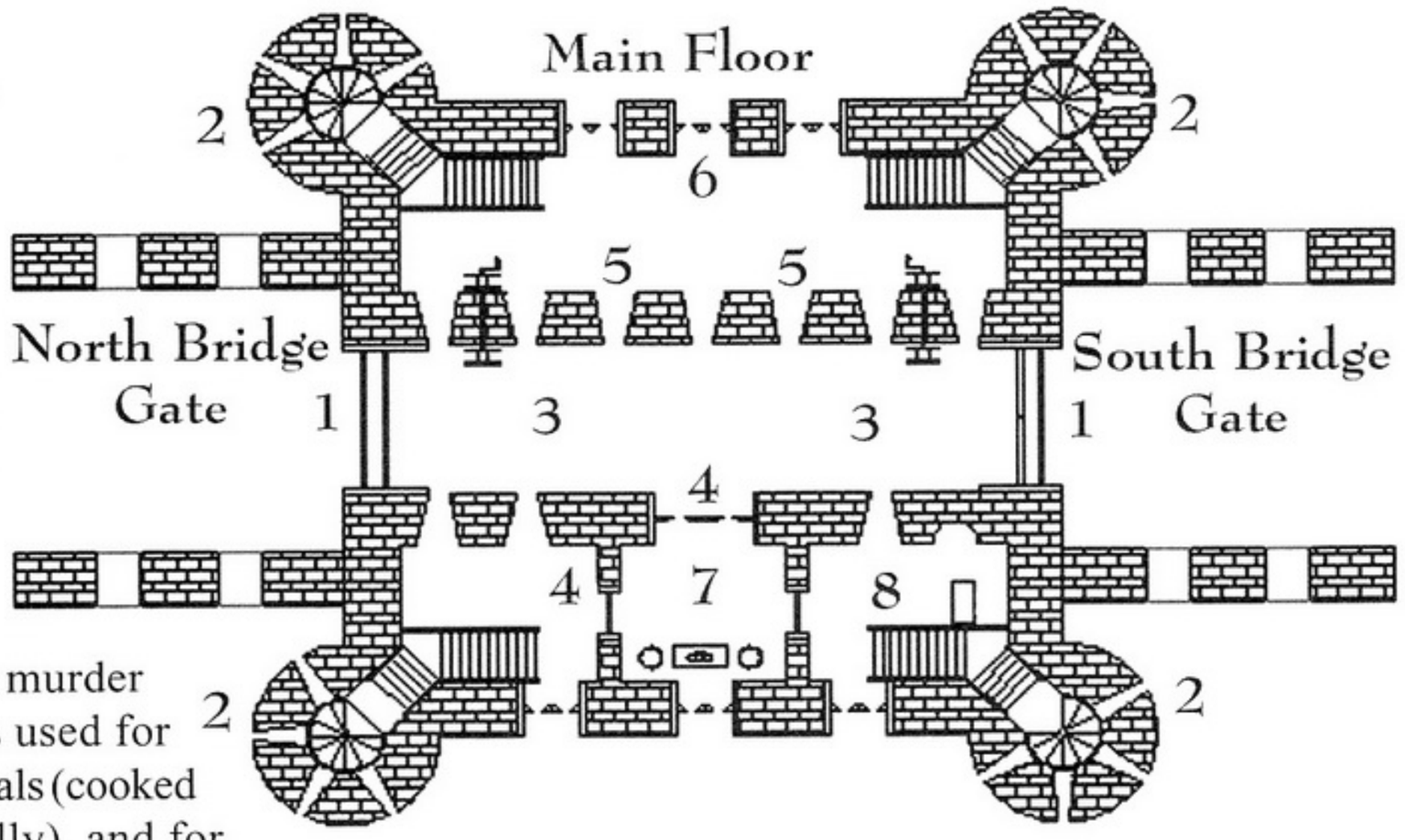
7. The shrine area for the devout.

8. The office of the Warden of the Bridge.



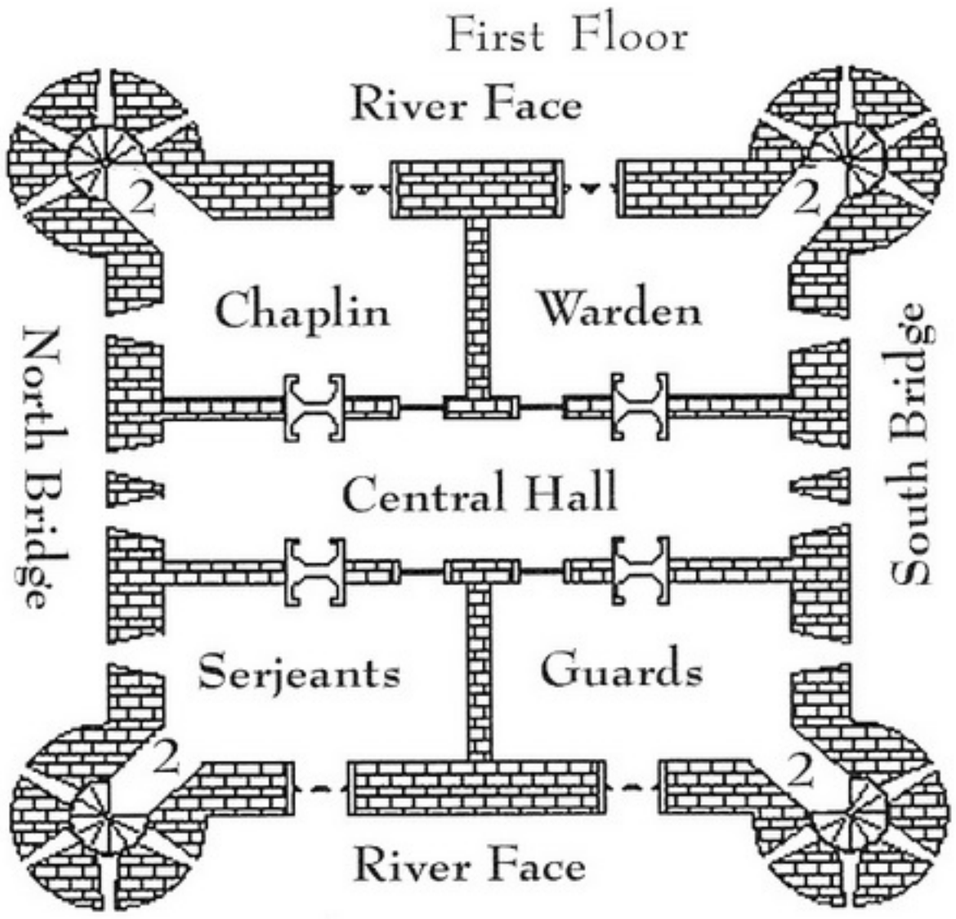
First Floor

The first floor at 16 feet above the main one): Four rooms with small fireplaces, plus a long central hall. One room is for the priest tending the chapel, one for the bridge warden, one for two serjeants, and one for the eight guards stationed here. The central hall has trapdoors to open the murder holes for use. The hall is used for arms storage, meetings, meals (cooked food is brought in normally), and for additional garrison in time of siege.



Second Floor

Here there are two upper turrets, each 12 feet square in size. And 14 feet high. Each turret is centered in the middle river facing wall of the roof, five feet back from the wall to east or west. Each has a crenellated battlement one foot thick and six feet high (a three foot parapet and a three foot merlon). No more than four persons can defend from one of these locations.



Chapel Fortress (Side View)

1. Bridge-top roadway leading to a double-door gateway.

2. Bartizan with loopholes for archery.

3. Main floor with three large windows that can be closed with pierced shutters.

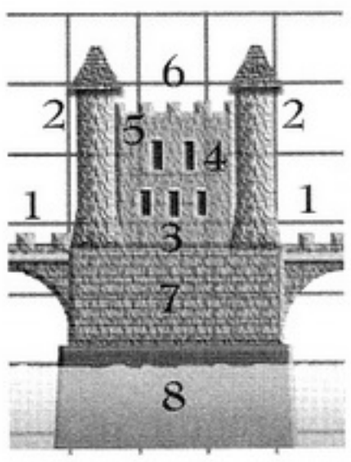
4. Second Floor with two large windows that can be closed with pierced shutters.

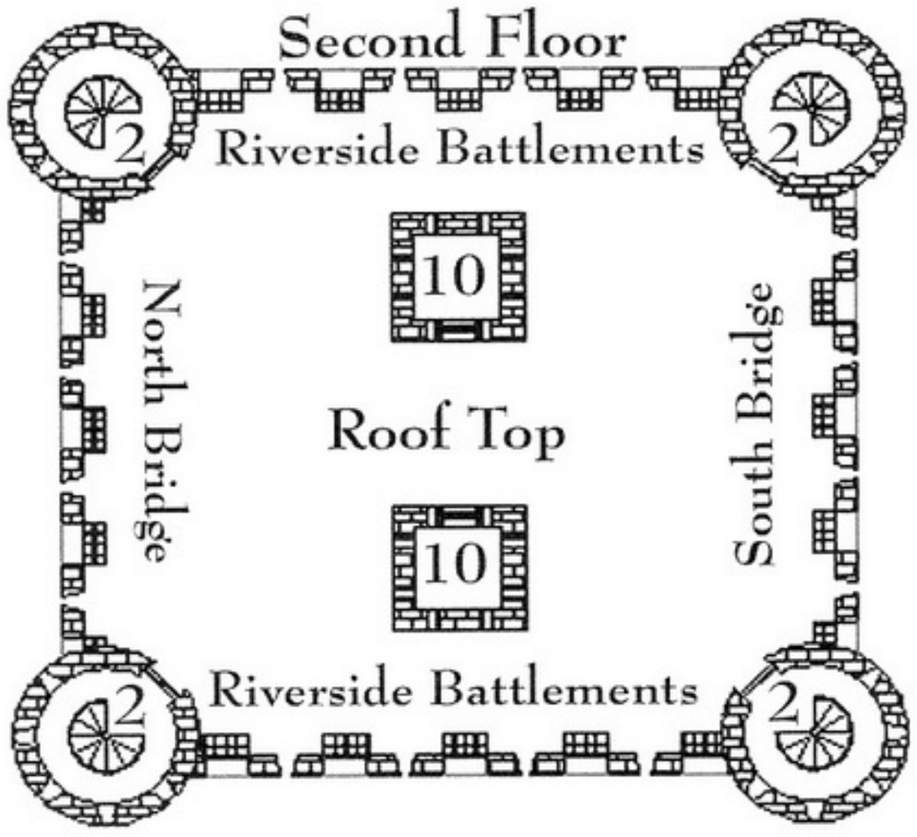
5. Machicolated battlement overhanging to about four feet with three large, central merlons pierced to allow discharge from light catapults casting spear-like missiles.

6. One of two rooftop turrets set back from outer wall by five feet.

7. Great stone pier supporting structure above.

8. Pier footing.



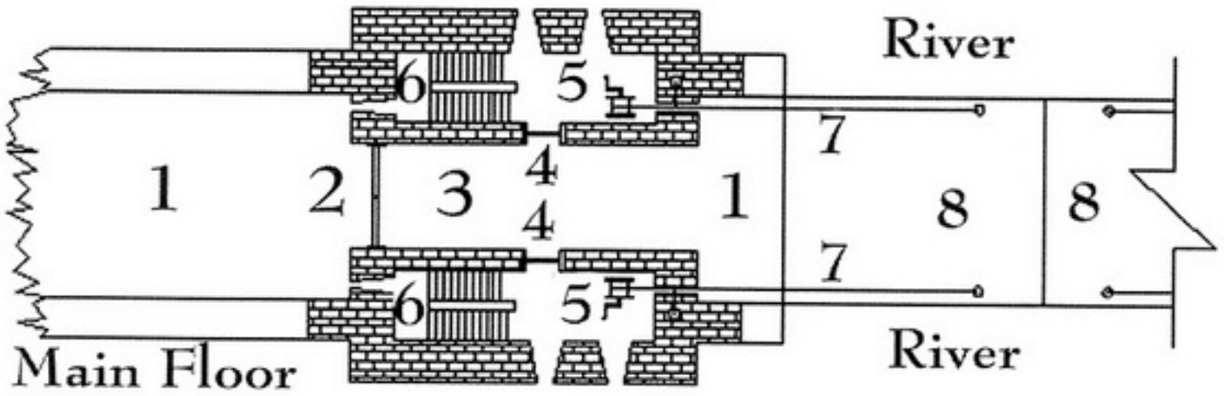




Bridge Gatehouses

The gatehouses have a 40 foot clear space on their riverbank sides (north and south; the chapel also has a 40 foot clear space to both bridge-way sides. Each gatehouse has machicolated battlements on all sides. Its height above the bridge is 37 feet, counting battlements and merlons of 7 foot total height.

Bridge Gatehouse, Main Floor



1. Bridge top.

2. Gateway, each inward-opening door being six feet wide, 12 feet high at its half-arch top, made of iron-bound oak, six inches thick.

3. Interior passage of 13 foot width, 15 foot height, 40 foot length, through gatehouse; there being two murder holes in the ceiling above, each 10 feet from the entrances to the passageway.

4. Inward-opening door of 4 foot width, 8 foot height, made of iron-bound oak, three inches thick.

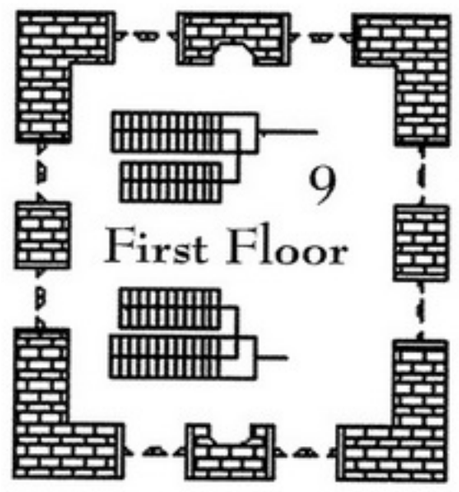
5. Winch with chain running to pulley system on the floor above; at least two men required to operate one of these mechanisms.

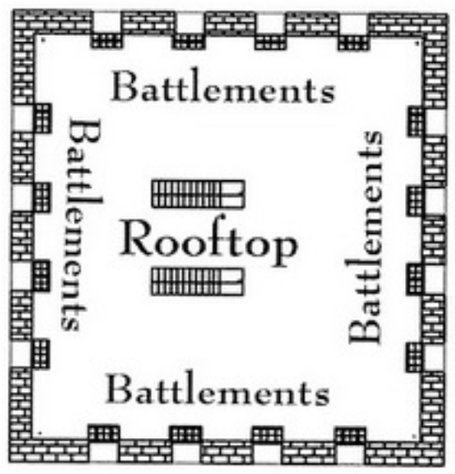
6. Stairway leading to floor above.

7. Chain running from opening in upper floor and fastened to the end of drawbridge.

8. 30 foot long, 25 foot wide drawbridge of oak timbers.

9. First floor at 16 feet above the main one. Open room with a small fireplace. There are eight wide loopholes (two in each of the four walls) for archery, which can be closed with inner shutters when desired. The winch mechanism's chains and pulleys are here. The place houses eight bridge gatehouse tenders.





Bridge Gatehouse, Side View (not shown)

1. Bridge road leading to gatehouse gates.
2. Main floor of bridge gatehouse.
3. Upper story of the structure.
4. Shuttered windows, two per side.
5. Rooftop at 30 feet above bridge, with machicolated battlements overhanging to about four feet.
6. Central merlon pierced to allow discharge from light catapult casting spear-like missiles.
7. Bridge stonework receiving supporting beams of drawbridge.
8. Wooden drawbridge of 30 foot length and 25 foot width.
9. Chain that allows the raising and lowering of the drawbridge from upper floor of gatehouse to far end drawbridge fixture.
10. Stone bridgework buttresses supporting overhanging gatehouse wall above.

Added Structures

Otherwise, all along the span are built business-residence structures. These added buildings are supported by stone braces cemented onto the original bridgework, propped up by wooden beam-work, and likely cross-tied by wooden beams and rafter-like work at around 20-foot height. These buildings fronts rest on the bridge's top, of course, and assuming that each encroaches on from 8 to 10 feet of space thusly, the way across the river is generally narrowed to what amounts to a mere lane of some 15 foot width in many places. A cart or wagon might have some difficulty passing these bottlenecks. All manner of shops and vendors too will be found on this bridge. It should be treated as a commercial street.

Main Bridge Building Section, Top view

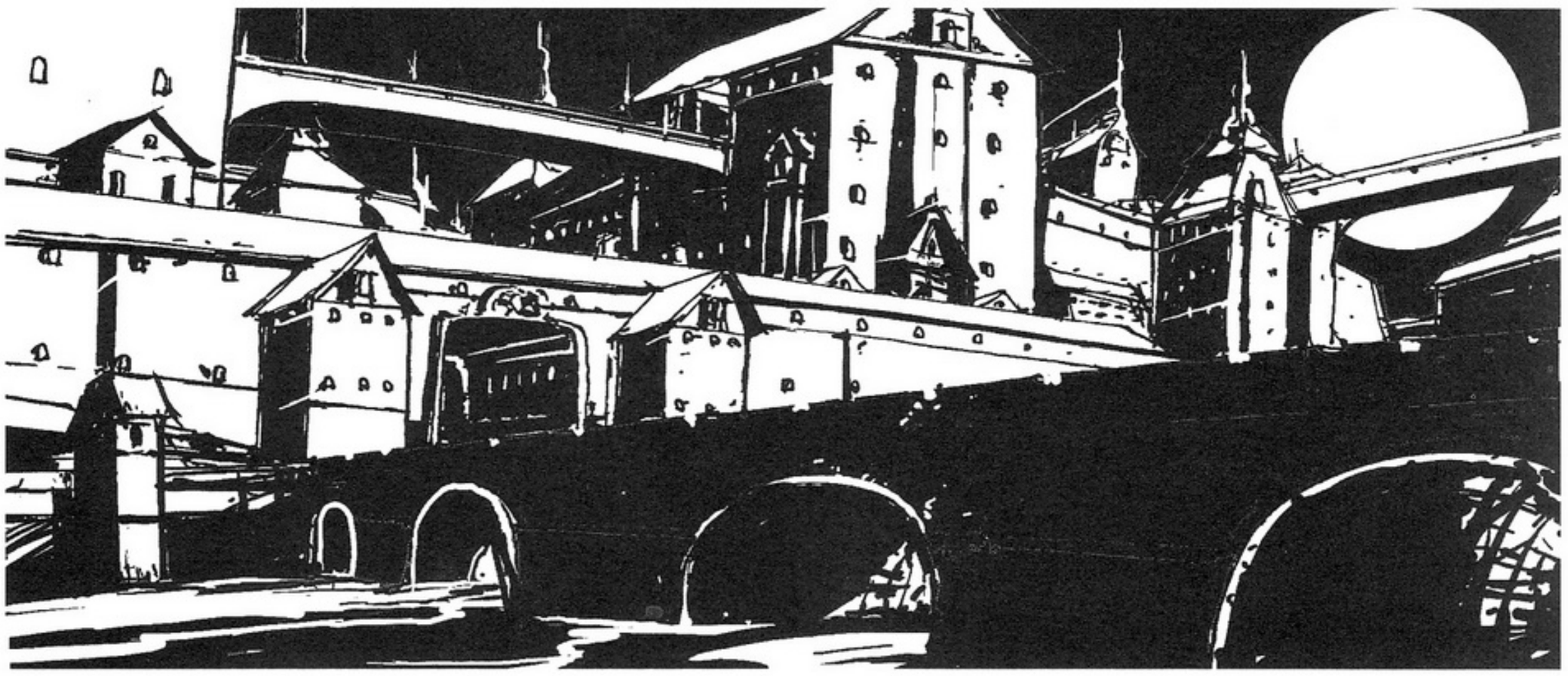
1. Bridge top, normal width of 35 feet.
2. Building encroaching on bridge road surface by from 7 to 10 feet.
3. Building overhanging first floor by five feet above bridge surface 15 feet below.
4. Now-restricted road along bridge, with as little as 15 foot width.

Building, Front View

1. Bridge top, normal width of 35 feet.
2. Main floor of building with shop entrance and window.
3. Second story (residence) overhanging street and river (rear, not shown) by five feet in each location, thus adding a total of 10 feet to upper floor length.
4. Building loft.
5. Rafter-like timber running across to tie to opposite structure to provide stability to both buildings.

Building, Rear View

1. Level of bridge roadway.
2. Building, first floor overhang on river side not illustrated.
3. Stonework and/or timber supports added to bridge to support building above, these being cross-braced cantilever types.
4. Lower stonework projection added to bridge, upon which rest timbers rising up to support building's furthest overhang of river.
5. Archway through which river flows.
6. Stone pier of bridge.







Other Structures

Second Bridge

This structure will be of a military sort, narrower, and its 20 foot wide upper span is kept free of any and all obstacles. This span will be guarded by a pair of central gate houses (like those of the main bridge, only a bit smaller) plus a gatehouse at both ends.

Exterior Fortresses

Two of these have been assumed. The one on the far side of the main bridge is assumed to be an extension of the city, a place likely maintained by a separate official of status near that of the lord mayor, the "Lord Porter", perhaps. Its fortifications will be lesser than those of the city, as it is an outwork. The island-based fortress is likely to be that of the monarch of the state of which the city is a part.

Interior Fortresses

\One large castle-like structure is indicated at the eastern edge of the city, on the river, much like the Tower of London complex. This might be the main stronghold for the municipality proper. One smaller "castle" is indicated on the map, and there is no reason why several other fortified structures of like size should not be added.

Government Buildings

Typically large and imposing for the ruler and government offices and courts, less so for less important functions. They are very well illuminated at night.

City Gaol

This semi-fortress building will be very near the courts buildings. Debtors and felons will be sent to prison after trial. Those guilty of misdemeanors and petty felonies and not dismissed after being flogged or pilloried, will be incarcerated here for the duration of their (short) sentences.

Prisons

There will be one separate prison for each 25,000 population, with suburban population having its own, exteriorly located one. Each such structure will be of grim aspect, built like a fortress, usually of solid stone. Each is managed on a for-profit basis by a Warden who appoints turnkeys and guards. In general, prisoners are expected to pay for their lodging and board with cash or labor.

One city prison will harbor those who are debtors. Another will be principally for incarcerating felons. That outside the municipality will contain a mix of prisoners.

Corruption is to be assumed as the norm in all prisons.

Public Buildings

Possibly a library and a museum. They are well illuminated at night.

Religious Buildings/Institutions

All of these places dispense at least some charity and healing services. Assume the following numbers by type:

Grand Temple

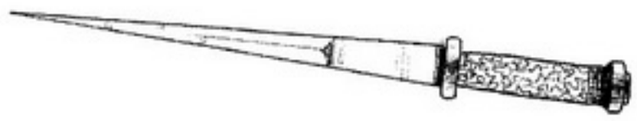
Administered by a high priest/priestess, one minimum, and possibly one per 20,000 persons in the greater metropolitan area.

Temple

With a chief priest/priestess, one per 10,000 inhabitants, suburban population included, but with such structures for that population outside the walls of the city.

Chantry or Shrine

A minor priest/priestess in charge, one per Ward or Liberty within the city, one in each suburban community or area where no less that 1,000 persons can attend its services without walking more than a mile.



Monastery and Priories or Convent

With an abbot/abbess or prior/prioress one per 10,000 population, including suburban population, but with those for non-city population built outside the walls. Population of ecclesiastical community members from about 25 to 125.

Religious Militaristic Buildings & Institutions

Each a separate Liberty, one per 20,000 to 30,000 city inhabitants. One usually consists of a fortified compound with a keep-like main building, a small temple or large chantry, stables and outbuildings.

The Grand master and his immediate officers number five, with another five knights, five esquires, five armingers, five scutifers, and from 31-60 mounted serjeants. Men-at-arms and menials will add another 71-100 members to such a community.

Scholastic Institutions

Aside from some handful of lower schools there will be one academy or college of higher learning for each 20,000 of population. Such institutions will be formed of several buildings in close proximity, often in a block form surrounding an open interior square or quadrangle.

Docking Facilities

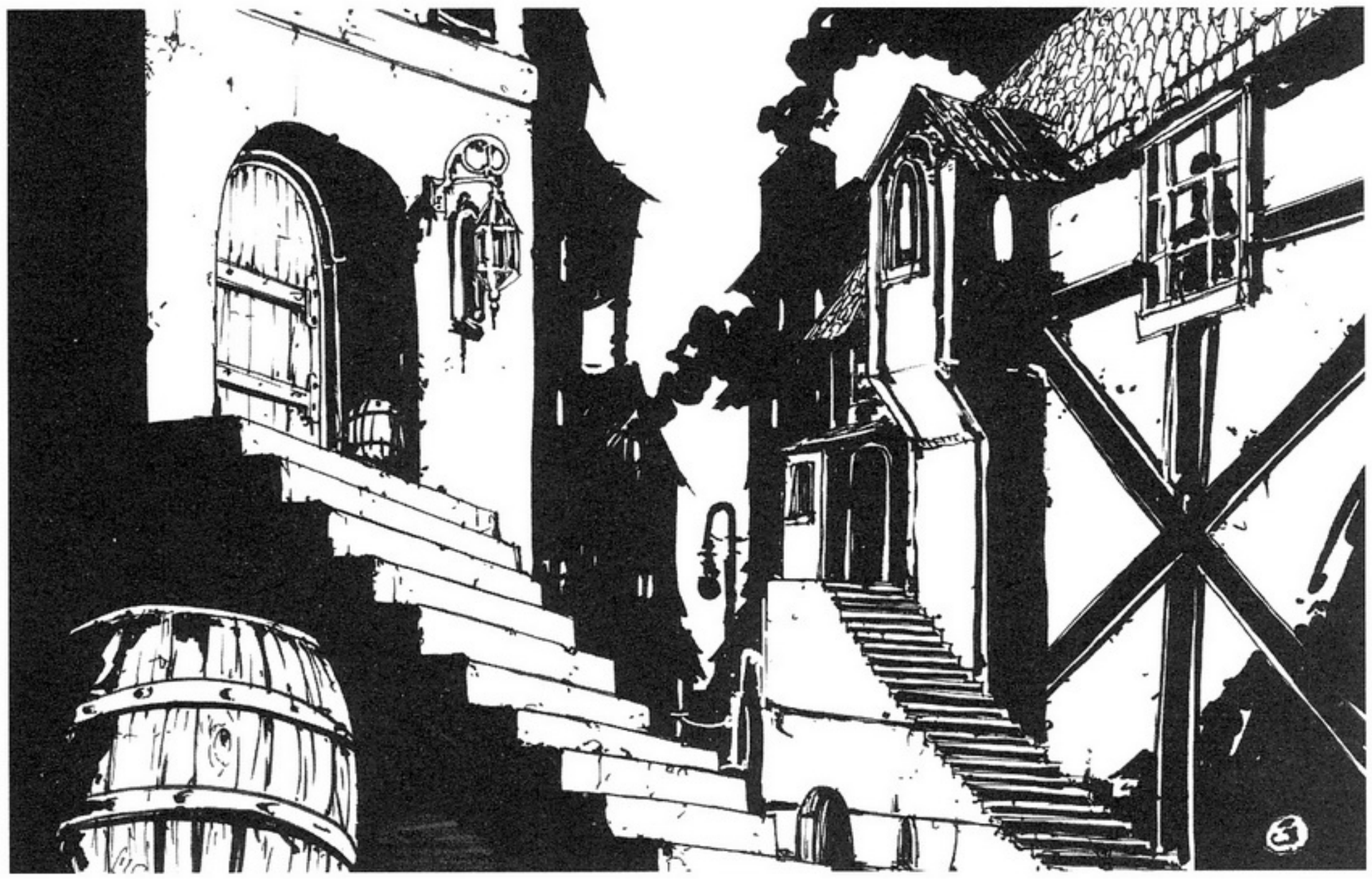
All port cities have one or several wharves, piers, and dry docks. There are also private facilities of this sort in such a port city. Each such facility will have its own gate, generally of small size, the valves of which are strong, heavily barred on the inside, and difficult to attack, of course, because of the river.

Parks

Few if any public ones, but possibly a menagerie. Any such places that are found are not likely to be illuminated at night save perhaps at entrances and near any buildings of major sort.

Plazas

Several large public markets, typically one upper class one, two middle class ones, and three lower class ones. Otherwise small squares and plazas for fountains or wells, and in upper and upper middle class residential areas. Main plazas are







fairly well illuminated at night; smaller ones are likely to have little or no lighting.

Roads

Main thoroughfares are few bit of considerable breadth, up to 100 feet but normally only 50 to 70 feet wide. These can be styled as avenues, boulevards, parkways, promenades, or thoroughfares. They are fairly well illuminated at night.

Streets

These are secondary arteries of from perhaps 30 to 40 feet in width. They can be styled concourses or ways. They are poorly illuminated at night.

Lanes

These are narrower roads of around 15 to 20 feet width. They are sometimes styled as courts or passages, or they might be galleries or arcades. They are very poorly illuminated at night.

Alleys

These are about 10 feet in width, sometimes a foot or two narrower. They may be called channels or tracks. They are seldom or never illuminated at night.

Passageways

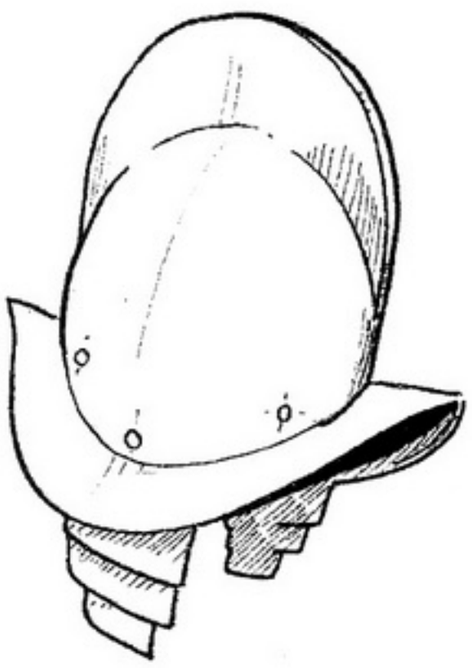
These are no more than five feet in width, and often less. Some are referred to as courses or tracks. They are unlikely to ever be illuminated at night.

A Note on the Canters: The Canting Crew will make use of forged credentials (see New Equipment List below), and take hidden ways to move about from place to place. Assassins and thieves will use subterranean passages and the city sewers to manage this. They, and Vagabonds and Beggars, will also move about secretly via byways and back alleys, and using various hidden means of getting under or through the central city's wall.

Water & Sewers

While the political and social structure of the city is of medieval-renaissance sort, and the architecture and technology hardly more advanced, running water and sewers are not precluded. These are both ancient features that were lost for a time during the historical period of the Middle Ages, but here we are dealing with something advanced in centuries of time past such a time. It is assumed that the city has aqueducts that bring in water, and that there are extensive sewers beneath the place. Each major approved structure is linked to both a water main and sewer according to city ordinance. Of course, some buildings in the city are considered "minor", and have been inadvertently or purposefully omitted from this requirement, thus avoiding the taxes for such amenities, while others are illegally constructed and possibly illegally hooked up to water and sewer lines.

The poorer areas with "minor" buildings use outhouses and get water from city fountains and cisterns. Many buildings in the city also take advantage of rainwater by collection of it in a cistern. Structures on the main bridge of the city rely on this and carted water.





Suburban Architecture

Suburban architecture is a hodge-podge of styles and materials, except in the estates. The poor houses have neither running water nor sewers.

Aristocratic Dwellings: Fortified estates, palatial dwellings with extensive grounds on which there are gardens and parks, are located mostly in the suburbs for reasons of space. Those of suburban sort are larger, fortified more strongly, and as likely as not to be in a Liberty.

Assume that each principle structure of this sort is the size of four average large buildings, and that it accommodates 20 persons, most of whom are servants of the owner. Other servants will occupy outbuildings, so that in total some 60 to 100 persons will be on the estate grounds.

Upper Middle Class Dwellings: The manors formerly belonging to aristocrats who have departed the central city, or else newly constructed mansions of four or more stories with 30 or more rooms.

Assume that each structure of this sort is the size of two average large buildings, plus some grounds around it with a stable and/or other outbuilding, and that it accommodates 30 to 40 persons, most of whom are servants of the owner.

Middle Middle Class Dwellings: Each petty merchant or artisan will have an average building in which he, his family, and his few serving staff alone reside. Assume the average size of such a residence is 20 to 30 feet wide, and 50 to 70 feet deep, with two main stories and an attic. The number of persons living in such a building will vary from 8 to 12.

Inns: These are mainly lower upper to middle class hotels that include drinking and eating facilities, coach and wagon depot facilities, stabling, and warehousing; additionally busy inns have banking facilities, scrivener services, and meeting rooms for auctions and business discussions, which makes them places for business exchange and gathering of information.

Assume that a great inn is the size of an average large building, and that it accommodates a staff of 10 and up to 40 persons in rooms. The stables be as large as a large average building, housing up to 40 horses as well as perhaps as many as 10 wheeled vehicles, coaches and carriages. The upper floor of the stable houses servants and fodder for animals. There is also a warehouse building on the grounds of the inn which, as the third building completes the quadrangle formed by the inn buildings and wall. It is generally the size of a small average building, perhaps three stories tall, and 40 feet square.

Total inn personnel for the largest establishments, counting the owner or proprietor, number from 15 to 25.

For smaller inns, simply adjust all figures downwards—by up to 50% for the smallest sort of such place.

For a complete list of Inns and Taverns see Appendix B, Page 169.

Lower Middle Class Dwellings: These are generally small buildings with shops on the ground floor and residence(s) above, and/or apartment buildings. The shops, which are small, are likely to be about 15 to 25 feet wide and 50 to 70 feet deep, with three floors and a garret or attic story. The average number of residents in such a building is 10 to 20 persons.

Apartment buildings of a better sort are 30 to 50 foot wide, 70 to 90 feet deep, and contain from four to six stories, the upper one being a garret. Assume that each floor houses from 10 to 20 persons. Twenty inhabitants, however, would occur only in the largest of such buildings.





Lower Class Dwellings: Tenements and low-rent apartments and rooms to slums (see below). Tenement apartments are like the better apartments detailed above in size, but with smaller apartments, so that residency per floor is between 15 and 30 persons. Rooming houses can be of any size of building, with average occupancy being one person per 100 square feet of floor space. Thus, for example, on a floor of 30 feet by 60 feet size, 1,800 square feet, there would be 18 residents in a fully occupied floor. The basement too would be likewise tenanted.

Slums: Streets are narrow, no more than 20 to 30 feet wide, and overhung by upper stories of adjacent buildings. The streets are paved poorly, and typically cluttered by refuse. While there are tiny plazas along most streets, these too are often cluttered with obstructions, such as building materials, narrowing the paths further. Lighting, mainly torches and lanthorns (horn "glazed" lanterns), is minimal. Added building of unsanctioned sort creates an internal, hidden maze of small lanes and alleys with many of the buildings having three or more exits. Some of these exits are concealed. Additionally, access to subterranean labyrinths and escape routes is common in such areas.

Suburban slum areas are likely worse than those of the city, with streets mere lanes. Here, the Crew will often have "developed" these interior neighborhoods in regards to escape routes, hiding access to them with concealed doors and the like.

Slum buildings vary in size from small to very large. Those occupied by persons will have an average of one person per 75 square feet of floor space.

Underclass Dwellings: These consist of ale houses, cellars, hospitals and hostels, low-rent lodging and rooming houses, prisons, shacks (illegally built), work houses, and such other such places.

Criminal Underclass: The criminal class is housed in various places throughout the city and suburbs. For the principle dwellings refer to Table 1-7.

Table 1-7: Housing the Cant

Apartments (small, shared)
Barns
Bawdy houses
Blind gaunts (hidden houses with riverine escape)
Blind houses (buildings difficult to see save from close proximity)
Bowling alleys
Drinking houses (alehouses, taverns, etc.)
Empty buildings
Facilities for the poor
Fencing establishments of both smaller and larger sort
Fortified Liberty areas (limited, concealed entrances typical)
Fortified manor houses
Gaming houses
Gymnasiums
Hospitals
Inns of low sort
Lodging houses
Monasteries
Play houses
Prisons where the gaoler and turnkeys are bribed gaol
Rooming houses
Safe houses
Temple hostels
Tenements
Tent buildings (suburban)
Warehouses
Work houses where the warden is bribed

Note: Highly successful members of the Canting Crew own private estates. These are generally legitimate dwellings, such as, a shop and apartment, houses, large apartments, hotel suites or rooms.







Bridgemarket, East Block

Although not a particularly exciting title, it serves well to describe the place. If you look at your map of the City of Ludnum, you'll see the main bridge to the south, the gate into the city, the large plaza I have named Bridgemarket, and the small, plain rectangle to the right (east) side of the plaza. In order to convey to the reader the scale of the city, here is a map from my own campaign, a detail of the one small rectangular noted. Many small details are omitted because the GM is best equipped to add them so as to make the encounters mesh with the game system used and the campaign environment developed.

Map Key (see Map p. 35)

1 Bridgemarket Inn

This is a large place, a complex of buildings around an open courtyard. The separate key for the ground floor of the inn follows. Above the ground floor of the main building are two floors of guest suites and rooms, half of the third story being given over to the innkeeper's apartments and rooms for employees. The basement houses the kitchen, laundry and ironing rooms, staff refectory, and cleaning supply room, various storage areas. The ground floor areas are:

A. Main Entrance & Public Lounge
B. Reception Counter, Registration & Cashier
C. Office
D. Gaming Room
E. Currency Exchange & Banking: Note the separate street entrance.
F. Private Meeting Room
G. Private Meeting Room
H. Private Meeting Room
I. Valet shop: Note separate street entrance. Services include bootblacking, cleaning and pressing, and personal errands.
J. Barber Shop
K. Private Meeting Room
L. Merchants' Lounge
M Bar: Note stairs to stock room & wine cellar.
N. Dining Room: Note stairs to basement kitchen.
O. Courtyard: This area has a lawn, plants and flowers, and a fountain in its northern and western portions, with stone walkways leading to areas p, q, and r. south of that 60-foot by 60-foot square area the yard is cobbled, as is the cross-lane leading from the market to Apples Alley. The cobbled lane is for the passage of horses and wheeled vehicles.
P. Notary & Scrivener: With separate entrance from Apple Alley. The office of the notary is on the first floor.
Q. Apothecary Shop: With separate entrance from Apple Alley.
R. Tailor Shop: With separate entrance from Apple Alley.
S. Storage for Guests Goods
T. Stable & Carriage Barn: Feed storage and quarters for stable hands in the loft above the main floor. This accessed by ladders.

2 Haberdashery & Dry Goods

A range of clothing from the inexpensive to the fine, with fabric materials and findings in the same wide range.

3 Mystic Advisor

This alley shop has a "reader" that might actually have some magical abilities, such as Divination. There are the usual palmistry charts, phrenology depictions, and like paraphernalia in plain view—table and cards, crystal ball, skull with candle, runes, scrying bowl, stuffed animals, incense burner, beaded curtains, etc. In the back room are various charms, herbs, and concoctions for sale. The proprietor dwells above the shop.

4 Noble Fare

This eating house serves passable food for breakfast, lunch, and dinner, washed down by cellar-brewed ale. In good weather the yard is utilized for patrons wishing to eat and drink in a "garden."

5 Bridgegate Exporting

This large building is both office and warehouse for goods acquired or consigned for export from Ludnum to some other place. The two upper stories warehouse such goods.

6 Treasures of the Seven Seas, Imports

This store mainly deals in job lots of imported items. There is also a shop where excess and slow-selling goods are available for retail purchase. Most of these things are indeed exotic—decorated cocoanut shells, pottery incense burners, wooden toys, strange little idols, carved bone, ivory and wood objects, shell necklaces, unusual foodstuffs (dried seaweed, soy sauce, pepper sauce, fish sauce, for example), and possibly some strange weapons and like things that a character would find desirable).



7 Boatmen's Tavern

A typical working-man's place.
Besides drink and "pub food," this place has four rooms to rent, these on the second floor. The owner resides on the first floor, and the loft if rented to a tenant. Note that the yard to the east is shared by this establishment and the owner of location 8.

8 Splendid Sedan Chair and Messenger Service

Those not wanting to walk can hire a chair and bearers at $50 per hour. Messages and small parcels are guaranteed to be delivered within two hours' time anywhere in the city, outside the city in any direction and no more than two miles distant in four hours or less. The charge is $10 for a message, $15 for a package of up to one pound weight, $5 per pound over one to 25 pounds maximum.

9. Farmers' Market

This large structure has open passageways in the middle of its north and south walls. The central part is open to the sky, while the structure around is basically also open, save for pillars supporting the high-peaked roof. In fine weather the open portion is filled with stalls. The surrounding building is likewise lined with stalls, these being permanent. When open for business (sunrise to sunset), the place is filled with various local folk and farmers from outside the city. All manner of produce, cooked foods, cheese, eggs, handicraft items, handmade clothing, quilts, pottery, small livestock, plants, flowers, seeds, and so forth are sold from the many vendors here. Each vendor pays a daily fee for the space used, on average about $20 for a 5-foot by 10-foot (50 square foot) area. Permanent spaces pay five times daily fee for a week's use of the space.

10 Ludnum's Finest, Gifts & Souvenirs

This shop sells the same sort of goods that are often found in our own like stores—costume jewelry, scents and perfumes, small objects of metalwork (brass, copper, and silver), figurines, painted



pottery (plates and mugs, mainly) with paintings of the city and its environs, places of interest such as the Mayor's Palace, the Grand Temple of Jupiter-Zeus, the city armorial bearings, etc. It also has drawings and paintings with like subject material, framed and unframed. One can find a fair map of the city here for a mere $5.

11 Brosten & Beyond, Goods, Trading

This is a typical traders store offering the usual range of goods found in such places.

12 Ready Coin Pawn Broker

A reasonably honest pawn broker operates this shop. Loans are made from 15% to 20% of purchase price for an item in excellent condition, with a 10% interest charge payable per month on such loan. Goods not claimed in 60 days are subject to sale. The pawn broker will sell the item at 50% of its retail value. There is a safe in the back room in which valuables are locked at night when the shop closes. The most valuable things are kept in a strong room hidden in the basement. The proprietor and his family dwell above the shop on the first floor and the loft above it.

13. Wheelwright

The entire ground floor is taken up by the shop of this craftsman. New wheels are available for purchase, broken ones are mended in this place. The wheelwright and his family live on the first floor, with the attic story given over to quarters for a journeyman and two apprentices.

14. Vulcan's Smithy

This blacksmith's shop is typical of its sort. The smith and his family dwell above the shop on the first floor and the loft above that is the lodging of his journeyman and apprentice. Re-shoeing a horse is $20. If a new shoe must be made, the cost is $100 for it and nailing it to the hoof.

15. Gentlemen's Livery & Feed, Stabling

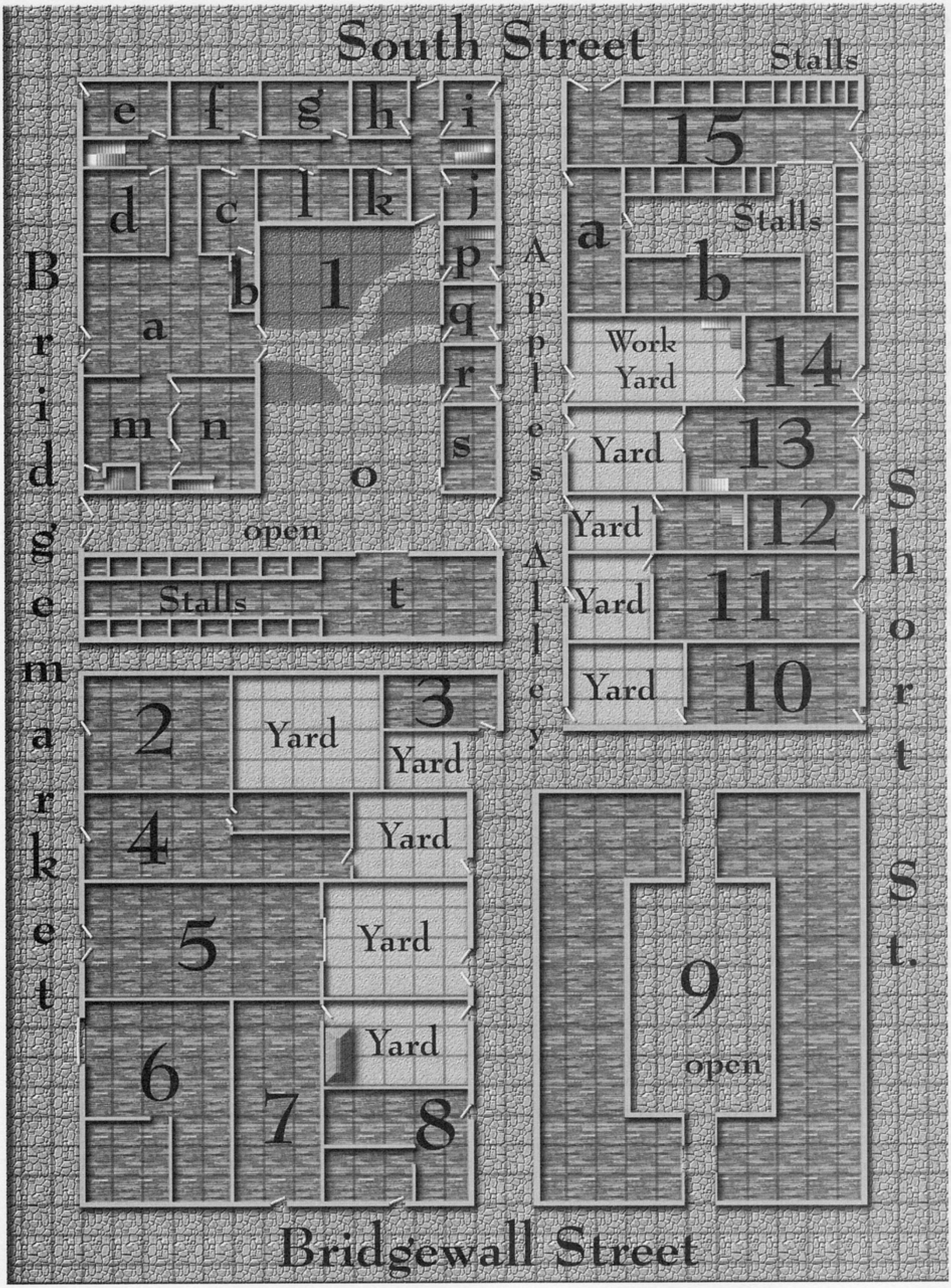
This large, multi-structure establishment offers some stabling, but it is mainly a place dealing in horse and vehicle rentals, feed for horses and mules. The owner and his family dwell above building 15b. The main building has stalls for the best animals and space for light carts and carriages. The floor above is where hay and straw are stored.

A. **Feed Storage:** This building is given over to bins for oats and grain meals, sacks of the same. Several cats dwell in contentment in this place.

B. **Coach Barn:** In this building are kept the best of the vehicles available for rent (for costs, see Table 1-9).

Table 1-9: Typical Coach Costs

Single-passenger, two-wheeled open fast cart, one horse, daily rent:	$90 plus feed
Two-passenger, two-wheeled enclosed carriage, one horse, daily rent:	$85 to plus feed
Two-passenger open buggy, one horse, daily rent:	$80 plus feed
Two-passenger open buggy, two-horse team, daily rent:	$120 plus feed
Four-passenger enclosed carriage, two-horse team, daily rent:	$250 plus feed
Six-passenger enclosed carriage, four-horse team, daily rent:	$450 plus feed
Draft two-wheeled cart, one horse, daily rent:	$70 plus feed
Draft wagon, two-horse team, daily rent:	$125 plus feed


South Street
Stalls
15
Stalls
a
b
Work Yard
14
Yard
13
Yard
12
Yard
11
Yard
10
Yard
9
open
Alley
Shore
Street
B
r
i
d
g
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o
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q
r
s
t
open
Stalls
2
Yard
3
Yard
4
Yard
5
Yard
6
Yard
7
8
Bridgewall Street

City Political Divisions

Wards

Wards are political divisions of a community overseen by aldermen. Each non-aristocratic ward tends to be associated with some profession or occupation. For purposes of rank, the city aldermen are about equal to barons. Assume about one in four normal wards are at least indifferent to the criminal underclass being therein. Such a ward may also have a "thieves," warehouse, waterfront, and/or "foreign" quarter which will be bases for such rogues. One or two enclosed wards will house "foreigners." These are aliens residing in the city for long periods because of business, and those non-aristocratic or non-gentility foreigners visiting for short or extended periods of time, such as laborers, mariners and the like.

Companies

Companies generally consist of traders and/or transporters who have formed a business combination. Company members often control up to 10% of a given Ward within a city. These areas are mainly residences for those associated with the activities of the company in question.

Cartels

Cartels comprised of manufacturers, merchants, and/or trading enterprises who control up to 10% of a Ward area in the city. Much like Companies these areas are residences for those associated with the activities of the cartel in question.

Guilds

These are associations such as Religious, mercantile, land-owner, and craft. The often control up to 50% of any given Ward in a city. These areas are residence mainly for those associated with the activities of the guild, and any associated fraternal organizations, in question.

Religious Guilds

Religious Guilds are associations of like worshippers fraternally combined to insure the members against all forms of loss, to provide the community with money and services, to educate the young, and to give alms to the poor. They are generally lead by an elected *Master*.

Mercantile guilds are associations of merchants and traders (and their workers) in a community fraternally combined to regulate knowledge of their occupation, assume the quality of goods, establish prices, set hours, and otherwise care for their members with regard to worship service and provision against loss. These guilds also supply the community with social activities. A merchant guild will typically have separate fraternities for religious and social concerns. Where one sort of mercantile enterprise is very large, a separate guild likely exists. Thus, for example, there might be a Merchants Guild and a Cloth Merchants Guild.

Land-owner Guilds

These are associations of the major real property owners, generally, within the city. They combine to set prices for land and buildings, establish rents, and to lobby for such city services, improvements, and the like that can be obtained without their increasing taxes. As is typical, such a company possesses fraternal benefits, such as a special hall for meetings. Of course such a guild is not likely to control a ward by populating its precincts, for most of the members live in large houses in the better areas of the city.

Craft Guilds

Craft Guilds are associations of similarly engaged artisans and craftsmen (and their workers) in a community fraternally combined to regulate knowledge of their occupation, assure the quality of goods, establish prices, set hours, train apprentices, and otherwise care for their members with regard to worship services and in provision against loss. Craft guilds also supply



their communities with living and social activities. A craft guild will typically have separate fraternities for religious and social concerns. Where arts, crafts, and/or handicrafts have small numbers engaged in their occupation, and more political influence is desired, several related craft guilds might unite: For example, there might be a *Metalsmiths Guild* comprised of the brass smiths, coppersmiths, pewter smiths, and tinsmiths. If the cloth industry is not large in an area there might be a Textiles Guild comprised of dyers, fullers, and weavers.

For a list of all guilds and like organizations that might be found in the city and its suburbs, see ***Appendix A, page 168.***

Other Political Divsions within the City Proper (1 per 10,000 population)

Liberties (about 1,500 to 2,500 population)

Areas with privileges and rights guaranteed by state grant, belonging to an ecclesiastical office or organization, noble family, trade company or guild. Privileges include exemption from city policing and taxation. Assume many of the Liberties are at least indifferent to the criminal underclass being therein, and most will be bases for such rogues. These areas are mainly residences for those associated with the ecclesiastic, the nobility, or the trades (such as gemners, jewelers, and goldsmiths). Some of the residents belong to the lower class and underclass population who has moved into the area, providing income to the owner of the liberty.

Sanctuaries (1,000 to 2,000 population)

These are hospital, penal, religious monastic/ nunnery areas that are similar to Liberties in respect to their rights. Assume all of these are at least indifferent to the criminal underclass being therein, and many will be bases for such rogues. These areas are residence mainly for those associated with the activities of the sanctuary in question, and those people each particular institution takes in. Hospitals are mainly for the mentally deranged and impaired. Penal sanctuaries (liberties) are self-explanatory, as are religious ones. Note that in prison sanctuaries, the unpaid Prison Keeper collects fees from prisoners….and from any of his gaolers or turnkeys who receive money from prisoners or "guests." Religious sanctuary is of two sorts: a short period of time (20 to 60 days) or permanent with the agreement to accept the rules of the sanctuary.





City Buildings, Municipal Division

Each 1,000 population represents about 50 building structures, so a municipal division of 2,000 persons would generally have about 100 buildings within its boundaries, and a typical city ward would then consist of an area in which there were 125 substantial structures.

Suburban Political Divisions

(Assume a mix of all potential divisions to meet the total population of suburban areas.)

Independent Hamlets

Assume an average population of about 1,000 each. Many of these are at least indifferent to the presence of criminal underclass persons, and some will be bases for rogues.

Independent Towns

Assume an average population of about 2,500 each. One or more of these are at least indifferent to the presence of criminal underclass.

Cartel Areas

Areas of the city controlled by members of a cartel, with an assumed population of about 1,000 each.

Guild Areas

Ward areas of the city controlled by members of a guild, with an assumed population of about 1,000 each.

Company Areas

Ward areas of the city controlled by members of a company, with an assumed population of about 1,000 each.





Liberties
Areas with privileges and rights guaranteed by state grant, belonging principally to noble families, with an assumed population of about 1,000 to 1,500 each. These Privileges should include exemption from policing and taxation. A few of these are at least indifferent to the presence of the criminal underclass, and one or more might be bases for rogues. Generally these are lands which were established around a religious stronghold, moat, house, or similar fortified place.

Sanctuaries
Hospital, penal, religious monastic/nunnery areas, with an assumed population of about 1,000 each. Religious sanctuary is of two sorts: a shorter period of time (20 to 60 days) or permanent with the agreement to accept the rules of the sanctuary. Assume all of these are at least indifferent to the criminal underclass being therein, and most are bases for such rogues.

City Policing

City Marshalcy
Marshal (1), Deputies (2 to 4), Marshalmen (2 per 5,000 population). These police officers are armored, uniformed, well-armed and trained persons. Also included in this group are the City Guards. These are men-at-arms, soldiers who are stationed at the gates of the city. Assume that there are a Serjeant and 11 men for each main entry point into the city, individuals who are reasonably well-equipped veteran warriors.

Each Ward has a **Constable & Beadles** (1 to 3 per ward) and a volunteer night-watch (11-20 per Ward). Each ward's law enforcement does not usually extend beyond the boundaries of the ward unless permission from the head of an adjoining municipal division is given to the officers, or they are serving under a city marshal or like authority.

Provost Marshalcy
These consist of special officers sent in by state command, 1 + 1d10+5).

Regular soldiery
Most cities have state guards available to the city for normal use at 5/5,000.

Militia
These are not well-armed, -armored, or –trained, and are available to city for "normal use at 50/5,000. When the *Hue & Cry* is raised the militia is formed ina central meeting place. In theory this includes all able-bodied males hearing the call in the area of pursuit; in practice there are few risk-takers, and a great deal of potential for anti-establishment aid. It should be noted that outside the urban area, this equates to the posse comitatus.

Informants
In general, the law will pardon any offender if that one is willing to inform on one or more others of equal or greater criminal sort. If more than one criminal is informed upon, the informant is paid a share, usually 10%, of any monies and fines collected from the convicted.

Caught Criminal Informants
As above.

Criminal Informants Hired for Part-time Work
Assume a typical monthly stipend of $500 plus rewards as indicated.

Criminal Informants Hired for Full-time Work
Assume a typical monthly stipend of $1000 plus rewards as indicated.

Criminal Informants Hired for Thief-Taking Work
Assume a typical monthly salary of $2000 plus rewards as indicated.





Criminal Informants belonging to Organizations Hired for Thief-Taking Work

Assume a typical monthly salary of $3000 plus rewards as indicated.

Thief-Takers

Bounty hunters, typically former (and possibly ongoing) criminals, who are hired to catch criminals, and are paid a bounty for those caught and convicted. This practice is used to check highwaymen and organized Gangs, as well as coastal pirates. Any valuables captured with such criminals become property of the state, and a share of their final sum, usually from 10% to 15% is paid to the capturing party.

Thief-Takers with Organizations of Detectives and Informants

Assume a typical monthly salary of $4000 plus rewards as indicated.

Thief-Takers with Organizations of Detectives and Informants given monopolies on Activities or Areas

Assume a typical monthly salary of $5000 plus rewards as indicated.

City Arms Laws

Weapons are not only allowed in the city and environs, but they are commonly carried. This usually means sword and dagger or walking stick with concealed blade for aristocratic and genteel persons. Guards carry pole arms and bows or crossbows, primarily. Most persons above the lower class are armed with hand catapult and dagger. Lower class weapons include spears, staves, and clubs, as well as the ubiquitous cobble and rock.

Armor of heavy sort is not generally allowed to be worn, unless the individual concerned is of noble sort, a retainer of such a person, or a member of the armed or police force.

Armed guards for hire are a common feature of the city and suburbs, as are linkboys, those individuals who carry torches to light the way at night.

Armed mercenaries are also for hire in city and suburbs, although the number available on short notice is likely limited to a score or thereabout

Arms and the Aristocracy: There are likely to be feuding aristocrats in and around the city and its suburbs. These nobles and powerful aristocrats will have private guard forces. At times these forces will engage in open fighting in and/or around city. Only the State officials can move to legally prevent such conflicts.

Table 1-8: City Courts

The following judicial courts have some jurisdiction:

Aldermanic (executive and judicial) Courts: All normal city wards, but each alderman having jurisdiction only within his ward as a justice of the peace.
Corporate: cartel, company, or guild: In own area only.
Ecclesiastic: In own area(s) only.
Justice of the Peace: In the Ward in which he holds office.
Lord Mayor (executive and judicial): All normal City Wards.
Magistrate: In city and suburban areas not Liberties or Sanctuaries.
Sheriff: In county-like suburban areas not Liberties or Sanctuaries.
State judicial: In all state areas not palatine, Liberties or Sanctuaries.



City Reveune

State, City & Suburban Government Tax & Revenue Collection

State Tax Collectors
These officials generally authorize the city and suburban government authorities to collect state taxes from their residents.

City Government Licensing Authorities
These officials issue the various concessions, licenses, and permits for operating businesses and selling goods or services within the city.

City Tax Collectors
These officials actively levy property owners and those selling goods and services.

Excise Tax Collectors
These officials levy merchants and others selling goods on which an additional tariff, toll, or tax is demanded by the state.

Customs Officers
These officials collect duty on all imports for which such tax is demanded by the state.

Failure to pay required taxes is at least a misdemeanor, and any sum above $500 is likely a felony.

Social Environments

Entertainment Establishments
Dance halls
Music halls/houses*
Play houses
Theaters

Gaming Establishments
Bowling alleys & greens
Card playing houses
Dicing houses
Gaming houses (cards, dice, and table games such as backgammon)
Pool rooms

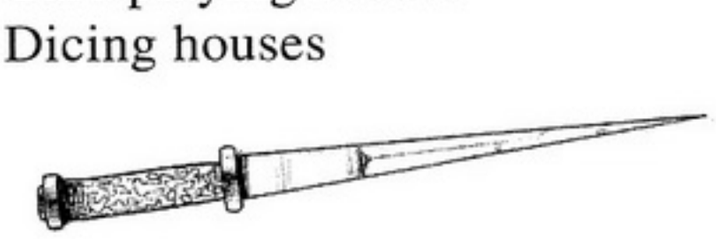
Meeting-place Establishments, different from "Bowsing Kens"
Coffee houses*
Cook shops
Eating houses
Inns
Pleasure gardens
Tea houses*

Prostitution Establishments
Bath houses
Bawdy houses
Dancing academies
Private apartments
Private houses
Private manors
Private rooms
Bowsing kens
Coffee houses**
Eating houses**
Inns
Lodging houses
Pennyrent (cheap rooming house) buildings
Taverns**
Street location

*The above locations of larger and more expensive sort have concealed entrances to hidden interior private parlors and bedrooms opening onto arbors and gardens. These interior rooms also have secret escape routes.

**The above locations that are blind (hidden from view at any distance) typically have back passages to private rooms, several entrances, and a concealed escape route.

Sporting Establishments
Archery ranges
Bear, boar and bull baiting rings
Bowling greens
Boxing & wrestling arenas







Cock fighting pits
Dog fighting pits
Foot racing tracks
Football fields
Horse racing tracks
Tennis courts

Suburban Trade & Manufacturing

Note that casual labor is employed in the main, this obviating the benefits of apprenticeship for workers.

Brewing
Brick making
Charcoal and coke burning
Chemical making/use (acid, alum, etc.)
Clock and watch making
Cloth dying
Cloth fulling (to shrink and thicken woolen cloth)
Dye and pigment making
Flower growing (outer suburban areas)
Glass making
Leather tanning
Masonry manufacture
Milling, grain
Milling, lumber
Milling, metal (brass, copper, tin)
Lumber supply
Paper making
Printing (wood block carving and printing proper)
Ship building (all associated work including tar and rope manufacturing, sail making, supply, and repair)
Sugar refining
Tanning
Tile making
Truck (fruit & vegetable) gardening (outer suburban areas)
Weaving, ordinary
Weaving, silk

Goods Coming into the Suburbs on a Daily to Weekly Basis:

Chemicals (acids, alum, ammonia, lime, lye, potassium, soda, sulfur, etc.)
Cloth
Cocoa
Coffee
Copper
Cotton
Farm produce
Fuel
Grain
Hides
Hay
Iron
Lamp oil (kerosene)
Lead
Livestock, large and small
Lumber
Partly finished goods
Pitch
Salt
Straw
Tar
Tea
Tin
Tobacco
Tools
Turpentine
Vinegar
Wine
Wool
Zinc



Social Status

It must be understood that considerable importance is placed upon social status. In order to make all persons aware of high status, those of elevated rank are thus required by social pressure, not merely their own desire, to ostentatiously display their wealth. It must further be assumed that social mobility is not merely extant but can occur relatively rapidly. The aristocrat that is, for the upper class, essentially destitute can slip into the middle class, just as the very wealthy bourgeoisie can climb into the ranks of the aristocracy by means of riches. Thus, unlike a purely medieval society, we have an environment of different sort, one in which the demonstration of wealth is as necessary as is lineage with regard to status.

The Upper Class Aristocracy

Within the city, the lord mayor is a prince, a noble with the power of high justice, which gives him rank immediately after the head of the state. Outside the city, however, the lord mayor is equal in rank to a count/earl. Of course hereditary nobles consider the lord mayor more akin to a viscount or baron.

The display of wealth requires and is judged by the following:

(Title)
(Office)
Armorial Bearings of Office
Badges of Title
Badges of Office
Dwelling and grounds, city
Dwelling and grounds, country
Dependents
Attendants, guards, and their appearance
Servants of other sort and their dress
Stable and quality of animals therein
Conveyance (coaches and carriages) and draft animals
Membership in associations and clubs
Armor



Arms
Clothing
Jewelry
Personal accessories of all sorts not otherwise stated
Lavishness of expenditure in entertaining
Lavishness of expenditure when in public
Donations to religious institutions
Donations to charitable causes
Donations to civic projects

The Middle Class Bourgeoisie, Upper Middle Class

The display of wealth requires and is judged by the following:

(Office)
Badges of Office
Dwelling and grounds
Attendants and their appearance
Servants of other sort and their dress
Stable and quality of animals therein
Conveyance (carriages) and draft animals therefor
Membership in associations and clubs





Armor
Arms
Clothing
Jewelry
Personal accessories of all sorts not otherwise stated
Lavishness of expenditure in entertaining
Lavishness of expenditure when in public
Donations to religious institutions
Donations to civic projects

The Middle Class

The display of wealth requires and is judged by the following:

(Office)
Occupation
Dwelling
Servants and their dress
Conveyance and draft animal(s) or riding animal(s)
Membership and rank in association
Clothing
Jewelry
Personal accessories of all sorts not otherwise stated
Lavishness of expenditure in entertaining
Lavishness of expenditure when in public
Donations to religious institutions

The Lower Class

The display of wealth requires and is judged by the following:

Occupation
Dwelling
Occupational property
Clothing
Jewelry
Personal accessories of all sorts not otherwise stated
Expenditure in entertaining
Expenditure when in public
Donations to religious institutions

The Countryside Beyond the City

In general Note the following;

Most exurbs have self-sufficient economies but lack variety of goods, so trade with the City, as well as from foreign states, is welcome.

The few main roads connect the City with the major towns only, and those towns in turn have possible road connections to one or more other like communities. Overall, though, main roads are rare.

There are other communication arteries; many are tracks that are mere bridle paths suitable for nothing larger than carts, however. Villages, connected by tracks if not on a main road, are likewise self-contained economic systems.

Towns are visited by some shipping if on a coast or a river, otherwise only by waggoner traders, carters, pedlars and Vagabonds. Villages are visited by only carters, packhorse traders, pedlars and Vagabonds.





Communication between City & Country Canting Crew

The Assassins ("Expungers") are likely disposed in relative comfort and security in the city, occupying a fortified dwelling that has multiple hidden means of ingress and egress. Highwaymen and waterborne robbers will be continually moving about between the principal city and the surrounding countryside. Some confidence men and cheats will likewise be mobile. The chief portion of the Canting Crew, that part which is continually moving about, is the Vagabond ("Land Loper") portion. This consists of circus-like performers (Jongleurs, the "Rovers"), traveling carnival types (Gypsies, the "Moon Men"), minstrel-show actors and musicians (Strolling Players, the "Brothers of the Buskin"), medicine and wonder show performers (Mountebanks, the "Jacks"), and itinerant companies of repairmen, pedlars, handymen, and laborers (Tinkers, "Belling Muddlers"). With them are likely attached beggars. Also moving about are the countryside are bands of Beggars ("Maunders") of various sorts, or "Flying Camps" as these companies are termed in Canting speech.

These vagrants are numerous in the countryside, and some number of them are always "visiting" the great city to "perform" there. They bring intelligence, new recruits to the city's Canting Crew, stolen goods to sell, and carry away wanted persons and stolen goods bound for disposal at some other place. These places where the sale of loot typically occurs are the other cities and/or towns of the state.

The Country Canting Crew

As noted, the Vagabonds are predominant in the countryside. Each group has an appointed round it makes, traveling from place to place in such manner that the band will not return to a locale, other than the main communities, for many years. In the course of moving about, each group will alter its appearance and presentation sufficiently so as to be generally unrecognizable after several years have passed. Beggars not attached to Vagabond parties will also be mobile, going from place to place so as to avoid outraged citizenry and the law.

There are also small communities of underclass sort, or gatherings of the cast-outs and criminals, to be found in the countryside. These places harbor cottagers (persons farming or husbanding land not owned), squatters, debtors, escaped slaves and bondservants as well as like villains, vagrants, and members of the Canting Crew. Such communities will be found on borderland march areas, in rugged terrain, along coasts where roads are poor or virtually non-existent, in forests, and even on large areas of common pasture land and in "corners" of feudal fiefs. Anywhere it is possible to escape state policing, and where local enforcement of laws is lax, there you find outlaw communities operating under their own codes,....likely those laid down by the Canting Crew!

As noted, the "masterless folk" travel around and serve as both an intelligence arm for the Canting Crew and as carriers of wanted persons and stolen goods. The Vagabonds and "Flying Camps" of Beggars are the segments of the Brotherhood that act as a sort of glue uniting city and country outlaws, robbers, and all others. Granted that the bonds are sometimes weak, and are as often honored in breach as in fulfillment, but in all the disparate elements need to hang together or surely they will hang separately.

Non-Human Persons in the Fantasy World

Virtually all fantasy world settings feature one or more "humanoid" races. The range is broad, and usually includes such types as dwarves, elves, gnomes, halflings, and so forth. How such non-





human members of the milieu are treated with regard to the society outlined above is not a difficult matter to decide.

If your particular world has humans and non-humans living in harmonious fashion, then that is how criminal humans would deal with their non-human criminal fellows. If there is some tension between mankind and its racial cousins, then this is how the criminal underclass will be with regard to non-human members of the underworld. If there is enmity between humans and humanoid races, then the criminal world will reflect this, with segregation and rancorous dealings between, say, a gang of human foot pads and one of dwarfs.

The incidence of non-humans in the general population is a factor no matter how the different racial types get along. If humanoids are rare, they will be too noticeable, and their presence would not be welcome in any criminal gang. If non-humans comprise 10% or more of the general population, then they will be accepted with some possible reluctance in criminal groups. Think of them as foreigners instead of non-humans in this regard. In places where there are concentrations of humanoids, there are two separate cases. In the first case, assuming general distribution of non-humans throughout the social strata, the humanoid incidence in the criminal underclass will mirror society—for good reason. The rogues will seem like others, and the non-humans enable preying upon their ilk in normal society. Otherwise, in the second case, with non-humans segregated, so too will the underworld be divided. Human criminals will tend to seek human victims, and non-human criminals will prey on non-human victims.

If you are in process of constructing a fantasy world, then the choice of how to build it is open. As non-human races add to the diversity of the milieu, it is likely they will be included. In such cases, it seems a good idea to have no less that 10% of the total population be of humanoid racial type. Also, at least in towns and cities, such non-human races should live in relative harmony with humans. Thus, a city can have a human slum, a humanoid slum, a human foreign quarter, and one or more "humanoid quarters" too—dwarves and gnomes in one, perhaps brownies and kobolds in another. In such a place, there will be human criminal gangs, mixed human-humanoid gangs, and non-human gangs, the lot belonging to the greater organization, but likely competing more than even rival human gangs would do.

The Brotherhoods

The Four Ranks of the Canting Crew

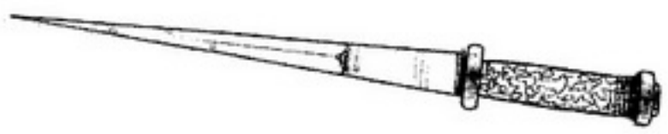
All members of a "Brotherhood" pay a tithe to their leader. The leader of each group associated within a "Brotherhood" of the Canting Crew likewise pays 10% of the sums so received to their principal leader. These leaders, in turn, pay a tithe of that to the master of all the Canting Crew.

The treasuries so accumulated are used for the upkeep of leaders and other activities. One half of the total sums so received are set aside by the receiver for the following purposes:

Bail money
Bribes
Buying off victims
Hiring lawyers
Paying off officials

The whole of the Canting Crew is governed in theory by an "Emperor" or "Empress", who is elected for life by the leaders of the four "Brotherhoods" that comprise the organization. The electors are: the Venerable of Expungers (Assassins), the King or Queen of Rogues (Thieves), the Marshal of Land Lopers (Vagabonds), and the Thegn of Thiggers (Beggars).

Each "Brotherhood" association has within it one or more *Mobb*, these, in turn are possibly comprised of one or more *Gangs*, and again these



comprised of *Cliques* and *Knots*. Both of these are small groups that can be within a Gang or separate. A Clique often consists of persons of various ranks within the Brotherhood and cuts across groups (that is have members in them who are from different Mobbs or different Gangs within a Mobb), while Knots are usually from the same Gang or outside such a group. Generally, though, the Knot consists of like criminals working together on one specific area of criminal activity.

Whenever a Clique or a Knot has diverse members, say a Knot of sharpers working with another of Knot of blackmailers, and a couple of mistress prostitutes and a bookie so as to swindle and then blackmail, the group is "outside" the Mobb or Gang to which he or she would normally "report." Each of its number gets its share of the plunder gained in such an "operation," and only then reports that income to the "higher ups" in his or her own special organization. For example, if $100,00 were gained, the sharpers might get $40,000, and pay their 10% to their Mobb boss. The blackmailers would do the same with their $30,000 cut, the two courtesans would also pay a tithe on their $25,000 cut, while the bookie would pay the Racketeers Mobb boss $500 on his $5,000 cut.

Of course this is why Cliques and Knots that cross Mobb lines are formed...and are popular with individual criminals, but not liked by bosses. The normal division of spoils is more like this:

Activity directed from the head of a Mobb: 50% to the Mobb, 50% to the rest.

Activity directed from the head of a Gang: 50% to the Gang, 50% to the rest.

The Mobb would direct as much activity as possible, but the existence of the "hybridized" cliques and knots and independent members, tends to minimize Mobb direction. The Racketeers, Extortioners, Fences, Safe House Keepers, and Highwaymen Mobbs also tend to get more large splits, even when Gangs within them are considered, and so they are richer and more powerful. This is especially true of the racketeers, for when bribery is called for, they charge double whatever sum is to be paid out from their coffers.

The Assassins

0.5% of the whole of the Canting Crew.

While assassins tend to work alone, or rarely in Knots of several members who use different forms of killing, they will sometimes employ members of other Brotherhoods in order to complete a difficult assassination.

Emblem: Hourglass
Sign: Finger horizontally across eyes or chin-throat
Word: Adush

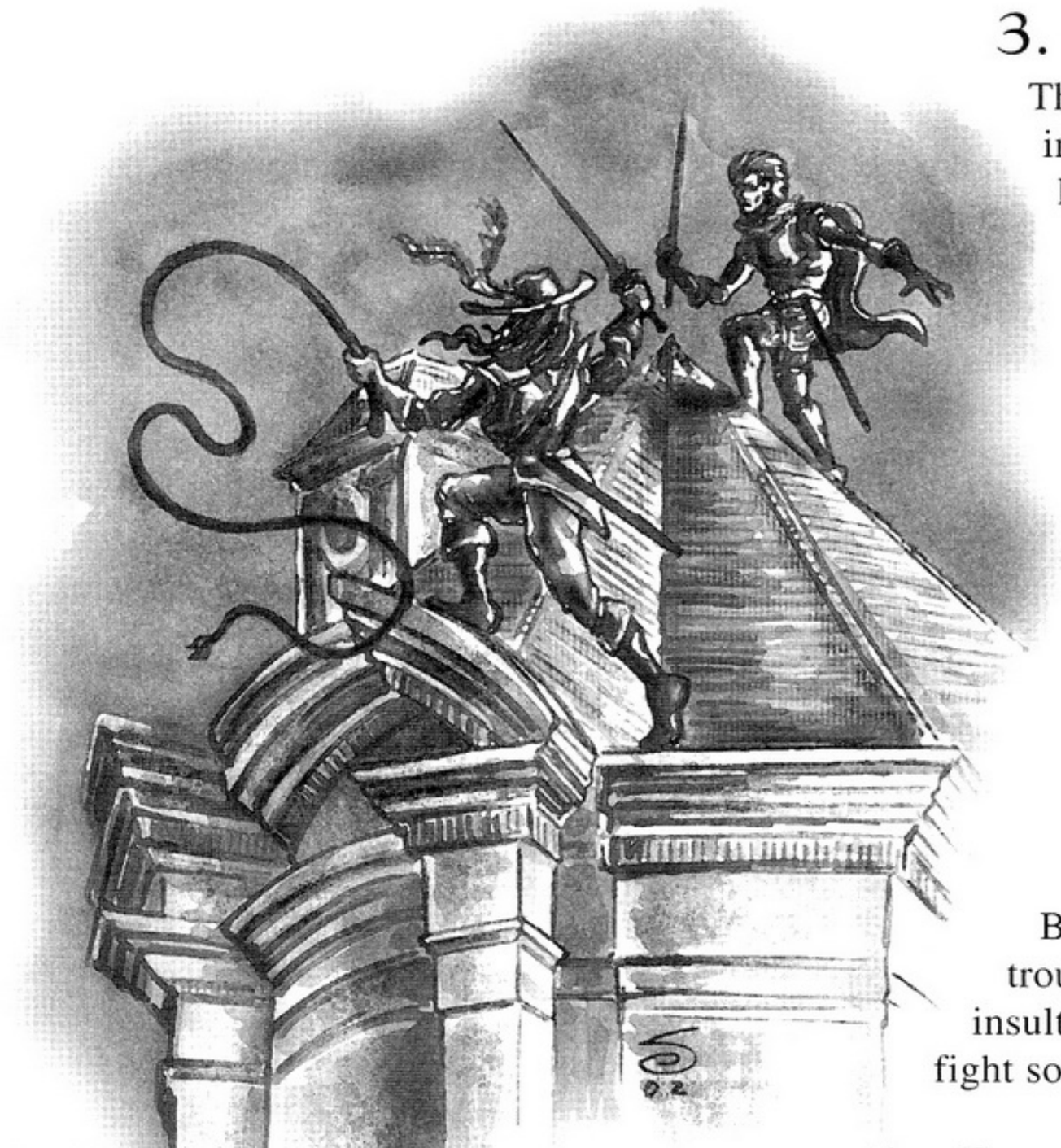
The smallest "Brotherhood" in size of the Canting Crew's Brotherhoods, the assassins have the greatest potency and prestige because of their links to the aristocratic class, the single occupation that they follow, and their deadly work. Not a few of its members are female, and the higher-standing ones are adept in disguise, pretense, and the like. This Mobb, has Guild Gangs in main metropolitan areas, and Knots in smaller communities.

Venerable of Expunger: The master of all Assassins, the Grand Master of the national Assassins' Guild. He or she is elected to the office for life by the chiefs of all the guild groups of the Brotherhood.

Honorable Eradicators: Chiefs of local Assassins' Guilds. A chief is either voted to that office or recognized as such for his or her ability by the principal members of the local group.







1. Venenators

Skilled in insinuating themselves into the ranks of those around their intended victim, venenators then arrange for their lethal substances to infect the one marked for death, often through consumption or even absorption. Venenators are the elite of the Assassins' Brotherhood. Discovering the cause of the victim's death is usually difficult, and catching the wily poisoner is even more unlikely.

2. Arrangers
(of Calamity)

This sort of assassin arranges that an "accident" or "mishap" befalls the victim. Working alone or with collaborators, the Arranger sees to it that a fall from a horse, a runaway team, a falling object, a tumble down a staircase, or some other "natural" misadventure kills the person marked for death.

3. Insinuators

Those who murder the victim by insertion of a long needle into the ear leave virtually no trace of the crime. As with several other forms of assassination, this one requires not merely proximity to, but some considerable trust by the victim with regard to the one intent on murder. Thus, assassins who are clever and comely, females or male, are often so engaged.

4. Bladesmen

From a stiletto or ice pick to any large edged weapon, these assassins are skilled at using such weapons to slay the marked victim. Blasdesmen often seek to cause trouble with the victim. They feign insult, take umbrage and then instigate a fight so as to do murder in "fair combat."

5. Bowmen

Those who use missile weapons such as the bow or cross to slay from a distance. Not as sure as close work, even when using poisoned missiles, these assassins rank lower than their fellow assassins who stand close to kill. The bowman must know the habits of the marked person, and then find a place to lay in wait to do his murderous work.

6. Smotherers

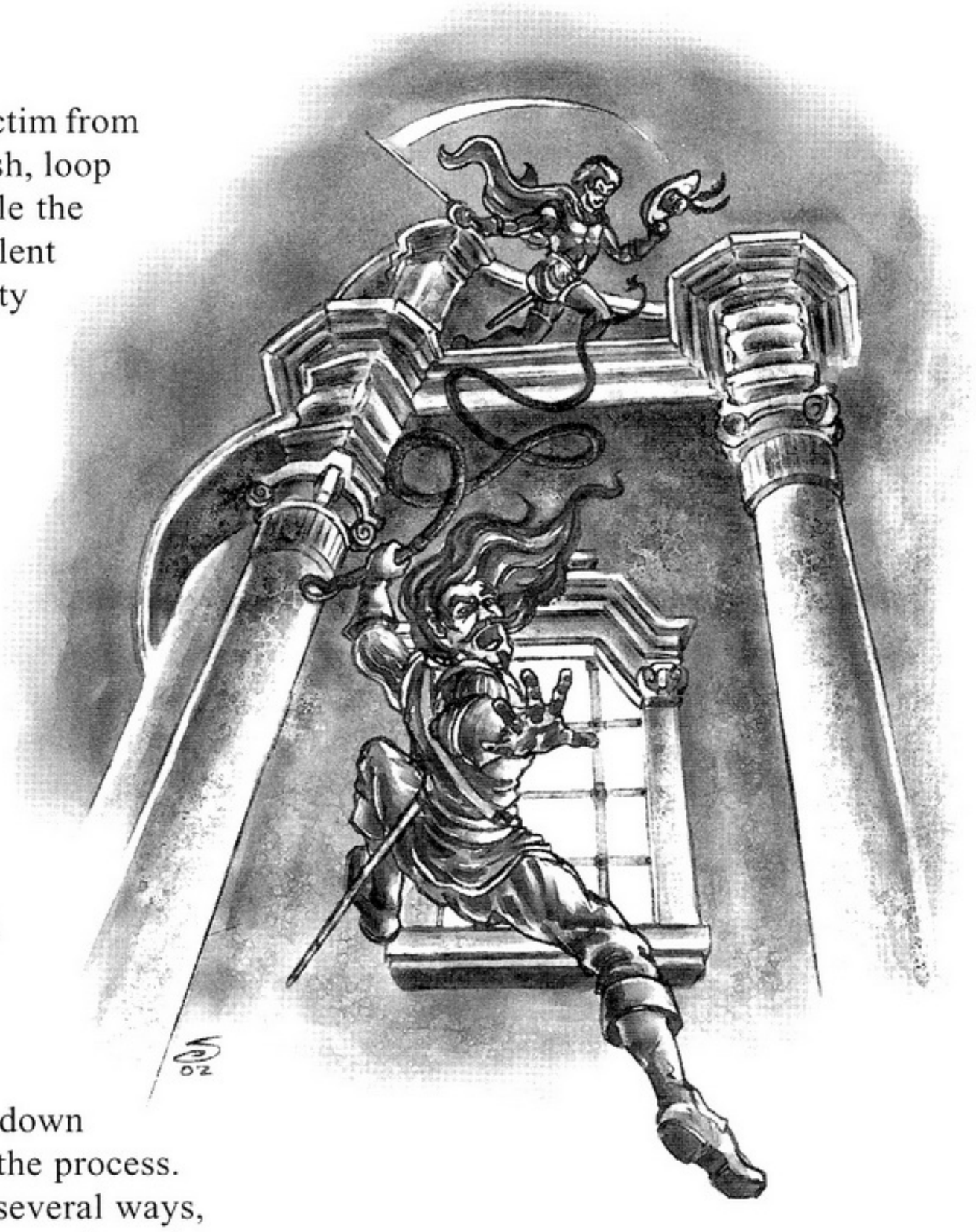
As the name implies, these murderers wait until they can come upon their victim whilst asleep, and then suffocate the marked one with a pillow or the like. Death comes relatively quickly and silently, and its cause is difficult to determine. The drawbacks to this means of assassination are infrequent opportunity and the need for considerable strength compared to the victim.



7. Thugs

(garroters and stranglers)

Hired killers who come upon the victim from behind with wire, rope, or cloth sash, loop it around the neck, and then throttle the marked person. Again, this is silent and sure, but it requires proximity and an unsuspecting victim.



8. Cut-throats

Killers who, similar to stranglers, creep up behind their victim, and slash the victim's throat with knife or razor. This is quiet but gory and very evidently cold-blooded murder. Cut-throats are most often employed when the demise of the victim is meant to be public—a warning to others for some reason best known to the one employing such brutal killers.

9. Arsonists

Those assassins who burn a place down so as to kill the marked person in the process. This is obvious and dangerous in several ways, so such murderers rank low in status. Arsonist assassins are generally "specialists" who are mentally unbalanced in more ways than just their disregard for human life.

10. Crushers

The very strong and skilled murderers who use wrestling holds to disable the victim, and then break that one's neck. Such assassins, as do Bladesmen, often feign insult, take umbrage, and instigate a fight so as to do their work "honestly."

11.Waylayers

(common murderers)

These strong and not particularly bright assassins use violent means to accomplish their goal. Seemingly common folk, the Waylayers will lurk until an opportunity arises to fall upon the victim, and, using clubs, staves, stones, or even hands and feet, beat the marked person to death. Some of the more able ones will manage to gain the victim's own weapon before attacking, and use it to murder its owner.





Thieves

39.5% of the whole of the Canting Crew.

Emblem: A "Z"shape with the long stroke longer and tilted to the perpendicular (a hanger or "wolf's tooth")
Sign: Two fingers spread stiffly and pointed downwards
Word: Spice

The Thieves are the second most numerous "Brotherhood" within the Canting Crew, and because of the inclusion of prostitution and also gambling in it, the "Thieves" are unquestionablythe second most powerful of the groups. Considering the nature and number of its membership, one might wonder why it is indeed second to the assassins, the killers for hire. Upon examining the diverse membership of this association, its factions and differing pursuits explain why it is not paramount. Each separate "Lay"—for example the "High Pad Lay", or Highwaymen in general—has a chief man that is the nominal leader of all within the group.

King or Queen of Rogues: Head of the national brotherhood and suzerain of all the chiefs of groups. He or she is elected to the office for life by the heads of the Lays.

Duke or Duchess of Rogues: The chief of one of the leading Lays, used in lieu of the Lay's title. Otherwise in conjunction with the latter, as in "Duke Rum Fixer" (the head of the Extortion Lay Mobb).

Marquis or Marquees of Rogues: The chief of one of the second-tier Lays, used in lieu of the Lay's title.

Count or Countess of Rogues: The chief of one of the third-tier Lays, used in lieu of the Lay's title.

Baron or Baroness of Rogues: The chief of one of the fourth-tier Lays, used in lieu of the Lay's title.

Lord or Lady of Rogues: The chief of one of the fifth-tier Lays, used in lieu of the Lay's title.

Master or Mistress of Rogues: The chief of one of the sixth-tier Lays, used in lieu of the Lay's title.

1. Racketeers

(lotteries, gambling, sports and game "fixing", and bribery)—A 1st Tier Lay: Organized in a Mobb with Gangs and few Cliques, Knots, and lone individuals. These individuals typically dress in gentlemanly fashion. They have a special connection with the Assassins, of course, as the Racketeers are prone to utilize the "services" of that Brotherhood regularly.

A. Rum Fixer: The head of the Mobb.
B. Ambassador at Large: The chief of bribery and fixes.
C. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.
D. Olli Compollis: Gang Lieutenants.
E. Keepers of Nob Cases: Owners of posh gaming houses.
F. Rook Kenners: Owners of ordinary gaming houses.
G. Choir Birds: rogues experienced in many criminal activities.
H. Book Makers: Organized in Knots, with a few individuals.

i. Wagering Cribbers: Book makers who operate out of a building.

ii. Prancing Books: Book makers who frequent horse races.

iii. Sporting Saunterers: Book makers who frequent sporting events and matches such as bear and bull baitings, cock and dog fights, etc.



I. Suggiler Guardsmen: Various Bullies, mostly Dumpler Coves Ding Boys, regularly employed to protect the members of the Lay.

J. Galloper Coves: Numbers runners.

2. Extortioners (protection)

A 1st Tier Lay: Organized in a Mobb with Gangs and few Cliques and Knots. Extortioners sell "protection" to businesses, use blackmail and "protection" for criminals. These individuals typically dress in gentlemanly fashion.

A. Lord Protector: The head of the Mobb.

B. Lords Benefactor: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Choir Birds: Rogues experienced in many criminal activities.

E. Keepers of the Crossbite: Regular extortioners.

F. Yeoman of the Swags: Various Bullies, mostly Ding boys, regularly hired.

3. Safe House Keepers

A 1st Tier Lay: An organizational Mobb consisting of few Gangs and some Cliques, many Knots. Females constitute about 10% of the number here. These individuals typically dress in common manner.

A. Seneschal Rascal: The head of the Mobb.

B. Panney Daumbers: The heads of Gangs, and the keepers of those establishments that have escape routes and tunnels for the housing and training of rogues.

C. Olli Compollis: Lieutenants of Panney Daumbers.

D. Wardens of Keeps: Safe house keepers who have places very difficult to find and break into.

E. Queer Bluffer: Keeper of an alehouse, inn, or tavern that is a safe house and fence.

4. Fences

A 2nd Tier Lay: An organizational Mobb consisting of few Gangs, but mostly Cliques and Knots plus a few individuals. Females constitute about 20% of the number here. These individuals typically dress in common manner.

A. Encloser of the Dump: The head of the Mobb.

B. Flash Patrons: The heads of Gangs, and those fences who export stolen goods, distributing them to other fences in the state. Flash Patrons also house and train rogues, set up jobs, provide papers, and accept loot for money or as payment for services they provide.
Pay: 10% to 25%.

C. Olli Compollis: Lieutenants of Flash Patrons.

D. Family Men: Fences of stolen goods that house and train rogues, provide papers and even alibis.
Pay: 15% to 30%.

E. Locks: Fences who also return stolen property to victims for a commission or reward, or a receiver of stolen goods who "assists" victims to recover stolen property.
Pay: 20% to 30%.

F. Mine Aunts: Bawdy house keepers who fence stolen goods.
Pay: 20% to 30%.

G. Bousing Kenners: Persons with establishments that sell alcoholic drinks, but also serve as fencing places.
Pay: 20% to 30%.

H. Lenas: Bawdy house managers who also fence goods. Pay: 20% to 30%.



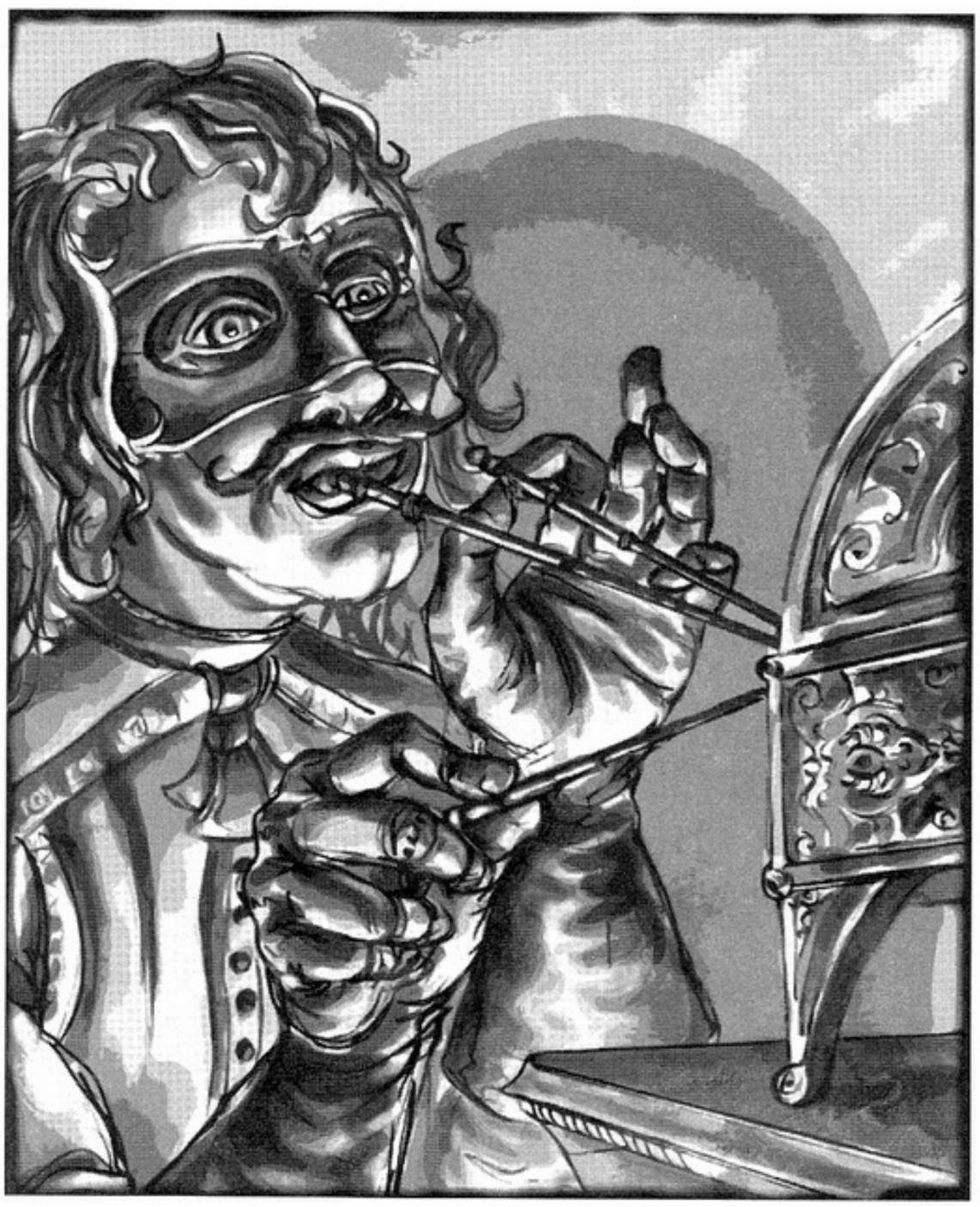
I. Bob Coves: Minor fences that have small shops, market stalls, or are chapmen.
Pay: 20% to 25%.

J. Mine Uncles: Pawn brokers and knowing receivers of stolen goods. Mine Uncles pay poorly.
Pay: 10% to 20%.

K. Uncles: Pawn brokers and knowing receivers of stolen goods. Uncles pay the least of all the thieves. Pay: 10% to 15%.

5. Highwaymen (High Pads)

A 1st Tier Lay: Organized in a Mobb with multiple Gangs (of bandits and brigands) with some Cliques and Knots, and also a few solitary persons. These individuals typically dress in a variety of costumes from the aristocratic and gentlemanly to the common and underclass.
Note: Pirates, Sea Pads, while separate from the Brotherhood here detailed, are organized along the lines of Highwaymen, but with a Mobb being a squadron of cooperating vessels, a Gang being two or three such ships, and a Clique being a single vessel. The chief of all pirates is called the Admiral of Freebooters.



A. Rogues Marcher: The chief of the High Pad Lay.

B. Dimber Damber: The prince of a Gang. He is also the usual Clinker of the group.

C. Dimber Arch Delle: The consort of a Dimber Damber, or the chieftainess of a Gang.

D. Royal Scamps: Highwaymen who rob only the rich, but doing so without ill-treatment of their victims.

E. Robert's Men: Robust and veteran highwaymen.

F. Choir Birds: Rogues experienced in many criminal activities.

G. Scamps: Gang regulars.

H. Arch High Delles: The women of the Highwaymen.

I. Cruisers: Roving Highwaymen who act like land-locked pirates.

J. High Delles: The women of the Cruisers.

K. Carriers: Gang members who watch for victims.

L. Rattling Coves: Coachmen confederates of the High Pads.

M. Rank Riders: Irregulars or highwaymen of little ability used to fill the ranks as needed.

6. Cat Burglars

A 2nd Tier Lay: An organizational Gang consisting of a few Knots, but mainly solitary persons. These individuals typically dress in aristocratic or gentlemanly fashion. Cat burglars typically only steal from the wealthy by entering the places of the upper middle or upper class to take valuables. Gold and jewels are the main targets of these



criminals, and the wily ones might replace what they steal with counterfeit or paste duplicates so as to delay discovery of the theft. Of course magical things and secret documents are also fair game for a dimber niners and or wild rogues!

A. Dimber Niner: The head of the Gang.

B. Wild Rogues: Thieves trained up from birth to be cat burglars.

C. Jumpers: Ordinary cat burglars.

7. Forgers

A 2nd Tier Lay: An organizational Gang consisting of mostly Knots and individuals. Females constitute about 10% of the number here. These individuals typically dress in common manner.

A. Upright Man: The head of the Gang.

B. Olli Compollis: Gang lieutenants or heads of Cliques.

C. Bene Feakers of Glybes & Gybes: The most skilled forgers who are able to create false seals and signet impressions.

D. Feakers: Ordinary forgers.

8. Horse Thieves

A 2nd Tier Lay: An organizational Gang consisting of Knots and a few solitary persons. These individuals clothe themselves according to their station and method of thievery.

A. Upright Man: The head of the Gang.

B. Olli Compollis: Gang Lieutenants, or heads of Cliques.

C. Priggers of Prancers: Horse thieves seeking several animals to steal.

D. Pad Borrowers: Robbers who seek mainly a fine horse rather than a fat purse.

E. Queer Birds: Horse thieves who feign seeking work while looking for opportunities to steal horses.



9. Sharpers

(Sharps, confidence games and gambling)

A 2nd Tier Lay: An organizational Mobb consisting of few Gangs, some Cliques and Knots, and many solitary persons. Females constitute about 20% of the number here. These individuals typically dress in aristocratic garments of fine sort, and at the least, in a gentlemanly fashion.

A. Master of Needlepoint: The head of the Mobb.

B. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Magsmen: The best and greatest confidence men and gamblers, and the heads of Cliques.

E. Gull Gropers: sharper usurers, and loan sharks, who lend money to gambling gulls.

F. Mace Coves: Swindlers who are multi-talented.

G. Hawks (Choir Birds): Rogues experienced in many criminal activities.

H. Takers (sometimes called Coles, Shifters, or Tumblers): Well-dressed sharpers who, through friendly and witty conversation, bring a wealthy victim into a place where he will be cheated. Takers work with Versers, Barnards, and sometimes Rutters (to bully the Cousins—the victims).

I. Versers: Well-dressed sharpers who play the role of the Taker's chance-met congenial associate.The Verser spends freely on the Taker and the victim to gain the victim's trust. They work with a Barnard, and sometimes Rutters (to bully the Cousins—the victims).

J. Barnards: Well-dressed sharpers who play chance-met coxcombs.The Barnards pretend to disdain the wealthy Taker and Verser as swindlers, but agrees to gamble with them and the victims (the Cousins). The Bernards lose at



first, but win from all when stakes are increased, thus cleaning out the victims.

K. Rutters: Well-dressed bullies who observe rigged gambling games. If the victims become suspicious or objects to losing, Rutters threaten or assail the culls. They work with Takers, Versers, and Barnards.

L. Drop Coves: Sharpers who drop a coin or similar valuable in order to entice a person or persons into a confidence game or to gamble.

M. Puffers (or Shills): Sharpers who play at a game and lose or win falsely so as to draw in victims.

N. High Jinksers: Sharpers and gamblers who use their high tolerances for alcohol to fleece their victims as they drink with them.

10. Hijackers

A 2nd Tier Lay: An organizational Mobb consisting of few Gangs, and some Cliques and Knots. These rogues almost always work closely with fences. As needed, a Gang or Knot will hire Foot Pads (usually Robert's Men and/or Hedge Creepers) to have sufficient force to commit a robbery. These individuals typically wear common clothing.

A. Rum Drag Miller: The head of the Mobb.

B. Upright Men: The heads of Gangs chosen for their ability and strength. They are usually the Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Choir Birds: Rogues experienced in many criminal activities.

E. Drag Finders: Those who are regular hijackers.

F. Drag Layers: Footpads who hijack wagons.

11. Arrangers

A 2nd Tier Lay: An organizational Gang consisting of few Cliques, but mostly Knots. Arrangers manage problems of a legal nature within the Canting Crew's ranks. These individuals typically dress in gentlemanly fashion.

A. Fabricator of Fact: The head of the Gang.

B. Arrangers: Unscrupulous lawyers who handle bribery, and take care of criminal-charge trouble by means such as the return of property, intimidation, paying-off of witnesses, provision of false testimony, etc

C. Knights of the Post: Perjurers of expert sort ready to testify falsely in support of a criminal's defense.

D. Affidavit Men: Rogues who bear false witness for pay.

E. Convincers: Various Bullies, mostly Ding boys, regularly hired.

12. Smugglers

A 3rd Tier Lay: Organized in a Mobb of some several Gangs, with few Cliques and some Knots. Females constitute about 5% of the number here. These individuals typically dress in gentlemanly fashion.

A. Master of Importers: The head of the Mobb.

B. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Choir Birds: rogues experienced in many criminal activities.

E. Owlers: Those who are general smugglers.



13. "Mistress" Prostitutes

A 3rd Tier Lay: An organizational Mobb consisting of a few Cliques, but mostly Knots and individuals. These prostitutes dress carefully and fashionably in expensive clothing that is not gaudy, although they tend to display much finery and jewelry.

A. Queen Mother: The head of the Mobb.

B. The Countesses of the Trade: Prostitutes, also called Vizards, who are courtesans of the highest standing and mistresses of powerful noblemen. Typically such persons have a house, carriage, maid, and servant (Bully, a Flash Man).

C. Nightgown Ladies: Prostitutes and courtesans of wealth who exhibit the utmost delicacy with regard to profession and clientele. These women aim to become the mistresses of aristocratic, important, and influential men.

D. Tongue Pads: Prostitutes-Courtesans who use their speech and manners to gain attention and thus become the mistresses of wealthy and influential men.

E. Pad Strumpets: Prostitutes of superior sort who uses their speech and manners to gain attention and thus become the mistresses of wealthy men.

F. Squirrels: Courtesan mistresses.

G. Madams: Paid mistresses.

H. Fancy Men: Men paid to serve a woman.

I. Girlie Scullions: Older former prostitutes who work for younger ones as cleaners, cooks, and maids.

J. Cookie Wenches: Older former prostitutes who work for younger ones as dancers, entertainers, and musicians.

14. Procurers & Procuresses

A 3rd Tier Lay: An organizational Mobb consisting of few Cliques and Knots, but mostly individuals. These individuals usually do not dress in gaudy fashion. The procurer or procuress know and are known by wealthier persons, and they associate on the fringes of the society of such folks.These associations make it easy to arrange liaisons.

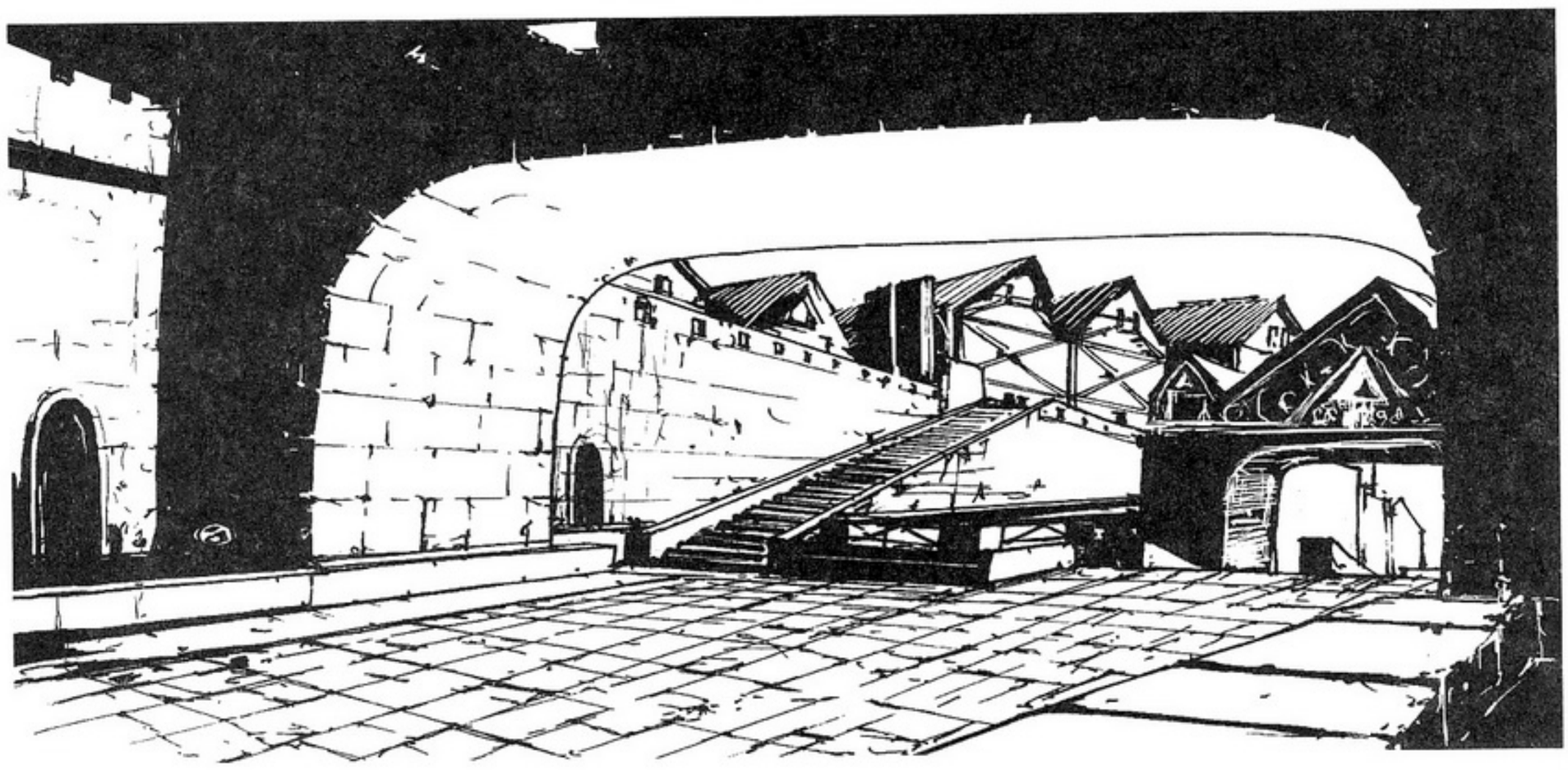
A. Cunning Nob: The head of the Mobb.

B. Swanners: Those who have the most beautiful and refined prostitutes.

C. Pimp Whiskins: Great procurers.

D. Fens: Procuresses.

E. Squirrels: Elite Prostitute-Courtesans who literally cover their backs with fur, and include a tail.





F. **Keeping Cullies:** Procurers of minor sort who keeps so-called mistresses that are actually prostitutes.

G. **Delles:** High-class prostitutes.

H. **Girlie Scullions:** Older former prostitutes who work for younger ones as cleaners, cooks, and maids.

I. **Cookie Wenches:** Older former prostitutes who work for younger ones as dancers, entertainers, and musicians.

15. Bawdy House Keepers

A 3rd Tier Lay: An organizational Mobb consisting of very few Cliques, but mostly Knots. These individuals tend to dress in gaudy fashion. Bawdy houses are of several kinds. There are grand, average and low ones, and whiile some of these are licensed and operate under state, liberty, or city sanction, others are clandestinely run with support of nobles or officials. Some houses do, however, totally lack such protection.

A. **Rum Abbess:** The chief of the Mobb.

B. **Mine Aunts:** Bawds who are also fences.

C. **Abbesses:** Female keepers of high-class brothels.

D. **Gap Stoppers:** Male keepers of high-class brothels.

E. **Bawds:** Female bawdy house keepers.

F. **Cock Bawds:** Male bawdy house keepers.

G. **Lenas:** Bawdy house managers who sometimes engage in blackmailing and/or the fencing of goods.

H. **Delles:** High-class prostitutes.

I. **Doxies:** Fancy prostitutes.

J. **Case Vrows:** Prostitutes of generally desirable sort attached to the bawdy house.

K. **Apple Squires:** Brothel workers who keep record of traffic and charges at the establishment, and report to the Bawd or Lena.

16. Counterfeiters

A 3rd Tier Lay: An organizational Mobb consisting of very few Gangs. These Gangs are made up individually of Knots working with Cliques and individuals. These individuals typically wear clothing of average, unremarkable sort for the middle class, although they will don more finery in order to pass counterfeit coins.

A. **Rum Brummagem:** The head of the Mobb.

B. **Upright Men:** The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. **Bene Limners:** Those counterfeiting coins.

D. **Queer-bit Makers (or Queer Cole Makers):** Counterfeiters who strike coins.

E. **Button Coves:** Those passing counterfeit coins of any sort.

F. **Pincers (or Smashers):** Those passing off counterfeit silver coins.

G. **Queer Cole Fencers:** Rogues buying and passing any counterfeit coins.

17. Whore Masters/Mistresses

A 4th Tier Lay: An organizational Mobb consisting of Knots, with a few individuals. These individuals typically dress in gaudy fashion. Such persons are contacted in the streets by the client, who is then directed to a place of assignation. Lower Whore Masters/Mistresses actually have their "merchandise" with them in public.

A. **Master/Mistress of the Cloth Market:** The head of the Mobb.

B. **Town Bulls:** Local or common procurers.

C. **Keeping Cullies:** Procurers of minor sort who keep so-called mistresses who are actually prostitutes.



D. Doxies: Fancy prostitutes.

E. Madam Rans: Special prostitutes.

F. Cats: Common prostitutes who generally serve a whore master or pimp.

18. Kidnappers

A 4th Tier Lay: An organizational Mobb consisting of Gangs, which are comprised mostly of Knots operating with Cliques and individuals. These individuals typically dress in common garments.

A. Rum Grignabber: The chief of the Mobb.

B. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Kidnappers (proper): Those taking persons for ransom or to sell into slavery.

E. Sprints: Those who take persons such as apprentices for bond-servitude.

F. Crimps: Those who take persons for service in the military or for naval crew.

19. Shipwreckers

A 4th Tier Lay: Organized in a Mobb with disparate Gangs. They conceal the signal from lighthouse fires, and create a misleading signal by putting out small boats with lanterns on poles. They may also use the "jibber the kibber"* trick to cause vessels to come too close to shore and wreck. These individuals typically dress in common garments.

A. Admiral of the Shore: The chief of the Mobb.

B. Captains: The heads of Gangs chosen for their ability and strength.

C. First Mates: Gang Lieutenants.

D. Snabble Purser: The Clinker of the group who divides the spoils.



E. Foretopmen: Those rigging the tricks to fool vessels.

F. Hands: Ordinary members of the group.

***Jibber the kibber:** A trick used by ship-wreckers to lure vessels close to shore where they will founder. A horse's foreleg is tied up, a lantern is fixed around its neck, and the animal is driven off. Its movement resembles the bobbing of a ship's lantern, which lures closer a vessel in the water, and likely wrecking it.

20. Equippers

A 4th Tier Lay: An organizational Mobb consisting of a few Gangs, but mostly Knots with Cliques and a few individuals. These individuals typically dress in common garments. Equippers are engaged in the manufacture of criminal tools, "rigged" gaming items, or counterfeit valuables.

A. Long Mechanic: The head of the Mobb.

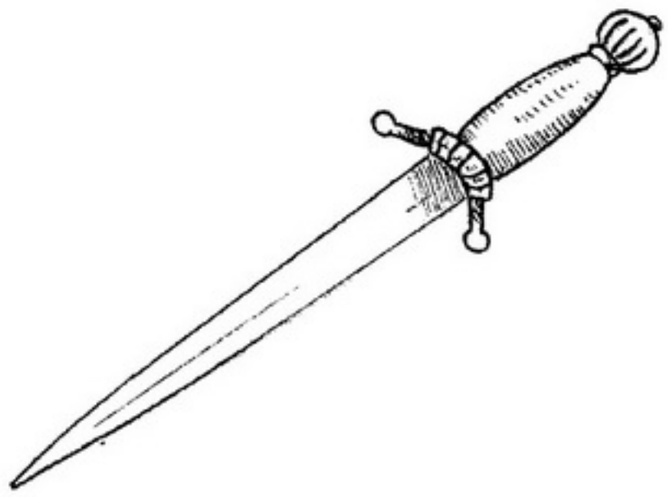
B. Bales Dispatchers: Makers of false and loaded dice.

C. Diddle Riggers: Makers of marked and shaved card decks.

D. Rhino Pasters: Makers of imitation gems and bogus jewelry.

E. Screw Turners: Makers of master and skeleton keys and lock picks.

F. Needle Coves: Makers of burglary tools.





21. Blackmailers

A 4th Tier Lay: An organizational Mobb consisting of a few Knots, but mostly Cliques and solitary individuals. Females constitute about 50% of the number here. These individuals typically dress in such manner as is needed for their criminal activities, and leaders are garbed in finer manner than others. Any prostitutes involved dress as normal for their position.

A. **Vantager:** The head of the Mobb.

B. **Olli Compollis:** Gang Lieutenants.

C. **Crossbiters:** Blackmailers who practice against culls, officials, and even other rogues.

D. **Savvy Birds:** Prostitutes who are skilled in blackmailing, confidence games, and pick-pocketing.

E. **Lenas:** Bawdy house managers involved in blackmailing.

F. **Madam Rans:** Special prostitutes who set up wealthy victims.

G. **Cheating Nuns:** Prostitutes who are skilled in blackmailing.

H. **Queens:** Prostitutes who set up culls for blackmailing.

22. Burglars

A 4th Tier Lay: An organizational Mobb consisting of Gangs, Cliques, Knots, and few solitary persons. As individuals, Burglars are referred to as Ken Cracker or Ken Miller. Females constitute about 5% of the number here. These individuals typically dress in common manner. Burglars, unlike Cat Burglars, seldom burglarize aristocratic dwellings or like places.

A. **Rum Cracksman:** The head of the Mobb.

B. **Upright Men:** The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. **Olli Compollis:** Gang Lieutenants.

D. **Choir Birds:** Rogues experienced in many criminal activities.

E. **Rum Dubbers:** Those who are master lock-pickers.

F. **Cracksmen:** Those who open strongboxes and safes.

G. **Charms (or sometimes Kates):** Those who are ordinary picklocks.

H. **Darkmans Budges:** Burglar assistants who hide inside an establishment before it closes to unlock it later for their confederates.

I. **Darkmans:** The standard burglar.

J. **Dubbers:** Those who are young lock-pickers.

K. **Budges:** Sneak thieves who enter open houses.

L. **Divers:** Thieves who catch stolen goods thrown from windows.

M. **Croakers (also Kidders or Tranters):** Lookouts who intercept and delay anyone who might interrupt a burglary in progress, until the Burglars can be alerted.

N. **Little Snakesmen:** Young thieves who enter a place through a very small opening, and then enable confederates to enter.

O. **Figgers:** Small thieves, (often children), who are put up into an open window to steal goods. Figgers throw the goods outside to their confederates, the Divers.

P. **Hoists:** Thieves who serve as human ladders, enabling othersmto enter windows.

23. Pickpockets

A 5th Tier Lay: An organizational Mobb consisting of mostly Knots and solitary individuals. Females constitute about 20% of them. The typical dress of these individuals ranges from gentlemanly to common garb.

A. **Dimber Dipper:** The head of the Mobb.

B. **Clinkers:** Those pickpockets who divide up the loot.



C. Tolliban Riggers: Female pickpockets, thieves, and hedge-magicians, too. Hedgemagicians are criminals who pretend to be former magicians that have been struck deaf and dumb and can only perform a few simple tasks because of a previous mischance in enspelling.

D. Choir Birds: Rogues experienced in many criminal activities.

E. Judicial Nyppers: Pickpockets who can also cut any sort of cloth or leather to gain the contents thereof.

F. Reader Merchants: Pickpockets who specialize in stealing readers (pocketbooks et al.).

G. Savvy Birds: Prostitutes who are skilled in blackmailing, confidence games, and pick-pocketing.

H. Public Foysters: Pickpockets who pass off stolen goods to Adam Tylers.

I. Autem Dippers: Pickpockets who steal at temples.

J. Files: Pickpockets of ordinary sort.

K. Queens: Prostitutes who set up culls for having their pockets picked.

L. Bulks: Assistants to Pickpockets who jostle the victims.

M.Amusers: Pickpockets who use dust to blind, and while a confederate "helps" the victim, the Pickpocket cleans out the victim's pockets.

N. Knuckles: Young pickpockets of apprentice sort.

O. Adam Tylers: Pickpocket assistants who run off with the goods.

24. Cutpurses

A 5th Tier Lay: An organizational Gang consisting of a few Knots but mostly solitary individuals. Like many their garb generally ranges from gentlemanly to common garb.

A. Upright Man: The head of the Gang.

B. Olli Compollis: Gang Lieutenants.

C. Judicial Nyppers: Pickpockets who can also cut any sort of cloth or leather to gain the contents thereof.

D. Nyppers: Those who cut any sort of cloth or leather to gain the contents of that item.

E. Onion Hunters: Cutpurses who nip off watch fobs.

F. Bung Nippers: Those who cut purses only.



25. Footpads

(Low Pads, unmounted armed robbers)
A 5th Tier Lay: A few Mobbs (city and countryside bandits and brigands), but mostly city Gangs and Knots with few solitary individuals. These individuals dress in gentlemanly fashion rarely, and usually wear common garments.

A. Dimber Ruffian: Head of the Low Pad Lay.

B. Ruffmans Stampers: Heads of the countryside bandit Mobbs.

C. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

D. Olli Compollis: Gang Lieutenants.

E. Choir Birds: Rogues experienced in many criminal activities.

F. Robert's Men: Robust and veteran footpads.

G. Drag Layer Pads: Footpads who rob wagons and other vehicles of commerce.

H. Swaddlers: Robbers who beat victims, often to death.

I. Hedge Creepers: Robbers waylay and rob from hedges.

J. Bully Cocks: Robbers who instigate quarrels to rob those arguing.

K. Rushers: Armed robbers who invade houses by rushing the doorway and forcing entry.

L. Black Spice Racketeers: Robbers of chimney-sweeps' soot bags.

26. Prostitute Thieves

A 5th Tier Lay: An organizational Mobb consisting of few Cliques and Knots, but mostly duos and some solitary individuals. These individuals typically dress in gaudy fashion.

A. Upright Whiskin: The head of the Mobb.

B. Cock Pimp: The pretended husbands of whores.

C. Savvy Birds: Prostitutes who are skilled in blackmailing, confidence games, and pick-pocketing.

D. Queens: Prostitutes who set up Simplers to being robbed, blackmailed, or have their pockets picked.

27. Confidence Men

(minor scams)

A 6th Tier Lay: An organizational Mobb consisting of a few Cliques, but mostly Knots and solitary individuals. Females constitute about 5% of the number here. The dress of these individuals typically ranges from gentlemanly to lower middle class clothing.

A. Whipster Tumbler: The head of the Mobb.

B. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Choir Birds: Rogues experienced in many criminal activities.

E. Packet Riggers: Swindlers who have forged documents showing that the estate of someone dying or dead owes considerable sums to them.

F. Wood Peckers: Swindlers who place side bets on gambling games in which they know there are sharpers playing and thus win unfairly.

G. Swindling Layers: Swindlers who obtain goods on credit or false pretenses, then sell the goods obtained thusly for cash, and never paying for them.

H. Smug Layers: Swindlers, pretending to have a parcel of smuggled goods such as lace, who arranfe to leave the "pretend" goods as surety for a loan of a horse, money etc.



I. Leggers: Swindlers who sell goods claimed to be smuggled or stolen, but that are actually simply shoddy or otherwise commonplace.

J. Queer Plungers: Swindlers who fake a near drowning. One man imerses himself in water, and, after his confederates "rescue" him, is carried to a charitable place. The confederates may receive a reward (as much as a gold coin each) for "saving a drowning man," and the rogue who was "drowning" will attempt to wheedle alms because of his pitiable straits.

K. Fawney Coves: Swindlers who "find" a "gold" ring or like valuable, and sell it "cheaply" to a mark.

L. Dudders: Swindlers who whisper to marks about smuggled or stolen goods but actually pass off faked, used, or shoddy merchandise.

M. Flying Porters: Swindlers who approach recent burglary victims, pretending to have also been so robbed, and claiming knowledge of the location of the goods. The they require payment in advance for serving as porters to return the stolen furniture.

N. Kid Layers: Swindlers who convince new apprentices to leave the goods (packages) they carry so as to run a special errand for the confidence man. Pledging to care for the left goods while the apprentices are away, the confidence man then absconds with the goods.

28. Freshwater Pirates (River)

A 5th Tier Lay: Water Pads are organized in a Mobb, which is comprised of several Gangs made up of Knots and as Cliques. These individuals typically dress in common garments of the sort seen on waterfronts and riverside places.

A. Rixler of Swimmers: The head of the Mobb.

B. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Ark Ruffians: Robbers who board vessels and slay the passengers.

E. Badgers: Robbers who attack moored vessels and slay the passengers.

29. Harlots

A 6th Tier Lay: An organizational Mobb consisting of Knots and some duos and individuals. These prostitutes normally dress in gaudy fashion.

A. Madam Mother: The head of the Mobb

B. Doxies: Fancy prostitutes.

C. Madam Rans: Special prostitutes.

D. Aunts & Nieces: Pairs of whores in which the older "Aunts" share quarters with and sponsor the younger "Nieces."

E. Cool Ladies: Doxies selling brandy and other wares.

30. Lesser Thieves

A 6th Tier Lay: An organizational Mobb consisting of a few Cliques but mostly Knots and some solitary individuals. Females constitute about 10% of the total number here. These individuals typically dress in common manner.

A. Dimber Rigger: The head of the Mobb.

B. Foxy Limners (or Tayle Drawers): Thieves who steal swords and daggers, often drawing them directly from the scabbard.

C. Choir Birds: Rogues experienced in many criminal activities.

D. Tolliban Riggers: Female pickpockets, thieves, and hedge-magicians, too. Hedge-



Hh. Itinerant Toyle: Thieves who beg, peddle shoddy goods, and/or ask for alms before displaying lace and sewing sundries from his or her kit. They later steal and burglarize wherever opportunity arises.

Ii. Fire Priggers: Thieves who steal from burning buildings.

Jj. Lully Priggers: Thieves who steal wet linen and laundry of any sort.

Kk. Flying Stationers: Rogues who sing ballads and peddle various stolen items of stationery and written works.

Ll. Dining Room Postmen: Thieves who deliver sham messages to persons in boarding or lodging houses. While awaiting payment, these Thieves will sneak into any open room and steal goods.

Mm. Dobbin Rigs: Female thieves who steal ribbons and dress findings.

Nn. Eves Droppers: Thieves who steal chickens.

Oo. Noisy Dog Racketeers: Thieves who steal door knockers.

Pp. Weight Lifters: Thieves who steal shopkeepers scale weights.

Qq. Konobling Rigs: Petty thieves who steal large pieces of coal.

Rr. Natty Lads: Young members of the Canting Crew; young thieves.

31. Grab & Run Thieves

A 6th Tier Lay: An organizational Mobb consisting of few Knots but mostly solitary individuals. These individuals typically dress in common garments.

A. Rum Grabbler: The head of the Mobb.

B. Clinkers (in Knots): Those who divide loot or money from the sale of loot.

C. Star Layers: Thieves who specialize in smash and grab theft, especially shopkeepers from showcases.



D. Glaziers: Thieves who smash windows or display cases, grab the goods, and run.

E. Running Smobbles: Thieves who snatch goods from a counter or display and throw them to confederates who race off with them.

F. Ramping Coves: Thieves who snatch items from passers-by, and run away with the loot.

G. Snatch Clys: Thieves who grab and run away with women's valuables.

H. Silk Snatchers: Thieves who snatch hoods or bonnets, and run off with them.

32. Cattle Thieves

A 6th Tier Lay: An organizational Mobb consisting of small Gangs, and Knots, but few solitary persons. These individuals typically dress in common garments of the countryside.

A. Lord Meadowfields: The chief of the Mobb.

B. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Dunakers: Thieves of cattle herds.

E. Lowing Riggers: Ordinary cattle thieves.

33. Poachers

A 6th Tier Lay: An organizational Mobb consisting mostly of Knots and solitary individuals who sometimes work in Cliques. These individuals typically dress in common garments of the countryside.

A. Master of the Hunt: The chief of the Mobb.

B.Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Flash Foresters: Poachers of deer.

E. Royal Poulterers: Poachers of swans and other waterfowl.

F. Gamekeepers in Training: Ordinary poachers.

G. Scale Pedlars: Poachers of fish.

34. Sheep Thieves

A 6th Tier Lay: An organizational Mobb consisting of a few small Gangs, but mostly Knots and solitary persons. These individuals typically dress in common garments of the countryside.

A. Abram Tup: The chief of the Mobb.

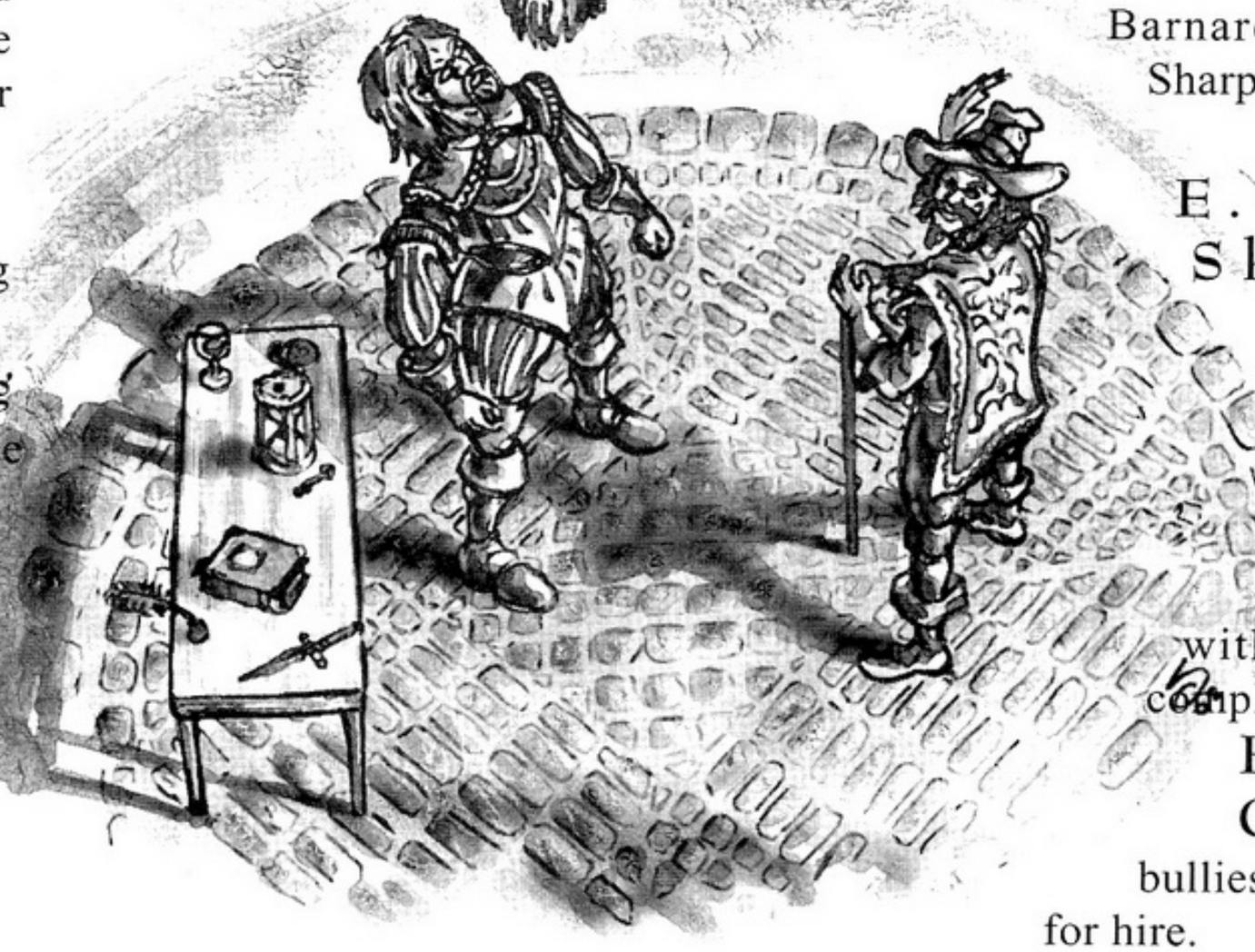
B. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Bleating Riggers: Those stealing flocks of sheep.

E. Naps: Those stealing small numbers of sheep.





35. Bullies

(bouncers, strong-arm enforcers)

A 6th Tier Lay: An organizational Mobb consisting of few Gangs, Knots, and a few solitary individuals. They often work in Cliques. All of these individuals typically dress in unusual and gaudy fashion.

A. Rum Ruffian: The head of the Mobb.

B. Upright Men: The heads of Gangs chosen for their ability and strength. They are also the usual Clinker of the group.

C. Olli Compollis: Gang Lieutenants.

D. Rutters: Well-dressed bullies who observe rigged gambling games. If victims become suspicious or object to losing, Rutters threaten or assail the culls. They work with Takers, Versers, and Barnards. (See Sharpers, above.)

E. Captain Sharpes: Bullies who force suspicious victims of swindlers to pay up and withhold any complaints.

F. Dumpler Coves: Strong bullies and boxers for hire.



G. Bully Backs: Bawdy house bouncers-enforcers and sometimes pretend-husbands of whores therein.

H. Reversers: Bullies who rob victims by turning them upside down and shaking them.

I. Ding Boys: Bullies who work for hire.

J. Flash Men: Whores' bullies.

K. Scourers: Bullies who vandalize property, beat watchmen, and rob and steal only occasionally.

L. Blosses: Pretend wives of bullies.

M. Roaring Boys: Bullies, and young street ruffians, who vandalize and assault and rob. they have no ties to home or family, and they reject marriage and religion, law and order.

36. Coin Shavers

A 6th Tier Lay: An organizational Mobb consisting mostly of Knots and some lone individuals. Females constitute about 10% of the number here. The dress of these individuals typically ranges from average middle class to common garments.

A. Lord of Finance: The head of the Mobb.

B. Sweating Coves: Those who use aqua regia (a gold-dissolving acid) to extract a little gold from each coin.

C. Niglers: Those who turn gold coins to gain shavings of the metal.

D. Clips: Those who clip off the edges of coins to gain the clippings and filings.

37. Bear Baiters

A 6th Tier Lay: An organizational Gang consisting of Knots. These individuals typically dress in common "sporting" garments.

A. Bruno: Head of the Gang.

B. Growlers: Heads of Knots.

C. Cubs: Members of a Knot.



38. Bull Baiters

A 6th Tier Lay: An organizational Gang consisting of Knots. These individuals typically dress in common "sporting" garments.

A. Bellower: Head of the Gang.

B. Longhorns: Heads of Knots.

C. Kine: Members of a Knot.

39. Dog Fighters

A 6th Tier Lay: An organizational Gang consisting of Knots. These individuals typically dress in common "sporting" garments.

A. Tyger: Head of the Gang.

B. Snarlers: Heads of Knots.

C. Pups: Members of a Knot.

40. Cock Fighters

A 6th Tier Lay: An organizational Gang consisting of Knots. These individuals typically dress in common "sporting" garments.

A. Cockalorum: Head of the Gang.

B. Roosters: Heads of Knots.

C. Spurs: Members of a Knot.

41. Muggers
(strong-arm robbers)

A 6th Tier Lay: An organizational Mobb consisting of a few Gangs, but mostly Knots and solitary individuals. These individuals typically dress in common garments.

A. Rum Bullbeggar: The head of the Mobb.

B. Thugs: Heads of Gangs.

C. Cribbey Lurkers: Ordinary muggers.



42. Thieves, Small Livestock

A 6th Tier Lay: An organizational Mobb consisting of a few Knots but mostly solitary individuals. Females constitute about 10% of the number here. These individuals typically dress in common garments as applicable to city, town, or country.

A. Upright Husbander: The head of the Mobb.

B. Gruntlers: Thieves who steal pigs.

C. Priggers of Cacklers: Poultry thieves.

D. Bufe Nabbers: Thieves who steal dogs.

E. Buffers: Thieves who steal and kill small animals for their skins.

F. Eves Droppers: Thieves who steal chickens.

43. Street Pimps & Whores

A 6th Tier Lay: An organizational Mobb consisting of few Knots, but mostly duos and solitary individuals. These individuals always dress in gaudy fashion, and are as garish as can be afforded.

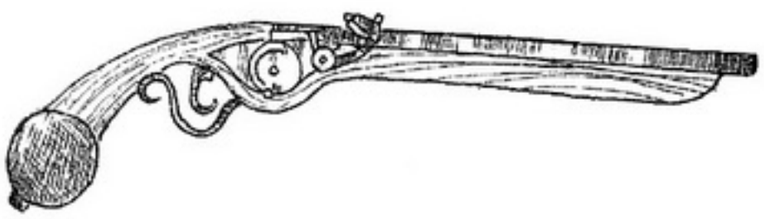
A. Upright Man: The chief of the Mobb.

B. Pimps: Ordinary pimps.

C. Cats: Common prostitutes who serve pimps.

D. Bats: Ordinary, generally independent, whores.

E. Drabs: Nasty, generally independent, whores.



Vagabonds

10% of the whole of the Canting Crew.

Emblem: Wheel for all
Sign: Hand with palm downwards, fingers spread slightly.
Word: Ruffmans

Further special designations exist for the Five "Societies" (Mobbs) of the Vagabond "Brotherhood," and are listed below.

As a group all vagabonds are classed as Land Lopers. More numerous in the countryside than in communities, this Brotherhood is about as large as that of the lowest of the Canting Crew, the Beggars. Circus-like performers and minstrels are the apex of the association, while tinkers and their itinerant "worker" brethren constitute the low end of this pecking order.

Marshal of Land Lopers: The elected overlord of all of the Societies (Mobbs) of the Brotherhood of Vagabonds. He or she is elected for life by the heads of the five Societies of the Brotherhood of Land Lopers. The five Societies of this Brotherhood are:

1. Jongleurs

Emblem: Lute
Sign: Downwards, strumming motion with hand/fingers
Word: Rube

Known as Rovers in the Canting Crew, these performers put on carnival-like shows, during which they steal, pick pockets, and otherwise rob whenever opportunity arises.

A. Captain General of Rovers: The master of all the groups of Jongleurs, and is elected annually by the Captains of each group.

B. Master of Ceremonies: The head of a Gang of Jongleurs, known as "The



Faulkner", who lures marks as a falconer does his hawks.

C. Minstrels (Rum Blorers): Singers who accompany themselves upon an instrument.

D. Hedge-magicians: The "wonder-workers" of the show.

E. Acrobats: Self-explanatory.

F. Tumblers: Self-explanatory.

G. Jugglers & Knife Throwers: Self-explanatory.

H. Figrum Coves: The fire-breathers and fire-eaters.

I. Animal Trainers (acts): Self-explanatory.

J. Jesters: Self-explanatory.

K. Strong Men, Boxers, & Wrestlers: Self-explanatory.

L. Buffoons & Clowns: Self-explanatory.

M. Dancers: Self-explanatory.

N. Freaks: Self-explanatory.

O. Musicians: All are of the same standing, and their Cant names are listed alphabetically.

i .Bowed stringed instrument: Gut Tormentor, Scraper, Tormentor of Catgut.

ii. Brass instrument: Cuckold Tormentor.

iii. Drum: Tormentors of Sheepskin.

iv. Percussion: Pan Banger.

v. Bowed stringed instrument: Gut Tormentor, Scraper.

vi. Singer: Blorer.

vii. Wind instrument: Whiffler.

viii. Wire stringed instrument: Twanger.15. Fortune Tellers: Sometimes with some small psychic ability.

P. Raree Shew Men: Puppeteers who use a "magic lantern".

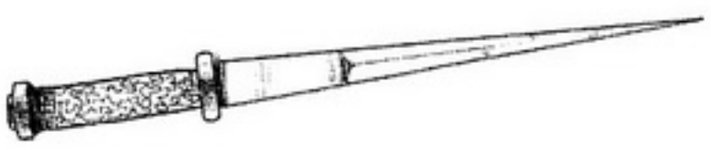
Q. Barkers (Rum Dogs): Self-explanatory.

R. Mimes: Self-explanatory.

S. Teamsters: Self-explanatory.

T. Roustabouts: Bullies and laborers.

Others: Attached Pedlars and Beggars.



2. Gypsies

Also called "Moon Men" because of their nighttime activity when the moon is bright.

Emblem: Triangle
Sign: First and little finger extended forward (horns of the bull)
Word: Pharaoh

A. General of the Moon Men (Gypsies): As elected annually by the Princes of the Society.

B. Princes: The heads of Gangs, each styled Great Tawney Prince or Prince Prig.

C. Gamesters: Skilled gamblers as well as minor sharpers and cheats.

D. Trick Riders: These are also robbers and burglars.

E. Knife Throwers: These are also pickpockets and pilferers.

F. Musicians: See Musicians under Jongleurs. In Gypsy bands, there are usually only small numbers of these rogues.

G. Astrologers (Cunning Men or Women): Self-explanatory.

H. Fortune Tellers (also Cunning Men or Women): Self-explanatory.

I. Fortune Tellers (Faytors): "Readers" of cards.

J. Dancers: These are also pickpockets and whores.

K. Hucksters: These are also pickpockets.

L. Foundling Keepers: Those members of the Gang that accept unwanted children of unmarried noble women or like gentry, and raise them up to be proper rogues and Gypsies.

M. Gypsy Beggars: These are also pickpockets and/or pilferers.

N. Others: Young vagrants who are taken in as servants, but are often sold off to whomever will buy them if they show no talent for roguery.

3. Strolling Players

Emblem: Mask of comedy
Sign: Thumb upwards on fist or hands in clapping position
Word: Encore

A. **Commander of the Brothers of the Buskin (Strolling Players):** Is elected annually by the Directors Lieutenant.

B. **Directors Lieutenant:** The head of a Gang of Strolling Players.

C. **Singers:** Self-explanatory.

D. **Actors:** Self-explanatory.

E. **Musicians:** See "Musicians" under Jongleurs. In Strolling Players troupes, there are usually many of these rogues.

F. **Barkers (Rum Dogs):** Self-explanatory.

G. **Stage Hands:** Self-explanatory.

H. **Ushers (strong-arm men, usually Bullies):** Self-explanatory.

I. **Others:** Makeup artist, seamstress, cook, attached Pedlars and Beggars: Various sorts.

4. Mountebanks

Emblem: Eye
Sign: Thumb and forefinger circled, other fingers spread (OK sign)
Word: Panacea

A. **The Colonel of the Jacks (Mountebanks):** The leader of all, and is elected annually by the other chiefs of this Society, such as the "Doctors", the "Professors", the "Sages", the "Scholars", etc.

B. **Doctors, Mystics, Professors, Sages, Scholars, Swamis etc.:** Each is the chief mountebank of a Gang that travels together.

C. **Wonder workers:** The hedge-magicians.

D. **Fortune Tellers:** Sometimes actually with some psychic ability.

E. **Assistants:** These buffoons are called Jack Puddings.

F. **Entertainers and Performers:** Singers and minor jongleur types.

G. **Shills:** Self-explanatory.

H. **Hucksters:** Self-explanatory.

I. **Barkers (Rum Dogs):** Self-explanatory.

J. **Musicians:** See "Musicians" under Jongleurs. In Mountebank bands, there are usually only a few of these rogues.

K. **Others:** Raree Shew Men, attached pedlars and beggars, and errand boys in that order.

5. Tinkers

Emblem: Circle with a dot in the center (grindstone)
Sign: Fist in "hammer" position in other palm
Word: Damn
As a group (Mobb) these members of the Canting Crew are known as "Belling Muddlers."

A. **Major of Bellers (Tinkers):** The leader of all, and is elected annually by the other chiefs of this Society, known as the Banner Tinkers.

B. **Beller Tinker:** The tinker proper and chief of a traveling Gang.

C. **Hucksters:** Self-explanatory.

D. **Pedlars:** Self-explanatory.

E. **Building repairers:** Actual handymen but also thieves and burglars.

F. **Grounds and field hands:** Laborers who are also thieves.

G. **Attached Beggars:** Various sorts.



Beggars

The "Maunders" that comprise as much as 50% of the whole of the Canting Crew.

Emblem: Bowl
Sign: Hand palm upwards, fingers slightly cupped
Word: Skew

Because Beggars are the least potent and most numerous of the Four Brotherhoods of the Canting Crew, differences in rank among Beggars are more strictly honored than are those in the other Brotherhoods. Among Beggars, the privileges of "status" are cherished.

1. Thegn of Mawnds

The master of the Beggars' Brotherhood is elected to office for life by Maunders (Chief) of each beggar Gang.

2. Maunders

Chiefs of beggar Gangs.

3. Clapperdogeons

Beggars that, from an early age, become expert at several forms of begging. These are usually the lieutenants of the Maunderers of Gangs.

4. Jarkmen

Those beggars who are able to forge certificates, passes, permits and licenses, complete with seal, that authorize begging and collection for charity, will allow movement freely from place to place.

5. Pater-Coves (or Patricos)

Beggars and hedge-priests (q.v.) who perform religious ceremonies that are without sanction.

6. Junkmen

Those who move about with a cart seeking to remove unwanted items. They willsometimes steal such items, but generally will beg for the materials so as to "earn a livelihood".

Swigmen of Trantles: Beggars and thieves who deal in junk.They often also sell brooms and brushes, beg for old materials, ask for alms, and,while these transactions take place, steal whatever they can. A Swingman of Trantles usually heads a Knot.

7. Old Clothes Men

Those who move about with a cart asking for any old boots, shoes, and other items of unwanted clothing. They will sometimes steal such items, but generally will beg for the materials so as to "earn a livelihood".

Swigmen of Shabs: Beggar and thieves who deal in old clothes, footwear, and rags, but also sell brooms and brushes, beg for old materials, ask for alms, and,while these transactions take place, steal whatever they can. A Swingman of Shabs usually heads a Knot.

8. Rattling Mumpers

Mumper beggars who claim to be a stranded travelers.

9. Mumpers

Genteel beggars with once-fine garments who elicit sympathy and a good deal of coin through their sad stories of dire misfortune which tumbled them from their former station in life.

10. Rufflers

Beggar-thieves who pretend to be discharged veteran soldiers seeking employment as armed retainers. Their principal source of revenue is from theft or burglary of the houses at which they call. They often work in Knots.

11. Bearwards

Beggars who employ an animal, bears being the most desirable, to elicit alms from the performance of their trained animal. They often work in Knots.





12. Cruisers

Highway spies seeking victims for a Gang of highwaymen.

13. Palliards

Beggars born to begging (see Clapperdogen). Females often use children (their own and/or borrowed or rented) to draw sympathy, while males use false sores to likewise elicit sympathy. Palliards also rob and steal, of course, and they often work in Knots.

14. Whip Jacks

(or Whijacks; Fresh Water Mariners)

Beggars with counterfeited license and other papers "proving" the bearers to have been mariners, but who are now ruined by disaster. Their principal source of revenue is robbery and theft at fairs and markets. They often work in Knots.

15. Autem Gogglers

Beggars who pretend to be prophets at a temple.

16. Bunters

Beggar females and prostitutes.

17. Fraters

Beggars, often disguised as monks or nuns, who beg with forged patents for false charities. They beg for "hospitals," "orphanages," etc. and prey upon country gentry and women going to and from the market. They often work in Knots.

18. Gagers

Beggars who tell fabulous stories and lies to elicit alms from gullible listeners.

19. Glimmerers

Beggars, typically females, with counterfeit licenses indicating they are victims of a fire.

20. Drunken Tinkers

Beggars who are also robbers, burglars, and thieves. They feign drunkenness so as to be able to find opportunity to rob or steal.

21. Sturdy Beggars

Beggars who are strong and demand alms rather than plead for them. They often work in Knots.

22. Prygmen

Beggar-thieves with staves (the staves have a detachable hook). Prygmen will often steal drying clothes from a hedge or filch poultry with the hooked staff. (Compare to "Angler"in the Thieves section.)

23. Sky Farmers

Beggars who pretend to be ruined farmers.

24. Abram Men

Beggars with bare arms and legs and who feign madness. They carry wool packets and call themselves "Poor Tom" or some such, in order to have money given to them.

Also Counterfeit Cranks: Beggars who pretend to have the "falling sickness," (epilepsy) so as to gain pity and alms.

25. Autem Morts

Beggar females with children (their own or borrowed) at a temple.

26. Soldier's Mawnds

Beggars who pretend to be wounded veteran soldiers. They often work in Knots.

27. Rum Mawnds

Beggars who pretend that they are simpletons and fools.

28. Blind Harpers

Beggar musicians who pretend to be blind.



29. Dommerers

Beggars who pretend to be deaf and dumb. It is sometimes implied that the lack of speech resulted from the tongue having been torn out.

30. Kinchin Morts

Young orphaned girls who are trained in begging and thievery. They often work in Knots.

31. Kinchin Coes

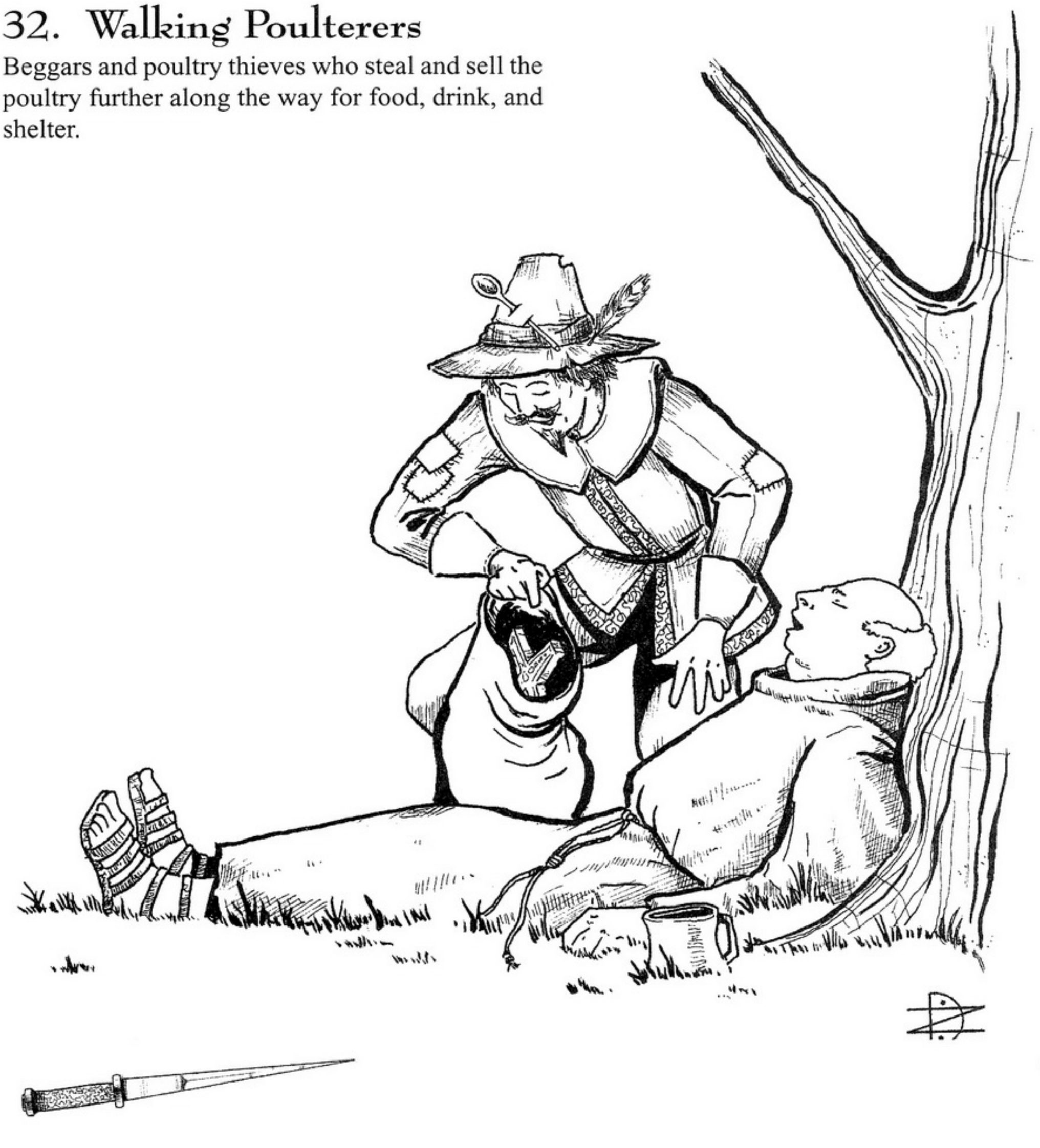
Young orphaned boys who are trained in begging and thievery. They often work in Knots.

32. Walking Poulterers

Beggars and poultry thieves who steal and sell the poultry further along the way for food, drink, and shelter.

33. Mud Larks

Beggars and riverbank gleaners who pick up anything from coal and wood to nails and bits of cloth. They often work in Knots.



Afterward: On the Incidence of Magic

Because this work is generic to fantasy, only general comments can be given in regards to how much magic there is likely to be discovered amongst the members of the criminal underclass.

Here are guidelines for incidence of capacity in regards to *active* magic and its associate, "mental powers". Keep in mind that human and non-human individuals with any considerable magical prowess are not likely to slip into the *criminal underclass*, although these persons might be criminals, rebels, outlaws, and so forth.

In cases where an individual is a renegade, not born into the underworld, is logically now a criminal underclass denizen, use something like:

1 in 100 of the upper class for *either* active magic capacity *or* mind power
1 in 30 of the middle class for *either* active magic capacity *or* mind power
1 in 100 of the lower class for *either* active magic capacity *or* mind power

(**Note:** For the lower socio-economic class is likely where all of the Canting Crew's "hedge-practitioners" come from, directly or through birth from a parent with greater ability in some magical art.)

Where the individuals are born to the criminal underclass, and aside from the above note, the odds might be:

1 in 1,000 for active magic capacity
1 in 100 for an active mental power

With respect to *passive* sorts of magic, those for divination and fortune telling, warning sorts of mental powers, the guideline is:
1 in 500 of the upper class
1 in 400 for the middle class
1 in 300 of the lower class
1 in 200 for the underclass
1 in 100 for the *criminal* underclass

(**Note:** It is unlikely in the extreme that any such individual will possess both active and passive magic. If one is indicated, then double the odds when checking for the other sort.)

The above guideline must be modified by the incidence of magical powers in the underlying game system, and also by that of the campaign environment. Exactly what sort of magical capacity or mental powers an individual will have is quite beyond the scope of this work to treat, that being completely dependent upon the RPG system employed.



Book II

The Jargon of the Canting Crew

The Language of Thieves



Names for Food & Drink

Yaffling House Menu and Servers

Food in General: Bellytimber, peck.
Morning Meal: Sparrowfart peck.
Afternoon Meal: Bever.
Evening Meal: Darkman's bone.
Ale: Rum belch, tip.
Ale with roast apples therein: Lamb's wool.
Apples or any fruit: Costards.
Bacon: Grunting peck.
Beans: Whistleberries.
Beef: Lieutenant.
Beef, roast: Kinchen physic.
Beef, salt: Seasoned lieutenant.
Beef tongue: Lieutenant's prater.
Beer: Belch.
Beer, strong: Bub.
Beer with brandy and sugar: Flip.
Beer with brandy and egg, heated: Huckle bluff.
Biscuits: Cobbles.
Biscuits, hard: Crackers.
Berries: Bush droppings.
Berry pie: Bushdroppings in a bag.
Brandy: Red ribbon.
Bread: Pannam.
Bread and cheese, toasted together: Rabbit.
Butter: Spread.
Buttermilk or whey: Lap.
Cabbage and potatoes mashed together with butter: Colcannon.
Cake: Gorgerbread.
Cheese: Caffan, pegg.
Cheese, poor: Old pegg.
Chicken: Cackling cheat.
Chicken, apples, onions, and herring, minced fine, with oil and vinegar: Salmon-gundy.
Chocolate, hot: Toddy.
Coffee: Black shakes, eastern gruel.
Cream: Mower's best.
Cucumbers: Cucs.
Currants, dried: Sageberries.
Daily special: Maw-whallop.
Dog meat: Bow-wow mutton.
Duck: Quacking cheat.
Eel: Wet fare.
Eel, smoked: Fogged wiggler.
Eggs: Cackle-farts.

The Canting Crew

Fish: Finny, wet fare.
Fish, pickled: Puckered finny.
Fish, small: Wet snacks.
Fruit: Costards, orchard gleanings.
Game pie: Poached pye.
Giblets, scored, salted, peppered, and broiled: Devils.
Gin: Lightning, max, white ribbon.
Gin and water: Crank.
Goose, roast: Tib of the buttery.
Grapes: Boozing welts.
Ham: Ruff peck.
Hare: Long ond.
Hare, jugged: Puckered long ond,
Kidneys: Rum beans.
Lamb: Junior bleat.
Lamb chops: Quaking cuts.
Lemon and raisin sweetened soft drink: Stepney.
Liqueur, any strong: Blue ribbon.
Liquor, mixed dregs: All nations.
Liquor, clear: Lightning.
Meal (thrown together from scraps): Galimaufrey.
Meat boiled in pastry dough: Toad in a hole.
Meat pie: Crusty surprise.
Milk: Cow juice, yarum.
Milk with gingerbread powdered into it: Content.
Malt liquor: Pharaoh.
Mead: Bee bowse.
Mutton, leg of, with mashed turnips: Smash.
Mutton: Senior bleat.
Nuts: Squirrel eggs.
Oatmeal cooked in milk, served with butter and honey: Hasty pudding.
Oatmeal jelly: Flummery.
Pease: Greenberries, trundlers.
Pease porridge: Greenberry mush.
Pheasant: Swishtail.
Pickles: Pucker cucs.
Pig, suckling, roast: Rugged sounder.
Pigeon pie: Tented squab.
Pork: Grunting peck.
Pork, salt: Old grunter.
Potatoes: Mud plums.
Prunes: Hustleberries.
Quail: Squire sparrow.
Rabbit: Bun.
Raisins: Sage welts.
Rum: Gold ribbon.
Rum and water: Grog.
Salmon: Gent's chub.
Salt & pepper: Dust & dirt.
Sheep's head, baked: Field Lane duck.
Sheep's head, boiled with onions: Northland duck.
Snails cooked in their shells: Hodmandods.
Steak & kidney pie: Rump & rum beans tent.
Stew (thrown together from scraps): Slumgullion.
Stew: Poplers.
Stew, fish or other seafood, with salt pork and biscuit: Chouder.
Stew, salt beef, onions and biscuit: Lobscouse.
Sausages: Gutstuffers.
Tea: Cat lap, chatter broth, scandal broth, slop.
Tongue, beef: Mower clack.
Tongue, beef, smoked: Fogged clack.
Treacle: Mole butts.
Trout: Gent's minnow.
Turkey with sausages: Alderman.
Turkey: Cobble Coulter.
Veal, apples, onions, and herring, minced fine, with oil and vinegar: Salmon-gundy.
Veal, older calf: Captain lieutenant.
Veal: Captain.
Vegetables, any green leafy sort: Fodder.
Vegetables, any yellow sort: Plant mash.
Venison: Panter.
Water: lage, pompaginus.
Wheat jelly: Fromenty.
Whiskey: Black ribbon.
Wine and fruit punch: Sangaree.
Wine, adulterated: Balderdash.
Wine, fortified: Black strap.
Wine, port: Red fustian.
Wine, white: Whet.
Wine: Fustian.

Names for Money & Gems

Canary: A gold coin.
Chink: Coins
Chinkers: Small coins.
Clanker: A large silver coin.
Cog: A large gold coin.
Kettle: Copper coinage—a pot being half of a piece, pans small coins.

King's portrait: A gold coin.
Mint: Gold coins.
Moon: Silver coinage—a full, half, quarter, or new referring to size.
Plate: Silver, silver coins.
Ridge: A gold coin.
Smut: A copper coin; copper coins.
Sun: Gold—noonday meaning a large coin, lower positions indicating smaller ones.
Wedge: Silver.
Witcher: Silver.
Yellow boy: A large gold coin.

Black cloud: A black opal.
Blood: A ruby.
Clam-fart: A pearl.
Cloud: A white opal.
Hunter's moon: A large golden or yellow gemstone such as a golden beryl.
Rainbow: A diamond.
Sky: A sapphire.
Spring: An emerald.
Stars: Gemstones, jewels—color indicating the type.

Names for Non-Criminal Persons

Actor or actress: Spout.
Alderman: Furman.
Apothecary: Bolus, Gallipot.
Apotropaist: Devil Catcher.
Apprentice, young: Bob.
Aristocrat: Athel, Nob.
Aristocrat, poor and dependent: Captain, Toad Eater.
Aristocrat, reveling and wild: Blood.
Armorer: Tinshirt.
Baby: Bantling.
Bailiff: Bandog, Fool Finder, Lurcher, Shoulder-clapper, Tapper.
Baker: Master of the Rolls, Sooty.
Barker for a normal Establishment: Bow-wow Man, Fido.
Banker or money changer: Gouger.
Barber: Nick, Snips.
Bartender: Dash.
Bath House Proprietor: Soapy, Tubby.
Beadle: Beck, Harman Beck.
Black magician or sorcerer: Devil-kisser.
Blacksmith: Clanker, Smug, Spoil-iron.
Blind man: Groper.
Bondservant: Theow.
Bootmaker or shoemaker: Crispin
Boxer: Milling Cove.
Braggart (and bully): Killcow.
Brewer: Belch Master.
Bricklayer: Clay Stacker.
Bricklayer's Assistant: Hod.
Broadside pedlar: Hawker.
Butcher: Chops.
Carpenter or woodworker: Chips.
Carriage maker: Drag cobbler.
Carter, Freighter, or Waggoner: Country Harry.
Cesspool cleaner: Honey Dipper.
Chandler: Maggot Boiler.
Cheese monger: Mite.
Chimney sweep: Cougher, Snow White.
Clothier: Cabbage patch minder.
Coachman: Jarvis, Knight of the Whip.
Constable, high: Hamlet.
Constable, local: Bus-napper, Fool Finder, Harman, Hodge.
Cook: Burns.
Country bumpkin: Harry, Hick.
Custom house officer: Shark.
Crier or Town Crier: Bellower, Yelper.
Crowd follower: Mobbard.
Dancing Master: Caper Merchant, Hop Merchant.
Dandy: Barber Monger
Debtor (avoiding creditors): Dodger.
Distiller: Gin Spinner.
Ditch digger: Ace (for ace of spades).
Drover: Mow-heather.
Enchanter or magician: Spell-dropper.
Elementalist or geourge: Weather-wiz
Excise man: Setter.
Farmer: Clod.
Farm Laborer: Bangstraw.
Fencing master: Pinker.
Fiddler: Gut Tormentor, Scraper, Tormentor of Catgut.
Fifer: Whiffler.
Follower (inferior): Heanling.
Fool: Ben.
Foot soldier: Wabbler.
Footman: Bone-picker, catch-fart, Knight of the Rainbow.
Fop (or Popinjay): Court card, prig.
Gallant, arrogant and swaggering: Rutterkin.
Gardener: Master of the Mint.
Gemner: Paste.
Gentleman, squire: Gundy Gorger.
Gentleman: Gentry Cove, Gorger.
Gentleperson of reduced fortune: Toad Eater.
Gentlewoman: Gentry Mort.
Glazier: Quarrel-picker.
Glutton: Knight of the Trencher.
Goldsmith: Ridge Cully.
Grocer: Split-fig, Thumbs.
Guard (usually private): Fanger.
Haberdasher: Rum togger.
Hairdresser: Nit Squeezer.
Hanger-on: Burr.
Hedge-magician: Hocus.
Herbalist: Rogum Pogum.
Horse buyer/trader: Jingler.
Host, fine or jolly: Rum Bluffer.
House painter: Splash.
Informant (to the law officials): Nose, queer rooster, yisser.
Informant, undercover officer: Narc.
Innkeeper: Bluffer.
Jeweler: Bubble-baubler.
Judge: Beak or Great Beak, Lamb-skin Man.
Justice of the Peace: Beak, or Little Beak, Ruffian.
Laborer (any): Mule or Sweats.
Lackey: Catch-fart.
Lady's Maid: Abigail.
Lawman, law officer: Fool Finder, Myrmidon, Pig, Prig-catcher, Shoul-der-clapper, Tapper.
Lawyer: Black Box, Green Bag.
Lewd fellow: Rake.
Lewd and debauched fellow: Rakehell.
Lewd and extremely debauched fellow: Duddering Rakehell.
Linkboy: Glim Jack, Moon-curser.
Linkboys, chief of local: Rum Glimmer.
Liquor distiller: Rogue in Spirit.
Magistrate: Beak.
Maid, household: Mop-squeezer.
Mariner: Fish.
Mark (potential victim): Cull.
Mason: Rock Beater.
Match Maker: Buttock broker.



Mentalist or psychourge: Noodler.
Mercenary soldier: Ribald.
Merchant, grain: Rogue in Corn.
Merchant, liquor: Rogue in Spirit.
Merchant, general: Toutshoddy.
Midwife: Mother Midnight.
Military man, enlisted: Swadkin.
Military officer: Swad.
Milkmaid: Whoa Ball.
Milksop: Starter.
Miller: Weevil (eats flour, i.e. keeps too much).
Miser: Hunks, Muckworm.
Mob leader: Bell wether.
Necromancer or necrourge: Corpse-kisser.
Noble or aristocrat: Athel, Nob.
Ostler: Bluffer.
Ostler (large inn): Daisy Kicker.
Pawn Broker: Uncle.
Pedlar of ballads, books, broadsides, tracts, and pamphlets: Walking Stationer.
Plasterer: Mud Slinger. Smear.
Potboy: Neck Stamper.
Poulterer: Strangle-goose.
Priest: Autem Bawler, Black Fly, Finger Post.
Priest, local: Parish Bull.
Privy Emptier: Gold Finder, Tom-turd Man, Nightman.
Publican: Beggar-maker, Bluffer.
Punster: Word Pecker.
Queen or lady of royal birth: Rum Mort.
Rich man: Fat cull.
Roofer—slater or tiler: Peak Monkey.
School teacher: Flaybottomist.
Scribe: Quill Driver.
Seamstress: Pins.
Servant, common: Heanling.
Servant, menial: Scrub.
Servant, salesman's: Clicker.
Servant, yeoman's: Varlet.
Sewer worker: Stinks.
Silversmith: Mix-metal, Witcher Cully.
Social inferior; henchman of another: Afterling.
Soldier, infantryman: Foot Wabbler.
Soldier, unpaid mercenary plunderer: Free Booter.
Soldier's trull: Punk.
Spy, formal: Talesman.
Spy: Ears; Nose.
Stable boy: Skipjack.
Stabler: Galls.
Street sweeper: Apples.
Swineherd: Grunts.
Swordsmith: Canary-keeper.
Tailor: Botch, Knight of the Shears, Prick-louse, Stitch(es).
Tanner: Skins.
Tavern keeper: Bluffer.
Teamster: Knight of the Whip, Smacking Cove.
Thatcher: Cow-starver, Grassy.
Thief-taker, female: She-napper.
Thief-taker: Prig Napper, Trap.
Toady: Aimcrier.
Tobacconist: Smoker.
Townsman, bourgeoisie: Mohair.
Trader: Plyer.
Tradesman (selling over-prices goods): Ferret
Tradesman: Mohair
Undertaker: Death Hunter.
Undertaker's servant: Mute.
Upholsterer: Bug Hunter.
Vagrant, ordinary: Bulker.
Victim: Bleater, cully, mark.
Vintner: Dripper.
Vintner who adulterates his wine: Balderdasher, Freezing Vintner.
Warlock or witch: Eyebiter.
Watchman: Bus-napper's Kenchen, Myrmidon.
Watchman or law official: Fool Finder, Gleed (squint eyed), Myrmidon.
Weaponsmith: Widowmaker.
Wench: Article.
Wig maker: Nob Thatcher,
Woman, beautiful: Ewe.
Woman, coarse and vulgar: Dowdy.
Woman, fat, old, and domineering: Fussock.
Woman, lascivious: Jade, Ladybird.
Woman, lewd: Wagtail.
Woman, pretty: Blowen.
Woman, scorned: Brim.
Woman, slatternly: Draggletail.
Woman, vain and capricious: Gilflirt.
Worshippers at a temple: Autem Cacklers.
Writer: Quill Driver.

Names for Weapons & Armor

Axe: Hewer.
Bow: Lath.
Catapilt, hand: Zinger.
Cleaver: Divider
Club, stout: Suggil, towel.
Crossbow: Crank.
Dagger: Pin cheat
Garrote: Frummagem.
Hammer: Pebbler.
Hammer, war: Rum pebbler.
Knife: Chive.
Pike: Spit, or long spit.
Pole-arm, long: Spit or fancy spit.
Pole-arm, short: Morglag.
Boots or shoes, iron-toes: Clouted shoon.
Sling: Egger.
Spear: Spit.
Staff (with small hook): Filch.
Staff, bound and shod (fighting): Jordain.
Stone: Egg, clobber.
Sword (any type): Degan, fox, poker, tayle, tol.
Sword, heavy cutting: Flatchet.
Sword, long: Tilter.
Sword, small, ill-made: Spit-frog.
Sword, thin-bladed: Frog-sticker.
Whip: Flogger.

Buckler or targe (shield): Potlid.
Helmet: Nob cheat.
Leather armor: Creak.
Mail: Jingle:
Metal plate armor: Shell.
Shield: Pan.

Names for Persons of the Canting Crew

Apportioner

Apportioner of loot: **Clicker.**

Barker

Barker for any Canting Crew activity: **Rum Dog.**

Bawdy

Bawd or Lena: **Apple Squire.**
Bawdy house keeper and fence: **Mine Aunt.**
Bawdy house keeper, female: **Bawd.**
Bawdy house keeper, male: **Cock Bawd.**
Bawdy house manager, female: **Lena**; sometimes also blackmailing and/or fencing goods.

Beggar

Beggar (mumper) who claims to be a stranded traveler: **Rattling Mumper.**
Beggar and forger able to make false certificates, licenses, passes, and permits, complete with seal, that authorize begging and collection for charity: **Jarkman.**
Beggar and gleaner of the shores of a river or the like: **Mud Lark.**
Beggar and hedge-priest (q.v.) who performs religious ceremonies that are without sanction: **Pater-Cove (or Patrico).**
Beggar and musician pretending to be sightless or blind: **Blind Harper.**
Beggar and poultry thief who steals and sells the poultry further along the way for food, drink, and shelter: **Walking Poulterer.**
Beggar and pretend prophet at a temple: **Autem Goggler.**
Beggar and thief dealing in junk, or brooms and brushes, who begs for old materials, asks alms, and in the process of that, and any sales offers, steals whatever can be taken: **Swigman.**
Beggar and thief pretending to be a discharged veteran soldier seeking service as an armed retainer, gaining revenue from stealing and burglary of houses visited: **Ruffler.**
Beggar and thief with a staff (with a removable hook on it) like any vagabond, stealing clothes drying on the hedges, or filching poultry with the hooked staff: **Prygman.**
Beggar born to begging (see Clapperdogen), females using children (their own and/or borrowed or rented) to excite sympathy, the males with false sores to likewise elicit sympathy: **Palliard.**
Beggar boy who is an orphan, trained in begging and thievery: **Kinchin Coe.**
Beggar chief: **Maunder**
Beggar girl who is an orphan, trained in begging and thievery: **Kinchin Mort.**
Beggar musician, the lowest order of strolling musician, also a thief, who plays at fairs, festivals, and on special holidays under the windows of well-to-do folk for some gratuity to be thrown to him or her: **Wait.**
Beggar pretend that he has the "falling sickness"m,(epilepsy) so as to gain pity and alms: **Cunterfeit Crank.**
Beggar pretending that he is a simpleton and fool: Rum Mawnd.
Beggar pretending that he is either deaf and dumb or that his tongue has been torn out: **Dommerer.**
Beggar pretending to be a ruined farmer: **Sky Farmer.**
Beggar pretending to be a wounded veteran soldier: **Soldier's Mawnd.**
Beggar spying for highwaymen: **Cruiser.**
Beggar who is also a robber, burglar, and thief, who feigns drunkenness so as to be able to find opportunity to rob or steal: **Drunken Tinker.**
Beggar who is strong and demands alms rather than pleading for them: **Sturdy Beggar.**
Beggar with counterfeit license and other papers "proving" the bearer to have been a mariner, now ruined by disaster, whose principal source of revenue is from robbery and theft at fairs and markets: **Whip Jack (or Whijack).**
Beggar with counterfeit license indicating he or she is a victim of a fire, often of the female sex: **Glimmerer.**
Beggar, female, and prostitute: **Bunter.**
Beggar, female, with children (her own or pretended) at a temple: **Autem Mort.**
Beggar, genteel: **Mumper.**
Beggar, often disguised as a monk or nun, begging with forged patents for false charities: **Frater.**
Beggar, telling fabulous stories and lies to elicit alms from gullible listeners: **Gager.**
Beggar's trull: **Dopy.**
Beggars, group of (usually at a funeral or in the country side): **Flying Camp.**

Bookmaker

Bookmaker who frequents horse races: **Prancing Book.**
Bookmaker who frequents sporting events such as bear and bull baitings, cock and dog fights, etc.: **Sporting Saunterer.**
Bookmaker who operates out of a building: **Wagering Cribber.**



Brothel/Prostitute & Other

Brothel Madam: **Abbess.**
Brothel Master: **Gap Stopper.**
Brothel worker who keeps record of traffic and charges at the establishment, reporting to the Bawd or Lena.
Male prostitute who is kept: **Fancy Man.**
Prostitute and brandy seller: **Cool Lady.**
Prostitute attached to a bawdy house: **Case Vrow.**
Prostitute of superior sort who uses her speech and manners to gain attention and thus become the mistress of a wealthy man: **Pad Strumpet.**
Prostitute skilled in blackmailing, confidence games, and pick-pocketing: **Savvy Bird.**
Prostitute skilled in blackmailing: **Cheating Nun.**
Prostitute who set up Simplers for being robbed, black mailed, or having their pockets picked: **Queen.**
Prostitute, a courtesan of the highest standing who is the mistress of a powerful nobleman. Typically such a person has a house, carriage, maid, and servant (Bully): **Countess of the Trade; a Vizard.**
Prostitute, a courtesan of wealth with the utmost delicacy in regards profession and clientele so as to become the mistress of an aristocratic, very important and influential man: **Nightgown Lady.**
Prostitute, a courtesan who uses her speech and manners to gain attention and thus become the mistress of a wealthy and influential man: **Tongue Pad.**
Prostitute, elite, a courtesan who literally covers her back with fur by her tail: **Squirrel**.
Prostitute, older former one now working for a younger one as cleaner, cook, and maid: **Girlie Scullion.**
Prostitute, older former one now working for a younger one as dancer, entertainer, and musician: **Cookie Wench.**
Whore, common street: **Bat.**
Whore, country: **Hedge-whore, Star-gazer.**
Whore's bully: **Flash Man.**
Whore master (procurer): **Gap Stopper.**
Whore master, local or common (procurer): **Town Bull.**
Whores, a team, the older "Aunt" sharing quarters with, sponsoring the younger "niece": **Aunt & Niece.**

Buffoon

Buffoon, clown, harlequin, jester, joker: **Lun**

Bully

Bullies who rob victims by turning them upside down and shaking them: **Reversers.**
Bullies who vandalize property, beat watchmen, and rob and steal incidentally: **Scourers.**
Bullies, young street ruffians, who vandalize and assault and rob, having no ties to home or family, rejecting marriage and religion, law and order: **Roaring Boys.**
Bully (any): **Knight of the Blade.**
Bully and bouncer-enforcer for a bawdy house, sometimes the pretend-husband of a whore therein: **Bully Back.**
Bully and boxers who is strong for hire: **Dumpler Cove.**
Bully associated with a whore: **Flash Man.**
Bully who force suspicious victims of swindlers to not complain, pay up: **Captain Sharp.**
Bully who works for hire: **Ding Boy.**
Bully, loud: **Bell Swagger.**
Bully, well-dressed, who has been observing a rigged gambling game, and if a victim becomes suspi cious or objects to losing, threatens or assails the cull. They work with Takers, Versers, and Barnards who are sharpers, and thus they are considered as on that ilk.

Burglar

Burglar: Darkman, Burglar: **Ken Cracker or Ken Miller.**
Burglar, cat: **Jumper.**
Burglar assistant hiding inside to open a place: **Darkmans Budge.**
Burglar who is a lock-picker: **Dubber.**
Burglar who is a master lock-picker: **Rum Dubber.**

Canting Crew

Canting Crew, general member of: **Cove.**
Canting Crew, young member of: **Kiddey, Natty Lad.**
Dangerous (man): **Killbuck.**
Female Canting Crew association or gang leader: **Arch Delle.**
Female Canting Crew association or gang senior member: **Aunt.**
Female Canting Crew member pretend wife of a bully or shoplifter: **Bloss.**
Female Canting Crew member selling brandy: **Cool Lady.**
Good fellow (of the Canting Crew): **Bene Cove.**

Cheat

Cheat (n.): **Sharper.**
Cheat's Enforcer: **Captain Sharp**, the bully who forces suspicious victims to not complain, pay up.

Coachman

Coachman, confederate of the Canting Crew: **Rattling Cove.**

Counterfeiter

Counterfeiter making false coins: **Bene Limner.**
Counterfeiter striking coins: **Queer-bit Makers (or Queer Cole Makers).**

Cutpurse

Cutpurse and pickpocket: **Judicial Nypper.**
Cutpurse cutting cloth or leather of any sort to gain loot: **Nypper,**
Cutpurse nipping off watch fobs: **Onion Hunter.**
Cutpurse: **Bung Nipper.**

Drummer

Drummer: **Sheepskin Fiddler.**

Fence

Fence and bawdy house keeper. **Mine Aunt.**
Fence and pawn broker who will knowingly receive stolen goods: **Mine Uncle.**
Fence that sells alcoholic beverages. **Bousing Kener.**
Fence who distributes stolen goods as well as houses and trains rogues, accepts their loot for money or as payment for services provided: **Flash Patron.**
Fence who receives and also return stolen property to victims for a commission: **Lock.**
Fence who receives stolen goods, trains rogues, provides papers and even alibis: **Family Man.**
Fence, minor, who has a small shop, market stall, or is a chapman or pedlar: **Bob Cove.**

Footpad

Footpad who robs or hijacks wagons: **Drag Layer.**

Forger

Forger, expert: **Feaker**
Forger, master of official letters and documents: **Bene Feaker of Glybes and Gybes.**

Fortune Teller

Fortune Teller (deceitful): **Cunning Man, Cunning Woman.**
Fortune Teller (deceitful, card "reading"): **Faytor.**

Gambler

Gambler (skilled sharper): **Black Legs.**

Gypsy

Gypsy: **Moon Man.**

Highwayman

Highwayman of little ability: **Rank Rider.**
Highwayman who robs only the rich, doing so without ill-treatment of his victims: **Royal Scamp.**
Highwayman, roving: **Cruiser.**
Highwayman: Collector, Gentleman's Master, High Pad, Knight of the Road, Scamp.

Hijacker

Hijacker: **Drag finder.**

Horse theif

Horse thief and robber seeking a single fine animal: **Pad Borrower.**
Horse thief pretending to seek work while seeking a horse to steal: **Queer Bird.**
Horse thief seeking several animals to steal: **Prigger of Prancers.**

Jongleur

Jongleur: **Faulkner.**

Kidnapper

Kidnapper who takes persons for service in the military or for naval crew: **Crimp.**
Kidnapper who takes persons for ransom or to sell into slavery: **Kidnapper.**
Kidnapper who takes persons for such as apprentices for bond-servitude: **Sprint.**

Lawyer

Lawyer, unscrupulous, who handles bribery, takes care of criminal-charge trouble by seeing to return of property, intimidation or paying off of witnesses, provision of false testimony, etc.: **Arranger.**

Mountebank

Mountebank, a seller of false cures and like spurious items, sometimes of purported magical things, and arcane maps: Drummer: **Quack Salver.**
Mountebank's assistant: **Toad-eater.**
Mountebank's jester: **Jack Puddding.**

Musician

Bowed stringed instrument: **Gut Tormentor, Scraper, Tormentor of Catgut.**
Brass instrument: **Cuckold Tormentor.**
Drum: **Tormentors of Sheepskin.**
Percussion: **Pan Banger.**
Plucked stringed instrument: **Tripe Fondler.**
Singer: **Blorer.**
Wind instrument: **Whiffler.**
Wire string instrument: **Twanger.**



Perjurer

Perjurer who is ready to testify falsely in support a criminal's defense: **Knight of the Post.**
Perjurer (for hire): **Affidavit Man**

Picklock

Picklock (ordinary): **A Charm, a Kate.**

Pickpocket

Pickpocket and cutpurse: **Judicial Nypper.**
Pickpocket and thief as well as hedge-magician, female, who pretend to be deaf and dumb beggar formerly a magician, now unable to perform more than simple things because of a miscast spell: **Tolliban Rigger.**
Pickpocket at temples: **Autem Dipper.**
Pickpocket of apprentice sort: **Knuckles.**
Pickpocket who passes off what is stolen to an accomplice called the Adam Tyler: **Public Foyster.**
Pickpocket who specializes in stealing readers (pocket books et al.): **Reader Merchant.**
Pickpocket: **Dipper, File, Foyster.**
Pickpocket's accomplice who blinds the victim with dust or snuff: **Amuser.**
Pickpocket's accomplice who bumps into the victim: **Bulk.**
Pickpocket's accomplice who distracts the victim through speech: **Stall.**
Pickpocket's accomplice who runs off with the stolen property: **Adam Tyler.**

Procurer

Procurer (minor sort) who keeps a so-called mistress who is actually a prostitute: **Keeping Cully.**
Procurer or procuress who has the most beautiful and refined prostitutes: **Swanner.**
Procurer: Pimp Whiskin.
Procuress: **Fen.**

Receiver

Receiver of stolen goods: **Bob Cove, Bowsing Kenner, Family Man, Fence, Flash Patron, Lock, Mine Aunt, Mine Uncle, Uncle.**

Robber

Robber afoot or mounted, robust: **Robert's Man.**
Robber scout: **Carrier.**
Robber, armed, afoot: **Footpad, or Low Pad.**
Robber, armed, mounted: **High Pad or Highwayman.**
Robber, armed, who invades houses by rushing the doorway and forcing entry thus: **Rusher.**
Robber, footpad waylaying and robbing from hedges: **Hedge Creeper.**
Robber, footpad waylaying and robbing wagons and other vehicles of commerce: **Drag Layer Pad.**
Robber, generally of footpad sort, who beats victims, often to death: **Swaddler.**
Robber, freshwater borne: **Ark Ruffian.**
Robber, of soot bags (from chimney sweeps): **Black Spice Racketeer.**
Robber, river: **Water Pad; an Ark Ruffian, also a Badger (qq.v.).**
Robber, riverbank: **Badger.**
Robber: **Miller.**

Rogue

Rogue (likely to hang): **Waghalter.**
Rogue (poor but strong and lusty): **Abram Cove**.
Rogue and beggar, notorious: **Ruffler.**
Rogue and best swordsman of a gang: **Head Cully of the Pass.**
Rogue and maker of burglary tools: **Needle Cove.**
Rogue and maker of false and loaded dice: **Bales Distpatcher.**
Rogue and maker of imitation gems bogus valuable jewelry: **Rhino Paster.**
Rogue and maker of marked and shaved card decks: **Diddle Rigger.**
Rogue and maker of master and skeleton keys and lock picks: **Screw Turner.**
Rogue avoiding lawmen seeking to arrest that one: **Dodger.**
Rogue buying and passing any counterfeit coins: **Queer Cole Fencer.**
Rogue diminishing the gold content of coins by means of aqua regia: **Sweating Cove.**
Rogue passing any counterfeit coins: **Button Cove.**
Rogue passing counterfeit silver coins: **Pincher.**
Rogue shaving coins: **Clip, Nigler.**
Rogue who sings ballads and peddles various stolen items of stationery and written works: **Flying Stationer.**
Rogue, bungling and inept: **Dromedary.**
Rogue, most clever: **Shark.**
Rogue, novice: **Colt.**
Rogue: **Damber, Rascal.**
Rogues, captain of a band or gang of: **Upright Man.**
Rogues, lieutenant in a band or gang of: **Upright Man.**
Rogues: **Clowes.**

Safe-house

Safe-house keeper of an alehouse, inn, or tavern that is a fencing operation: **Queer Bluffer.**
Safe-house keeper: **Panney Daumber.**

Sharper

Sharper and gambler able to hold his liquor, fleeces his mark when the latter is drunk: **High Jinks.**

Sharper usurer, a loan shark, lending money to gambling gulls: **Gullgroper.**

Sharper who drops a coin or similar valuable in order to entice a person or persons into a confidence game or to gamble: **Drop Cove.**

Sharper who plays at a game and loses or wins falsely so as to draw in marks: **Puffer (or Shill).**

Sharper, expert: **Magsman.**

Sharper, well-dressed, who plays a chance-met congenial companion of a Taker, spends freely on that one and the victim to be cheated. They work with a Barnard, and sometimes a Rutter (to bully the Cousin—the victim): **Verser.**

Sharper, well-dressed, who plays a chance-met coxcomb who knows and disdains the Taker and Verser swindlers, who is rich and agrees gamble with them and the victim (the Cousin). The Bernard loses at first, but when stakes are increased, he wins from all, cleans out the victim: **Barnard.**

Sharper, well-dressed, who, through friendly and witty conversation, brings a wealthy cull into a place where he will be cheated. They work with a Verser, a Barnard, and sometimes a Rutter (to bully the Cousin—the victim): **Taker, sometimes called a Cole, Shifter, or Tumbler.**

Sharper: **Hawk, sharp.**

Shoplifter

Shoplifter, ordinary: **Lift.**

Shoplifter's accomplice who distracts the shopkeeper: **Marker.**

Shoplifter's accomplice who waits at the service entrance to take and run away with the goods stolen by the Lift: **Santor.**

Shoplifter, one of a team of three persons; that one who awaits goods purloin by the Lift to be passed to him at the service entrance so as to run off with them, while the Marker distracts the proprietor: **Santor.**

Shoplifter, one of a team of three persons; that one who distract the proprietor while the Lift purloin goods and passes them to the Santor awaiting at the service entrance: **Marker.**

Shoplifter, one of a team of three persons; that one who purloin goods and passes them to the Santor awaiting at the service entrance, while the Marker distracts the proprietor: **Lift.**

Sponger

Sponger: **Burr, Cloyer.**

Strong-arm

Strong-arm boxer (for hire): **Dumpler Cove.**

Strong-arm thug (for hire): **Ding Boy.**

Smuggler

Smuggler, ordinary: **Owler.**

Swindler

Swindler who "finds" a "gold" ring or like valuable, sells it "cheaply" to a mark: **Fawney Cove.**

Swindler who approaches recent burglary victims, pretends to have also been so robbed, claiming knowledge of where the missing goods are, and demands payment in advance for serving as porter to return the stolen furniture: **Flying Porter.**

Swindler who convinces new apprentices to leave the goods (packages) they carry so as to run a special errand for the confidence man who will care for it while they are away "a few minutes only", then abscond with the stuff: **Kid Layer.**

Swindler who drops a valuable to entice a mark or marks into the trap: **Drop Cove.**

Swindler who has forged documents showing that the estate of one dying or dead owns considerable sums to the swindler: **Packet Rigger.**

Swindler who places side bets on gambling games in which it is known there are sharpers playing and thus wins unfairly: **Wood Pecker.**

Swindler who obtains goods on credit or false pretenses, sells the goods obtained thus for cash, never paying for them: **Swindling Layer.**

Swindler who pretends to have a parcel of smuggled goods such as lace, leaving that as surety for a loan of a horse, money etc.: **Smug Layer.**

Swindler who sells goods claimed to be smuggled or stolen but that are actually simply shoddy or other normal things: **Legger.**

Swindler who whispers to marks about smuggled or stolen goods but actually pass off faked, used, or shoddy merchandise: **Dudder.**

Swindler, multi-talented: **Mace Cove.**

Swindler: **Sharper.**

Swindlers, one of whom immerses himself in water, then confederates "rescue" that one, who carry him to a charitable place where the confederates receive a reward (as much as a gold coin apiece) for "saving a drowning man", and the rogue who was "drowning" wheedles so as to possibly receive alms because of his pitiable straits: **Queer Plungers.**

The Canting Dictrionary

English to Cant

A

Abandon (v.): Lurch.
Above: Penthouse.
Upper chamber(s): Penthouse.
Accept: Brace.
Accomplice: Knight cove.
Acquitted (or a crime): Turned up.
Actor or actress: Spout.
Adamant: Flinty.
Adept (n. and v.): Dab.
Adjacent: Next door.
Afternoon meal: Bever.
Airs, assumed: Spuddle.
Alcoholic drink: Bowse, or bouse.
Alderman: A Furman.
Aldermen: Furmen.
Ale, drink of: Tip.
Ale: Rum belch.
Alehouse proprietor: Ale Draper.
Alehouse, remote (difficult to find): Hedge alehouse.
Alehouse: Waste.
Alley: Cribbey.
Altercation: Beef.
Ambush (v.): Jump.
Andirons: Glimmerfenders.
Angry: Glimmerflashy.
Annoy: Bother.
Announce: Bow-wow.
Anxious: Carked.
Apartment: Crib.
Ape-like person: Jackanapes.
Apothecary (an): Bolus, Gallipot.
Apothecary's herbs: Simples.
Apotropaist (an): Devil Catcher.
Apparition: Bull-beggar.
Appears; appears to (n.): Lamps, touts.
Apple: Costard (a large apple).
Appointment: Tryst.
Apprentice, young: Bob.
Arduous: Flinty.
Argument: Beef.
Area of a city: Rumboyle
Aristocrat, poor and dependent: Captain, Toad Eater.
Aristocrat, reveling and wild: Blood.
Aristocrat: Athel, Nob, swell.
Arm (limb): Rammer.
Arm (of a person): Fin.
Armorer: Tinshirt.
Arrest: Roast.
Arrested: Boned, bummed, roasted.
Arrive: Land.
Asking for alms: Maunding
Asleep: Rug.
Aspire: Ken.
Ass or donkey: Dickey.
Assassin: Expunger.
Associate, criminal: Knight cove.
Associate, trusted: Pall.
Association, criminal: Crew.
Astrologer: Cunning Man, Cunning Woman.
Atop: Penthouse.
Attendants, group of: Farnet.
Auction: Knock down.
Auctioned: Knocked down.
Auger: Hole cheat.
Authorities (legal): Catch-club.
Authors and scribes: Brothers of the Quill.
Avoid: Dodge.
Avoiding (creditors, the law): Dodging; one so doing is a Dodger.
Aware: Down, fly; twigged.
Aware (of criminal underground): Awake.
Axe: Hewer.

B

Baby: Bantling.
Bacon: Grunting peck.
Bag: Poke.
Bailiff: Bandog, Fool Finder, Lurcher, Pig, Shoulder-clapper, Tapper.
Bailiff, beaten: (a lawman caught and beaten by rogues in an area of sanctuary or where such persons are otherwise forbidden): Temple picking.
Baker: Master of the Rolls, Sooty.
Ball and chain: Wife.
Bar boy: Squeaker.
Barge: Ark.
Barman (bartender): Dash.
Barn: Skipper.
Barrel, great: Snout.
Barrier: Pedo.
Barter: Blood for blood, truck.
Base person: Heanling:
Bask (in warmth): Beek.
Basket: Ped.
Basket (large, laundry): Buck basket.
Bath: Rub-a-dub
Bath house: Bagnio, rub-a-dub.
Batter (to ruin): Dumple.
Bawdy house keeper, female: Abbess, bawd.
Bawdy house keeper, male: Cock Bawd.
Bawdy house manager, female: Lena; sometimes also blackmailing and/or fencing goods.
Bawdy house: Academy, nunnery.
Be silent: Stow.
Beadle: Beck, Harman Beck.
Beard (n.): Muzzle.
Beat (with a staff): Jordain.
Beat (with a stick): Hazel.
Beat: Baste, lambaste.
Beating: Basting.
Bed: Cloth market, hogshead, libbeage, lig.
Bedding three doxies at once: In state.
Bed-sheet: Slate.
Beer: Belch.
Beg (n.): Cadge, thig (legal).
Beg (v.): Mung.
Beggar's oath (to their association): Salambo
Beggar's trull: Dopy.
Beggars, group of (usually at a funeral or in the countryside): Flying Camp.
Begging (usually permitted sort): Thigging.
Begging: Maunding.
Beguile (by flattery): Fage, trap.
Belly (large): Corporation.
Belongings (whole of): Kitty.
Belt buckle, large: Queer wedge.
Belt buckle: Wedge.



Better: Benar.
Beware (danger): Ware hawk.
Big: Two-handed.
Bistro: Cook shop.
Bitch (n.): Doggess.
Black magic: Devilshine.
Blacksmith: Clanker, Smug.
Bleat (or bray): Blore.
Blind in one eye: Seven sided.
Blind man: Groper.
Blind with dust or snuff: Amuse—used to have an accomplice pick the victim's pockets while supposedly helping that one.
Blouse: Commission.
Blow struck: Thump.
Blow to the head, violent: Topper.
Bludgeon (v.): Suggil.
Bludgeon, heavy, large (n.): Suggil, towel.
Bluffer: Host of a public house, an ostler or tavern keeper.
Boat: Ark.
Body (dead): Quarron.
Bog: Fastness, quag.
Boil (v.): Wobble.
Boiling: Wobbling.
Bondservant: Theow.
Bookmaker (who frequents horse races): Prancing Book.
Bookmaker (who frequents bull baitings, cock and dog fights, etc.): Sporting Saunterer.
Bookmaker who operates out of a building: Wagering Cribber.
Booth: Bough.
Boots: Beater cases.
Booty: Loot, spoils, winnings.
Bosom, female: Apple dumplin shop.
Bottle, large: Soldier's bottle.
Bottle, small: Bawdy-house bottle, sneaker.
Bottle, two-quart capacity: Tallboy.
Bouquet of flowers: Smelling cheat.
Bounty hunter: Thief-taker, Trap.
Bow: Lath.
Bowl, beggar's: Skew.
Bowl, silver: Bubber.
Bowl, small: Sneaker.
Box, small: Sneaker.
Boxer: Milling Cove.
Boxing match: Milling.
Boy: Coe.
Braggart (and bully): Killcow.
Brand (criminal mark): Badge.
Brandy: Red ribbon.
Bravo: A brave, usually dangerous, fighter; a hackum.
Brawl: Brangle.
Bread: Pannam.
Break off with: Twig.
Break open: Dub.
Break in (v.): Send.
Break a class showcase: Star a glaze.
Breeches: Ham cases.
Brewers: Brothers of the Bung.
Bribe (v.): Sop.
Bribe (n. and v.): Dawb, grease.
Bribe (to Cover up a crime, destroy evidence): Hush money.
Brilliant: Mag.
Bring out: Out.
Broadside pedlar: Hawker.
Broker: Crimp.
Brothel: Academy.
Brothel Madam: Abbess.
Brothel Master: Gap Stopper.
Brothel worker (who keeps records): Apple Squire.
Brother: Bruv.
Brownie: Drudgie.
Brotherhood: Crew.
Brush (vegetation): Ruffmans.
Brutal: Flinty.
Buckler or targe (shield): Potlid.
Buffet (v.): Click.
Buffoon: Lun, zany.
Building (hidden from view): Blind gaunt.
Building hidden from view (unless near or in front of it): Blind house (cf. Blind gaunt).
Bulge (and depend): Paggle.
Bump (v.): Bulk.
Bumpkin, country: Harry.
Bungler (rogue): Dromedary.
Burglar, cat: Jumper.
Burglar: Ken Cracker or Ken Miller.
Burglary tool: Roundabout, a cutter that will make a five-inch diameter hole in wood of one-inch thickness in about 10 minutes time.
Butter: Spread; also buttered.
Buttermilk: Lap.
Buttocks: Pratt.
Buy: Square.
Byway: Cribbey.

C

Cackle (esp. in laughter): Keak.
Calf: Blater.
Call attention to: Out.
Call "Stop thief!": Sing.
Camp follower, female: Trull.
Candlestick: Glimstick.
Cane (n.): Prop.
Cant, Thieves': The special language of the organized criminal underclass; argot, ratwalsch, jerga de germania.
Canter (v.): Tittup.
Canting Crew, general members of: Coves.
Canting Crew, young members of: Kiddeys, Natty Lad.
Cape of Office, especially one brightly colored: Wrap Rascal.
Caper (n.): Criminal activity, a job, a weed.
Captured: Snapt.
Capacity: Gumption.
Captain of a band or gang or rogues: Upright Man.
Card deck: Books.
Card deck, marked: Ringer.
Card Deck, to change to a marked deck: Fuzz a ringer.
Card Deck, to shuffle and stack: Fuzz.
Cards: Books.
Careful (n. and v.): Ware.
Careful (v.): Plant.
Carriage maker: Drag cobbler.
Carriage, high one-horse (or chaise): Gig.
Carriage, one-horse (or chaise): Bankruptcy cart (used by middle class persons attempting to be social climbers).
Carriage: Drag, rotan.
Cart: Drag, rotan, tumbler.
Carter: Country Harry.
Cash (ready): Darby,
Cat (or cats): Nines.
Cat burglar: Jumper.
Catapult, hand: Zinger.
Catch (v.): Collar.
Catch on: Twig.
Cattle theft (act of): Lowing rig,
Cattle thief: Dunaker, Lowing Rigger.
Caught (by the law): Boned, snapt.
Cautious (of speech): Plant.

Center: Gut.
Chain mail: Jingle.
Chained together: Married.
Chaise, high, one-horse: Gig; drag or rotan.
Chaise: Drag, rotan.
Chamber pot: Jordan, thunder mug.
Chance (n. and v.): Lay.
Chandler: Maggot Boiler.
Change money (kind or size): Break.
Chase: Hunt.
Cheat (n.): Foyst, Jack in a Box, Nipper, Sharper.
Cheat (v.): Bilk, bite, bubble, diddle, fling, flux, foyst, nip, pigeon, rook, top.
Cheat, person doing: Hawk, sharp, sharper, etc..
Cheat at dice (v.): Cog.
Cheated: Gulled, secret.
Cheeks (face): Gills, jowels.
Cheese: Caffan, rats and mice.
Cheese, poor quality: Old Pegg.
Cheese monger: Mite.
Chest (luggage): Peter.
Chicken coop or roost: Eves.
Chicken thief: Eves Dropper.
Chief (of): Fund.
Chilblains: Gwenders.
Child: Kench; kinch.
Children: Kenchen.
Children, to beget: Face-making.
Chisel: Mill.
Chocolate, hot: toddy.
Choke (v.): Frummagem.
Chosen (to position): Ycore.
Cigar: Rope-end, sot-lolly.
City, the great: Rumville
Claw (n. or v.): Ongle; also a raking tool.
Cleaver: Divider.
Clever: Whip.
Climb: Bounce.
Cloak: Castor, vinegar.
Cloak, cowled: Doash.
Cloak of Office, especially one brightly colored: Wrap Rascal.
Clock: Tattler.
Close or close by: Next door.
Closed (playhouse): Flag-fallen.
Cloth, cotton or linen: Mish, snow.
Cloth, stolen: Cabbage.
Cloth, napless, shabby, worn: Sleepy.
Clothe: Rig.
Clothes: Duds, rigging, togs.
Clothier: Cabbage patch minder.
Clothing, napless, shabby, worn: Sleepy.
Clothing: Duds, rigging, togs.
Clothing, fine: Tackle.
Clothing renter: Tally man.
Clothing shop: Cabbage patch.
Cloudy (prospect): Roaky
Clown (n.): Lun, tyke.
Club (n.): Suggil, towel.
Club (v.): Suggil.
Coach (vehicle): Drag, rattler, rotan.
Coach and horses: Rattler & prad.
Coach, stage (Small): Dilly.
Coach drawn by three horses: Unicorn.
Coachman: Jarvis, Knight of the Whip.
Coachman, confederate of the Canting Crew: Rattling Cove.
Coachmen: Brothers of the Whip.
Coat: Toge.
Coat, great: Togemans.
Coat, great, usually of or having fur trim and/or lining: Upper Benjamin.
Cock fighting devotee: Cocker.
Co-conspirator: Knight cove.
Coffee (strong): Black shakes, eastern gruel.
Cohort: Pall.
Coin (shavings from a): Curle.
Coin shaver: Clip, Nigler.
Coin, clipped, shaved, or "sweated" (reduced in weight by immersion if aqua regia): Tower.
Coin, gold, any: Canary, cog, mint, ridge.
Coin, gold, large: Cog, king's portrait, noonday, yellow boy.
Coin, silver, any: Plate.
Coin, silver, large: Clanker, full moon.
Coins, copper: Kettles, pots, and pans, smut.
Coins, gold: Sun—noonday is a large coin, sundown is a small one.
Coins, silver: Moon—full, half, quarter, new.
Coins, small: Chinkers.
Coins: Chink.
Cold (temperature): Znees.
Cologne: Wash.
Come (to a place): Land.
Commit (a crime): Do.
Committed (a crime): Done.
Commerce (traffic): Catching Harvest.
Commode stand accessories: Jockum gage—basin, ewer, mirror, etc.
Commons (land): Wong.
Companion, female: Tackle.
Company (associates in one place): Gill.
Conceal in the hand: Palm or paum.
Condemned legally: Served.
Confederate: Knight cove.
Confess: Whiddle.
Confidence man: Sharper.
Confidence man (aristocratic): Bear Trap.
Confidence man (expert): Magsman.
Confidence man, usually one cheating at gambling games: Cony Catcher
Confusion (in a situation): Brangle.
Concealment of a crime: Whitewash.
Constable (local): Bus-napper, Fool Finder, Harman.
Constable, high: Hamlet.
Container, small: Sneaker.
Content (contentment): Jolly.
Consummate: Duddering.
Copper: Smut.
Coronet, jeweled: Nab-cheat rhino.
Corpse: Quarron.
Cosmetics: Wash.
Costume jewelry: Fallalls, trantles.
Costume renter: Tally man.
Cotton cloth: Mish, snow.
Couch, upholstered: Squab.
Cough and crepitate: Thorough cough.
Counterfeit coin, to pass: Smear.
Counterfeit coin: Button, queer.
Counterfeit: Confect.
Counterfeiter making false coins: Bene Limner.
Counterfeiter striking coins: Queer-bit Makers (or Queer Cole Makers).
Counterfeiting shop: Button shop.
Counterfeiting: Sculpting the King.
Country bumpkin: Harry, Hick, hodge.
Country or countryside: Deusea Ville.
Cousin: Bruv.
Cover-up of a crime: Whitewash.
Cow: Dunnock.
Cozen: Flux.
Creep up (bodily): Croodle.
Crier or Town Crier: Bellower, Yelper.
Crime, to commit: Weed.



Criminal activity, to be part of: Weed.
Criminal occupation: Game, rig; any deception, swindle, robbery or thievery.
Crooked: Zad.
Crossbow: Crank.
Crossbow, very small, one-hand-operated: zinger.
Crowbar: Rook.
Crowd follower: Mobbard.
Crown, jeweled: Nab-cheat rhino.
Crown jewels: Nab-cheat rhinos.
Cruel: Flinty.
Crush (by a blow): Frush.
Crutch: Lifter, prop.
Cry Alarm: Beef.
Cudgel: Suggil, towel.
Cunning: Inwit.
Cup, beggar's: Skew.
Custom house officer: Setter, shark.
Customer of a prostitute: Simpler.
Cut (v.): Flick.
Cutting off of saddlebags or like accoutrements: Prad lay.
Cut (v.): Razor.
Cutpurse (n.): Nypper.
Cutpurse nipping off watch fobs: Onion Hunter.
Cutting purses (art and practice of): Figging Law.
Cutting tool: Nipper.

D

Dagger: Pin cheat
Dancing Master: Caper Merchant, Hop Merchant.
Dandy (person): Coxcomb, fop, popinjay, prig.
Dangerous (man): Killbuck.
Darkman: A burglar.
Darkmans Budge: Burglars assistant who lurks inside to open a place.
Daybreak: Sparrow-fart.
Daytime: Lightmans.
Dead: Backed, content.
Deadly nightshade fruit (poison): Dwayberry.
Death: Grim.
Debt marker or note: Vowel.
Deceit (to defraud): Bubble, fetch, flerd.
Deceived: Bubbled, gamoned, gulled.
Deception, act of: Bubble, gamon.
Decoy by fawning or insinuation: Wheedle.
Deer: Panter.
Deer with antlers shed: Rascal.
Defer to: Grov.
Deference: Grov.
Defraud: Flerd.
Defraud (a cull or a friend or associate with a sharper): Cross bite.
Defraud by not paying the bill: Burn the ken,
Dell (shady): Dingle.
Demanding: Tol.
Demon: Duce.
Desire (v.): Gumption.
Detect (by discovery): Snawk (to smell, smell out).
Determined: Flinty.
Devil: Duce.
Diamond gemstone: Rainbow.
Dice box: Rattle.
Dice player: Elbow shaker.
Dice rolling high: Uphills.
Dice rolling low: Downhills.
Dice, fixed or loaded: Dispatchers.
Dice, fixed: A bale.
Dice, loaded: Doctors.
Dice, method of cheating by fingering: Dribble.
Dice, to slip in loaded or false ones: Fuzz the bones.
Dice, to play at: Shake.
Dice: Bones.
Difficult: flinty, tol.
Diminutive: Fig.
Diner: Cook shop.
Discharged (of criminal charges; from incarceration): Turned up.
Disclose: Out.
Discover: Stag.
Dish, silver: Bubber.
Dishonest: Zad.
Disengage: Twig.
Dishonest: Gleed.
Dispose of stolen goods: Bate, fence.
Dsipute: Beef.
Disrepair, state of: Ramshackled.
Distiller: Gin spinner.
Distract (with talk): Amuse, done to merchants and shopkeepers to put them off guard.
Distract: Bother.
District of a city: Rumboyle.
Disturb: Bother.
Disturbance: A breeze.
Ditch, concealed: Ha-ha (the sound evoked from onlookers when stepped into).
Document: Glybe.
Document, forged: Packet.
Document, official (with seal): Gybe or Jybe.
Dog stealer: Bufe Nabber.
Dog, large: Burgher.
Dog, large and vicious: Tyge.
Dog, small and noisy: Gnarler.
Dog, valuable: Rum burgher.
Dog: Bufe.
Dolt: Mawnd.
Domination: Rixel.
Door: Gigger, Jigger.
Door Latch: Gigger.
Door, small: Wicket.
Dowdy: Mopsy; a coarse and vulgar woman.
Dress shop: Cabbage patch.
Dressing (v.): Tiring.
Dried out: Kexy.
Drill: hole cheat.
Drink (n.): Wash.
Drink (n. and v.): Lap.
Drink up a quantity: Sluice your gob.
Drink, greedily or quickly (n.): Guzzle.
Drinking cup, leather: Jack.
Drinking establishment (any): Waste.
Drive in (v.): Send.
Drover: Mow-heather.
Drug (v.): Addle.
Drug(s): Addler(s).
Drummer (musician): Sheepskin Fiddler, Tormentor of Sheepskin.
Drunk: Corned, cup-shot, distinguished.
Drunken: Nazy.
Dry (juiceless): Kexy.
Dry goods store: Cabbage patch.
Duck: Quacking cheat.
Dump (v.): Ditch.
Dunnie: Dingy.
Dupe (n.): A flat.
Dupe, willing: Cat's-paw, property, stooge.
Duped: Gulled.
Dwarf: Scrunch, scrunched, stump.

E

Ears: Hearing cheats, lugs, wattles.
Easy (mark): Chub, pigeon.
Eat: Polish a bone.
Eat heartily: Yam.
Eating: Yaffling.
Eating house where one pays when served: Slam-bang shop.
Ecclesiastics (visiting group): Crow (or Peacock or Vulture) Faire.
Eggs: Cackle-farts.
Elect (to position): Ycore.
Elf, rustic (Ilf): Rustie, twig rube.
Elf, wild (Wylf): Beanpole, Stick, Wedge-ear.
Elf, wild, forest (Thicket Wylf): Brush-monkey.
Elf, wild, subterranean (Grotto Wylf): Chalkie.
Elf: Twink.
Emerald gemstone: Spring.
End: Stash.
Enforcer for a sharper: Rutter.
Enforcer (for a swindler): Captain Sharp.
Ensnare: Trapen.
Enmesh in a confidence swindle: Wheedle.
Entrap (a cull or a friend or associate with a sharper): Cross bite.
Epee: Frog-sticker.
Evening Meal: Darkman's bone.
Evil eye (to use): Eyebite.
Evil spirit: Bull-beggar, duce
Ewer, large: Jorum.
Exalted: Mag.
Exchange money: Break.
Exchange of attacks or words: Volley.
Exchange of goods or things: Truck.
Excise man (officer): Setter.
Execution: Sheriff's ball.
Experience (n.): Thumb.
Experienced: Thumbed.
Expert (rogue): Clean.
Extortion, criminal: Policy.
Extortion: Priestcraeft.
Extreme: Duddering.
Eye (n.): Lamp.
Eye (v.): Snilch.
Eyes: Glimms, peepers.

F

Face (of a person): Dial plate, muns.
Factor: Crimp.
Fair, country, at which hiring of workers is paramount: Mop.
Fair: Gaff
Fair-haired: Turnip-pated.
Fake: Queer.
False claimant: Cloyer (one demanding a share of loot not "earned").
False oath, to swear: Rap.
False oath: Rap.
False witness: Affidavit Man who swears for pay, Knight of the Post.
False: Queer.
Famed: Mag.
Farm laborer: Bangstraw.
Fart (n.): Crepitation, squib.
Fashionable: Spark, twig.
Fast Talk (n.): Jabber.
Fat (person): Porknell.
Fat (stomach): Tenterbelly.
Fat and greasy: Baconfed.
Feed (n. and v.): Prog.
Feet: Beetle crushers, dew beaters, hind paws, shank's mare, trotters.
Feigned: Queer.
Fellow, acerbic and waggish; a droll jester: Pickle
Fellow, bullying and riotous: Slasher.
Fellow, bullying and bragging: Killcow.
Fellow, clever and subtle: Whipster.
Fellow, clever, frolicsome, and witty: Wag.
Fellow, effeminate: Molly.
Fellow, fierce: Killbuck.
Fellow, good natured: Bob Cull.
Fellow, idle: Saunterer.
Fellow, lewd and debauched: Rakehell.
Fellow, lewd and extremely debauched: Duddering Rakehell.
Fellow, lewd: Rake.
Fellow, rude and boisterous: Royster.
Fellow, wealthy: Oak.
Fellow, wicked and debauched: Sad Dog.
Fellow, worthless: Scab.
Female head of a gang or association of the Canting Crew: Arch Delle.
Female senior member of a gang or association of the Canting Crew: Aunt.
Female wench: Article.
Fen: Fastness.
Fence (barrier): Pedo.
Fence (n.): A receiver of stolen goods.
Fetter, one-leg: Wife.
Fetters: Cramp rings, darbies.
Fierce looking (man): Killbuck.
Fiddler: Gut Tormentor, Scraper, Tormentor of Catgut.
Fierce: Flinty.
Fifer: Whiffler.
Fight: Beef.
File: Metal: Chive.
Find: Stag.
Fine (sum paid by a villein for leaving his lord's land): Landscheap.
Fine (superlative): Rum, spark.
Finery: Figgery.
Finish: Stash.
Fire (n.): Glim.
Fire, warm: Sunnybank.
Fire-breathing/eating: Figrum.
Fireplace, blazing: Sunnybank.
Fish, choice or large: Wet fare.
Fish, small: Wet snacks.
Fleas: Livestock.
Flee: Brush, hop the twig, pike.
Flogging (behind a moving cart): Air & Exercise.
Flower garden: Smelling cheat.
Flowers: Smelling cheat.
Fob, watch: Onion, pit.
Fog, thick: Nyle.
Foil (sword): Frog-sticker.
Foiler of a scheme: Marplot, one who spoils a "sport".
Follow (to rob) a person or a vehicle: Drag.
Follower: Heanling.
Food: Bellytimber, peck.
Food, bad: Maw-whallop.
Food, easily gained: Barnacle.
Food, stealer of: Snapsauce.
Fool: Ben.
Fool, little: Fonkin.
Fool, wealthy: Fopdoodle.
Foolish (a mark): Chub, pigeon.
Foot (member): Hind paw; paw.
Foot soldier: Wabbler.
Footman: Bone-picker, catch-fart, Knight of the Rainbow.
Footpad: A robber on foot, a Low Pad.



Footpads who rob or hijack wagons: Drag Layers:
Fop: Court card, coxcomb, popinjay, prig.
Fop (wearing cosmetics): Crusty Beau.
Forage (n. and v.): Prog.
Force (v.): Rixel.
Foreigner: Outcull.
Foremost: Mag.
Forger: Feaker, a jarkman.
Forger, master of official letters and documents: Bene Feaker of Glybes and Gybes.
Forgery: Fakerment.
Fork (table): Chops sticker.
Fortune Teller (deceitful): Cunning Man or Woman.
Fortune Teller (deceitful, card "reading"): Faytor.
Foul language: Rap.
Foul language, to use: Rap.
Fraud, act of: Flerd.
Freckles: Murfles.
Freed (of criminal charges; from incarceration): Turned up.
Freighter: Country Harry.
Fresh (and delicate/soft—as in produce or females): Nesh.
Fretful: Carked.
Friend: Pall; music.
Friend (highwayman's password): Music.
Fright: Twitter.
Frivolous: Spark.
Frolic: Vagary.
Frosty (weather): Znees.
Fruit (general term): Costards, orchard gleanings.
Fruit Seller: Costard Monger.
Furnish: Push.
Furniture: Sticks.

G

Gag (v.): Easy.
Gallant, swaggering (person): Rutterkin.
Gallows: Acorn, topping cheat.
Gambler (skilled sharper): Black Legs.
Gambler betting on horse races: Turf.
Gambling house: Cony panny.
Gang, criminal: Crew.
Gang, large (within a gang): Mobb.
Gang, small (within a gang): Knot.
Gang of rogues, lieutenant of: Olli Compolli.
Gaol: Louse house, shop.
Gardener: Master of the Mint.
Garment renter: Tally man.
Garrote (n. and v.): Frummagem.
Gauntlets: Stick flams.
Geese, flock of: Wake all party.
Gem: Star.
Gemner: Paste.
Gems: Stars (color indicating general kind).
Gemstone, golden or yellow: Hunter's moon.
Gentleman, one of the middle class: Gentry Cove, Gorger, swell.
Gentleman, squire: Gundy Gorger.
Gentleperson of reduced fortune: Toad Eater.
Gentlewoman, one of the middle class: Gentry Mort, swell.
Get: Earn.
Get rid of: Ding, ditch, salute.
Get there: Land.
Ghost: Bull-beggar.
Gift, small: Xeni.
Gin: Lightning, max, white ribbon.
Girl, forward: Hoyden.
Girl, likely to tumble backwards: Short-heeled wench.
Girl, pretty: Blowen.
Girl: Gill or Jill, mot.
Give: Tip.
Glad: Jolly.
Glance (at): Wurp.
Glance (Sidelong): Cutty-eye.
Glazier: Quarrel-picker.
Gloomy (state of mind): Swerked:
Glorious: Mag.
Gloves: Fabmle cheats, stick flams.
Glutton: Gundygut, Knight of the Trencher, tenterbelly.
Glyn: Dark lantern.
Gnome: Prunie, wrinklie,
Go to: Track.
Go: Bing, track.
God(s): Autem nobs.
Gold coin: Canary, king's portrait, ridge, yellow boy.
Goldsmith: Ridge Cully.
Good (beneficial): Bene.
Good (superlative): Rum.
Good fellow (rogue): Bene Cove.
Goods of no worth: Trumpery.
Goods taken in a robbery: Speak.
Goods, quantity of: Swag.
Goods, shoplifted: Garbage.
Goods: Blow.
Goose or geese: Tib(s), wake all.
Goose, roast: Tib of the buttery.
Gorge (v.): Yam.
Gossip: Wheed.
Gown: Calle:
Grab (v.): Click, nab.
Grab and tear free: Ramp.
Grain: Grannam.
Grand: Mag.
Gratuity (to a groom or stableboy): Barnacle.
Gratuity: Spilt, tip.
Great (person): Long.
Great: Mag.
Great: Two-handed.
Greet: Sign.
Greetings: Sign.
Group (associates in one place): Gill.
Group, any: Camp.
Guard (at a bawdy house): Bully Back.
Guard (for burglars): Croaker, Kidder, or Tranter.
Guilty, found to be: Served.
Gymnasium: Vaulting school.
Gypsies: Roaming vagabonds, itinerants and vagrants who stage amusements, tell fortunes, and peddle goods of questionable sort, beg, steal and rob otherwise. They claim to be descended from ancient Egyptians. Also called Moon Men because their numbers are especially active when the moon is bright.

H

Haberdasher: Rum togger.
Hair: Thatch.
Hairdresser: Nit Squeezer, tiring woman.
Halt: Land.
Halter (n.): Evil.
Ham: Ruff peck; grunting peck (pork in general),
Hammer (n.): Pebbler.
Hand: Mawley, fore paw, paw.
Handcuffed together: Married.
Handcuffs: Cramp rings, ruffians, ruffles.
Handkerchief: Clout, wiper.

Hands: Daddles, fambles, fore paws, paws.
Handshake: Famclasp.
Handsome reward (advertised): A horse whipping.
Handsome: Dimber.
Hanged: Scragged.
Hanger-on (sponger): Burr, mongrel.
Hangman: Jack Ketch, topping cove.
Hangman's noose: Hemp collar.
Happy: Jolly, spark.
Harass: Bother.
Hard (demanding, difficult): Tol
Hard (harsh, unyeilding): Flinty.
Hardy: Fubsy.
Hare: Long ond.
Harlequin: Lun.
Harlot, old: Harridan.
Harsh: Flinty.
Hat, broad-brimmed: Penthouse nab.
Hat, fine: Caster.
Hat: Nab, nab cheat.
Hatred (envious): Nithe.
Hay, dry: Strommel.
Hazard (n. and v.): Lay.
Head (of): Fund.
Head: Costerd. knob.
Headdress veil: Flockard.
Healthy: Fubsy.
Heap (and heap up): Givel.
Hear (v.): Ear.
Heard: Eared.
Hearing: Ear.
Hedge(s): Cracksman(s), ruffman(s).
Held upside down (by the feet, shaken by bullies, so that the contents of pockets fall out, can be picked up): Reversed.
Hello: Sign.
Helmet: Nob cheat.
Help: Sweeten.
Hen: Margery Prater.
Herbs, curative: Simples.
Herbalist: Rogum Pogum.
Hide (v.): Plant (object); snudge (person).
Hide loot so as to gain an unfair share: Well.
Hiding place (for stolen goods in a fence's establishment): Plant.
Hiding place (for stolen goods): Fencing ken, lumber house.
High: Penthouse.
Highway robbery: Recruiting service.
Highway, busy: Bleaters Beat, Catching Harvest Road, Culls Pike Rum Pad.
Highway: Pad, pike.
Highwayman (of little ability): Rank Rider.
Highwayman (who robs only the rich, doing so without ill-treatment of his victims): Royal Scamp.
Highwayman, roving: Cruiser.
Highwayman: Collector, Gentleman's Master, High Pad, Knight of the Road, Scamp.
Hijacker: Drag Finder.
Hit (v.): Thump.
Hog: Gruntster.
Hogshead: Snout.
Hole (n.): Ferme.
Homage: Grov.
Honey: Bee-spit.
Hope for: Ken.
Horse buyer/trader: Jingler.
Horse thief (and robber seeking a single fine animal): Pad Borrower.
Horse thief (pretending to seek work while seeking a horse to steal): Queer Bird.
Horse thief (seeking several animals to steal): Prigger of Prancers.
Horse, fast: Galloper.
Horse, fine: Prad.
Horse, lean and a poor mount: Rip.
Horse, heavy draft or destrier: Blonke.
Horse: Grogham, prancer.
Host, fine or jolly: Rum Bluffer.
Hostess, inn: Supouch.
Hot: Ard.
Hotel: Night house.
House hidden from view (to escape): Blind gaunt.
House hidden (from view unless near or in front of it): Blind house (cf. Blind gaunt).
House, boarding. lodging or rooming: Libken.
House, gambling: Cony panny.
House, middle class: Gentry ken.
House, private: Case, libben.
House: Ken; sometimes panny.
Household furniture: Sticks.
Housewife: Hussy (pejorative).
How: End.
Hurry (v.): Chop.
Husband, pretended (of a whore): Cock Pimp.

I

Identity a criminal to a law officer: Finger, office.
Ignorant: young.
Ill: Down.
Ill-favored: Rammish.
Ill-nature: Tweague.
Ill-natured: Tweagued.
Illustrious: Mag.
Impale: Spit.
Impeach: Whiddle.
Impertinent person: Jackanapes.
Impose upon: Sponge
Imposed upon: Clerked, gulled.
Impressive: Mag.
Imprisonment: Polish iron.
In secret: rose.
Incarceration: Polish iron.
Incautious of speech: Leaky.
Incite: Edge.
Ineffectual (person): Whifling.
Inexperienced: Green.
Infant: Lullaby cheat.
Inferior in office or position: Understrapper.
Inferior in station: Afterling.
Inform upon (v.): Office, peach.
Informant (to officials): Nose, queer rooster, whiddler, yisser.
Informant, reporting: Talesman.
Informant, undercover officer: Narc.
Initiated into the Canting Crew: Installed.
Initiation ceremony for membership in the Canting Crew: Stalling.
Inn: Bluffing ken.
Inner: Gut.
Innkeeper, dishonest: Nickpot.
Innkeeper, female: Supouch.
Innkeeper: Bluffer.
Inquisitive: Smokey.
Inside: Gut.
Insignificant: Trantle (thing), whifling (person or thing).
Instigate: Edge.
Insult: Top.
Intelligent: Whip.
Interest (v.): Trap.
Interior: Gut.
Inveigle: Trapen.
Inward: Gut.
Iron, pressing: Goose.
Irritating: Teenful.

J

Jail (or gaol): Louse house, shop.
Jealous: Yellow.
Jealousy: Eyndill.
Jester (for a mountebank): Jack Pudding.
Jester: Lun, Pickle.
Jewel: Star.
Jeweler: Bubble-baubler.
Jewelry, costume: Fallalls, trantles.
Jewelry, valuable: Jem.
Jewelry: Rhino.
Jimmy and dark lantern: Bess & Glyn.
Jimmy: Bess, jenny, ginny.
Job, criminal: Huskylour.
Job (n.): Criminal activity, a job, a weed
Join: Cap.
Joker: Lun.
Jongleur: Faulkner.
Jostle: Bulk.
Judge: Beak, or Great Beak, Lamb-skin. Man.
Jug, large: Jorum.
Juggler: Faulkner.
Jump: Bounce.
Jumped-up person: Mushroom.
Justice (corrupt) sort, selling warrants, or licenses, passes, permits, etc.; also one selling dismissals of charges: Trading Justice.
Justice of the Peace: Beak or Little Beak, Ruffian.

K

Keen: Ard.
Keep quiet: Stow.
Keg, very large: Snout.
Kept man: Fancy man.
Key, master: Dub, rum screw.
Key, skeleton: Screw.
Kid (goat): Quaking cheat.
Kidnapper (who takes persons for service in the military or for naval crew): Crimp.
Kidnapper (who takes persons for ransom or to sell into slavery): Kidnapper.
Kidnapper (who takes persons for such as apprentices for bond-servitude): Sprint.
Kill: Crash, Easy, silence, snabble.
Kiss: Lipclap.
Kneel: Grov.
Knife (n. and v.): Chive.
Knife, bone-handled: Oschive.
Knock down: Ding.
Knock unconscious: Easy, silence.
Know: Flash.
Knowing: Flash, fly.
Kobold: Greenie.

L

Labor (n.): Elbow grease.
Laborers who unload coal barges: Keel Bullies.
Lace: Peak.
Lackey (follower): Catch-fart
Lady's Maid: Abigail.
Lamb: Quaking cheat.
Lance rest (part of a saddle): Fewter.
Landlady, inn: Supouch.
Lane: Kenway.
Language: Lingo.
Lantern, dark or hooded: Darksee.
Large: Two-handed.
Lash (v.): Hue.
Latrine: Bog.
Laugh (in one's face): Flicker.
Law enforcement office: Catch Club.
Law officials of a city ward: Romboyles.
Lawman or bailiff (caught and beaten by rogues in an area of sanctuary or where such persons are otherwise forbidden): Temple picking.
Lawman: Lurcher, Myrmidon, Pig, Shoulder-clapper:
Lawyer,)unscrupulous, who handles bribery, takes care of criminal-charge trouble by seeing to return of property, intimidation or paying off of witnesses, provision of false testimony, etc.): Arranger.
Lawyer: Black Box, Green Bag.
Lay (v.): Plant.
Lay in wait (to rob) a vehicle: Drag Lay.
Lazy: Sloomy.
Lead (metal): Moss.
Leader: Fund.
Leather armor: Creak.
Leave: Hike.
Leer (v.): Cutty-eye.
Left hand(ed): Caudge paw(ed).
Left: Caudge.
Leg (n.): Jack, pin.
Leg, wooden: timber toe.
Legume: Whistleberry.
Lend: Tip.
Let in: Latch.
Lever: Ginny, jimmy.
Lewd and debauched fellow: Rakehell.
Lewd and extremely debauched fellow: Duddering Rakehell.
Lewd fellow: Rake.
Lice: Chatts (short for chattels), livestock.
License (n.): Glybe, jukrum, tickrum.
Lie (n. and v.): Flam, gamon, skit, wheedle.
Lie down: Couch.
Lie, great (n. and v.): Whisker.
Light: Glim.
Linen cloth: Mish, snow.
Linkboy: Glim Jack, Moon-curser.
Linkboys, chief of local: Rum Glimmer.
Liqueur, any strong: Blue ribbon.
Liquor (n.): Bouse, bowse, guzzle, tipple.
Liquor distiller: Rogue in Spirit.
Liquor of any sort of clear, strong sort: Lightning.
Liquor of any sort that is clear, smuggled or illegally distilled: Moonshine.
Liquor shop (any sort): Bowsing ken.
Liquor, bad: Whibble.
Liquor, mixed, dregs: All nations—the remains from bottles and pots all together.
Liquor, morning drink of: Whet.
Liquor, strong: Jackey, killpriest, stingo.
Listener, clandestine: Eves-dropper.
Little: Fig
Loan shark: Gullgroper, usurer.
Lock (n.): A fence who also returns stolen property to victims for a commission; a receiver of stolen goods.
Lock picking (n.): Black art.
Lock-pick (n.): Gilk.
Lock-picker, expert: Rum Dubber.
Lock-picker: Dubber.
Lodgings: Crib. Lobken.
Loft: Penthouse.
Lofty: Penthouse.

Loiter (v.): Troll.
Look around: Tout.
Look at: Lamp.
Look out (for danger): Ware (hawk).
Look: Lamp, smoke.
Looking glass: Peeper.
Looking for: Stagging.
Looks (n.): Touts.
Loose lipped: Leaky.
Loot (easily gained): Barnacle.
Loot (small, disappointing): Dead cargo.
Loot, share unfairly gained: Whack.
Loot: booty, spoils, winnings.
Louse: Active citizen.
Lout: Oaf.
Lower-class person raised to a higher office or station: Jump-up, upstart.
Luggage, piece of: Peter.
Luggage, small piece of: Roger.
Lurk: Shoole.

M

Magic: Dweomer
Magic arts: Dweomercraeft.
Magician (inept or minor): Hedge-magician.
Magistrate: Beak.
Magistrate (corrupt sort, selling warrants, or licenses, passes, permits, etc.; also one selling dismissals of charges): Trading Justice.
Maid, household: Mop-squeezer.
Male prostitute who is kept: Fancy Man.
Man patronizing any prostitute: Rumper, simpler.
Man patronizing bawdy houses: Sot.
Man pretending to be a rube or simpleton: Sly Boots.
Man regularly patronizing bawdy houses and bringing new clients: Spark.
Man soliciting a prostitute: Rumper, simpler.
Man, effeminate: Molly.
Man, good natured: Bob Cull.
Man, idle: Saunterer.
Man, ordinary: Square.
Man, rude and boisterous: Royster.
Man, wealthy: Oak.
Man, wicked and debauched: Sad Dog.
Man, worthless: Scab.
Mariner: Fish.
Mark (victim): A chub, cull, flat, gudgeon, gull, pigeon.
Marketplace: Cully Pen.
Marsh: Fastness, quag.
Master key: Dub, rum screw.
Meadow: Wong.
Meal (food served to one): Bone.
Meal (thrown together from scraps): Galimaufrey.
Meal, afternoon: Bever.
Meal, evening: Darkman's bone.
Meal, morning: Sparrowfart peck.
Mean (low, shabby, stingy): Scaly.
Mean (vile): Loving.
Measure, small: Nipperkin.
Merry: Jolly.
Meeting: Tryst.
Men-at arms: Brothers of the Coif.
Mercenary soldier: Ribald.
Merchant, general: Toutshoddy.
Merchant, grain: Rogue in Corn.
Merchant, itinerant: Huckster.
Merchant, liquor: Rogue in Spirit.
Messenger: Erendrake.
Midwife: Mother Midnight.
Military man, enlisted: Swadkin.
Military officer: Swad.
Militia: Tame army.
Milk: Yarum.
Milkmaid: Whoa Ball.
Milksop: Starter.
Minor: Fig.
Minute: Mo.
Mire: Fastness, quag.
Mirror: Peeper.
Mirthful: Jolly.
Mischief-maker: Pickthank.
Miser: Hunks, muckworm.
Mislead verbally: Gamon.
Mist, heavy: Nyle.
Mistress: Convenient, doxie, moll, tackle, trull, vrow.
Mistress, paid: Madam.
Mob, leader of a: Bellwether.
Mob, one of: Mobbard, of mobility
Mob, the: Captain Tom, mobility.
Mock: Flicker.
Mocking: Flickering.
Moment: Mo.
Money (and possibly valuables), large sum of: Caravan.
Money (ready): Darby,
Money gained from begging: Ring.
Money shaver: Clip, Nigler
Money, 100,000 value: Plumb.
Money, large sum of: Cod.
Money, to change: Break.
Money: Blunt, breeched, cole, crop.
Money-box or -drawer: Lob, till.
Morning meal: Sparrowfart oeck.
Mountebank: A seller of false cures and like spurious items, sometimes of purported magical things, and arcane maps.
Mountebank's assistant: Toad-eater.
Mountebank's jester: Jack Pudding.
Mounting step: Upping block.
Mouth, the: Blubber, chops, gob, trap.
Mug, silver: Bubber.
Mugger: Thug.
Mule: Dickey prancer.
Murder (n. and v.): Hush.
Musician: Bowed stringed instrument: Gut Tormentor, Scraper, Tormentor of Catgut; **Brass instrument:** Cuckold Tormentor; **Drum:** Tormentors of Sheepskin; **Percussion:** Pan Banger; **Singer:** Blorer; **Wind instrument:** Whiffler; **Wire string instrument:** Twanger.

N

Napkin: Muffling cheat.
Naked: Abram.
Nasty: Loving.
Near: Next door, wurp.
Nearby: Next door, wurp.
Nearest: Wurp's.
Nebulous: Roaky.
Necessities contained in a knapsack or similar carrying device, all one needs: Kit.
Neck, the: Crag.
Necklace: Collar.
Needle (n.): Steel bar.
Nervous (jittery): Carked.
New: Green.
News: Wheed.
Night: Darkmans.
Noble: Athel, Nob.
Nose: Beezer, gigg, trunk.
Note (v.): Stag, twig.
Notice: Twig.
Nostrum remedy: Quack.
Nothing: Nix.
Nuts: Breakteeth.



O

Oars: wings.
Obeisance: Grov.
Obesity: Aletude.
Observe: Smoke, stag. twig.
Obtain (usually stolen property): Secure.
Obtain: Earn.
Occupation, Criminal: Game, rig; any deception, swindle, robbery or thievery.
Ocean: Herring pond.
Odd (unusual): Quire.
Odoriferous: Rammish.
One lacking honor and principle: Scoundrel.
Opal gemstone: Black cloud (black opal), cloud (plain opal)
Orc: Flathead, slouch.
Orchard: Smelling cheat.
Ordinary people: Innocents.
Ostler: Bluffer.
Ostler (large inn): Daisy Kicker.
Ox: Battner.

P

Paddles: Wings.
Pain (to be in obvious): Quetch.
Pantry, butlers: Panny.
Partner, criminal: Knight cove.
Pass (change): Blow over.
Pass (to another): Creeme.
Pass counterfeit money: Smear.
Pass goods being stolen to one waiting outside: Bowman.
Pass, official (with seal): Gybe or Jybe.
Passion: Tweague.
Passionate: Tweagued.
Past, in the: Yest.
Pawn (v.): Lavender, vamp.
Pawn broker and fence: Mine Uncle.
Pawn broker: Uncle.
Pawned: Spouted.
Pearl: Clam-fart.
Pease (peas): Trundlers.
Pedlar of ballads, books, broad-sides, tracts, and pamphlets: Walking Stationer.
Peevish: Tweagued.
Pencil (a charcoal stick): Scribbet.
Pepper: Dirt.
Perceive: Stag.
Perfume: Wash.
Perjurer (for hire): Affidavit Man.
Perjurer (for hire): Knight of the Post.
Perjurer who is ready to testify falsely in support a criminal's defense: Knight of the Post.
Permit, official (n.): Glybe, jukrum, tickrum.
Person (with a fat purse): Gold-finch, a likely victim.
Person able to consume a large quantity of drink: Sponge.
Person associated with race-horses, such a track, or betting on such races: Turf.
Person courting nobility: Tuft Hunter.
Person elevated above his or her station: Mushroom.
Person not easily angered: Slag.
Person pretending to be a rube or simpleton: Sly Boots.
Person who is a rogue or of bad character: Thatch-gallows.
Person who leaves early: Starter.
Person who stays a long time at a place: Sitting Breeches.
Person, body of or one's own: Grig.
Person, clever, frolicsome, and witty: Wag.
Person, easily deceived: Gull, mark.
Person, ignorant: Young one.
Person, large and clumsy: Gollumpus.
Person, noisy: Mouth.
Person, ordinary: Square.
Petty: Fig.
Petty larceny: Picking.
Pewter (metal): Globe.
Pheasant: Swishtail.
Phosphorous, bottle of (to light fires or wicks): Phos bottle.
Pick a pocket: Dip, draw, shake.
Pick for opening locks: Gilk.
Picking pockets (art and practice of): Figging Law.
Picklock, young: Dub.
Picklock: Charm, Dubber, Kate, Rum Dubber.
Pickpocket at temples: Autem Dipper.
Pickpocket of apprentice sort: Knuckles.
Pickpocket who passer off what is stolen to an accomplice called the Adam Tyler: Public Foyster.
Pickpocket who specializes in stealing readers (pocketbooks et al.): Reader Merchant.
Pickpocket, blinding: Amuser, using dust or snuff the victim is blinded while a confederate help the victim, in the process picking that one's pockets.
Pickpocket: Dipper, File, Foyster.
Pickpocket's accomplice: Adam Tyler, who runs off with the stolen property.
Pickpocket's accomplice: Bulk, who bumps the victim.
Pickpocket's accomplice: Stall, who distracts the victim through speech.
Pierce: Spit.
Pig, small: Gruntlet, sounder.
Pig: Gruntster.
Piglet: Sounder.
Pike: Spit, or long spit.
Pile (and pile up): Givel.
Pilfer (v.): Pick.
Pilloried: Stooped.
Pillory (n.): Stoop, wooden ruff.
Pimps and procurers: Brothers of the Gusset.
Pipe (smoking): Gage, steamer.
Pirate (n.): Pickaroon.
Pitcher, large: Jorum.
Place (v.): Plant.
Place, private, to hang out: Crib.
Plan for criminal activity (n. and v.): Scrap, set.
Plasterer: Mud-slinger, Smear.
Plate armor: Shell.
Play to lose: Play booty (a swindler's trick).
Plaza: Cully Pen.
Plot to defraud or rob: Set.
Plunder (v.): Snabble.
Pocket: Cly, sack.
Pocketbook: Dummee, reader.
Point out (to a law officer): Finger, office.
Poison (v.): Venenate.
Pole-arm, long: Spit or fancy spit.
Pole-arm, short: Morglag.
Pond, stagnant and weedy: Flosh.
Poor: Seedy.
Popular: Twiggy.
Pork: Grunting peck.
Portmanteau: Peter.
Position (v.): Trap.
Postman, sham: Dining Room Postman (see Thief).

Pot, silver: Bubber.
Potatoes: Mud plums.
Potboy: Neck Stamper.
Potboy: Squeaker.
Potent (person): Long.
Pothole, concealed: Ha-ha (the sound evoked from onlookers when stepped into).
Pottage: Poplers.
Poulterer: Strangel-goose.
Poultice: Acopon.
Poultry roost: Cackler's ken, eves.
Poultry: Cackling cheats.
Powerful (person): Long.
Powerful: Rammish.
Prank (practical joke): Reak.
Prepare: Yarken.
Prescribed form: Upright.
Pretended: Queer.
Pretense: Blind.
Pretty: Dimber.
Priest, local: Parish Bull.
Priest, non-dedicated (unauthorized ecclesiastic of no great capacity): Hedge priest.
Priest: Autem Bawler, Black Fly, Finger Post.
Princely: Mag.
Printing block, (wooden carved to print on paper as used by forgers and other rogues): Xylog.
Prison: Louse house, nask, pound, quod, shop.
Privately: Hugger-mugger.
Privy emptier: Gold Finder, Tom-turd Man, Nightman.
Privy, outdoors: Jakes,
Privy, room accessories: Jockum gage—chamber pot, mug, etc.
Procurer (minor sort) (who keeps a so-called mistress who is actually a prostitute): Keeping Cully.
Procurer or procuress (who has the most beautiful and refined prostitutes): Swanner.
Procurer: Pimp Whiskin.
Procuress: Fen.
Promote: Bow-wow.
Proper: Rug, upright.
Prophet (of misfortune): Croaker.
Proprietor of a gaming house: Knap of the case, knap of the ken.
Prostitute and brandy seller: Cool Lady.
Prostitute, special: Madam Ran.
Protection racket: Policy lay.
Protection: Policy.
Provide: Push.
Provisions: Prog.
Provocateur: Breedbate.
Provoke: Edge.
Prunes: Hustleberries.
Pry-bar: Ginny, jimmy, rook.
Public drinking house: Waste.
Publican, traveling: Sutter.
Publican: Beggar-maker, Bluffer.
Pull in: Land.
Punster: Word Pecker.
Purchase: Square.
Purloin: Crib.
Purse full of money: Cod.
Purse of great content value: Bulse.
Purse, small, pocket: Reader.
Purse: Bongue, bung (ordinary).
Pursue: Hunt.
Purvey: Push.
Push: Foyne.
Put out (v.): Dowse.

Q

Quagmire: Quag.
Quail: Squire sparrow.
Quarrel (angry): Brangle.
Quarter of a city: Rumboyle
Quickly: Jeffy or Jiffy.
Quiet: Snug.

R

Rabbit: Bun. (Cf. *Long ong.*)
Race-horse associated person: Turf.
Rainwater or a puddle of same: Dog's Soup.
Raise a hue and cry: Sing.
Rake (tool): Ongle; also a claw or to claw.
Ram (animal): Tup.
Ramble: Vagary.
Rascal: A deer without antlers.
Rascal: A rogue.
Rash (hasty): Redmod.
Rat: Companion, chum.
Reach a point: Land.
Ready: Yarken.
Receive: Brace
Receiver of stolen goods: Bob Cove, Bowsing Kenner, Family Man, Fence, Flash Patron, Lock, Mine Aunt, Mine Uncle, Uncle.
Reconsideration: Afterclap.
Reflection, mental: Afterclap.
Refresh: Rub up.
Refuse dump: Chum ken
Relative: Bruv.
Released (of criminal charges; from incarceration): Turned up.
Religious faithful: Hums.
Remove: Dowse.
Rendezvous: Tryst.
Rendezvous for the Canting Crew: Stop Hole Castle.
Rent, exorbitant: Rack rent.
Report, false: Packet.
Repute, lacking: Willow.
Residence, private: Libben.
Resolute: Flinty.
Respect (n. and v.): Grov.
Restaurant: Eating case.
Retreat: Baccare.
Reveal: Out.
Reward: Badge.
Ribbons: Fallalls.
Rich: Equipt, inlaid, warm.
Rich man: Fat cull.
Rid of, to be rid of: Twig.
Rifle (v.): Snabble.
Right (correct, useful): Rug.
Right (direction, side): Spoon.
Right Hand(ed): Spoon paw(ed).
Rightful (in position): Ycore.
Rigid: Flinty.
Ring stealing: Fam Lay.
Ring: Fawney.
Rings: Famble cheats.
River robber: Water Pad; an Ark Ruffian, also a Badger (qq.v.).
Road: Brushway, Cruisersway.
Rob: Heave, mill, pad, speak with, spice.
Robber scout: A rogue employed to watch roads, inns, etc. to spot and report prospective victims of a gang of highwaymen: Carrier.
Robber, armed, afoot: Footpad, or Low Pad.
Robber, armed (who invades houses by rushing the doorway and forcing entry thus): Rusher.
Robber: Miller.
Robbers, highway: See highwaymen.
Robbery: Pad.
Robe: Calle.
Robe of Office, especially one brightly colored: Wrap Rascal.
Rogue (likely to hang): Waghalter.
Rogues: Clowes.
Roof: Penthouse.



Room, rented: Crib.
Rubbish: Trumpery.
Ruby gemstone: Blood.
Rule (v.): Rixel.
Rule of thumb: Thumb.
Rum: Gold ribbon.
Run into: Bulk.
Run through: Spit.
Run, run away: Brush, hike, hop the twig, pike.
Runner who flees with stolen goods: Adam Tyler, Santor, snap.
Ruse to lure in a victim: Sweetner.

S

Sack: Poke.
Saddlebags: Flankers.
Safe (proper, secure): Rug.
Safe house: Flash ken, Flash panney.
Safe-house keeper (of an alehouse, inn, or tavern that is a fencing operation): Queer Bluffer.
Safe-house keeper: Panney Daumber.
Sailor's garb: Slops.
Saloon, military camp following, proprietor: Sutter.
Salt: Dust.
Salt & Pepper: dust & dirt.
Sanctuary: Autem-flash Ken
Sapphire gemstone: Sky.
Saunter (v.): Troll.
Sausage: Gutstuff.
Saw, metal, small: Chive.
Scale (v.): Bounce.
Scan around for danger: Tout.
Scheme to defraud or rob: Set.
School master: Syntax.
School teacher: Flaybottomist.
Scribe: Quill Driver.
Sea: Herring pond.
Seal (n.): Jark.
Seal worn as a watch fob: Onion.
Seal, false (n.): Prancer's head.
Search (a person or place): Frisk.
Search for money to be gotten by robbery: Recruit.
Searching: Stagging.
Secret: Rose.
Secret loot so as to gain an unfair share: Well.
See (n. and v.): Lamp, smoke, stag.
Seeking (a victim): Hunting.
Seeking: Stagging.
Seems to: Lamps.
Seize: Grabble.
Sell (illegally): Bate.
Send away: Rub.
Send off: Rub.
Servant, common: Heanling.
Servant, menial: Scrub.
Servant, salesman's: Clicker.
Servant, yeoman's: Varlet.
Servant, youthful: Squeaker.
Serve: Push.
Severe: Flinty.
Shabbily dressed (one so garbed): Malkintrash.
Shabby: Scaly, seedy.
Shabby fellow: Rip.
Shackles: Cramp rings.
Sham: Queer.
Share of (loot): Moiety, quota, regulars.
Sharp: Flinty.
Sharper: Hawk, sharp.
Sharper: A cheat, confidence man, swindler; a Hawk, Jack-in-a-Box, Needlepoint.
Shave (edges from a coin): Clip.
Sheep: Bleating cheat(s), havil. soolbird(s).
Sheep stealer: Naps.
Sheep stealing: Bleating rig.
Sheet, bed: Slate.
Shop (store), fine: Rum swag.
Shop (store): Swag.
Shopkeeper: Swag hucker.
Sick: Down.
Shield, military: Pan.
Shift (n., clothing): Smicket.
Shine: Glim.
Shove: Foyne.
Signal by eye: wink.
Shill (horse trader's): Goad.
Ship: Rum ark, swimmer.
Shirt: Commission.
Shirt or shift: Camesa.
Shoes: Stampers.
Shoes (or boots), iron toed: Clouted shoon.
Shoplifted goods: Garbage.
Shoplifter, ordinary: Lift.
Shove, push, to cause to fall heavily: Adush.
Sights (to view): Gapeseeds.
Signet: Jark.
Silent: Mum.
Silk: East cheat.
Silly: Sammy.
Silver coins: Moon, plate.
Silver tankard or like drinking vessel: Clank.
Silver, bowl, dish, serving piece, tankard: Bubber.
Silver: Plate, wedge, witcher.
Silversmith: Mix-metal.
Silverware: Feeders.
Simpleton: Hoddypeak, Mawnd.
Sing: Chaunt.
Siphon (v.): Monkey.
Sister: Bruv.
Skeleton key: Screw.
Skulk (v.): Shoole.
Slap strongly: Snite.
Slave: Theow.
Slay (n. and v.): Hush.
Sleep (v.): Couch a hogshead.
Sleeping: Rug.
Sling (n.): Egger.
Slow moving: Drumly.
Sluggish: Drumly.
Small: Fig.
Small value, things of: Figs, trantles.
Smart: Whip.
Smash (by a blow): Frush.
Smash and grab theft: Star Lag.
Smell (actively, with sniffing): Snawk.
Smell out (detect): Snawk.
Smock (n., clothing): Smicket.
Smoke (n. and v.): Fog.
Smuggled: Owled.
Smuggler, ordinary: Owler.
Snack: A damper.
Snatch away: Ramp.
Sneak thief: Sneak (a pilferer, shoplifer, etc.).
Sneak: Shoole.
Sneeze and crepitate: Thorough sneeze.
Snicker (quietly and mockingly): Snirtle.
Snuff: Beezer-teaser.
Society, criminal: Crew.
Sold off: Knocked dow,
Soldier, infantryman: Foot Wabbler.
Soldier, unpaid mercenary plunderer: Free Booter.
Soldier's trull: Punk.
Soldiers: Brothers of the Blade.
Song: A chaunt.
Songwriter (lacking talent): Chaunter Cove.
Sorcery: Devilshine.
Sordid: Scaly.
Sore (from chaffing): Merrigall.

Sores, false (used by beggars): Cleymes, maund.
Sought by warrant: Romboyled.
Speak: Jaw, stam.
Speak in cant: Stam flash.
Speak out (to the law): Whiddle.
Speech: Whids.
Speech, alluring: Patter, sweetener, wheedle.
Speech, Canting: The special language of the organized criminal underclass; to speak in argot, ratwalsch, jerga de germania.
Speech, distracting or lulling: Patter, wheedle.
Speech, vulgar and abusive: Ribaldry
Spend money: Melt.
Spirit, evil: Bull-beggar, duce.
Spit: Spear, pole-arm, pike.
Spit (v.): Impale, pierce, run through.
Splendid: Mag.
Spoiler of a scheme: Marplot, one who spoils a "game".
Spoils: booty, loot, winnings.
Spoon, silver: Feeder.
Sponger: Burr, mongrel.
Spy: Eaves-dropper.
Spy, formal: Talesman.
Square (plaza): Cully Pen.
Squint-eyed: Gleed.
Stable: Grogham case
Stable boy: Skipjack.
Staff (with removable hook): Filch.
Staff, bound and shod (fighting): Jordain.
Stag: Discover, find, note, observe, see.
Stagecoach (vehicle): Drag, rattler, rotan.
Stagecoach and horses: Rattler & prad.
Stagecoach, small: Dilly; drag or rotan.
Stairs: Dancers.
Stall, seller's: Bough.
Stand, vendor's: Bough.
Steal (v.): Bite, heave, nim, prig, win.
Stealing (goods by a hook): Curbing Law.
Stealing poultry: Roost lay.
Stealthily: Hugger-mugger.
Step for mounting horses: Upping block.
Steps: Dancers.
Stew (food thrown together from scraps): Galimaufrey, slumgullion.
Stew (food): Poplers.
Still (quiet, unmoving): Snug.
Stingy: Scaly.
Stockings: Vampers.
Stocks, the: Harmans.
Stolen: Made, won.
Stolen goods: Garbage, speak, swag.
Stone: Egg, clobber.
Stop: Stash.
Store (shop), fine: Rum swag.
Store (shop): Swag.
Story: Wheed.
Stout: Fubsy.
Strange (unusual): Quire.
Stranger: Chum.
Strangle (v.): Frummagem.
Straw: Strommel.
Street: Nabway.
Strike (v.): Bulk, clout, ding, whack.
Strip (v.): Peel.
Strip naked of clothing (v.): Unrig.
Strolling players: Brothers of the Buskin, Strollers; members of the Vagabonds.
Strong: Abram, rammish.
Strong-arm boxer (for hire): Dumpler Cove.
Strong-arm man (for hire): Ding Boy.
Strumpet: A buttock.
Sturdy: Fubsy.
Stylish: Twig.
Subhuman: Reject, subbie.
Substance, lacking: Willow.
Succeed at the last moment: Nick.
Sugar: Tot-bait.
Superb: Mag.
Superior (superlative): Rum.
Surety for goods, credit: Warren.
Surrogate an office: Quarter. To pay someone a part of a salary for an office held by the one quartering, the one quartered thus, the "rider" doing the duties of the office.
Surrogate office-holder or worker: Rider.
Suspect (v.): Smoke.
Suspicion: Eldnyng, Smokey.
Suspicious (look): Cutty-eye.
Swan: Blowen goose.
Swap: Truck.
Swear an oath (v.): Cap.
Swindle (n. and v): Bite, mace.
Swindler (expert): Magsman.
Sword (any type): Degan, fox, poker, tayle, tol.
Sword, heavy cleaving: Flatchet.
Sword, long: Tilter.
Sword, small, ill-made: Spit-frog.
Sword, thin-bladed: Frog-sticker.
Swordsman (dangerous): Hackum.
Swordsmith: Canary-keeper.

T

Tail end: Croppen.
Tail: Croppen.
Tailor: Botch, Knight of the Shears, Prick-louse, Stitch(es).
Tailor shop: Cabbage patch.
Take: Grabble.
Take in stolen goods: Secure.
Tale-bearer: Pickthank.
Talk (v.): Jaw, stam.
Talk, as in gossip, story (n.): Wheed.
Tall or tall person: Stretch.
Tankard, silver: Bubber.
Tanner: Skins.
Tavern keeper: Ale Draper.
Tavern remote (and difficult to find): Hedge alehouse.
Tavern: Waste.
Tea: Cat lap, chatter broth, scandal broth, slop.
Teamster: Knight of the Whip. Smacking Cove.
Tell all (to the law): Whiddle.
Teeth: Crashing cheats, grinders.
Temple goers: Hums.
Temple: Autem.
Thank you: Obrig.
Thanks: Obrig.
Thicket(s) (vegetation): Ruffman(s).
Tiara, jeweled: Nab-cheat rhino.
Thief, female: Filching Mort.
Thief, general and with many "rigs": Fidlam Ben:
Thief, instigating a quarrel to rob those arguing: Bully Cock.
Thief, male: Filching Cove.
Thief, smash and grab: Glazier.
Thief, sneak: Budge.
Thief's guard and staller: Croaker, Kidder, or Tranter.
Thief's scout and lookout: Standing Budge.
Thief-taker: She-napper.
Thieves, prince of: Dimber Damber.
Thieves: Priggers, Tradesmen.
Thieves' cant: Flash lingo.
Thieves' quarter: Rookery.
Thing: Cheat.





Think: Stag.
Thought, second: Afterclap.
Threaten: Ding.
Throat: Whistle.
Throw away: Ding, ditch, salute.
Throw out: Ding.
Throw: Salute
Till, tradesman's: Lob.
Time, short: Mo.
Tinderbox: Pratts.
Tinker: Belling Muddler.
Toady (buying food, drinks): Cock of the Company, Foolish.
Tobacco, bad: Mundungus, plank road smoke.
Tobacco: Fogus, sot weed.
Tobacconist: Smoker.
Toilet: Bum crib.
Toilet paper: Bum fodder.
Tongue, the: Clack, prating cheat.
Tool, burglary: Roundabout, a cutter that will make a five-inch diameter hole in wood of one-inch thickness in about 10 minutes time.
Torchbearer: Glim Jack.
Torment (v.): Dretch.
Toss: Salute.
Town Crief: Bellower, Yelper.
Trader: Plyer.
Tradesman (selling over-priced goods): Ferret.
Tradesman: Mohair.
Traveler: Rattler.
Traveling: Rattling.
Trick (v.): Fling, flux, rig.
Trick, criminal (n.): A rig.
Trick, ordinary (n.): A reak.
Trick, ship-wreckers': Jibber the kibber (see under Cant).
Trog: Burrow-ape.
Trollkin: Bullet-head, runt.
Trouble: Suds.
Troublesome: Teenful.
Trow: Snaggle, wiggie.
Trull, beggar's: Dopey
Trull, soldier's: Punk.
Trull: A doxie, moll; a mistress or cohabiting woman.
Trunk (container): Peter.
Trusting: Faithful.
Turkey (roasted with sausages): Alderman.
Turkey: Cobble Coulter.
Turn over to law authorities: Office.
Turnkey in a goal or prison: Under-dubber.
Twilight: Cockshut (the time hen houses are closed).
Two: Twitloc.

U

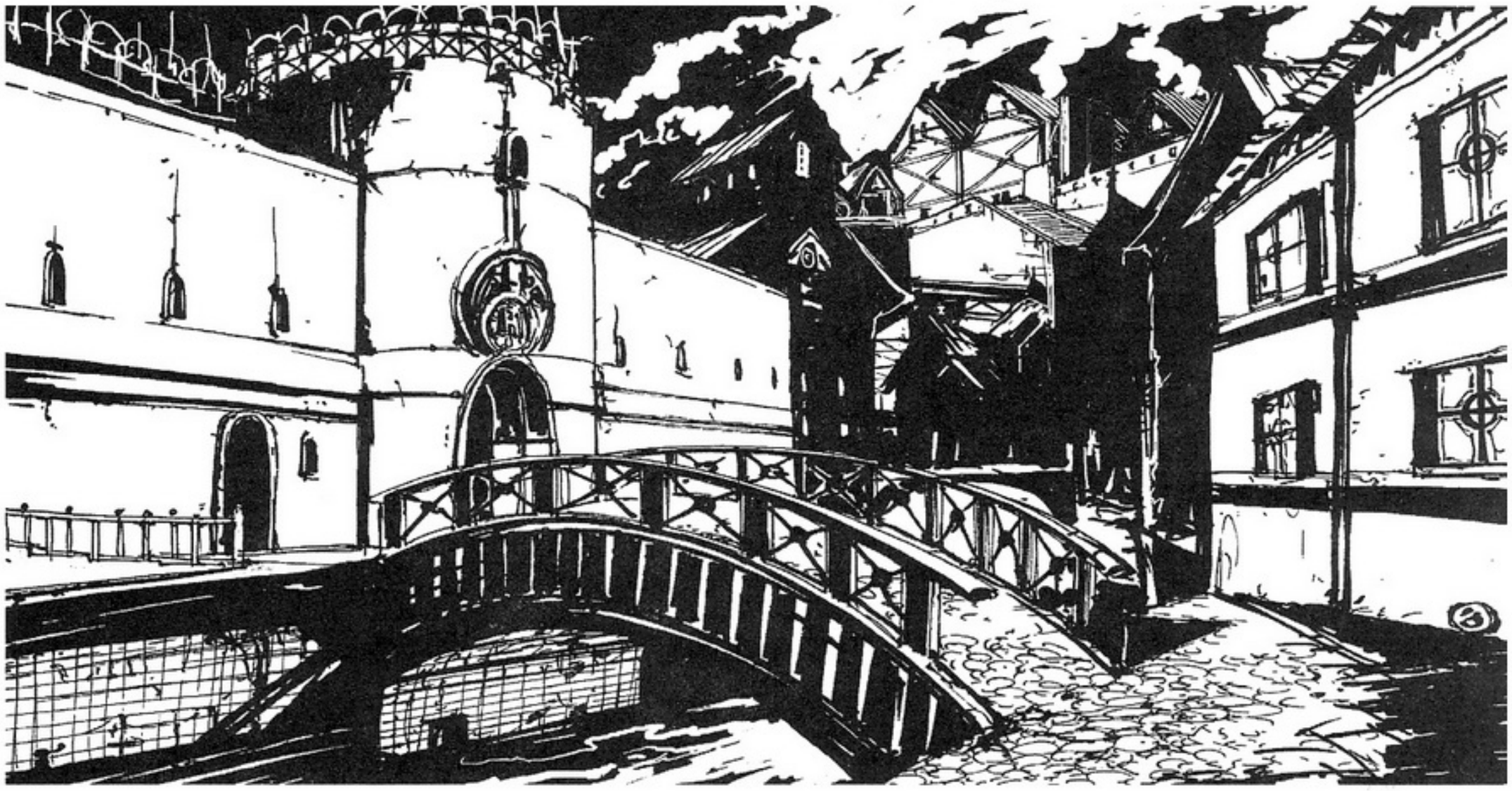
Ugly: Old, thief (q.v. in Cant).
Ugly person: Jackanapes.
Uncertain (prospect): Roaky.
Uncommon (unusual): Quire.
Underclass, meanest of: Scum.
Understand: Flash, stag.
Undertaker: Death Hunter.
Undertaker's servant: Mute.
Unemployed: Flag-fallen.
Unexpected turn (in something thought finished): Afterclap.
Unyielding: Flinty.
Use, lacking: Willow.
Usurer: Gulldropper, loan shark.

V

Vagabonds: Land Lopers.
Vagabonds giving "magic lantern" puppet shows: Raree Shew Men.
Vagabonds of the jongleur sort: Rovers.
Vagrant, ordinary: Bulker (as they generally lodge at night on buildings bulwarks.)
Vague: Roaky.
Valise: Roger.
Value, lacking: Willow.
Valuable: Rum.
Valuable (to drop a to entice into a swindle): Drop a cog.
Valuables, small: Luries, movables.
Vehicle, one-horse carriage, a chaise: Bankruptcy Cart.
Vehicle, wheeled: Drag, rotan.
Veshoge: Bristle-head, Pinker, Tusker.
Victim of a sharper or sharpers: Cousin.
Victim, aware or suspicious of being cheated: Bill.
Victim, easy: Cully, flat, gudgeon, gull, mark.
Victims of highway robbery: Provender.
Victims of roguery: Bleaters.
Victims to be cheated: Bubbles.
Victuals: Grub. peck.
Views (to view): Gapeseeds.
Vile: Loving.
Villain: Rascal.
Vinegar: Pucker.
Vintner: Dripper.
Voluptuary: A jade, ladybird.
Vomit (v.): Cascade.

W

Wag, acerbic (n.): Pickle.
Waggoner: Country Harry.
Wagon: Drag, fly, rotan.
Walk (v.): Hoof, ride shank's mare.
Walk away: Toddle.
Wall: Pedo.
Wallet: Dummee, reader.
Want to be: Ken.
Ward of a city: Rumboyle.
Warrant (for arrest): Dispatch, fastener.
Warrant (n.): Glybe.
Wash or washing day: Execution day.
Washing (n.): Lullies.
Watch: Stag.
Watch fob: Onion, pit.
Watch out: Ware.
Watch, pocket: Sundial, tattler, thimble.
Watch, portion of in a city: Rumboyle.
Watching: Stagging.
Watchman: Bus-napper's Kenchen, Myrmidon, Pig.
Water, body of: Drink.
Water, rainwater: Dog's soup.
Water: Lage.
Watered down: Blashy.
Weakling: Starter, whifling.
Weapon lesson or practice: Tol basting.
Weaponsmith: Widowmaker.
Well-known: Long.
Wench: Article, mot.
What about: Ve.
What of: Ve.
What: Ve.
When: At.
Where: Vo.
Where is: Vo.
Whey: Lap.
Whip (n.): Flogger.
White-haired: Turnip-pated.
Who: Agrig.



Who are: Agrig.
Whore master (procurer): Gap Stopper.
Whore master, local or common (procurer): Town Bull.
Whore, common street: Bat.
Whore, country: Hedge-whore, Star-gazer.
Whore, nasty: Drab.
Whore, old: Harridan.
Whore: A buttock.
Whores, group of: Covey
Why: Cuz.
Wife, pretend: Bloss.
Wig maker: Nob Thatcher,
Wilderness (vegetation): Ruffmans.
Window or window casement: Wicket.
Wine and fruit punch: Sangaree.
Wine, adulterated: Balderdash.
Wine, fortified: Black strap.
Wine, port: Red fustian.
Wine, white: Whet.
Wine: Fustian.
Wise: Whip.
Witchcraft: Devilshine.
With: Wif.
Woman cohabiting with a man: Doxy, moll, trull, vrow.
Woman of the Canting Crew: Mort.
Woman pretending to be a rube or simpleton: Sly Boots.
Woman who keeps a house of prostitution: Bawd,
Woman, beautiful: Ewe.
Woman, coarse and vulgar: Dowdy.
Woman, fat, old, and domineering: Fussock.
Woman, ill-kempt: Slattern.
Woman, lascivious: Jade, Ladybird.
Woman, lewd: Wagtail.
Woman, ordinary: Square.
Woman, pretty: Blowen.
Woman, scorned: Brim.
Woman, slatternly and vulgar: Mawkes.
Woman, slatternly: Draggletail, Slattern.
Woman, vain and capricious: Gilflirt.
Woman: Baggage.
Women: Baggage.
Women's adornments (of small value): Fallalls.
Words, spoken: Wids.
Work (v.): Strap.
Work, daily (honest): Darg, strap.
Worshippers (at a temple): Autem Cacklers.
Worthless things: Trantles.
Wounded: Clipped.
Writ: Glybe.
Writer: Quill Driver.

XYZ

Yard, one (measure): Stretch
Yards, two hundred and twenty (measure): Bowshot.
Yeoman: A freeman owning a small parcel of land, that generally for farming.
Yesterday: Yest.
Yesteryear: Yest.
Young: Kinchen.

Canting Dictionary

Cant to English



A

Abbess: The female keeper of a brothel, a madam.
Abigail: A lady's maid.
Abram: Naked; strong.
Abram Cove: A poor but strong and lusty rogue.
Academy: Brothel.
Acopon: A poultice.
Acorn: The gallows.
Active citizen: A louse.
Adam Tyler: Pickpocket's accomplice who runs off with the stolen property.
Addle: To drug
Addler(s): A drug (drugs).
Adush: Shove, push, to cause to fall heavily.
Affidavit Man: One who bears false witness for pay.
Afterclap: An unlooked-for addition to something thought done; on second thought; in reflection.
Afterling: One of inferior rank or station, a follower.
Agrig: Who; who are.
Air & Exercise: Flogging while tied behind a moving cart.
Alderman: A roast turkey with sausages.
Ale Draper: An alehouse proprietor.
Aletude: Obesity, fatness of person.
Amuse: To blind with dust or snuff.
All nations: A mixture of spirits drained from empty bottles and pots.
Amuse: To tell a plausible story to put a merchant or shop keeper off guard.
Amuser: A thief who amuses with blinding while an accomplice picks the victim's pockets while pretending to aid that one.
Angler: A thief using a detachable hook on the end of a staff-like pole, or even a hook and line, to snag and steal goods. The pole can be lengthened by adding a second, usually that of their assistant, a Warper (q.v.).
Apple dumplin shop: The female bosom.
Apple Squires: Brothel workers who keep record of traffic and charges at the establishment, reporting to the Bawd or Lena.
Arch Delle: The female head of a gang or association of the Canting Crew.
Arch Rogue: See Upright Man.
Ard: Hot, keen.
Ark: A boat or barge.
Ark Ruffian: A robber who in conjunction with Badgers (q.v.) rides a freshwater craft, a separate boat or on a commercial one, quarrels with, attacks those aboard the commercial vessel, and kills and plunders the lot.
Arrangers: Unscrupulous lawyers who handle bribery, take care of criminal-charge trouble by seeing to return of property, intimidation or paying off of witnesses, provision of false testimony, etc.
Article: A wench.
At: When.
Athel: A noble or an aristocrat, a nob.
Aunt: A senior delle in the Canting Crew.
Aunts & Nieces: Pairs of whores, the older "Aunts" sharing quarters with, sponsoring the younger "Nieces".
Autem Bawler: A priest.
Autem Cacklers: Worshippers at a temple.
Autem Dipper: Pickpocket at temples.
Autem Goggler: Beggar and pretend prophet at temples.
Autem Mort: A femalr begger with children (her own or pretended).
Autem Nob(s): God(s).
Autem: A temple.
Autem-flash Ken: Sanctuary.
Awake: Aware of the criminal underground, the Canting Crew.

B

Baccare: Go back quickly; retreat.
Backed: Dead.
Baconfed: Fat and greasy.
Badge: A brand given in punishment for a crime.
Badge: Reward (generally for a criminal's apprehension).
Badgers: Riverbank robbers who waylay vessels there, kill all victims, dispose of the corpses in the water.
Baggage: A woman or women.
Bagnio: A bath house—often also a place of prostitution.
Balderdash: Adulterated wine.
Bale: A pair of fixed dice (see Downhills and Uphills).
Bales Dispatcher: Maker of false and loaded dice.
Bandog: A bailiff, or sometimes a deputy bailiff.
Bangstraw: A farm laborer, a thresher.
Bankruptcy Cart: A one-horse carriage, a chaise (usually of the bourgeoisie).
Bantling: A baby.
Barnacle: An easily gotten bit of loot; an easily gotten snack.
Barnacle: Money given in gratuity to a groom or stableboy.
Barnard: A well-dressed sharper who plays a chance-met coxcomb who knows and disdains the Taker and Verser swindlers, who is rich and agrees gamble with them and the victim (the Cousin). The Bernard loses at first, but when stakes are increased, he wins from all, cleans out the victim.
Baste: Beat.
Basting: Beating.
Bat: A common street whore, who, as do bats, comes out only at night.
Bate: To dispose of stolen goods by fencing or sale elsewhere.

Battner: An ox.
Bawd: A procuress.
Bawdy Basket: A female thief who peddles cheap items, and pornographic pamphlets too, so as to attract house maids and like servants, get on good terms with them so as to get into gentlemen's houses and steal from them.
Bawdy-house Bottle: A small bottle, a short measure of drink.
Beak: A justice (little beak), magistrate, or judge (great beak).
Beanpole: A wild elf, or wylf, of any sort.
Bear Trap: A sharper who preys on gentlemen and aristocrats.
Beater cases: Boots.
Beck: A beadle.
Beef: To cry the alarm; an altercation, argument, dispute, fight.
Beek: To bask in the warmth of a fire, the sun, etc.
Bee-spit: Honey.
Beetle Crushers: Feet.
Beezer: The nose.
Beezer-teaser: Snuff.
Beggar-maker: A publican.
Belch: Beer.
Bell Swagger: A loud bully and likely a rogue.
Bell Wether: Leader of a mob.
Belling Muddler: A tinker.
Bellower: Crier or town crier.
Bellytimber: Food, provisions, good rations, etc.
Ben: A fool.
Benar: Better.
Bene Cove: A good fellow, a fine rogue.
Bene Feaker of Glybes and Gybes: Master forger of letters and documents.
Bene Limners: Those making counterfeiting coins.
Bene: Good.
Bess & Glyn: Jimmy and dark lantern.
Bever: Afternoon meal, lunch, lunchon.
Bilk: Cheat.
Bill: A victim, aware or suspicious of being cheated.
Bing: Go, to bing means to go.
Bite: Cheat or steal.
Black art: Lockpicking.
Black Box: A lawyer.
Black cloud: A black opal.
Black Fly: A priest.
Black Legs: A skilled gambler who is a sharper.
Black Shakes: Strong coffee.
Black Spice Racketeer: A robber of chimney-sweeps' soot bags.
Black strap: Fortified wine.
Blashy: Watered or weak liquor, coffee, tea, etc.
Blater: A calf.
Bleaters beat: Busy highway.
Bleaters: Victims of roguery, those cheated.
Bleating cheat(s): Sheep.
Bleating rig: Sheep stealing.
Blind gaunt: A house or similar building hidden from sight that enables rogues to pass through to an escape means such as a river where a boat can be hired.
Blind Harper: A beggar musician pretending to be sightless or blinded.
Blind house: A building hidden from normal view unless near /in front of it.
Blind: A pretense.
Blonke: A workhorse or a heavy warhorse such as a destrier.
Blood for blood: Barter.
Blood: A ruby.
Blood: An aristocrat who is reveling and wild, a dangerous man.
Blore: A bleating or braying as from animals, esp. a mule or a sheep.
Blorer: Musician singer.
Bloss: Wife, pretended (usually of a bully or shoplifter).
Blow over: Pass, change of condition.
Blow: Goods.
Blowen goose: A swan.
Blowen: Pretty, good looking, handsome female.
Blubber: The mouth.
Blue Pigeon: A thief who steals lead off of roofs.
Blue Ribbon: Lightning, max, white ribbon.
Bluerunt: A barrens trollkin.
Bluffing ken: An inn.
Blunt: Money.
Bob Cove: A minor fence that has a small shop, market stall, or is a chapman or pedlar.
Bob Cull: A good-natured man.
Bob: A young apprentice, a likely dupe.
Bog: Latrine.
Bone: A meal.
Boned: Arrested, caught by the law.
Bone-picker: A footman.
Bones: Dice.
Books: A card deck.
Bother (both ear): to annoy, distract, disturb, harass.
Bough: A booth, stand, or seller's stall.
Bounce: Climb, jump over, scale.
Bouse or bowsing ken: An establishment selling alcoholic beverages.
Bousing Kener: A fence that sells alcoholic beverages.
Bowman (v.): Pass goods being stolen to the outside men.
Bowse (or boose or bouse): Alcoholic drink.
Bowshot: Two hundred and twenty yards' distance; one furlong.
Bow-wow: Announce, promote.
Brace: Accept, receive.
Brangle: An angry quarrel, brawl, or melee; a muddled and riotous situation.
Break: To give smaller coins for a larger one; change or exchange money.
Breakteeth: Nuts.
Breedbate: Provocateur.
Breeze: A disturbance, to create a diversionary disturbance.
Brim: A woman scorned.
Bristle-head: A veshoge.
Brothers of the Blade: Soldiers.
Brothers of the Bung: Brewers.
Brothers of the Buskin: Strolling players.
Brothers of the Coif: Men-at arms.
Brothers of the Gusset: Pimps and procurers.
Brothers of the Quill: Authors and scribes.
Brothers of the String: Musicians, fiddlers.
Brothers of the Whip: Coachmen.
Brush: To flee, run away.
Brush-monkey: A wild elf of forest sort; a thicket wylf.
Brushway: A road.
Bruv: A brother, cousin, sister or like relative or either sex.
Bubber Cove: A thief specializing in the stealing of silver service pieces.
Bubber: A silver pot or bowl; any silver serving piece
Bubble: To cheat or deceive.



Bubble-baubler: Jeweler.
Bubbles: Marks to be cheated.
Buck Basket: A large laundry basket.
Budge: A sneak thief who enters a dark house to steal.
Bufe Nabber: A dog thief.
Bufe: A dog.
Buffer: A thief stealing and killing animals for their skins.
Bulk & File: Assistant and pick-pocket together.
Bulk (v.): Strike.
Bulk: A pickpocket's assistant that bumps into or jostles the victim.
Bulk (v.): bump, jostle; run into.
Bulker: A vagrant who sleeps on a building's window bulwark.
Bull-beggar: An appirition, ghost, etc.; any evil spirit.
Bullet-head: A trollkin.
Bully Back: A guard at a bawdy house, an enforcer, and sometimes one who pretends to be the husband of a whore.
Bully Cock: A thief, instigating a quarrel to rob those arguing:
Bulse: A purse of gold coins, gold dust, or gems; one full of valuable things.
Bum crib: A toilet.
Bum fodder: Toilet paper.
Bummed: Arrested.
Bun: A rabbit.
Bung (or bounge): A purse of ordinary sort.
Bung Nipper: A cutpurse
Bunter: A female beggar and prostitute.
Burgher: A large dog.
Burn the Ken: Leave without paying the bill.
Burr: A hanger-on; a sponger.
Burrow-ape: A trog; troglodyte.
Bus-napper: Constable.
Bus-napper's Kenchen: A watch-man.
Buttock: A strumpet or whore.
Button Coves: Those passing counterfeit coins.
Button shop: The place coins are counterfeited.
Button: A counterfeit coin.

C

Cabbage: Stolen cloth.
Cabbage patch: A clothing shop, dress shop, dry goods store, tailor shop.
Cabbage patch minder: Clothier.
Cackle-farts: Eggs.
Cackler's ken: A poultry roost.
Cackling cheats: Poultry.
Cadge: To beg.
Caffan: Cheese.
Calle: A gown or robe.
Camesa: A shirt or a shift.
Camp: A group of any sort.
Canary: A gold coin.
Canary-keeper: Swordsmith.
Cap: To sear an oath; join.
Caper merchant: Dancing master.
Captain: A poor and dependent aristocrat.
Captain Sharp: An enforcer for a swindler.
Captain Tom: The mob.
Caravan: A large some of money and possibly other valuables.
Carked: In a state of anxiousness, nervousness; being jittery and fretful.
Carrier: A scout employed to watch roads, inns, etc. to spot and report prospective victims of a gang of highwaymen.
Cascade (v.): To vomit.
Case: A private house, a residence.
Case Vrow: A prostitute attached to a bawdy house.
Caster: A fine hat.
Castor: A cloak.
Cat: A common prostitute who serves a pimp.
Catch-fart: A footman or a following lackey.
Cat lap: Tea.
Catch Club: Law enforcement office.
Catching Harvest: Any time traffic of commercial and personal sort is heavy—at fair time, races, etc.
Catching Harvest Road: Busy highway.
Cattle: Whores and gypsies and their ilk.
Caudge: Left.
Caudge Paw(ed): Left hand(ed).
Chalkie: A wild elf of subterranean sort; a grotto wylf.
Charm: A picklock.
Chatter broth: Tea.
Chatts: Lice.
Chaunt (v.): Sing.
Chaunt: A song.
Chaunter Culls: Songwriters of hack sort.
Cheat: A thing; any thing.
Cheating Nuns: Prostitutes skilled in blackmailing.
Cheese-it: Be silent.
Chive: A metal file, a knife, or a small metal saw.
Chiving Lay: Cutting the traces of a team, and when the coachmen dismount another rogue pilfers the boot. Also cutting the back Cover of the boot to get at the luggage therein.
Chop: Hurry, use dispatch.
Chops: The mouth.
Chops sticker: A fork.
Chub: Easily taken in; foolish fellow, an easy mark.
Chum: A rat; a stranger.
Chum ken: A refuse dump.
Clack: The tongue.
Clam-fart: A pearl.
Clank: A silver tankard, and silver drinking vessels.
Clank Napper: A thief stealing silver tankards.
Clapperdogeon: A beggar from birth born of beggar parents.
Clean: Expert in roguery of one or another sort.
Clerked: Imposed upon.
Cleymes: False sores used by beggars.
Click: To deliver a buffet or to grab.
Clicker: The one apportioning the booty or loot.
Clip (n.): A coin shaver nipping and filing the edges of coins.
Clip (v.): To clip or shave coins.
Clipped: Wounded.
Cloak Twitcher: A thief stealing cloaks from vehicle passengers going past.
Clobber: A stone.
Cloth Market: Bed.
Cloud: A white opal.
Clout: A handkerchief.
Clout (v.): Strike.
Clouted shoon: Shoes or boots with iron toe pieces.
Clowes: Rogues.

Cloyer: A thief claiming a share of swag not entitled to, a sponger.
Cly: A pocket.
Cobble Coulter: A turkey.
Cock of the Company: A toady buying food and/or drinks for the rogues.
Cock Pimp: The pretended husband of a whore.
Cocker: Cock fighting devotee.
Cockshut: Twilight.
Cod: A large sum of money; a full purse.
Coe: Boy.
Cog (v.): To cheat at dice.
Cog: A large gold coin of about one ounce weight.
Cole: A sharper (see Taker).
Cole: Money.
Collar (n.): Necklace; any jewelry worn on or from the neck.
Collar (v.): Catch.
Colt: A novice rogue.
Cool Lady: Doxy selling brandy.
Commission: A shirt or blouse.
Cony Catcher: A confidence man, usually one cheating at gambling games.
Cony panny: A gambling house.
Confect: counterfeit.
Content (state): Dead.
Convenient: A mistress.
Cook shop: A bistro or diner.
Cookie Wenches: Older, former prostitutes working for younger ones as dancers, entertainers, and musicians.
Corned: Drunk.
Corporation: A big belly.
Costard: A large apple, and fruit; the head.
Costard Monger: A fruit seller.
Couch (v.): To lie down.
Couch a hogshead: Lie down to sleep.
Counterfeit Cranks: Beggars who pretend to have the "falling sickness", epilepsy, in order to elicit alms from the gullible.
Countesses of the Trade: Prostitutes, courtesans of the highest standing, those who are mistresses of powerful noblemen; a Vizard. Typically such persons have a house, carriage, maid, and servant (Bully).
Country Harry: A waggoner or cartsman; one freighting goods to market.
Court Card: A fop, a gay and fluttering coxcomb, a popinjay or prig.
Cousin: The victim of a sharper or sharpers.
Cove: A rogue, a member of the Canting Crew.
Covey: A group of whores.
Coxcomb: A fop or prig, a vain and conceited dandy; a foolish fop, a popinjay.
Cracksman(s): Hedge(s).
Crag: The neck.
Cramp rings: Fetters, handcuffs, shackles.
Crank: A crossbow.
Crash: Kill.
Crashing cheats: Teeth
Creak: Leather armor.
Creeme: To pass to a confederate without being seen.
Crew: Brotherhood; association, gang, mobb, etc.
Crib (v.): To purloin or to make use of something belonging to another.
Crib: A place of residence such as an apartment (not a house); a place to hang out.
Cribbey: An alley, byway, court, etc.; narrow and dead-end passages.
Crimp: A or to broker or factor.
Crimp: A kidnapper who takes persons for service in the military or for naval crew.
Crispin: A bootmaker or shoemaker.
Croaker: One always forecasting misfortune.
Croaker: The guard and stall for a burglar; also Kidder or Tranter.
Croodle: To creep up on (so as to attack or spy upon).
Crop: Money.
Croppen: The tail, the tail end of anything.
Cross bite: To conspire with a sharper to defraud or entrap a cull or a friend or associate.
Crow (or Peacock or Vulture) Faire: The visit of a number of ecclesiastics.
Cruiser: A roving highwayman.
Cruisers: Highway spies seeking victims for a gang of highwaymen.
Cruisersway: A road.
Crusty Beau: An aging fop wearing cosmetic makeup.
Cuckold Tormentor: Musician playing a brass instrument.
Cull: Any man nor of the Canting Crew.
Culls pike: Busy highway.
Cully: An easy victim, a man marked for cheating, a mark; a fool, a fop.
Cully Pen: A marketplace, plaza, or square.
Cunning Man or Woman: An astrologer or fortune teller using deceit.
Cup-shot: Drunk.
Curbing Law: The act of stealing goods by hooking them.
Curle: The shavings from a clipped coin.
Curtail: A thief who steals cloth by cutting it from display bolts or from the train of expensive dresses and gowns.
Cutty-eye: A suspicious look, a sidelong glance; to leer.
Cuz: Why.

D

Daisy Kicker: Ostler at a large inn.
Dab: One adept; to be adept.
Daddles: Hands.
Damber: A rascal, a rogue; one of the Canting Crew.
Damper: A snack.
Dancers: Stairs, a flight of steps.
Darbies: Fetters.
Darby: Cash on hand, ready money.
Darg: A day of work, a day's work.
Darkman's bone: The evening meal.
Darkmans: Night.
Darksee: A dark lantern.
Dash: A barman, bartender.
Dawb: A bribe; to bribe.
Dead Cargo: Disappointing take in stolen goods and/or money.
Death hunter: An undertaker.
Degan: A sword of any kind.
Delle: A high-class prostitute or woman of an important rogue.
Demanders of Glimmer: Glimmerers q.v.), those who beg under false license.
Deusea Ville: The country or countryside.



Deusea Ville Stampers: Canting Crew scouts in the countryside.
Deusea Ville Yeomanry: The Canting Crew of the country sort.
Devilshine: Black magic, necromancy, sorcery, witchcraft.
Dew beaters: Feet:
Dial Plate: The face. Change the numbers on, to alter one's appearance.
Dickey: An ass, a donkey.
Dickey prancer: A mule.
Diddle: To cheat.
Diddle Rigger: Maker of marked and shaved car decks.
Dilly: A small stage coach for four to six passengers.
Dimber: Handsome, pretty.
Dimber Damber: A prince of thieves; usually the head of a gang.
Ding (v.): Knock down, strike; throw away or out; to bully, threaten.
Ding Boy: A strong-arm bully who hires out for his "work".
Dingle: A shady dell or hollow.
Dingy: A dunnie.
Dining Room Post: A delivery of a sham message to a boarding or lodging house.
Dining Room Postman: A thief who delivers a sham message to someone in a boarding house, and whilst supposedly awaiting payment sneaks into any open room and steals goods.
Dip (v.): Pick a pocket.
Dipper: A pickpocket.
Dirt: Pepper.
Distinguished: Drunk.
Dispatchers: Dice, fixed or loaded.
Dispatches: Warrants for the arrest of rogues.
Ditch: Dump; get rid of, throw away.
Diver: A thief receiving (catching) goods thrown from a window.
Divider: cleaver.
Do: To commit a crime; to enact pick-pocketing for example.
Doash: A cowled cloak.
Dobbin Rig: A female thief who steals ribbons and dress findings.
Doctors: Loaded or fixed dice.
Dodge: To avoid, evade, shun.
Dodger: One escaping creditors, the lawmen seeking him or her.
Doggess: A bitch.
Dog's Soup: Rainwater or a puddle of same.
Dommerer: A beggar pretending that he is either deaf and dumb or that his tongue has been torn out.
Done: A crime committed, to have picked a pocket for example.
Dopy: A beggar's trull.
Dowdy: A coarse and vulgar woman.
Down (n.): To be aware.
Down: Ill, sick.
Downhills: Dice rolling low.
Doxy: A fancy prostitute; a mistress, a woman cohabiting with someone, a moll or trull.
Drab: A nasty, unattractive whore; lowest street whore.
Drag (v.): Following a person or a vehicle to rob it.
Drag: A wheeled vehicle such as a carriage, cart, coach, or wagon.
Drag Finder: A hijacker.
Drag Lay: To lay in wait to waylay and rob a vehicle.
Drag Layers: Those Footoads who rob or hijack wagons.
Drag maker: A carriage maker; a cartwright or wagonwright.
Draggletail: A slatternly woman.
Draw: Pick a pocket.
Dretch: To torture or torment cruelly.
Dribble: Method of fingering dice to get score desired.
Drink: A body of water.
Dripper: A vintner.
Dromedary: A rogue who is bungling and inept.
Drop a Cog (v.): to drop a coin or similar valuable to draw in a mark.
Drop Cove: A sharper who drops a coin or similar valuable in order to entice a person or persons into a confidence game or to gamble.
Drudgie: A brownie.
Drumly: Sluggish, slow moving.
Drummer: A Mountebank.
Drunken Tinkers: Beggars who are also robbers and thieves, who feign drunkenness so as to be able to find opportunity to rob or steal.
Dub (n.): A master key; a young picklock.
Dub (v.): To open or break open.
Dub Lay: Burglary by means of lock-picking.
Dubber: A lock-picking Cove.
Duce: Demon, devil; any evil spirit.
Duck-fucker: A poultry keeper.
Duddering: Extreme; consummate in.
Duddering Rakehell: An extremely lewd and totally debauched rakehell.
Dudders: Swindlers who whisper to marks about smuggled or stolen goods but actually pass off faked, used, or shoddy merchandise.
Duds: Clothing.
Duffer: A dudder.
Dumple: To press or beat into a battered, dumpy form.
Dumpler Cove: A strong bully and boxer.
Dummee: A pocketbook or wallet.
Dunaker: A cattle thief.
Dunnock: A cow.
Dust: salt.
Dust & Dirt: Salt and pepper.
Dwayberry: The black-cherry-like fruit of the deadly nightshade plant.
Dweomer: Magic, a spell.
Dweomercraeft: The magical arts, practice thereof.

E

Ear (v.): To hear, hearing; eared, heard.
Earn: Get, obtain.
East cheat: Silk cloth.
Easy (v.): Gag, knock unconscious, kill.
Eating case: A restaurant.
Edge (v.): To provoke, instigate, incite.
Egg: A stone.
Egger: A sling.
Elbow grease: Effort, hard work, labor.
Elbow shaker: A dice player.
Eldnyng: Suspicion.
End: How.
Equipt: Rich.
Erendrake: A messenger, often of bad tidings.
Eves Dropper: A chicken thief.
Eves: A chicken coup or roost; a poultry coop or roost.
Eves-dropper: One who listens clandestinely; a spy.
Evil: A halter.
Ewe: A beautiful woman.
Execution day: Washing day.
Expunger: An assassin.
Eyebite: The evil eye, to employ it to cast a spell.
Eyndill: Jealousy, to be jealous.

F

Face-making: Begetting children.
Fage: Beguile by flattery.
Faithful: Trusting; one giving easy credit.
Fakerment: A forgery.
Fallalls: Costume jewelry, ribbons; women's adornments of small value.
Family Man: A fence who receives stolen goods, trains rogues, provides papers and even alibis.
Fam Lay: Pretense of being engaged, seeking a ring, and stealing one or more in the process of examining those shown by the goldsmith.
Fam Layers: Thieves who pretend to be engaged, in seeking a ring, and stealing one or more by palming in the process of examining those shown by the goldsmith.
Famble Cheats: Rings; gloves.
Fambles: The hands.
Famclasp: Handshake; to shake hands.
Fancy spit: A pole-arm.
Family Man: Fence, lock; a receiver of stolen goods who houses and trains rogues.
Fancy Man: A man kept by a woman, a male prostitute.
Fanger: A guard, typically of private hire.
Farnet: A group of attendants of some aristocrat.
Fart Catcher: A footman, one in service who follows behind.
Fastener: A warrant.
Fastness: A bog, fen, marsh, or mire.
Fat cull: A rich man.
Faulkner: Any jongleur; also the chief of a troupe of jongleurs.
Faytor: A fortune teller.
Fawney: A ring.
Fawney rig: Swindler's deceit of "finding" a "gold" ring or like valuable and selling it "cheaply" to a mark.
Fawney Cove: A swindler who "finds" a "gold" ring or like valuable, sells it "cheaply" to a mark.
Feaker: A master forger.
Feeder: A silver spoon, and piece of silverware.
Feeder Napper: A thief who steals silverware.
Fen: A procuress.
Fencing ken: A hiding place for stolen goods.
Ferme: A hole.
Ferret: A tradesman (selling over-priced goods).
Fetch: A deceit.
Fewter: The lance rest on the saddle of a mounted man.
Fig: Diminuitive, little, minor, petty, small.
Fig(s): A thing or thing of little or no value.
Figger: A small thief, typically a child, put up into an open window to steal goods and throw them outside to a confederate, the Diver.
Figgery: Finery.
Figging Law: The art and practice of cutting purses and picking pockets.
Figrum: The jongleur art of fire-breathing and fire-eating.
Filch: A staff with a small hook on it for stealing (hooking).
Filching Cove: A male thief.
Filching Mort: A female thief.
File: A pickpocket of ordinary sort.
Fin: An arm.
Finger: to point out a criminal to a law officer.
Finger Post: A priest—who points the way but does not go there.
Fire Prigger: A thief who steals from burning buildings.
Fish: A mariner, sailor.
Flag-fallen: Closed, out of work, unemployed.
Flam (v.): To tell a lie, prevaricate; to tell a sad tale, wheedle.
Flam: A lie.
Flash: Know, understand; knowing.
Flash ken: A safe house, a place harboring criminals.
Flash lingo: The thieves' cant.
Flash Panney: A safe house, a place harboring criminals.
Flash Patron: A fence who distributes stolen goods as well as houses and trains rogues, accepts their loot for money or as payment for services provided.
Flankers: Saddlebags.
Flat: A dupe, mark, easy victim.
Flatchet: A heavy-bladed cutting sword.
Flathead: An orc.
Flaybottomist: A school teacher.
Flerd: Fraud, deceitful practice.
Flick (v.): To cut.
Flickering: Laughing in one's face, mocking.
Fling: to cheat or trick.
Flinty: Adamant, determined, resolute rigid; brutal, cruel, fierce, hard, harsh, severe, sharp, unyielding; arduous, difficult.
Flockard: Headdress veil (as often pictured in paintings, the headdress conical).
Flogger: A whip.
Flosh: A small body of stagnant water, thickly grown with weeds.
Flux: To cheat, cozen, or trick.
Fly: Aware, knowing.
Fly: A waggon.
Flying camp: A group of beggars, typically at a funeral or in the country-side.
Flying Porters: Swindlers who approach recent burglary victims, pretend to have also been so robbed, have knowledge of where the missing goods are, and demand payment in advance for serving as porters to return the stolen furniture.
Flying Stationer: A rogue who sings ballads and peddles various stolen items of stationery and written works.
Fog (. And v.): Smoke.
Fogus: Tobacco.
Fonkin: A foolish little fellow.
Fool Finder: A constable or lawman.
Foolish: One who pays for rogues' bills, unlike those who are flash.
Footpad: an armed robber afoot, a Low Pad.
Foot Wabbler: An infantryman or foot soldier.
Fopdoodle: A wealthy but foolish fellow.
Fox: A sword.
Foxy Limner: A thief who steals swords and daggers, often drawing then from the scabbard.
Foyne: Push, shove.
Foyst (n. and v.): Cheat.
Foyster: A pickpocket (see Public Foyster).
Frater: A beggar, often disguised as a monk or nun, begging with forged patents for false charities.

Free Booter: An unpaid mercenary soldier who fights for the right to plunder.
Freeze: Thin hard cider often used to adulterate wine.
Freezing Vintner: One who adulterates his wine, sells balderdash.
Fresh Water Mariner: See Whip Jack.
Frisk: To search.
Frog-sticker: A thin-bladed sword, an epee or foil.
Frummagem (v.): Choke, garrote, strangle.
Frush: To crush or smash; to piece by a blow.
Fubsy: Healthy or hardy, sturdy or stout.
Fund: Chief, head of, leader.
Furmen: Aldermen.
Fussock: Old, fat, domineering woman.
Fuzz a ringer: To change card decks and bring in a marked one.
Fuzz the bones: to bring in loaded or false dice.
Fuzz: To shuffle a deck of card as to stack them.

G

Gaff: A fair.
Gage: A tobacco pipe.
Gager: A beggar who tells fabulous stories and lies to elicit alms from gullible listeners.
Galimaufrey or galimawfrey: A meal or stew made up from scraps of various foodstuffs from the larder; slumgullion.
Galloper: A fast horse.
Gambling game at a private residence: Rout.
Game: Any sort of criminal occupation, a deception or swindle, robbery or thievery; a rig.
Gamon (v.): To lie to; deceptive talk; to wheedle. Compare *Patter*.
Gap Stopper: A master of a bawdy house, a whore master; procurer.
Gapeseeds: Sights, views, vistas.
Garbage: Items stolen by shoplifting.
Gentlemen's Master: A highwayman.
Gentry Cove: A gentleman, one of the middle class.
Gentry Ken: A bourgeois house.
Gentry Mort: A gentlewoman, one of the middle class.
Gibberish: Any mumbled or rapidly spoken language disguised with insertion and/or displacement or a letter or letters. Examples: K*k* gibberish*k* language*k*; *Egg*egg l*egg*ang*egg*uage sp*egg*cim*egg*en; Igp*ay* atlin*lay* anguagel*ay*; *Obb*obb l*obb*ang*obb*auge m*obb*ade *obb*eas*obb*y.
Gig: A high, one-horse chaise.
Gigg: A nose.
Gigger: A door or door latch.
Gilflirt: A vain, capricious woman.
Gilk: A lock-pick.
Gill, or Jill: A girl or woman.
Gill: company or group of associates in one place.
Gills: The cheeks.
Gin spinner: A distiller.
Ginny or jimmy: A lever to open doors or grates, a crowbar or pry-bar.
Girlie Scullions: Older, former prostitutes working for younger ones as cleaners, cooks, and maids.
Givel: A heap of something; to pile up.
Glazier: A smash and grab thief.
Gleed: Squint-eyed, crooked, dishonest; a law official.
Glim: A fire or a light; shine.
Glim Jack: A linkboy, torchbearer.
Glimmerer: A beggar with counterfeit license indicating he or she is a victim of a fire, often of the female sex.
Glimmerfenders: Andirons.
Glimmerflashy: Angry.
Glimms: Eyes.
Glimstick: A candlestick.
Globe: Pewter.
Glybe: A document of official sort, also a letter.
Gnarler: A small, noisy dog.
Goad: A shill for a horse trader.
Gob: The mouth.
Gold Dropper: A Drop Cove.
Gold Finder: A privy emptier.
Gold ribbon: rum.
Goldfinch: A person with a fat purse, a likely victim.
Gollumpus: A large, clumsy person.
Goose: A pressing iron most commonly used by tailors.
Gorger: A bourgeoisie or gentleman.
Grabble: Seize; take.
Grannam: Grain.
Grayrunt: A cave trollkin.
Grease (n. and v.): Bribe.
Green: Inexperienced; new.
Green Bag: A lawyer.
Greenie: A kobolb.
Grig: Person; the self, the entire body; the person of another.
Grim: Death.
Grinders: Teeth.
Grogham case: A stable.
Grogham: A horse.
Groper: A blind man.
Grov (n.): Deference, homage, respect.
Grov (v.): To defer to, to kneel; make obeisance; pay homage or respect.
Grub: Victuals.
Grunting peck: Bacon, ham, or pork.
Gruntlers: Thieves stealing pigs.
Gruntlet: A suckling or small pig.
Gruntster: A hog, pig.
Gudgeon: A gull, a mark, an easy victim.
Gull: A credulous and easily cheated or deceived person, a gudgeon.
Gulled (v.): Cheated, deceived, duped, imposed upon.
Gullgroper: A loan shark (usurer) lending money to gambling gulls.
Gumption: Capacity, desire.
Gundigut: A glutton, a fat and pursy fellow.
Gundy Gorger: A country squire.
Gut: Inside, interior; center, inner, inward.
Gut Tormentor: Musician playing a bowed stringed instrument, a fiddler.
Gutstuff: Sausage.
Guzzle (n.): Liquor.
Guzzle (v.): to drink greedily or quickly.
Gwenders: Chillblanes, goose-bumps and shivvering.
Gybe: A pass with an official seal, any official document with a seal.
Gypsies: One of the five "Societies" of the Brotherhood of Vagabonds of the Canting Crew, second in order, coming after the Jongleurs and the most numerous of the whole brotherhood.

H

Hackum: A bravo, a dangerous swordsman.
Ha-ha: A concealed pothole of ditch discovered only when stepped into.
Ham cases: Breeches.
Hamlet: A high constable.
Handsome reward (offered): Usually a horse whipping.
Harman: A constable; bus-napper, fool-finder.
Harman Beck: A beadle.
Harmans: The stocks.
Harridan: An old, worn-out harlot or whore.
Harry: A country bumpkin.
Havil: Sheep.
Hawk: A sharper.
Hawker: A pedlar of broadsides, news sheets, and pamphlets.
Hazel (v.): Beat with a stick.
Head Cully of the Pass: Rogue and best swordsman of a gang. In a camp this person demands a small toll (a copper or silver coin) from all lesser rogues entering, and it is paid over or else.
Hedge alehouse: An alehouse or tavern that is remote and/or difficult to find.
Hedge Creeper: A footpad thief who waylays and robs victims from hedges.
Hedge magician: A spell worker of no great capacity.
Hedge priest: A non-dedicated, unauthorized ecclesiastic of no great capacity.
Hedge-whore: An itinerant prostitute who plies her trade outdoors.
Heanling: A base person, a common servant; subservient.
Hearing cheats: Ears.
Heave (v.): To rob or steal.
Heavers: Thieves who steal the account books from tradesmen's shops.
Hemp collar: Hangman's noose.
Herring pond: A sea or ocean.
Hick: A country bumpkin.
High Jinks: A sharper and gambler able to hold his liquor, fleeces his mark when the latter is drunk.
High Pad: An armed robber, mounted; a Highwayman.
Highwayman: An armed robber, mounted; a High Pad.
Hike: Leave; run away.
Hod: One who carries bricks.
Hoddypeak: A simpleton, a stupid person.
Hodge: A country bumpkin.
Hoist: A thief upon whom another climbs to enter a window or like opening.
Hole cheat: An auger or drill.
Hoof: To walk, walking.
Hookers: See *Angler*.
Hop the twig: Flee.
Hop merchant: A dancing master.
Hoyden: A forward girl.
Huckster: An itinerant seller of provisions and trade goods.
Hue (n.): Lash.
Hugger-mugger: Private, stealthy.
Hums: Temple goers, religious faithful.
Hunks: A miser.
Hunt (v.): Chase, persue.
Hunter's moon: A large golden or yellow gemstone such as a golden beryl.
Hunting: Seeking a victim to fleece or rob.
Hush (n. and v.): Slay, murder.
Hush money: Money paid to Cover up a crime or to have evidence destroyed.
Huskylour: A criminal activity one is employed for, a job.
Hustleberries: Prunes.
Hussy: (pejorative for) Housewife.

I

In state: To be in bed with three doxies at once.
Inlaid: rich.
Innocents: Average folk, ordinary people.
Installed: Initiated into the Canting Crew.
Inwit: Cunning.
Itinerant Toyle: A beggar, pedlar, & thief who mentions goods, asks for alms before displaying lace & sewing sundries kept in his pedlar's kit.

J

Jabber: Fast talk, sometimes cant or gibberish (q.v.), sometimes patter (q.v.).
Jack Pudding: A mountebank's jester.
Jackman: A Jarkman (q.v.).
Jack: A drinking vessel made of leather.
Jack: A leg, jacks being the plural for legs.
Jackanapes: An ape-like or ugly person, an impertinent person.
Jakes: Outdoor privy.
Jackey: Liquor of strong sort.
Jack-in-a-Box: A sharper.
Jade: Lascivious woman; a voluptuary.
Jark: A seal or signet.
Jarkmen: Those beggars who are able to forge certificates, passes, permit and licenses, complete with seal, that authorize begging and collection for charity.
Jarvis: A coachman.
Jaw: To talk, speak.
Jeffy or Jiffy: Quickly, in an instant.
Jem: Valuable jewelry.
Jenny: A ginny, a jimmy.
Jibber the kibber: A trick used by ship-wreckers to lure vessels close to shore where they will founder. A horse's foreleg is tied up, a lantern is fixed around its neck, and the animal is driven off. It's movement resembles the bobbing of a ship's lantern, and this lures a vessel in the water closer, likely wrecking it.
Jigger: A door.
Jimmy: See ginny.
Jingler: A horse buyer and trader,
Jinny: See ginny.
Jingle: Chain mail.
Jockum gage: Commode stand and privy accessories—basin, chamber pot, ewer, mirror, etc.
Jolly: Content, glad, happy, merry, mirthful.
Jordain: A metal-bound and shod fighting staff.
Jordan: A chamber pot.
Jorum: A large ewer, jug, or pitcher.
Jowls: Cheeks.
Jukrum: A license, official permit.



Jump (v.): Ambush.
Jumper: A cat burglar.
Jybe: Same as Gybe.

K

Kate: A picklock thief of any sort.
Ken Cracker or Ken Miller: A burglar.
Kench: A child.
Kenchen: children.
Keak: A cackling sound, cackling laughter.
Keel Bullies: Laborers who unload coal barges.
Keeping Cully: A man keeping a so-called mistress for prostitution purposes.
Ken: A house.
Kenway: A lane.
Kexy: Dry and juiceless, dried out.
Kid Layer: A swindler who convinces new apprentices to leave the goods (packages) they carry so as to run a special errand for the confidence man who will care for it while they are away "a few minutes only", then abscond with the stuff.
Kidder: The guard and stall for a burglar; also a Croaker or Tranter.
Kiddeys: Young thieves, young members of the Canting Crew.
Kidnapper: A rogue who takes persons for ransom or to sell into slavery.
Killbuck: A dangerous and fierce-looking fellow.
Killcow: A braggart and bully without real substance.
Killpriest: Strong liquor.
Kimbaw (v.): To bully.
Kinch: A child.
Kinchen: Young.
Kinchin Coes: Beggars, young boys who are orphans, trained in begging and thievery.
Kinchin Morts: Beggars, young girls who are orphans, trained in begging and thievery.
King's portrait: A gold coin.
Kit: The necessities contained in a knapsack or similar carrying device, all one needs.
Kitty: All one's belongings including furniture, personal effects, and money.
Knap of the case: The proprietor of a gaming house; one who usually works with sharpers to cheat culls.
Knap of the ken: Same as knap of the case.
Knight cove: An accomplice, associate, co-conspirator, confederate, partner.
Knight of the Blade: A bully.
Knight of the Post: A perjurer ready to testify falsely in support a criminal's defense.
Knight of the Rainbow: A footman.
Knight of the Road: A highwayman.
Knight of the Shears: A Tailor.
Knight of the Trencher: A glutton.
Knight of the Whip: A coachman or teamster.
Knob: The head.
Knock down: To auction off or sell.
Knocked down: Auctioned or sold.
Knot: A small gang within a gang, a cohort band within a larger band.
Knuckles: A young pickpocket of apprentice sort.
Konobling Rig: Act of stealing large pieces of coal.
Konobling Rig: A petty thief who steals large pieces of coal.

L

Ladybird: A lewd woman; a volupturary.
Lage: Water.
Lambaste (v.): Beat.
Lambskin Man: A judge.
Land Lopers: Vagabonds.
Landscheap: Sum in fine for a villein for leaving his lord's land.
Lamp (n. and v.): An eye: to look at, to see.
Lamps: The eyes.
Lamps: Appears to; seems to.
Land: Arrive, come to a place, get there, halt, pull in, reach a point.
Lap: Drink; to drink.
Lap: Buttermilk or whey.
Latch (v.): Let in, allow entry to.
Lath: A bow.
Lavender (v.): Pawn.
Lay: A chance or a hazard; the roguery practiced by Cove.
Legger: One who sells goods claimed to be smuggled or stolen but that are actually simply shoddy or other normal things.
Leaky: Incautious of speech, one with loose lips.
Lena: A bawdy house manager; sometimes also blackmailing and/or fencing goods.
Libbeage: A bed.
Libben: A private residence, a house.
Libken: A boarding house, a lodging or rooming house.
Lift: An ordinary shoplifter.
Lifter: A crutch.
Lifts: Those of team of three persons shoplifting, those who purloin goods and pass them to the Santors awaiting at the service entrance, while the Markers distract the proprietors.
Lig: A bed.
Lightmans: Daytime.
Lightning: Gin or any other clear, strong alcohol.
Lingo: Language.
Lipclap: Kiss.
Livestock: Fleas, lice.
Little Snakesman: A young thief able to enter a place through a very small opening, then enabling confederates to enter.
Lob: A tradesman's till.
Lobken: A lodging.
Lock: A fence who receives and also return stolen property to victims for a commission.
Long: A person who is great, potent, powerful; well-known.
Long ond: A hare.
Long spit: A pike.
Louse house: Any place of confinement.
Loving: Mean, nasty, vile, wicked.
Lowing Rig: Cattle theft.
Lowing Rigger: A cattle thief.
Lugs: Ears.
Lullaby cheat: An infant, a child in arms,
Lullies (n.): Washing.
Lully Prigger: Thief stealing wet linen and laundry of any sort.
Lumber house: A place where stolen goods are received.
Lumper: A thief, one of a group, loitering near docks so as to steal cargo.

Lun: A harlequin, a jester.
Lurch: To abandon, to leave alone.
Lurcher: A lawman, a bailiff or assistant.
Luries: Small but valuable items.

M

Mace (n. and v): Swindle
Mace Cove: A swindler skilled in many aspects of roguery.
Madam: A kept woman, a paid mistress.
Madam Ran: Special prostitute.
Made: Stolen.
Mag: Brilliant, exalted, famed, foremost, glorious, grand, great, illustrious, impressive, princely, splendid, superb.
Maggot Boiler: A chandler of tallow candles.
Magsman: A skilled swindler, a great confidence man.
Malkintrash: One shabbily dressed.
Margery Prater: A hen.
Mark: A victim; a cull; a person easily deceived, a gull.
Markers: Those of team of three persons shoplifting, those who distract proprietors while Lifts purloin goods and pass them to the Santors awaiting at the service entrance.
Marplot: One who foils or spoils a scheme of roguery.
Married: Handcuffed or chained together.
Master of the Mint: A gardner.
Master of the Rolls: A baker.
Maund: A false sore or wound.
Maunding: Begging or asking.
Maunder, The: A chief of beggars.
Mawkes: A solvenly, vulgar woman.
Mawley: A hand
Mawnd: A simpleton, a dolt.
Maw-whallop: Food of bad sort or badly cooked.
Max: Gin.
Melt: To spend money.
Merrigall: A sore produced by chaffing.
Milling Cove: A boxer.
Mill (n.): A chisel.
Mill (v.): To rob or steal.
Miller: A robber.
Mine Aunt: A bawdy house keeper that is a fence.
Mine Uncle: A pawn broker and fence who pays the least for stolen goods.
Mint: gold coins.
Mish: Cotton or linen cloth.
Mite: A cheese monger.
Mix-metal: A silversmith.
Mo: A moment; a minute or short time.
Mobb: A large criminal organization possibly with gangs and smaller groups within it.
Mobbard: A stupid crowd follower; of the mob.
Mobility: The mob; one of the mob.
Mohair: A tradesman or bourgeoisie townsman.
Moiety: Literally half, but in cant a share.
Moll: A doxy who cohabits with another rogue.
Molly: An effeminate man.
Money Dropper: A Drop Cove (q.v.).
Mongrel: A hanger-on, a sponger.
Monkey: To siphon off liquid (usually from a keg of beer, liquor, or wine).
Monkey Kisser: A thief siphoning off ale, beer, liquor, or wine from barrels.
Moon-curser: A linkboy or torch bearer.
Moon Men: Gypsies.
Moonshine: Clear liquor of any sort that is smuggled or illegally distilled.
Mop: A country fair at which servants and laborers are hired.
Mopsy: Dowdy.
Mop-squeezer: A household maid.
Morglag: A heavy pole-arm of the glaive-guisarme sort carried by watchmen.
Mort: A woman of the Canting Crew.
Moss: Lead.
Mot: A girl, a wench.
Mother Midnight: A midwife.
Mouth: A noisy person.
Movables: Small valuables.
Mow-heather: A drover.
Muckworm: A miser.
Mud Lark: A beggar and gleaner of the shores of a river or the like.
Mud plums: Potatoes.
Muffling cheat: A napkin.
Mum: Silent.
Mumbler: One attempting to bite off the head of a sparrow.
Mumbling a Sparrow: A "sport" where a man with his hands tied behind his back attempts to catch a sparrow tethered in a box, (or one with clipped wings in a hat) bite off its head. The sparrow fights back strongly, pecking the face of the mumbler.
Mumper: A genteel beggar.
Mundungus: Bad tobacco.
Mung: To beg.
Muns: The face of a person.
Murfles: Freckles.
Mushroom: One that is elevated above his or her station; a jumped-up person.
Music: A friend, a password amongst highwaymen.
Mute: An undertaker's servant.
Muzzle: A beard.
Myrmidon: A law officer or watch-man.

N

Nab (v.): To grab.
Nab cheat: A hat or cap.
Nab: A hat.
Nab-cheat rhino: A crown, coronet, tiara; any jeweled head gear.
Nab-cheat rhinos: Crown jewels—crown, chain, orb, scepter, etc.
Nabway: A street.
Naps: A sheep stealer; sheep stealers.
Narc: An undercover informant who is a law officer (typically a former criminal turned lawman).
Nask: Prison.
Natty Lads: Young members of the Canting Crew, young thieves.
Nazy: Drunken.
Neck Stamper: A potboy collecting drinking vessels (often those vessels sent outside the establishment).
Needle Cove: Maker of burglary tools.
Needlepoint: A sharper.
Nesh: Fresh and soft, delicate—applying to produce and females.
Next door: Adjacent, near, nearby; next to or close by.
Nick: to succeed at the last moment, against the odds.



Nickpot: A dishonest innkeeper.
Night house: A hotel.
Nightgown Ladies: Prostitutes, courtesans of wealth with the utmost delicacy in regards profession and clientele so as to become the mistresses of aristocratic, very important and influential men.
Nightman: The privy emptier, the Tom-turd Man.
Nigler: A coin shaver, typically of gold coins only.
Nim (v.): to steal.
Nines: A cat or cats.
Nipper: A cutting tool.
Nipperkin: A small measure.
Nithe: Hatred caused mainly from envy.
Nit Squeezer: A hairdresser.
Nix: Nothing.
Nob: A noble or an aristocrat; a man of high rank.
Nob cheat: A helmet.
Nob Thatcher: A wig maker.
Noisy Dog Racketeer: A thief who steals door knockers.
Nose: An informant; one who testifies against a Cove.
Nozzle: The nose.
Nunnery: A bawdy house.
Nyle: A thick fog or heavy mist.
Nypper: A cutpurse.

O

Oaf: Lout.
Oak: A wealthy man.
Obrig: Thanks, thank you.
Office: To give information to the law; to out a criminal; to turn over to legal authorities.
Old: Ugly.
Old Pegg: Poor quality cheese.
Olli Compolli: A lieutenant in a gang of rogues.
Onion: A watch fob, a seal worn as a fob.
Onion Hunter: A nyppper of fobs and seals.
Ongle: A claw or claw-rake.
Orchard gleanings: Fruit (usually stolen).
Oschive: A bone-handled knife
Out: To bring out, call attention to; disclose, reveal.
Outcull: A foreigner.
Outed: To have brung out, called attention to; disclosed, revealed.
Owler: A smuggler of ordinary sort.

P

Packet: A false report; a falsified document.
Packet Rigger: A swindler who has forged documents showing that the estate of one dying or dead owns considerable sums to the swindler.
Pad (n.): Highway; a robber thereon.
Pad (v.): Commit robbery.
Pad Borrowers: Robbers who seek a fine horse rather than a fat purse.
Pad Strumpets: Prostitutes of superior sort who uses their speech and manners to gain attention and thus become the mistresses of wealthy men.
Paggle: To bulge and depend, as a fat stomach.
Palliard: A beggar who is born to begging (see Clapperdogen), females using children (their own and/or borrowed or rented) to excite sympathy, the males with false sores to likewise elicit sympathy. They also rob and steal, of course.
Pall: A cohort, friend, trusted associate, fellow Cove.
Palm (or Paum): to conceal in the hand.
Pan: A shield.
Pan Banger: Musician playing a percussion instrument.
Pannam: Bread.
Panney Daumber: Safe-house keeper.
Panny: A butler's pantry; sometimes the whole of a house.
Panter: A deer.
Parish Bull: Local priest.
Paste: Gemner.
Pater-Cove (or Patrico): A beggar and hedge-priest (q.v.) who performs religious ceremonies that are without sanction.
Patter: Speech that is intended to distract attention, lull suspicion, or lure the unwary.
Paw: A foot or hand, hind paw meaning foot, fore paw meaning hand.
Peach (v.): To impeach, to inform upon.
Peak: Lace.
Pebbler: A hammer.
Peck: Food, victuals.
Ped: A basket.
Pedo: A barrier; fence, wall.
Peel: To strip.
Peeper: A looking glass or mirror.
Peepers: Eyes.
Pegg: Any common cheese.
Penthouse: Upper chamber(s), loft; above, atop, high, lofty; roof.
Penthouse nab: A broad-brimmed hat.
Peter: A chest, piece of luggage, portmanteau, trunk, etc.
Peter Figger: A thief who steals luggage.
Peter lay: the practice of stealing luggage.
Phos bottle: A bottle of phosphorous used to light a fire or wick.
Picaroon: A pirate.
Picking: Pilfering, any petty larceny.
Pickle: An acerbic wag; a droll jester.
Pickthank: A mischief-maker, a tale-bearer.
Pig: any law-enforcement officer or person.
Pigeon (n.): An easy victim, a mark.
Pigeon (v.): To cheat.
Pike (n.): A straight highway.
Pike (v.): To flee, run off.
Pimp Whiskin: A great procurer.
Pin: A leg, pins being the plural for legs.
Pin cheat: A dagger.
Pinch (v.): To palm and thus pilfer valuables. Cf. Fam Layer.
Pinch (v.): To pass counterfeit coins, usually silver, by asking for change for a gold coin to pay a bill, switch good silver for bad, then "disCover" sufficient silver to pay, ask for the gold coin back, passing off counterfeit silver in the process.
Pincers: Rogues passing off counterfeit silver coins.
Pinker: A veshoge.
Pit (n.): A watch fob.
Plank road smoke: Bad tobacco (horseshit and splinters).
Plant (n.): The place in a fencing establishment where stolen goods are hidden.

Plant (v.): To hide, lay, or place something; to be careful, cautious of speech.
Plate: Silver, silver coins.
Play booty: Playing to lose so as to assist in a swindle.
Plumb: Money totaling 100,000.
Plyer: A trader.
Poke: A bag or sack. (Diminutive, pokette [pocket], a small bag or sack.)
Poker: A sword.
Policy: Protection racket; extortion.
Polish a bone: Eat.
Polish iron: Imprisonment, incarceration.
Poplars: Pottage, stew.
Porknell: A fat person, hog-like.
Potlid: A buckler or targe.
Poulterer: A thief stealing post envelopes, cutting them open, taking the contents.
Pound: A prison.
Prad Lay: Cutting of saddlebags and like accoutrements from horses.
Prad Layer: A thief cutting saddlebags from horses.
Prad: A fine horse.
Prancer: A horse.
Prancer's nab: A false seal.
Prancing Book: A bookmaker who frequents horse races.
Prating cheat: the tongue.
Pratt: the buttocks.
Pratts: A tinderbox.
Pricklouse: A tailor.
Priestcraeft: The art of extorting money from devout persons.
Prig (n.): A fop, a vain and conceited fellow.
Prig (n.): A thief.
Prig (v.): Steal
Prig Napper: Lawmen.
Priggers of Caclkers: Poultry thieves.
Priggers of Prancers: Horse thieves seeking several animals to steal.
Priggers: Thieves.
Prog (n.): Provisions; feed.
Prog (v.): To forage for provisions; to feed.
Prop: A cane or a crutch.
Property: A person who is a cat's-paw, willing dupe, stooge.
Provender: A victim robbed on the highway.
Prunie: A gnome.
Prygman: A beggar and thief with a staff (with a hook on it) like any vagabond. He steals clothes drying on the hedges, or else he will filch poultry with the hooked staff.
Public Foyster: An experienced pickpocket passing what is stolen to another, the Adam Tyler.
Pucker: Vinegar.
Puffer: A shill; one who makes fanciful claims, one who bids up prices; one who gambles falsely.
Punk: A soldier's trull.
Push: Furnish; provide, purvey, serve.

Q

Quack: A vendor of nostrums; typical of a mountebank's wares.
Quack Salver: A Mountebank; a seller of salves.
Quacking cheat: A duck.
Quag: Bog, marsh, mire, quagmire.
Quaking cheat: A kid or a lamb.
Quarrel-picker: A glazier.
Quarron: A body, corpse.
Quarter: To pay someone a part of a salary for an office held by the one quartering, the one quartered thus, the "rider" doing the duties of the office. Literally to pay another to do one's work, although the salary for the office might well exceed the payment given to the one working.
Queen: A prostitute who sets up the customer, the Simpler, for being robbed, blackmailed, or having his pockets picked.
Queer: Counterfeit, fake, false, sham; feigned, pretended.
Queer-bit Makers (Queer Cole Makers): Counterfeiters.
Queer Birds: Horse thieves pretending to seek work while looking for horses to steal.
Queer Bluffer: Keeper of an alehouse, inn, or tavern that is a safe house and fence.
Queer Cole Fencer: A rogue buying and passing any counterfeit coins.
Queer Plungers: Swindlers, one of whom immerses himself in water, then confederates "rescue" that one, who carry him to a charitable place where the confederates receive a reward (as much as a gold coin apiece) for "saving a drowning man", and the rogue who was "drowning" wheedles so as to possibly receive alms because of his pitiable straits.
Queer Rooster: An informant that feigns sleep so as to overhear rogues' plans.
Queer Wedge: A large belt buckle.
Quetch: To be in pain, and groan, moan and writhe.
Quill Driver: A scribe or writer.
Quire: Odd, strange, uncommon.
Quod: A prison.
Quota: A fair share.

R

Rack rent: Exorbitant rent; gouging lodging price.
Rainbow: A diamond.
Rake: A lewd fellow.
Rakehell: A lewd and debauched fellow.
Rakehell: Duddering: An extreme rakehell.
Rammish: Odoriferous, rank; powerful, strong; ill-favored.
Rammer: The arm.
Ramp (v.): Grab and tear free, snatch away.
Ramping Cove: A snatch and run thief.
Rap (n. and v.): A false oath; foul language; to use either.
Ramshackled: In a state of disrepair.
Rank Rider: A highwayman of little ability.
Raree Shew Men: Vagabonds giving "magic lantern" puppet shows.
Rascal: A deer with antlers shed.
Rascal: A rogue; villain.
Rat: Companion.
Rattle: A dice box.
Rattler: A coach; stage coach; a traveler in general.
Rattler & prad: A coach or stagecoach and horses.
Rattling Cove: A coachman who is a confederate of rogues.
Rattling: Traveling.
Rattling Mumper: Mumper beggar who claims to be a stranded traveler.
Rats and mice: Cheese.
Razor (v.): Cut.

Reader Merchant: A pickpocket who specializes in stealing readers.
Reader: A pocketbook, small purse, or wallet.
Reak: A prank or trick, practical joke.
Recruit (v.): Go in search of money to be gotten by robbery.
Recruiting Service: Highway robbery.
Red ribbon: Brandy.
Redmod: Hasty, ill-advised, rash.
Regulars: A fair share of booty or loot.
Reject: A subhuman.
Reversed: Held upside down by the feet and shaken by bullies, so that the contents of pockets fall out, can be picked up by these rogues.
Reversers: Bullies who rob victims by "reversed" means.
Rhino: Jewelry.
Rhino Paster: Maker of imitation gems bogus valuable jewelry.
Ribald: A mercenary soldier.
Ribaldry: Vulgar and abusive speech.
Rider: A surrogate office-holder or worker; one "quartered" in the position and paid by the actual holder.
Ridge: A gold coin.
Ridge Cully: A goldsmith.
Rig: Any sort of criminal occupation (game) or trick.
Rigging: Clothing.
Ring: Money gained from begging.
Ringer: A deck of marked cards.
Rip: A lean horse and poor mount.
Rip: A shabby felow.
Rixel: Domination, force; rulership.
Roaky: Nebulous, uncertain, vague.
Roaring Boys: Young bullies, street ruffians, who vandalize and assault and rob, having no ties to home or family, rejecting marriage and religion, law and order.
Roast: Arrest.
Robert's Men: Robust robbers afoot or mounted.
Roger: A valise, a small piece of luggage.
Roger Figger: A thief stealing valises and small pieces of luggage.
Rogue in Corn: A grain merchant.
Rogue in Spirit: A distiller or merchant of liquor.
Rogum Pogum: An herbalist.
Romboyled: Sought by law officials with a warrant.
Romboyles: The law officers of a city ward.
Rook (n.): Crowbar, a pry bar.
Rook (v.): Cheat.
Rookery: A thieves quarter: an area of a city where rogues are protected.
Roost lay: Stealing poultry.
Rope-end: A cigar.
Rose: Secret, in secret.
Rotan: Any wheeled vehicle, a drag.
Roundabout: A burglary tool, a cutter that will make a five-inch diameter hole in wood of one-inch thickness in about 10 minutes time.
Rout: A gambling game at a private residence.
Rover: A Vagabond, jongleur sort.
Royal Scamp: Highwayman who robs only the rich, doing so without ill-treatment of his victims.
Royster: A rude and boisterous fellow.
Rub (v.): To send away or off.
Rub-a-dub: A bath or bathhouse.
Rub up: to refresh, as the memory.
Ruff peck: Ham.
Ruffian: A justice of the peace.
Ruffians: Handcuffs.
Ruffler: A beggar and thief pretending to be a discharged veteran soldier seeking service as an armed retainer.
Ruffles: Handcuffs.
Ruffmans: Brush, hedges, thickets; wilderness in general.
Rug: Right, safe.
Rug (n. and v.): Asleep, sleeping.
Rum: Fine, good, superior, valuable.
Rum ark: A ship.
Rum belch: Ale.
Rum Bluffer: A fine or jolly host.
Rum burgher: A valuable dog.
Rum Dog: A barker for any Canting Crew activity.
Rum Dubber: A burglar and master lock-picker.
Rum Glimmer: Chief of local linkboys.
Rum Mawnd: Beggar pretending to be a simpleton and fool.
Rum Mort: A queen; lady of royal birth.
Rum pebbler: A war hammer.
Rum pad: Busy highway.
Rum screw: A master key.
Rum swag: A fine (expensive) shop.
Rum togger: A haberdasher.
Rumboyle: An area, district, quarter, ward, or watch in a city.
Rumper: A client of a prostitute.
Rumville: The city.
Running Smobbles: Thieves who snatch goods from a counter or display, throw them to confederates who race off with them.
Runt: A trollkin.
Rusher: A robber who invades houses by rushing the doorway and forcing entry thus. Often times one knocks to get a servants to open the door.
Rutter: A well-dressed bully who has been observing the rigged gambling game, and if a victim becomes suspicious or objects to losing, threatens or assails the cull. They work with Takers, Versers, and Barnards.
Rutterkin: A gallant who is arrogant and swaggering.

S

Sack: A pocket.
Sad dog: A wicked and debauched fellow.
Salambo: Oath taken by beggars upon entering the association.
Salute: Throw, toss; get rid of.
Sammy: Silly.
Santors: Those of team of three persons shoplifting, those who await goods to be passed to them at the service entrance purloin by the Lifts, while the Markers distract the proprietors; a snap.
Saunterer: An idle fellow.
Savvy Birds: Prostitutes skilled in blackmailing, confidence games, and pick-pocketing.
Scab: A worthless fellow.
Scaly: Mean, sordid.
Scamp: A high pad.
Scandal broth: Tea.
Scoundrel: One lacking honor and principle.
Scourers: Bullies who vandalize property, beat watchmen, and rob and steal incidentally.
Scragged: Hanged.
Scrap: A plan for criminal activity.
Scraper: A musician playing a bowed string instrument.

Screw: A skeleton key.
Screw Turner: Maker of master and skeleton keys and lock picks.
Sculpting the King: Counterfeiting.
Scribbet: A stick of charcoal for drawing or writing.
Scrunch: A dwarf.
Scrunched: Dwarf.
Scum: The lowest members of the underclass; any person thereof.
Secret (v.): Cheated.
Secure: To take in stolen goods.
Seedy: Poor, shabby.
Send: Break or drive inwards.
Served: Condemned, found guilty.
Set: A scheme to rob or defraud.
Setter: An a customs or excise man.
Seven-sided: Blind in one eye. (One with a front, back, right, left side, outside, inside and blindside.)
Shake: To play dice.
Shake: To pick a pocket.
Shank's mare: The feet. To ride shank's mare: to walk.
Shark: Most clever rogue.
Shark: A custom house officer.
Sharp: A sharper.
Sharper: A thief who is a cheat or confidence man.
Sheepskin Fiddler: A drummer.
Shell: Plate armor.
She-napper: A female thief-taker.
Sheriff's Ball: An execution.
Shift: Trick.
Shifter: A sharper (see Taker).
Shifting: Tricks.
Shill: One who patters to bring in customers; a false bidder or gambler.
Shoole: To skulk.
Shop: A prison, gaol, place of confinement.
Short-heeled wench: A girl likely to tumble backwards.
Shoulder-clapper: A bailiff or lawman.
Shoulder Sham: A Bulk (q.v.), the partner of a File.
Sign: Greetings; to greet, say hello.
Silence: kill or knock unconscious.
Silk Snatcher: A thief who grabs hoods/bonnets and runs off with them.
Simpler: The customer of a prostitute.
Simples: Apothecary's, curative herbs.
Sing: Raise a hue and cry, call "stop thief".
Sitting Breeches: A person who stays in a place a long time.
Skew: A beggar's bowl or cup.
Skins: A tanner.
Skipjack: A stableboy.
Skipper: A barn.
Skit: A lie; wheedle (q.v.).
Sky: A Sapphire.
Sky Farmer: Beggar pretending to be a ruined farmer.
Slag: Person not easily angered.
Slam-bang shop: An eating house where one pays when served.
Slasher: A bullying and riotous fellow.
Slattern: An ill-kempt woman.
Sleepy: Cloth or clothing that is napless, shabby, worn.
Sloomy: Sluggish and lazy.
Slop: Tea.
Slops: Sailors garments.
Slouch: An orc.
Sluice your gob: Drink up a quantity.
Slumgullion: A stew made of whatever scraps of food are on hand.
Sly Boots: One pretending to be a rube or simpleton.
Smacking Cove: A teamster.
Smashing: To pass counterfeit coin.
Smasher: One passing counterfeit coins. See Pincher.
Smear: A plasterer.
Smelling cheat: A bouquet of flowers, flower garden, an orchard.
Smicket: A shift, a smock
Smoke (n. and v.): Observe, see; suspect.
Smoker: Tobacconist.
Smokey: Inquisitive, suspicious.
Smug: A blacksmith.
Smug Lay: To pretend to have a parcel of smuggled goods such as lace, leaving that as surety for a loan of a horse, money etc.
Smug Layer: One who pretends to have a parcel of smuggled goods such as lace, leaving that as surety for a loan of a horse, money etc.
Smut: Copper, copper coin.
Snabble (v.): Plunder, rifle, kill.
Snaffler: A high pad (q.v.).
Snaggle: A trow.
Snap (n.): One who runs off with stolen goods such as an Adam Tyler or Santor.
Snapsauce: One who steals food, runs off with it.
Snapt: Captured or caught (usually by the law).
Snatch Cly: A thief who grabs and runs off with women's valuables.
Sneak: A sneak thief, pilferer, show-lifetr.
Sneaker: A small container such as a bottle, bowl, box, etc.
Snawk: To sniff and smell; to smell out something as in detection.
Snilch (v.): To eye someone or something.
Snirtle: To snicker mockingly under one's breath.
Snite: Slap strongly.
Snow: Cotton or linen cloth, laundry of that sort.
Snout: A hogshead; any great barrel.
Snudge: A thief who enters a house, hides under a bed so as to burglarize it when all inside are asleep.
Snudge (v.): To hide.
Snug: Quiet, still: no activity.
Soldier's Bottle: A large bottle.
Soldier's Mawnd: A beggar pretending to be a wounded veteran soldier.
Sop: A bribe.
Sot: A regular client of bawdy houses.
Sot-lolly: A cigar of any sort.
Sot weed: Tobacco.
Sounder: A piglet or small pig.
Spark: A regular client of bawdy houses who brings new clients.
Spark: Fashionable, fine; frivolous; happy.
Sparrowfart peck: Morning meal.
Sparrow-fart: Daybreak, first light.
Speak (n.): goods taken in a robbery.
Speak with (n. and v.): Rob.
Spice: Rob, robbery.
Spilt: Gratuity.
Spit: A spear, pike, or pole-arm.
Spit-frog: A small and poor sword.
Spoon: right.
Spring: An emerald.
Spoon-paw(ed): right hand(ed).
Sponge: One able to consume a large quantity of drink.
Sponge (v.): to impose upon; to have another pay.
Sporting Saunterer: A bookmaker who frequents sporting events and matches such as bear and bull baitings, cock and dog fights, etc.
Spout: An actor or actress.
Spouted: Pawned.
Sprint: A kidnapper who takes persons for such as apprentices for bond-servitude.



Spuddle: Assumed airs, overweening attitude, making importance of trifles.
Squab: An upholstered couch.
Square: An ordinary person, not one of the Canting Crew.
Square (v.): Buy, purchase.
Squeaker: A bar-boy, potboy; a youthful servant.
Squib: A fart.
Squire sparrow: A quail.
Squirrel: The elite courtesan prostitute who literally covers her back with fur by her tail.
Stag (v.): To perceive, take note of; think; understand.
Stagging: Looking for, searching, seeking, watching.
Stall: A pickpocket's accomplice who distracts the victim through speech.
Stalling: The initiation ceremony making one a member of the Canting Crew.
Stalling ken: A house in which stolen goods are hidden for later fencing or disposal.
Stam: To speak or talk.
Stam flash: To speak in cant.
Stampers: Shoes.
Standing Budge: A thief's scout and lookout.
Star a glaze: Break a glass showcase.
Star Gazer: A hedge-whore.
Stars: Gemstones, jewels—color indicating the type.
Starter: One who leaves early; a milksop, weakling.
Star Lay: Theft by smashing and grabbing.
Star Layer: Thief specializing in smash and grab theft.
Stash: End, finish, stop.
Stash: End, finish, stop.
Steel bar: A needle of any sort.
Stick flams: Gauntlets or gloves.
Stick: A wild elf, or wylf, of any sort.
Sticks: Furniture; household furniture.
Stingo: Strong liquor.
Stitch(es): A tailor.
Stooge: A person who is a cat's-paw, a willing dupe.
Stoop: A pillory.
Stooped: Put into a pillory; pilloried.
Stop Hole Castle: That place designated as the rendezvous for the Canting Crew.
Stow: Be silent, keep quiet.
Strangle-goose: A poulterer.
Strap: Honest work.
Strap: To work.
Stretch: One yard distance.
Stretch: Tall.
Strollers: Strolling Players, one of the five societies of Vagabonds.
Strommel: Straw or poor & dry hay.
Stump: A dwarf.
Sturdy Beggars: Beggars who are strong and demand alms rather than pleading for them.
Subbie: A subhuman.
Suds: Trouble.
Suggil: A stout, gnarled, cudgel; also to beat with such a club.
Sundial: A pocket watch.
Sunnybank: A warm fire, a blazing fireplace.
Supouch: Inn landlady or hostess.
Sutter: A traveling publican; a military camp-following saloon keeper.
Sutler Rigger: A thief who purloins small items such as gloves, stationery, tobacco, etc.
Swad: A military officer.
Swaddlers: Robbers, generally of footpad sort, who beat victims, often to death.
Swadkin: Military man, enlisted rank.
Swag hucker: A shopkeeper.
Swag: A quantity of goods.
Swag: A shop or store.
Swag: Stolen goods.
Swanners: Those procurers and procuresses who have the most beautiful and refined prostitutes.
Swap-trapper: Trader (general).
Sweating: Diminishing a gold coin by means of dissolving it in aqua regia.
Sweating Cove: A coin shaver who uses sweating to extract a little gold from each coin.
Sweeten: Help.
Sweetener: Any device or speech that helps in drawing in a victim for swindling or theft.
Swell: An aristocrat or gentleman.
Swerked: Depressed state of mind, gloomy, lacking hope.
Swigman: A beggar and thief dealing in old clothes, junk, or brooms and brushes, who begs for old materials, asks alms, and in the process of that, and any sales offers, steals whatever can be taken.
Swimmer: A ship.
Swindling Layer: A swindler who obtains goods on credit or false pretenses, sells the goods obtained thus for cash, never paying for them.
Swishtail: A pheasant.
Syntax: A school master.

T

Tackle: Clothing of fine sort.
Tackle: A female companion; mistress.
Taker (sometimes called a Cole, Shifter, or Tumbler): A well-dressed sharper who, through friendly and witty conversation, brings a wealthy cull into a place where he will be cheated. They work with a Verser, a Barnard, and sometimes a Rutter (to bully the Cousin—the victim).
Talesman: A spy; an informant.
Tallboy: A two-quart bottle.
Tally man: A garment renter, principally women's clothing.
Tame army: Militia.
Tapper: A bailiff or lawman.
Tattler: A clock or watch.
Tayle: A sword.
Tayle Drawer: A sword thief; a Foxy Limner.
Teenful: Irritating, troublesome.
Temple picking: Catching and beating a bailiff or lawman caught in an area of sanctuary or where such persons are otherwise forbidden.
Tenterbelly: Fat, bulging stomach; a glutton.
Thatch: Hair.
Thatch-gallows: A rogue or person of bad character.
Theow: A bondservant or slave.
Thief: Ugly—You are a thief and murderer, for you killed a baboon and stole its face!
Thief-taker: A bounty hunter.
Thigging: Begging, with license.
Thimble: A pocket watch.
Thorough cough: A cough with crepitation.
Thorough sneeze: A sneeze with crepitation.
Thug: any sort of mugger; a strong-arm robber.
Thump: A blow; to hit.
Thunder mug: A chamber pot.

Tib: A goose.
Tib of the buttery: A roast goose.
Tickrum: A permit or license.
Till: A money-box or money-drawer.
Tilter: A long sword.
Timber toe: A wooden leg.
Tinshirt: Armorer.
Tip: A drink of ale.
Tip (n.): A gift, gratuity; a loan.
Tip: To give a gift or gratuity; to loan.
Tipple: Liquor.
Tiring: Dressing in clothes.
Tiring woman: A hair-dresser.
Tittup: Riding at a canter.
Toad Eater: A genteel person of reduced fortune.
Toad-eater: A mountebank's assistant.
Toddle: To walk away.
Toddy: Hot chocolate.
Toge: A coat.
Tol: A sword.
Tol: Hard, demanding, difficult.
Tol basting: Lesson or practice with a sword or other hand weapon.
Tolliban Rigger: A female pick-pocket and thief, and hedge-magician too, who pretends to be a deaf and dumb beggar who was formerly a magician, now unable to perform more than simple things because of a mischance in enspelling.
Tongue Pads: Prostitutes, courtesans who uses their speech and manners to gain attention and thus become the mistresses of wealthy, influential men.
Top (v.): To cheat or insult.
Topper: A violent blow to the head.
Topping cheat: A gallows.
Topping cove: A hangman.
Tormentor of Catgut: Any musician playing a string instrument.
Torment Sheepskin: A drummer.
Tot-bait: sugar.
Tout: Look around; scan for trouble.
Touts: Appears, appearance; looks.
Toutshoddy: Merchant, general.
Towel: A bludgeon, club, cudgel.
Tower: A coin diminished in weight through clipping, shaving, or sweating in aqua regia.
Town Bull: Local or common whore master, a procurer.
Track: Go; go to.
Trading Justice: A justice or magistrate of corrupt sort, selling warrants, or licenses, passes, permits, etc.; also one selling dismissals of charges.
Tradesman: A thief.
Tranter: The guard and stall for a burglar; also called a Croaker or Kidder.
Trantles: Generally worthless things, things of little value.
Trap: The mouth.
Trap: A bounty hunter or thief-taker.
Trapen: ensnare; inveigle.
Tripe Fondler: Musician playing a plucked stringed instrument:
Troll (v.): Loiter; saunter.
Trotters: Feet.
Truck: Barter, exchange, swap.
Trull: A mistress, a woman cohabiting with someone, a doxy, a moll; a camp follower.
Trumpery: goods of no worth; rubbish.
Trundlers: Pease.
Trunk: The nose.
Tryst: Appointment, meeting, rendezvous.
Tuft Hunter: A person courting the nobility so as to be moved up.
Tumbler: A cart.
Tumbler: A kind of jongleur performer.
Tumbler: A swindler, a cony catcher called a Taker, sometimes a Cole or Shifter.
Tup: A ram.
Turf: A person associated with race-horses, such a track, or betting on such races.
Turned up: Acquitted; discharged of or released from criminal charges or from incarceration; freed from incarceration.
Turnip-pated: Fair or white-haired.
Tusker: A veshoge.
Twanger: Musician playing a wire string instrument.
Tweague: Ill-nature, peevishness; passion.
Tweagued: Displaying peevishness or passion.
Twig: Fashionable, stylish.
Twig: Catch on, note, notice, observe.
Twig, to: Break off from or with, disengage, be or get rid of.
Twiggy: Popular.
Twink: An elf.
Twitter: Fright.
Twitloc: Two.
Two-handed: Big, great, large.
Tyge: A large and vicious dog.
Tyke: A clown.

U

Uncle: A pawn broker; one that receives stolen goods but pays little for them.
Under-dubber: A turnkey in a goal or prison.
Understrapper: An inferior in office or position.
Unicorn: A coach and three.
Unrig: Undress.
Uphills: Dice rolling high.
Upper Benjamin: A greatcoat, usually of or having fur trim and/or lining.
Upping Block: Step for mounting horses.
Upright: Proper, as it should be.
Upright Man: The head of a large gang of thieves or robbers chosen for his ability and strength.
Upright Sneak: A thief who pilfers copper and/or pewter drinking vessels from potboys sent to collect them or from drinking houses proper.
Upstart: Lower-class person raised to a higher office or station.

V

Vagaries: Frolics, rambles.
Vamp: to pawn.
Vampers: Stockings.
Varlet: A yeoman's servant.
Vaulting school: A gymnasium.
Ve: What; what about; what of.
Venenate: To poison, the act of poisoning someone or something.
Verser: A well-dressed sharper who plays a chance-met congenial companion of a Taker, spends freely on that one and the victim to be cheated. They work with a Barnard, and sometimes a Rutter (to bully the Cousin—the victim).
Vinegar: A cloak.
Vizard: A prostitute called a Countess of the Trade (q.v.); one of this ilk wearing a mask.



Vo: Where; where is.
Volley: Exchange of attacks or words.
Vowel: A marker or note indicating debt owed; money owed; and IOU.
Vrow: One's doxy or woman.

W

Wabbler: A foot soldier.
Wag: A clever, frolicsome, and witty fellow.
Wagering Cribber: A bookmaker who operates out of a building.
Waghalter: A rogue who is gallows bait.
Wagtail: A lewd woman.
Waits: The lowest order of strolling musicians, actually beggars and thieves, who play at fairs, festivals, and on special holidays under the windows of well-to-do folk for some gratuity to be thrown to them.
Wake All: A goose or geese.
Wake All Party: A flock of geese.
Walking Poulterer: A vagabond beggar and poultry thief who steals and sells the poultry further along the way for food, drink, and shelter.
Walking Stationer: A pedlar of ballads, books, broadsides, tracts, and pamphlets.
Ware: Careful; look out; watch out.
Ware hawk: Beware danger; look out for lawmen.
Warm: Rich.
Warper: A thief and lookout for an Angler (q.v.), also equipped with a staff-pole to hook goods or to extend the Angler's own such pole.
Warren: One who agrees to be surety for goods and services purchased on credit account (often by an extravagant young aristocrat).
Wash: Cologne, cosmetics; perfume.
Wash: Drink; liquid ingested.
Waste: Any establishment serving primarily alcoholic drink; an ale house, drinking house, pub, tavern.
Water Pad: A river robber; an Ark Ruffian, also a Badger.
Water Sneaksman: A thief who lurks near cargo vessels and steals cargo.
Wattles: Ears.
Wedge: Silver; a belt buckle.
Wedge-ear: A wild elf, or wylf, of any sort.
Weed (n.): A criminal activity, a caper, job.
Weed (v.): To commit a crime; to be party to criminal activity.
Weight Lifter: A thief who steals shopkeepers' brass scale weights.
Well (v.): To secret loot so as to gain an unfair share.
Wet Fare: Large fish and eels.
Wet Snacks: Small fish.
Whack (v.): Strike.
Whack: A share of loot unfairly gained.
Wheed: Gossip, news, story, talk; to tell, to tell all.
Wheedle: To lie, tell a tale or pitiful story; enmesh in a confidence swindle; decoy by fawning or insinuation.
Whet: White wine; a morning drink of alcohol as an "eye-opener".
Whibble: Bad liquor.
Whiddle: Confess, impeach, speak out, tell all.
Whiddler: An informant.
Whids: Words, speech.
Whiffler: A fifer, any wind instrument player.
Whifling: A weakling, an insignificant person or thing.
Whip: Clever, intelligent, smart, wise.
Whip Jacks (or Whijacks): Beggars with counterfeited license and other papers "proving" the bearers to have been mariners, now ruined by disaster. Their principal source of revenue is from robbery and theft at fairs and markets.
Whipster: A clever and subtle fellow.
Whisker (n. and v.): A lie of considerable sort; the telling of same.
Whistle: The throat.
Whistleberry: A bean, a legume.
White Ribbon: Gin.
Whitewash: The concealing or covering-up of a crime.
Whoa Ball: A milkmaid.
Wicket: A small door, a window, or a window casement.
Widowmaker: Weaponsmith.
Wif: With.
Wife: Ball and chain; one-leg fetter.
Wiggie: A trow.
Wild Rogues: thieves trained up from birth.
Willow: Lacking substance; of no use, value or repute.
Win: Steal.
Wings: Oars, paddles.
Wink: To signal by eye.
Winnings: booty, loot, spoils.
Wiper: A handkerchief.
Witcher Cully: A silversmith.
Witcher: Silver.
Wobble (v.): Boil.
Wobbling: Boiling.
Won: Stolen.
Wong: The **commons** or a meadowland.
Wood Pecker: A swindler who places side bets on gambling games in which it is known there are sharpers playing and thus wins unfairly.
Wooden ruff: The pillory.
Woolbird: A sheep.
Word Pecker: A punster.
Wrap Rascal: Any robe or covering of state, especially one brightly colored.
Wrinklie: A gnome.
Wurp: A glance of the eye; nearby, near.
Wurp's: Nearest.

X Y Z

Xeni: A small gift.
Xylog: A wooden block carved to print on paper as used by forgers and other rogues.

Yaffling: Eating.
Yam (v.): To eat with great appetite; to gorge.
Yarum: Milk.
Yarken: Prepare, ready.
Ycore: chosen, elect, rightful.
Yellow: Jealous.
Yellow Boy: A gold coin.
Yest: Yesterday; and time in the past.
Yisser: An informant, one who informs law officials.
Young: Ignorant.
Young one: An ignorant person.

Zad: Crooked, dishonest.
Zany: A buffoon.
Zinger: A hand catapult, a small, one-hand-operated crossbow.
Znees: Cold, frosty.

CONVERSATIONAL CANTING

Greetings

Good morning.
Bene sparrowfart.
Good afternoon.
Brightmoon.
Good evening.
Benar darkmans.
Hello.
Sign.
Hello friend.
Sign, pall.
Hello fellows.
Sign, coves.
How are you?
End be, cove(s)?
Who are you?
Agrig you?
What is your Brotherhood?
Ve your Crew?
What is your art?
Ve your rig?
Thank you.
Obrig.
Goodbye.
Rum weeds.

Amenities

Would you like some tobacco?
Some fogus?
What sort?
Ve kind?
Snuff.
Beezer-teaser.
Would you like a cigar to smoke?
Fog a sot-lolly?

Identifying Oneself

I speak Cant.
I stam flash.
I am an Assassin.
Expunger cove here.
My specialty is ___.
My rig is (fill in title or name of expunging technique performed)
I am a Thief
Rogue cove here.
My specialty is ___.
My rig is (fill in title or name of roguery performed)
I am a Vagabond
Land Loper cove here.
My specialty is ___.
My rig is (fill in title or name of land loping and role performed in the named society)
I am a Beggar
Maunder cove here.
My specialty is ___.
My rig is (fill in title or name of maundering performed)
I am an aristocrat.
I am a rum nob.
I am from the country.
I come from Deusea Ville.
I am a stranger.
I am a chum.
I am from a foreign place.
I am an outcull.
I am a far traveler.
I be a well-rattled cove.
I am a sturdy adventurer.
I be an abram rascal.
I am a lawman come to arrest you.
I am a pig come to roast you.
I am a bounty hunter come for you.
I am a thief-taker come to roast you.
I need to hide from the law.
I need to plant from the catch-club.



Personal Observances & Questions

Are you eyeing my horse?
You be lamping my prancer?
Are you eyeing my luggage?
You be lamping my peters and rogers?
Are you glancing sidelong at my purse?
You be cutty-eyeing my book?
Are you eyeing my sword?
You lamping my tayle?
Yes, it is a fine but heavy one.
Aye, tis a rum flatchet.
Thanks, and will you try to take it?
Obrig, and stag you do it?
No, I see you are able with it.
Nay, I stag you are hackum.
May the gods shine their light on you; even now, I think they are calling you to join them.
May Autum Nobs glim their glim on you; even now, I stag they are calling you to cap them.
Do you accept stolen goods?
Cove, do you brace garbage?
I've got some recently "acquired" goods for sale.
I've just earned some blow to bate.
or if a fence speaking **I've just secured some blow to bate.**
I've got some recently *robbed goods* for sale.
I've just *heaved* some *speak* to bate
I've got some recently *shoplifted goods* for sale.
I've just heaved some *garbage* to bate.
I've got *a lot of fine* recently stolen goods for sale.
I've just *milled* some rum swag to bate.
I've got a lot of recently stolen goods for sale, but it's *junk*.
I've just heaved some speak to bate, all *trumpery.*
Look at that dwarf who thinks he's a big, dangerous man!
Lamp the *scruntch agrig* stags he's two-handed *killbuck!*
Do you have a job for me?
Gotta caper I can do?
My cousin Vinnie needs a place to hang out for a few days until the trouble blows over.
Me bruv Vinnie needs a crib for a few days til the suds blow over.
You are good looking:
You smoke to be dimber.
You are poorly dressed:
A seedy cull, eh?
You are well dressed:
Rum tackle, cove!
You seem fit:
You lamp to be fubsy.

Directions

Where is (name of) road?
Vo (fill in name) **brushway?**
Where is (name of) street?
Vo (fill in name) **nabway?**
Where is (name of) alley?
Vo (fill in name) **cribbey?**
Where is (name of) building?
Vo (fill in name) **case?**
Where is the nearest apothecary?
Vo wurp's bolus?
Where is the nearest hotel?
Vo wurp's night house?
Where is the nearest inn?
Vo wurp's bluffing ken?
Where is the nearest indoor lavatory?
Vo wurp's bum crib?
Where is the nearest outdoor lavatory?
Vo wurp's the jakes?
Where is the nearest police authority?
Vo wurp's catch club?
Where is the nearest stable?
Vo wurp's grogham case.
Where is the nearest bawdy house?
Vo wurp's academy?
Where is the nearest receiver of stolen goods?
Vo wurp's fencing ken?
Where is the nearest gambling house?
Vo wurp's cony panny?

Where is the nearest private gambling game?
Vo wurp's a libben rout?
Where is the nearest safe house?
Vo wurp's flash panny?
Where can I hire strong toughs?
Vo hire rammish bullies?

Money

Have you change for this gold coin?
Break a canary?
Have you change for this silver coin?
Break a clanker?
How many large silver coins would you give for a sturdy dagger?
End many clanker chink you tip for a fubsy pin cheat?
How many large gold coins would you give for this fine, large diamond?
End many cog chink you tip for a rum, two-handed rainbow?
Will these six coppers cover the cost?
Six smut cover it?

Food & Drink

Is there an alehouse nearby?
There a bowsing ken wurp?
Is there a coffeehouse nearby?
There an eastern gruel case wurp.
Is there a diner nearby?
There a cook shop wurp?
Is there a restaurant nearby?
There a dining case wurp?
Is there a teahouse nearby?
There a scandal broth ken wurp?
Where is the food market?
Vo the victual cully pen?

I have sufficient funds, so will you dine with me?
I've darby—share darkman's bone with a cove?
Would you like something to eat?
Wanna yaffle some grub?

Drink a share of strong liquor with a fellow?
Lap a moiety of killpriest with a cove?
That's fine whiskey, so finish the bottle!
That's rum black ribbon; sluice your gob!
I'd like breakfast, miss.
Gimme sparrowfart peck, article.
I'd like lunch, miss.
Gimme bevor bellytimber, mot.
I'd like dinner, miss.
Gimme darkmans bone, wench.
I'll have the eggs and bacon.
Gimme the cackle-farts and grunting peck.
No, make that sausages, not bacon.
Ditch the grunting peck for gutsuffers.
A tankard of beer with bread and cheese will be fine.
A bub of belch wif pannum and pegg's spark.
Do you serve buttermilk?
Got lap?
or more properly **I am a Ben and Molly, so bubble me.**
Give me a brandy, please.
Red ribbon and chop!
I'll dine on smoked eels, roast goose, berry pie with some white wine to drink.
My bone's fogged wigglers, tib of the buttery, bushdroppings in a bag, and a sneak of whet for wash.
I'll eat a meat pie with pease and a tankard of red wine, followed by cheese and bread with butter, then a large bottle of port wine and nuts.
I'll yaffle crusty surprise, trundlers and a clanker of fustian, next caffan and spread pannum, then a soldier's bottle of red fustian and squirrel eggs.
I'll have the daily special.
Gimme the maw-whallop.



General Instructions and Responses; Observations

Give a gratuity to the stable boy so he will feed our horses.

Barnacle the skipjack so's he'll prog our parncers.

Go to sleep in the straw.

Couch a hogshead in the strommel.

Go get food.

Bing, earn peck.

Go get water.

Bing, earn lage.

Look at the bosom of that pretty girl!

Lamp the blowen's apple dumplin shop!

Look at the legs of that pretty girl.

Smoke the dimber mot's pins.

Shall we walk to the meadow to meet our female companions?

Shanks' mare to wong to stag molls?

That chick's hot!

That wench is ard!

or if it is a girl **That mot (or Gill) is ard!**

Warnings

Be careful and speak only in Cant; watch out, for there is an informant pretending to be asleep.

Plant and stam flash; ware queer rooster.

Don't mess with that guy—he has some Extraordinary abilities and will turn you into a newt.

Don't mess with that whipster—he has dweomers and devilshines to turn you into a newt.

Don't trust that guy—he's an informant.

Ware that cove—he's a nose.

Drop flat and lie still!

Tommy!

Flee from here at speed!

Brush the grig!

He eyed my woman so I slapped his cheek resoundingly.

He snilched my doxie so I snitled his jowl.

It would be healthy for you to come pay your respects to the Don.

It would be fubsy for you to grov the Upright Man (or Dimber Damber, Prince Prig, etc.)

Look out—he's got a bad temper and he's a really mean drunk.

Ware—he's a killbuck and rum loving when croned.

Move off from here as there is a justice of the peace and a bailiff coming this way!

Toddle for comes Little Beak and his Bandog.

The inept rogue was caught hiding some of the loot for himself so we killed him

We boned the dromedary welling and easied him.

The victim is aware of the criminal activity.

The cull has smoked the rig.

There is a bailiff near so be quiet.

Mind fool-finder wurp and mum.

Occupational Instructions and Responses; Observances

Break the jewelers showcase and grab the goods therein

Star the glaze and mill.

Bump into a person whose pocket is to be picked.

Bulk the chub.

Strike on the left side.

Bulk the chub caudge.

Strike on the right side.

Bulk the chub spoon.

Check the idle fellow's heavy purse.

Smoke the saunterer's cod.

Checking it, I found it to be full of gold.

The fopdoodle has a goldfinch.

Distract the guardsmen for a minute while I duck in the back.

Bother the fanger a mo while I shoole in the back.

Do you know where all the Canting Crew are to meet?

Are you flash to the Stop Hole is Castle?



Yes, I know.

I'm fly.

Flatter the nobleman's bodyguard so as to distract him while I pick the pocket of his master to get his wallet.

Fage the nob's fanger so' I can shake the swell's reader.

Follow the coach and rob the passengers.

Drag the rattler and speak with the provender.

Follow that man and cut his purse.

Drag the cull and flick his bongue.

Force open the door.

Dub the gigger. or

(Pick open the door lock. **Dub the gigger**.)

Guido sleeps with the fishes now.

Guido rugs with the finny now.

If the oaf mercenary spots you I'll cut his throat.

If the lout ribald smokes you I'll razor his whistle.

I'm looking for a couple of good second-story men to help me on this next caper.

I'm stagging two rum Wild Rogues to sweeten my next weed.

I've got this great scam I want to run on some new patsies—when does the next boat get in?

I've a rum rig to weed on some green culls—when's the next ark due.

Kill the informant.

Easy the yisser.

Lie down so the ambush won't be discovered.

Couch so's jump's not smoked.

Look out for the big dog when you go over the fence.

Ware burgher when you bounce the pedo.

Make off with the cock-fight fan's coat while I distract him with talk.

Prig the cocker's toge whilst I patter him.

Meet a rich man who is trusting and good-natured.

This here oak I name faithful Bob Cull.

Note the clever swindler cheating the victim.

Stag the duddering sharper bubbling the flat.

Also: **Smoke the mace cove biting the chub.**

Pick the pocket of the rich man.

Shake the fat cull's cly.

Run off with the shoplifted goods to the tradesman who will fence them.

Pike the garbage to Bob Cove.

See the shabbily dresses fellow?

Stag the seedy cull?

I note him.

I twig.

He is an experienced and expert thief of watch fobs.

He's a thumb clean onion hunter.

Spot a likely victim around?

Tout a pigeon?

Spot a likely house to burglarize or rob?

Tout a case?

Steal the expensive shoes.

Nim the rum stampers.

Steal the goods.

Lift the blow.

Steal something.

Nab a cheat.



That man is slow and likely has plenty of money, so let's pick his pocket.

That cull is drumly and like to be inlaid, so let's draw his cly.

That shopkeeper hasn't been paying his protection money lately.

The swag hucker ain't making policy blunt lately.

The coast is clear.

All's bob.

The beggar's woman is a food stealer.

The dopy is a snapsauce.

The crown jewels will be hard to sell; every jeweler in the country will be keen to turn us over to the authorities and claim the reward offered for our heads.

The athel's nab-cheat rhinos will be tol to bate; every bubble-baubler in Deusea Ville will be ard to office us and click the badge for our knobs.

This money is counterfeit—watch where you spend it.

The cole is confect—ware smearing it.

Threaten the victim who is catching on to the swindle.

Ding the cony who's smoking the rig.

What's this I've been hearing about a new guy in town?

Ve's the wheed I've eared about a chum cove in rumville?

At the Playhouse

What do you think of those five fellows?

Ve stag you those five cullies?

The one with the long sword, is a great noble.

Tilter cull is a rum nob.

By his right is a relative now reduced in station.

Spoon of him is a bruv who is a toad eater. To his left is a fop, a popinjay.

Gauge is a court card, a coxcomb.

The great noble's friend is a most lewd and debauched old aristocrat.

The rum nob's pall is an ugly duddering rakehell athel.

The old noble's attendant is an arrogant and swaggering gallant.

The ugly nob's heanling is a rutterkin.

What about those they greet?

Ve those they sign?

The leader of the group is a noble that is reveling and wild.

The fund is a blood.

His companions are rich dogs, of wicked and lewd kind.

His palls are equipt bufes, rakehells.

The old one wearing makeup is the most debauched of the lot.

The ugly crusty beau is the sad dog of the pack.

The lot behind them are their guards, servants only.

The catch-farts are fangers, heanlings.

Now tell me that you think of that group of women nearby them.

Now whiddle your stagging of the gill of baggage wurp the camped nobs.

The grand one is a well-known voluptuary.

The mag one is a long jade.

The beautiful one to her left is a vain and capricious noble.

The ewe caudge-side is a gilflirt nob.

The two pretty ones to the right are also lewd—petty noblewomen.

The two blowens spoon-side are also wagtails—fig nobs.

The best-dressed one is a top courtesan.

The rum-tackled one is a visard.

On the Street

That baker makes good bread.

That master of the rolls cooks rum pannum.

There is a constable chasing a young thief.

See hodge hunt a natty lad.

What crime did the boy commit?

What game did the boy do?

The goldsmith is crying out his watch fob has been cut off.

The ridge cully is beefing that his onion has been nypped.

Let us purchase some trifles for our women.

Let's square trantles for our articles.

That pedlar nearby has costume jewelry.

Yon hawker wupr has fallalls.

How much for this necklace?

End clinkers for this collar?

I need to exchange a gold coin for silver and copper; where is a bank?

I need to break a canary for plates and kettles; vo is a gouger?

Come near, beggar, and I'll run you through with my sword!

Come wurp, cadger, and I'll spit you with my poker!

Why are you so adamant?

Cuz you so flinty?

He pretends to be a simpleton, but he is a pickpocket.

He is a rum mawnd and a lift.

That's a pretty girl!

There's a blowen mot!

She looks fresh and young.

She lamps nesh.

She's an actress, thus likely a prostitute too.

She's a spout, so a buttock too, likely.

The alderman close by is glancing surreptitiously at her bosom.

The furman wurp cutty-eyes her apple dumplin shop.

So does the young apprentice next to her.

And Bob next door.

Her reputation for being easy makes her popular.

Her wilow for being short heeled makes her twiggy.

I need medicine from the apothecary.

I need simples from the bolus.

The one up the street is also an herbalist and apotropaist.

The one up nabway is both rogum pogum and devil catcher too.

Look out for that worthless man!

Ware that scabby cove!

Is he a dangerous thief?

Is he a hackum prigger?

Worse! He is a lawyer.

More tweague! He's a green bag.

Mamas don't let your babies grow up to be…

Mums don't let your bantlings grow up to be…

Observe those three criminals!

Lamp the trio of rogues!

Criminals? They look like average folk.

Rogues? I smoke 'em as innocents.

They are official thieves.

They are tradesmen with jukrum.

Who are they then?

Agrig they be?

The tall man is a grain merchant, the stout man is a miller, and the last is a distiller.

The stretch is a rogue in corn, the fubsy cove is a weevil, and the last is a rogue in spirits.

Where is the armorer's shop?

Vo the tinshirt's fine?

Down that lane.

Down that kenway.

How far?

End far?

Maybe three furlongs. Pass the alley, and then you'll see a blacksmith, next a carriage maker shop, then a swordsmith, and last the armorer's house.

Maybe three bowshots. Pass the cribbey, and they you'll lamp a spoil-iron, next a drag cobbler's swag, then a canary-keeper, and last tinshirt's case.

Don't bump the blind man.

Don't bulk the groper.

He isn't blind, he's a sham, a pickpocket.

He's no groper, he's a queer, a foyst.

Time for me to go to the bath house and the barber; I have a rendezvous with a woman of quality tonight.

Time for Soapy and nick, I've a tryst with a gentry mort come Darkmans.

Farewell, and avoid the bailiff and his watchmen.

Luck, and dodge bandog and the busnapper'a kenchen.

Here comes a beadle, so I am off in a rush!

Comes Harman Beck, so I brush!

At the Inn

This is a large and prosperous inn.

Here's a two-handed and rum bluffing ken.

Who is the man with the large stomach?

Agrig the corporation?

That is the innkeeper.

That's the daisy kicker.

I hear that he is an excellent host.

I ear he's a rum bluffer.

Here comes the coach and horses—a team of six big ones!

Here comes the rattler and prad—a six blonker!

The two burley coachmen seem glad to have arrived.

The fubsy Jarvis pair seem jolly at landing.

Both of the coachmen are informants of highwaymen.

The pair are rattling coves.

Notice how the one with the club in his hand watches for luggage thieves.

Twig how the one with the suggil stags for chivving layers, peter and roger figgers.

Aren't they our brothers?

Aren't they Crew coves?

Yes, but they work for their own group.

Aye, but they darg for their own gang.

The coach must carry a lot of very valuable goods.

The rotan must be loaded with swag.

What about the 10 passengers?

Ve the 10 provender?

The two who rode atop are foreign men of substance.

The pair who rode atop are outcull gorgers.

The pair of dandies are petty noblemen.

The two barber mongers are fig nobs.

The other six are all gentlemen.

The other six are all gentry coves.

The one with all the jewelry is a gemner or a jeweler, I think.

The one with the jem rhino is a paste or a bubble-baubler, I stag.

There are six more people who plan to board the coach.

There are six more provender who plan to board the drag.

The four from the country are not going to make it.

The four hicks are out of luck.

What makes you think that?

Ve stag that?

The rich man speaking to the ostler is a magistrate.

The fat cull jawing with the bluffer is a beak.

I see his fat old wife is ordering him to get them seats.

I lamp the beak's one-leg fetter fussock demanding he get them seats.

That leaves two places atop the coach.

That leaves two places penthouse the rattler.

No, one is for the magistrate's servant, the other for his wife's maid.

Nay, one is for the beak's knight of the rainbow, the other for his ball and chain's Abigail.

Let us go inside the place.

Let's bing the ken's gut.

There's nobody but tea drinkers in the dining room.

There's naught but scandal broth lappers in the bone room.

The salons are where the action will be at this time of day.

The lounges be the place for game at lightmans.

There is a table of waggoners talking business.

Yon is a table of Country Harrys stamming their strap.

The squire in the corner is dictating something to a scrivener.

The gundy gorger is wheeding something to a quill driver.

Speaking of rich gentlemen, what is the cook doing with a money changer?

Jawing of fat culls, what's Burns with a gouger?

If someone has been killed here of late, I would say he is changing assassin's gold for Silver coins.

If some cove has been easied here of late, I'd stag he's breaking expunger's cogs for moons.

I think you have it, for that is the bartender holding out his hand for a share.

I twig you have it, for Dash is holding out his hand mawley for a moiety.

Oh-oh! That's a sorcerer in the corner who is watching all, so let us leave quickly.

Yoicks! A devil-kisser in the corner lamps all, so let's pike.

What is going on in the far room?

What's the caper in yon far room?

A custom's man is auctioning off smuggled goods, I think.

A shark is knocking down owled blow, I stag.

Right you are, for there is the high constable seeing that all follows the proper procedure.

Rug, cove, for there's Hamlet lamping all drags is upright.

There are many tradesmen and shopkeepers here to buy.

There' many a a mohair and swag hucker here to square.

No wonder, it is a quantity of lace, and their wives have made them come.

No wonder, it's a swag of lace, and their one-leg fetters have rixeled them come.

The farmer over there looks happy.

The clod yonder lamps spark.

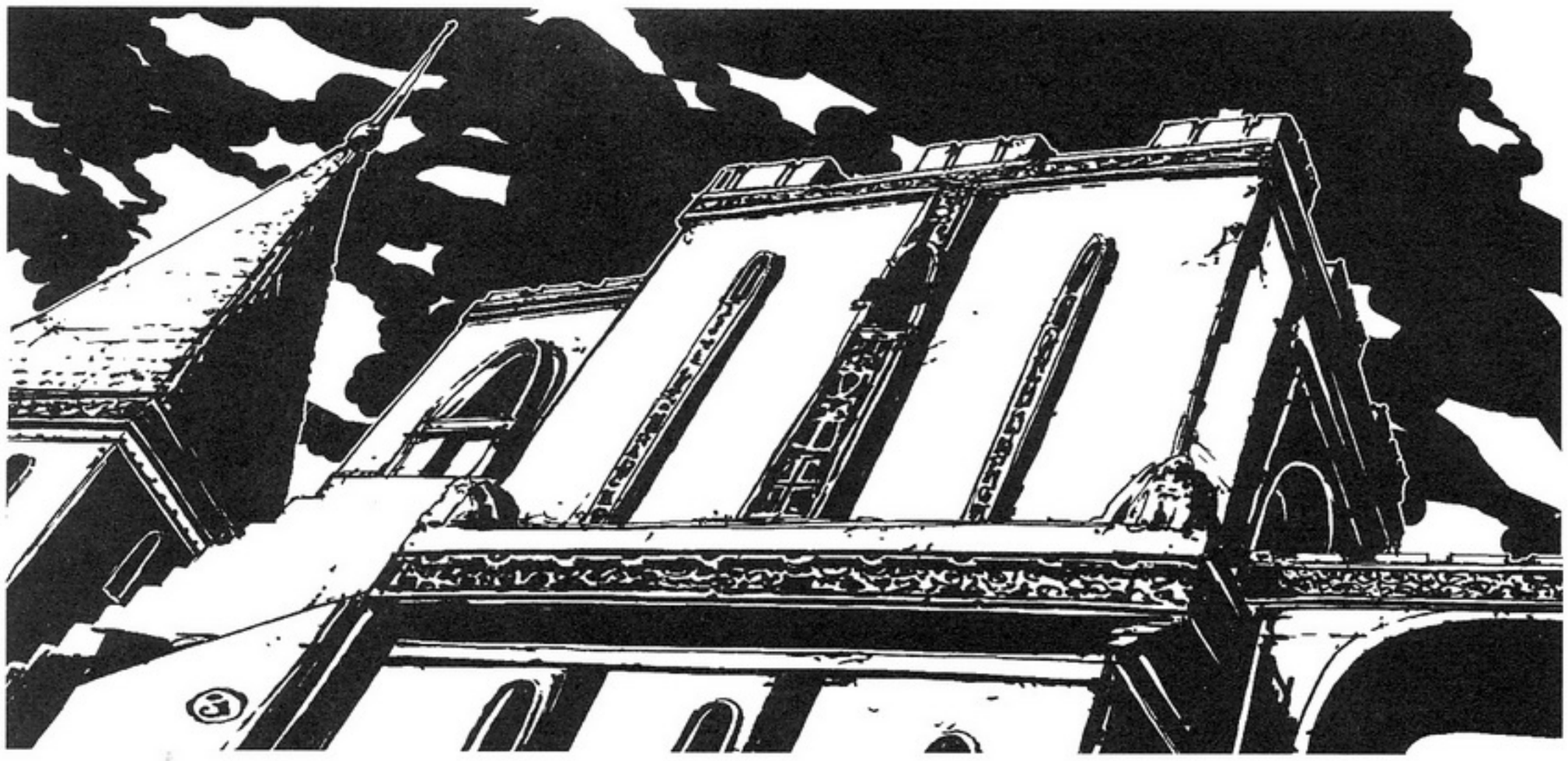
Didn't you see his two workers unloading the wagon full of grain sacks at the stable?

Didn't you smoke his two bangstraws unloading the drag full of grannum pokes at the grogham case.

Yes. I suppose he has sold it for a good sum.

Aye, I suppose he has knocked it down for a caravan.





The Canting Crew

The brewer will make some fine ale with it, I hope.

The belch master will make some rum ale with it, I hope.

That fellow is here promoting the boxing match tomorrow night.

That cove is here bow-wowing the milling next darkmans.

The horse trader is placing a bet now with that bookmaker.

Jingler is wagering now with that sporting saunterer.

Ah, I hear the ostler's bondservant crying out that dinner is being served.

Ah, I ear bluffer's theow bellowing bever is pushed.

Excellent! Let us dine.

Rum! Let's yaffle.

I see a fencing master and swordsmith I know, both are fine fellows, so let us join them.

I lamp a pinker and a canary-keeper I flash, both are bene coves, so let's cap them.

All right, as I want both fencing lessons and a new sword.

All right, as I want tol basting and a new fox.

You have so much money?

You have so much cod?

Yes, I have a pocketful of pearls I stole.

Aye, I've a cly full of clam-farts I prigged.

On the Street at Night

Here comes a crowd of worshippers from the temple.

Here comes a mob of autem cacklers.

They stick together like a flock of chickens.

They stick together like cackling cheats.

Wise, for there are many muggers and robbers out tonight.

Whip, for there are many thugs and foot pads about at drakmans.

The common harlots are coming forth as well.

The bats are coming out too.

Let us hire some torch bearers.

Let's hire some glim-jacks.

Why do we need torch bearers?

Cuz we need moon cursers?

I still have the pearls but lack a sword.

I still have the clam-farts but want a tayle.

Speaking of swords, shall we visit a pair of special ladies of the evening I know?

Speaking of pokers, shall we visit two squirrels I know?

Yes, if they are not pickpockets, have no dangerous men about.

Aye, if they aren't savvy birds with bully backs around.

On second thought, let us go to a tavern and play cards.

On afterclap, let's go to a bowsing ken and play books.

At the Tavern or Gaming House

Who is that who lingers here so long?

Agrig's the sitting breeches?

He's an aspiring bravo but is only a bullying braggart.

He kens a hackum but is a mere killcow.

See how he avoids looking at the fierce man nearby?

Lamp him dodging to smoke the killbuck wurp?

The man exchanging sharp quips about the matter with his companion seems bent on annoying the worthless man.

The pickle volleying with his waggish pall about the matter seems set to vex and out the scab.

Yes, it would take a good-natured fellow to stand such japes without taking umbrage.

Aye, 'twould be a Bob Cull who could face such Jack Puddingry without becoming glimmerflashy.

What about the four men playing cards?

Ve the four at books?

The well-dressed one is a swindler, adroit and clever.

The rum-rigged cove is sharper, a whipster in all.

His bully is ready nearby, but he's likely to cause a riot!

His rutter is wurp, but he's a slasher!

The coxcomb is being boisterous and annoying one of the swindler's partners, the one who will win.

The royster is one of the shark's knight coves, the barnard.

The very fat man is rich, the victim.

The porknell is an oak, the cousin.

The fourth one is a stranger, but he seems to be growing suspicious.

The fourth's a chum, but he touts be getting bill.

The man who is looking on?

The cull lamping?

An idle observer only.

A saunterer.

He is getting up surreptitiously so as to slip out.

The cove shooles away.

Yes, I think he plans to not pay his reckoning.

Aye, I stag he sets to burn the ken.

Well done, lad! Will you stand the next round then?

Rum, kinchen cove! Now play you cock of the company?

No, I am no underling or toady either.

Nay, I am neither afterling nor foolish.

The fool playing dice is about to loose; a cheat just slipped in dice that roll high

The Ben dicing is about to lose; a sharper nust fuzzed uphills.

Gambling

Do you accept a voucher for debt?

Brace a vowel?

Yes, I will take an IOU.

Aye, I'll grabble a vowel.

Is there someone who will loan me money here?

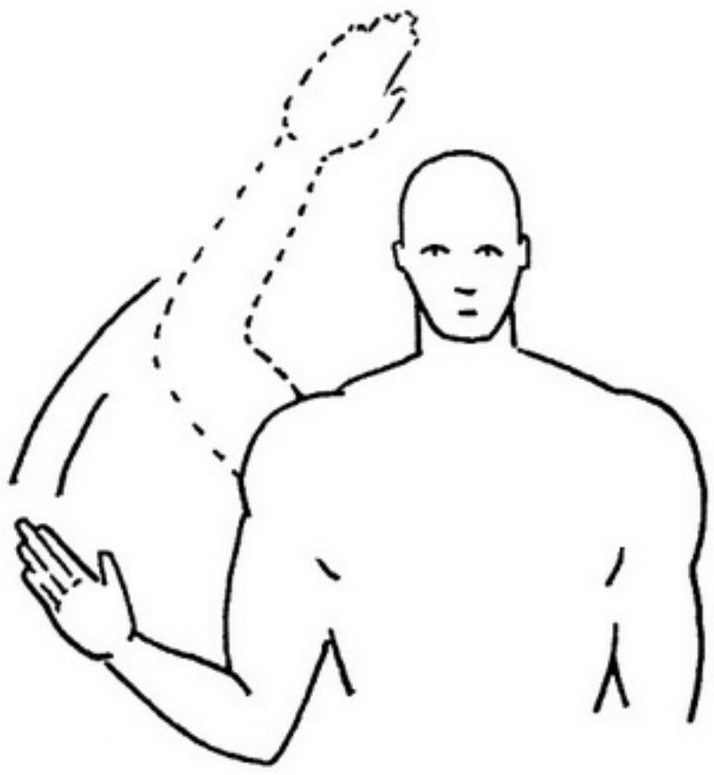
Be there a Gull Groper about?

CANTING CREW WAYLAYING SIGNALS

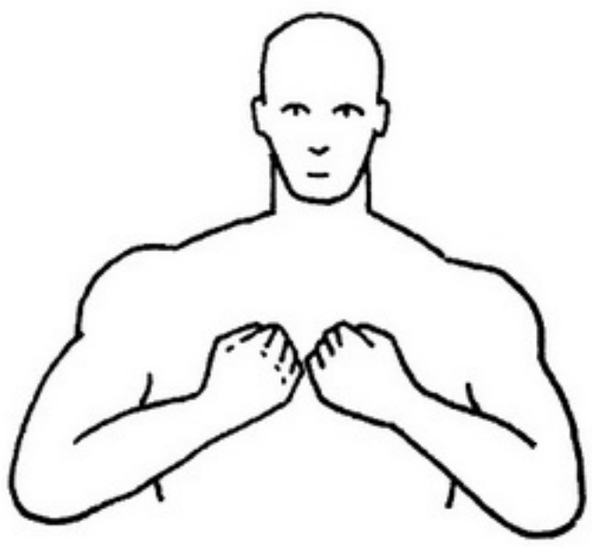
Below are the hand and arm signals used to communicate silently when any criminal or outlaw group is operating stealthily, not making noise talking. Generally the signal is repeated three times. If any signal is given with a thumb pointing downwards, it means the signaler is being forced to give the instruction and it should be ignored.

Instruction/Signal

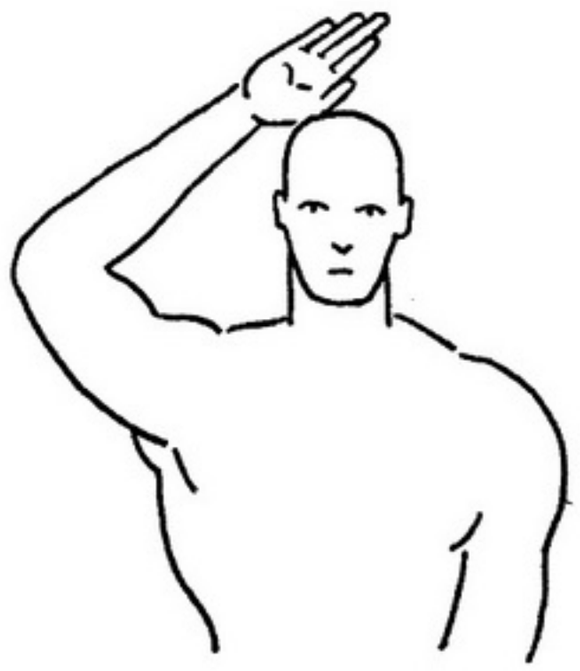
Attack/charge: raised arm forward in chopping motion.



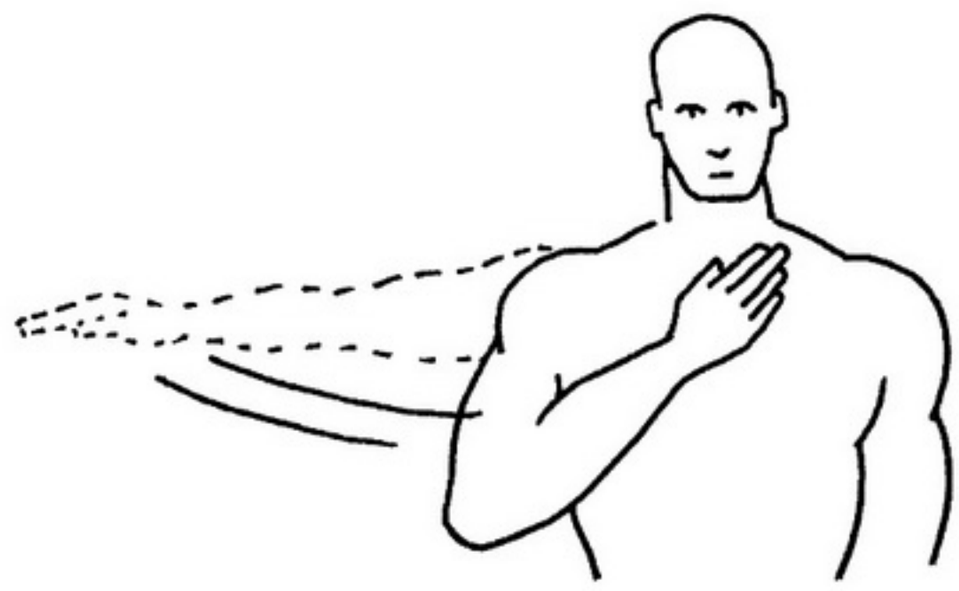
Cavalry/horsemen: prancing motion, arms at chest, elbows out.



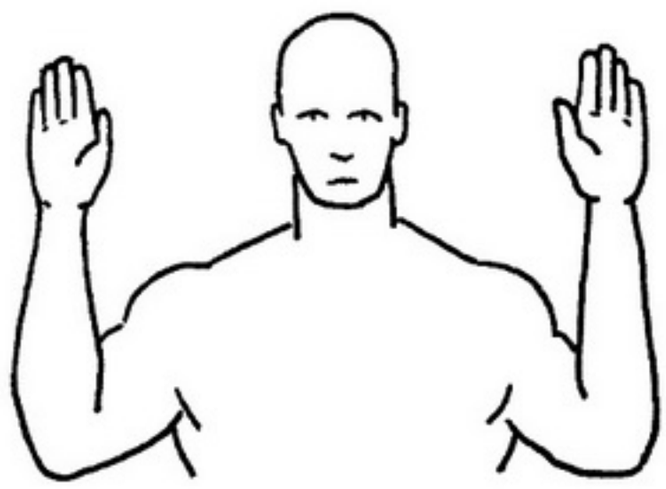
Come here: hand atop head



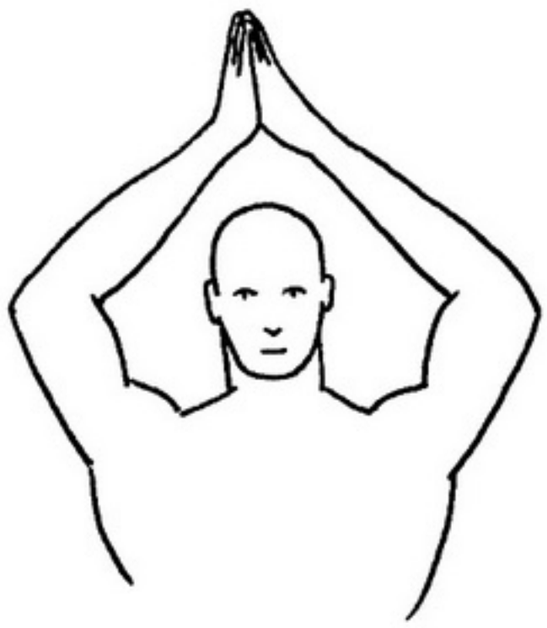
Direction (compass): arm held in stiff point, brought in, then repeated point



Foes/target near: both arms held up over head (as if surrendering)

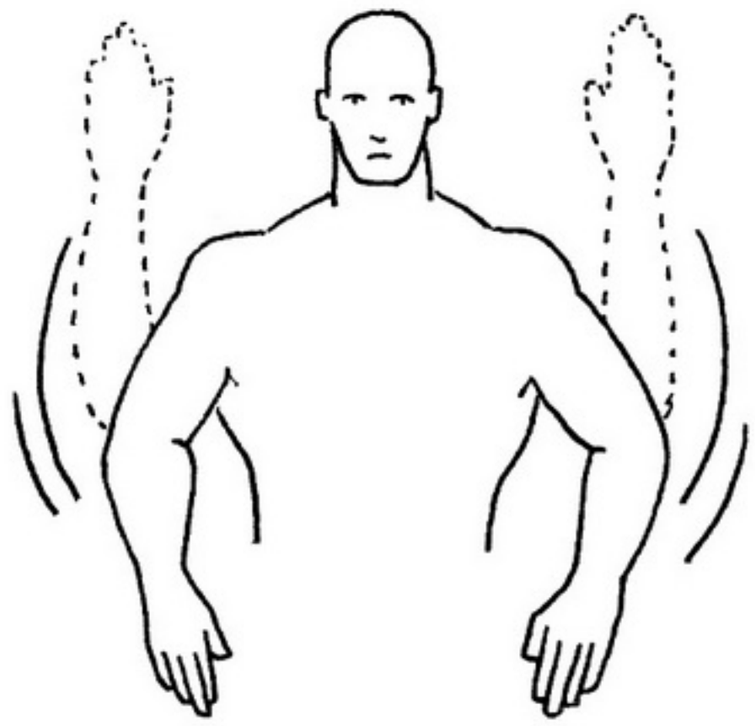


Foes/target near, camped: both arms held up over head, hands together.

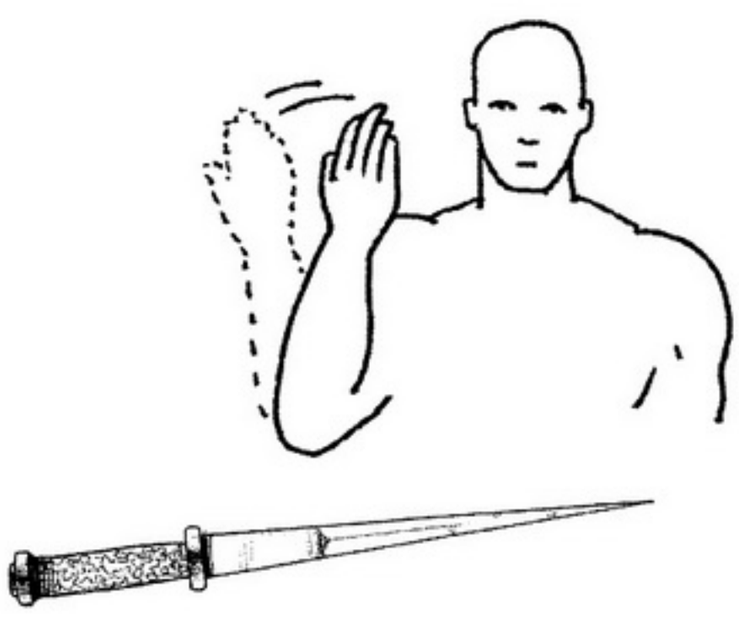


Foes/target near, coming fast: both arms held up over head and quickly crossed thereafter.
(Illustration as above, crossing gesture).

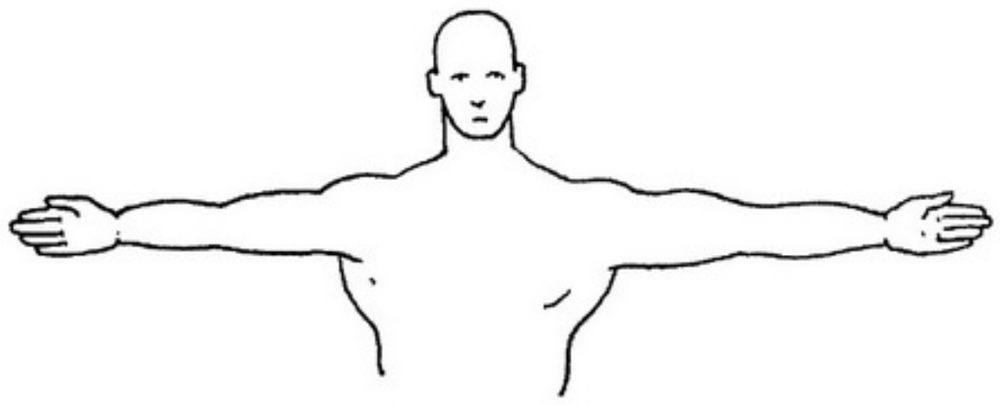
Foes/target near, in ambush: both arms held up over head (as if surrendering), then reversed, forearms and hands down.



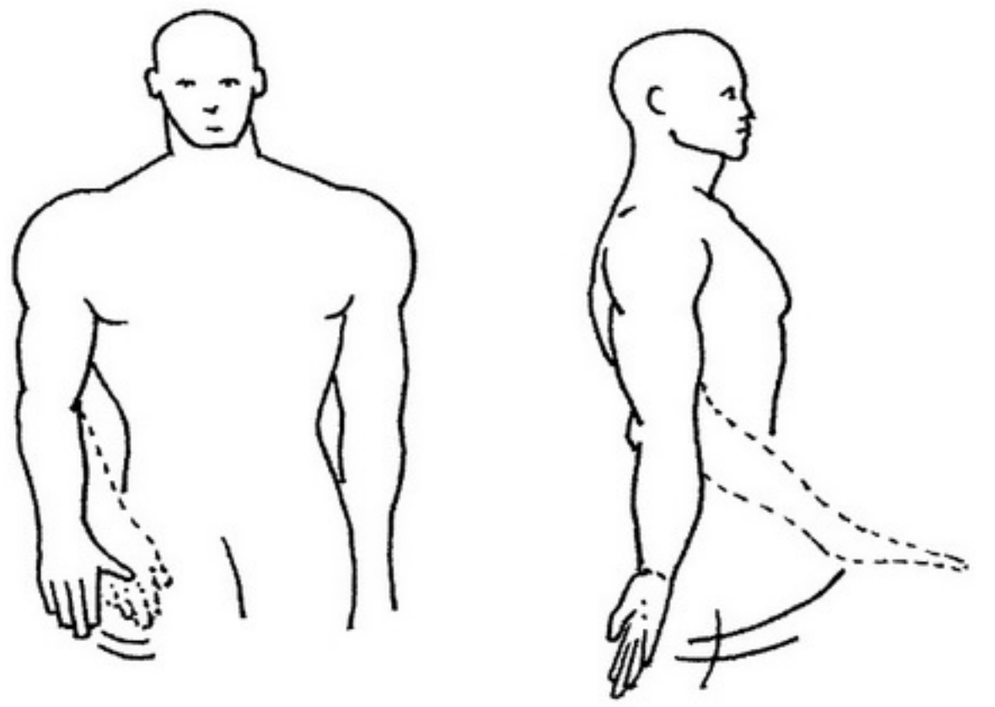
Follow me: beckoning arm movement.



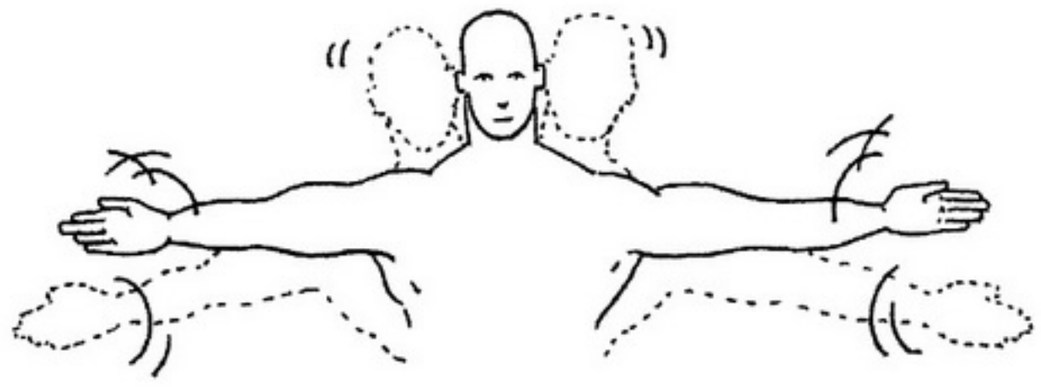
Friends: arms open and out in welcome gesture.



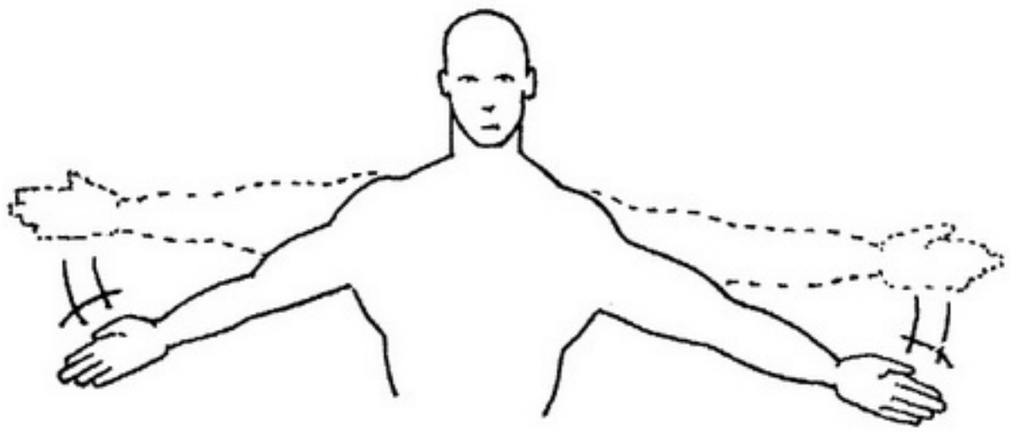
Go/leave: backwards arm gesture.



Large: arms at shoulder height, circled in front, side turns of body left and right.



Lie down/take cover: hands open, spread-arm movement downwards.

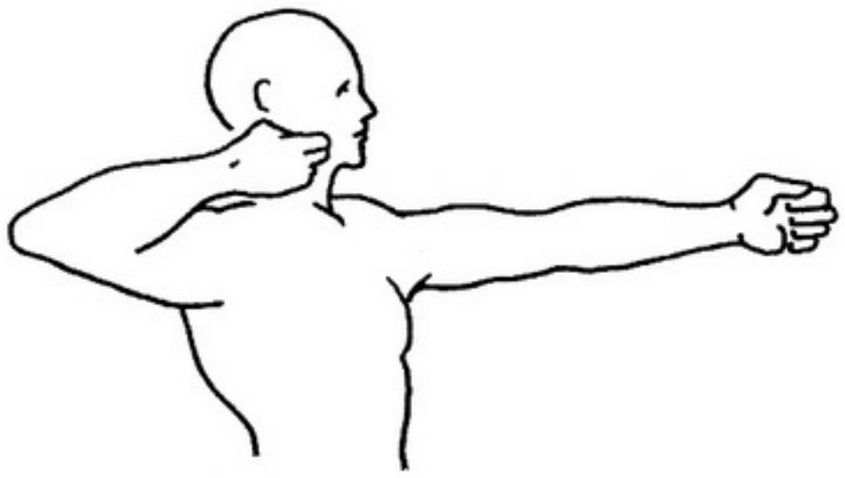




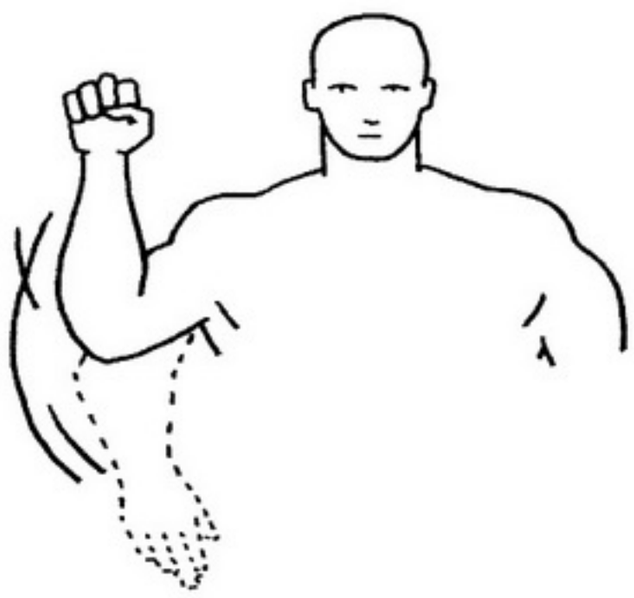
Look/watch out: hand shading eyes.



Loose missiles at target: bow drawing motion.



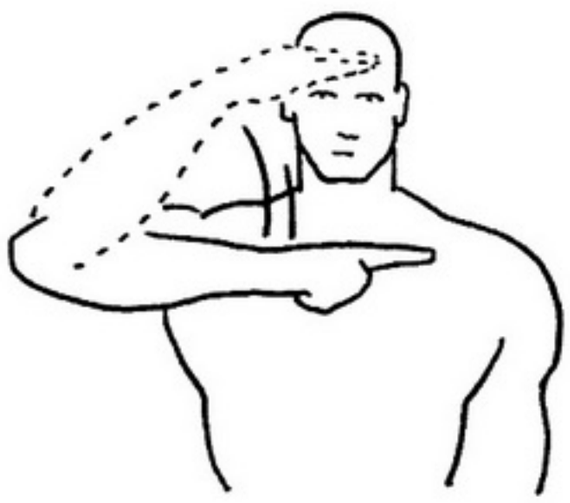
Number (of things): one arm raised, hand open, each lowering to head and raising indicates one—if clenched fist each such gesture indicates 10.



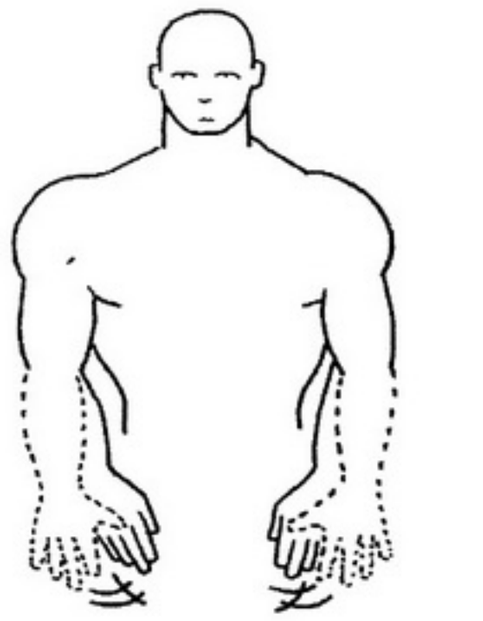
Pass signal: hand motion from mouth outwards.



Reconnoiter: look out signal followed by a direction point.



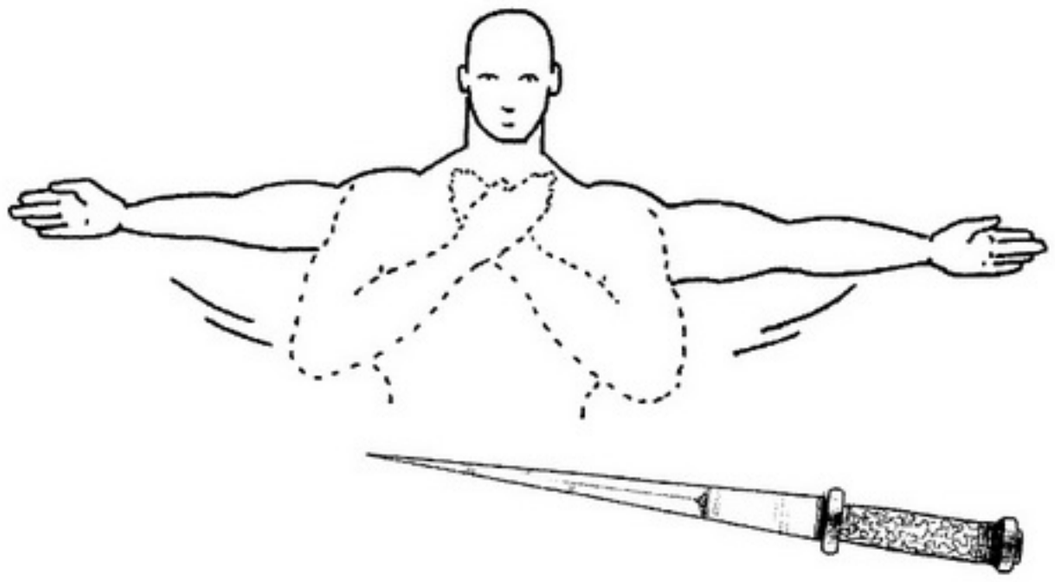
Retire/retreat: spread arms down, hands open, all backwards gesturing.



Silence: hands to throat as signaler turns a full circle.



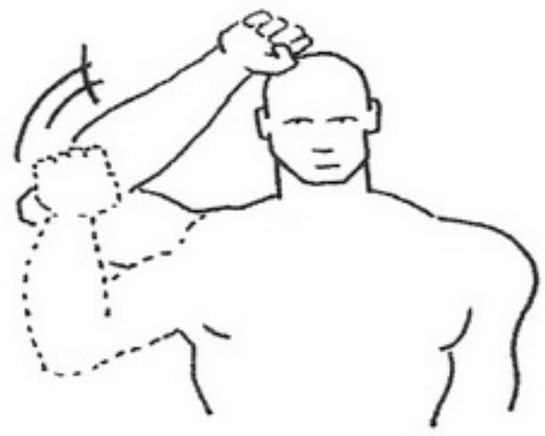
Spread out: Arms moving from chest to outspread position.



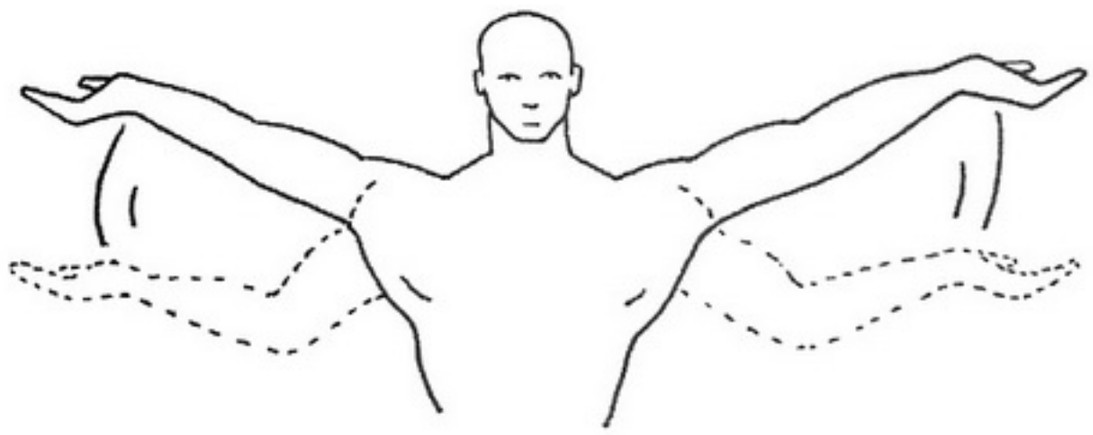
Stand ready: arms crossed on chest as signaler turns a full circle.



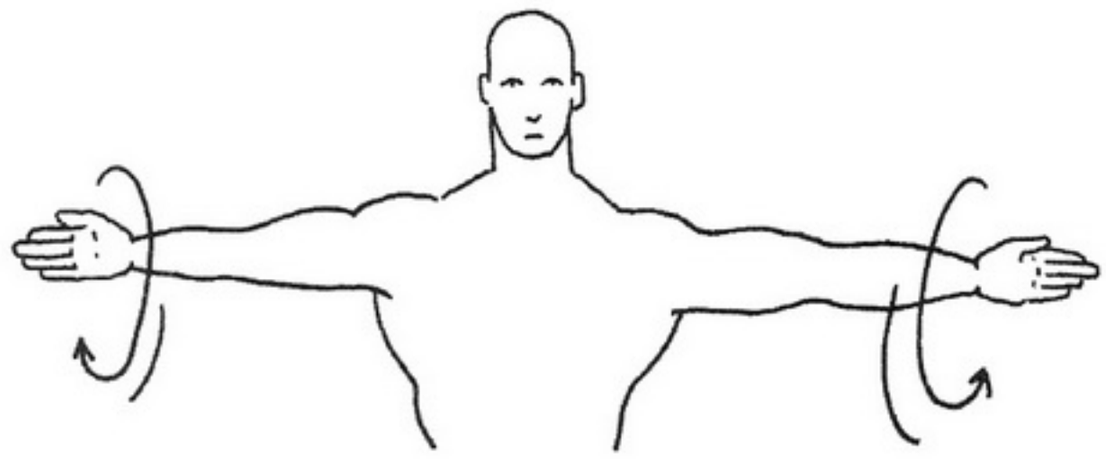
Stop: clenched fist raised from shoulder to above head.



Stand up/rise: hands open, spread-arm movement upwards.



Wheeled vehicle: arms spread and making circling motions.







CANTING CREW, CHIEFLY BEGGAR, SIGNS

The following is a depiction and description of the meaning of the more commonly used Canting Crew signs, pictograms if you will. These markings are chalked, or sometimes actually carved, by Beggars, or Vagabonds, most commonly on trees, sign posts, fences, walls, and buildings. The marks are usually made in places where they do not catch the attention of a normal observer, such as low to the ground, in the rear portions of places, and so forth.



All Right, All Fair



Aristocrat



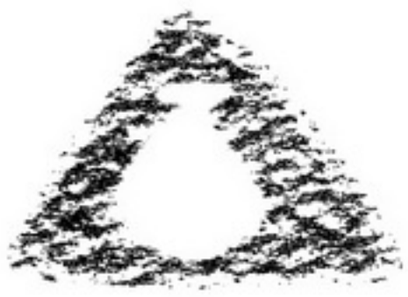
Assassins here



Assume a devout & religious persona



Bad, dangerous



Bandits camp here



Barn/hayloft to sleep in



Be prepared to defend yourself, fight.



Be quite; don't talk



Be silent because of geese, babies, or sleeping persons



Beggars here



Boat or barge stop



Camp here



Care here for vagrants

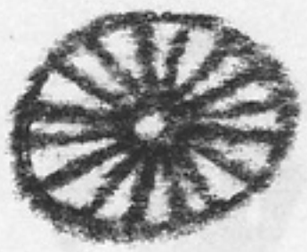


Castle nearby

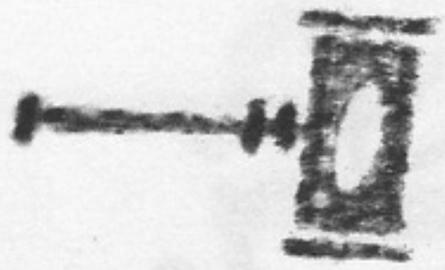


Cave or mine in which to shelter





Coach stop



Court or law enforcement building



Crime recently committed in this place



Dishonest, unreliable, informant



Dog that barks loudly



Dog, attack/guard



(A numeral or score marks (III) indicate the number of dogs.)

Dog, bad and vicious



Don't go this way



Don't surrender yourself



Doubtful, chancy



Easy mark, a cully



Former sailor



Former soldier



Free bowse likely here



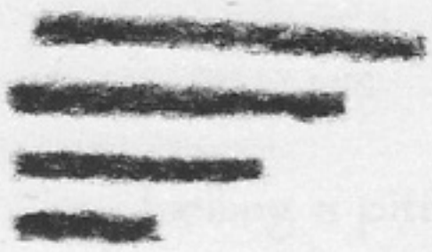
Free health care given here



Garden nearby



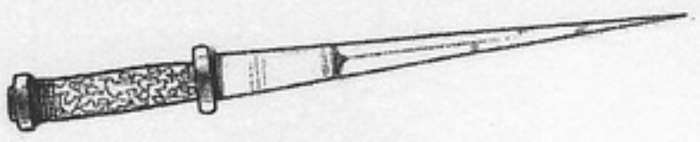
Gentleman



Get out, leave quickly, flee



Go this way







Good direction/road to follow



Good



Gypsies camp here



Halt, stop



Haunted or malign place



Here; this place is a good place



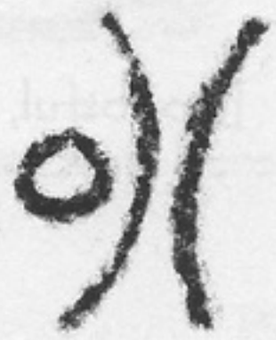
Jail



Justice of the peace, magistrate, judge



Kidnapper



Laundry often hung out here



Lawman, law officer



Man, aristocrat



Non-human community



Non-humans around.





Nothing, nothing to be gained or had here



Not here; this is a bad place

Occupied building, person usually in/at home





Orchard nearby



Pedlars, carters come here, this way



Person or persons inside are afraid, fearful



Poultry "available"



Place that vagrants are not bothered



Place where vagrants are disliked.



Rich man



Safe camp



Safe house



Spell-caster



Safe camp with water



Spoiled, bad—too many beggars



Sell things here



Telling a pitiful tale will benefit you



Thieves here





Unoccupied building, or person usually not in/at home



Unsafe place



Unwatched building, some pilfering possible



Unwatched place



Vagabonds here



Very good



Water, safe drinking water



Well-armed man or men. A numeral or score marks (III) indicate the number of persons so equipped



Woman



Woman, kind



Work required for alms given



You will be arrested and gaoled



You will be beaten, pilloried, whipped, etc



Well-guarded house or place



Book III

d20 Cant
Prestige Classes for the City
Environment, Spells



Bravo/Henchman

These rough individuals are both tough and hardy. They thrive in the urban setting, but can be found in most places. The members of this class are masters at small arms and urban combat. Intimidation is the main weapon used, and these crafty people will attack with any means necessary to obtain victory, especially through superior numbers.

Becoming a Bravo/Henchman

Mainly, fighters, clerics and rogues enter into this class to specialize in the urban fighting style. This class is not really suited to wizards and sorcerers because of the brutal, physical lifestyle. Also, barbarians and rangers are not suited because of the urban setting, which puts them out of their element. Bravo/Henchman are often spies and messengers for guilds and wealthy individuals.

Hit Die: d10

Requirements

To become a Bravo/Henchman, a character must fulfill all the following criteria.

Alignment: No Good or Lawful Alignments.
Feat: Toughness
Base Attack Bonus: +6

Class Skills

Bluff (Cha), Climb(Str), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis) and Use Rope (Dex).

Skill Points at each level:
4+ Int. Mod.

Class Features

All of the following are class features of the Bravo/Henchman.

Weapon and Armor Proficiency: The Bravo/Henchman is proficient with all Simple weapons and Martial Melee Weapons (with the exception of the light lance, heavy lance, heavy pick, trident, warhammer and all Large Martial Melee Weapons). Selections may be made from the Tiny and Small Exotic Melee Weapons, and also from the Tiny, Small and Medium Exotic Ranged Weapons.

They are proficient in light and medium armor, and can use bucklers and small shields.

Unarmed Strike: A Bravo/Henchman fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that she attacks. This is similar to the Monk's attack, but does slightly less damage. See chart 4-2.

Uncanny Dodge: Retains Dex bonus to AC as for the 3rd level Rogue (this ability does not proceed to the next category).

Defensive Roll (As Rogue): Once per day, when a rogue would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if

Table 4-1: Bravo Henchman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Unarmed Strike
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	Uncanny Dodge
4th	+4	+4	+1	+1	Defensive Roll
5th	+5	+4	+1	+1	
6th	+6	+5	+2	+2	Stunning Attack
7th	+7	+5	+2	+2	
8th	+8	+6	+2	+2	Gaze Lock (1/day)
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	



successful, takes only half damage from the blow. The rogue must be aware of the attack and able to react to it in order to execute the defensive roll — if the Dexterity bonus to AC is denied, the rogue can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

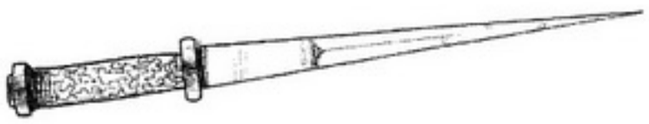
Stunning Attack (As Monk): The Bravo/Henchman can use this ability once per round, but no more than once per level per day. The monk must declare she is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the monk is forced to make a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier). In addition to receiving normal damage. If the saving throw fails, the opponent is stunned for 1 round. The stunning attack is a supernatural ability.

Gaze Lock (Ex): By means of this ability, the Bravo/Henchman engages the opponent in a contest of will. This ability acts the same as the *suggestion* spell (DC 25). If the opponent is of lower level, then there is a –5 morale penalty to the roll. If the opponent is of higher level, then there is a +5 morale bonus to the roll. A Bravo/Henchman can use this ability once per day. This is an extraordinary ability.



Table 4-2: Unarmed Strike Damage

Level	Unarmed Att. Bonus	Unarmed Damage
1st	+2	1d4
2nd	+2	1d4
3rd	+3	1d4
4th	+4	1d6
5th	+5	1d6
6th	+6	1d6
7th	+7	1d6
8th	+8	1d8
9th	+9	1d8
10th	+10	1d8





Changeling

This class uses primarily alteration magic to enhance its thieving abilities. The Changeling's magic will not be offensive in nature. They have the ability to alter size and appearance, gain protective spells, and use magical means to disarm prospective targets. Many wizards and sorcerers consider this type of magic use beneath them because it is used primarily for thieving.

Becoming a Changeling

Fighters, rangers, rogues and clerics will be found in the ranks of this class. Occasionally, there will be a wizard or sorcerer in this class, however it will gain them the scorn of their peers. Changelings are constantly used in the continuing war between guilds, city officials and powerfully vested individuals.

Hit Die: d6

Requirements

To become a Changeling, a character must fulfill all the following criteria.

Alignment: No Lawful Alignments.

Spellcasting: Ability to cast 1st level arcane spells.

Disguise: 4 ranks

Hide: 8 ranks

Move Silently: 8 ranks

Class Skills

The Changeling's class skills are: Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Search (Int), Sense Motive (Wis), Spot (Wis) and Tumble (Dex).

Skill Points at each level: 4+ Int. Mod.

Class Features

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

Weapon and Armor Proficiency: The Changeling is proficient with the following weapons: all Simple Weapons (excluding the heavy mace and heavy crossbow), the Small and Medium Martial Weapons (excluding the light lance, heavy lance, heavy pick, trident and warhammer) and the Tiny and Small Exotic Weapons.

Armor is limited to the light variety. No shields can be used.

Shrink Self (Su): This allows the Changeling to shrink their size to one half of their normal size and weight. The duration is one hour per level. This can be used one time per day. This is a Supernatural ability.

Change Self: This ability is the same as the spell. This can be used one time per day.

Invisibility: This ability is the same as the spell. This can be used one time per day.

Table 4-3: The Changeling

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Shrink Self (1/day)
2nd	+1	+3	+3	+0	Change Self (1/day)
3rd	+2	+3	+3	+1	Invisibility (1/day)
4th	+3	+4	+4	+1	Shrink Self 2 (1/day)
5th	+3	+4	+4	+1	Change Self (2/day)
6th	+4	+5	+5	+2	Polymorph Self (1/day)
7th	+5	+5	+5	+2	Change Self (3/day)
8th	+6	+6	+6	+2	Nondetection (1/day)
9th	+6	+6	+6	+3	
10th	+7	+7	+7	+3	Polymorph Self (2/day)



Shrink Self 2 (Su): This allows the Changeling to shrink their size to one eighth of their normal size and weight. The duration is one hour per level. This can be used one time per day. This is a Supernatural ability.

Polymorph Self: This ability is the same as the spell. This can be used one time per day.

Nondetection: This ability is the same as the spell. This can be used one time per day.

Spell List

1st-Level: *Hypnotism* (Ench),*Change Self* (Illus),*Nystul's Undetectable Aura* (Illus), *Silent Image* (Illus), *Ventriliquism* (Illus), *Message* (Trans), *Reduce* (Trans).

2nd-Level: *Obscure Object* (Abjur), *Blur* (Illus), *Invisibility* (Illus), *Minor Image* (Illus), *Misdirection* (Illus), *Alter Self* (Trans), *Whispering Wind* (Trans).

3rd-Level: *Nondetection* (Abjur), *Tongues* (Div), *Suggestion* (Ench), *Displacement* (Illus), *Illusory Script* (Illus), *Gaseous Form* (Trans), *Shrink Item* (Trans).

4th-Level: *Arcane Eye* (Div), *Confusion* (Ench), *Emotion* (Ench), *Lesser Geas* (Ench), *Illusory Wall* (Illus), *Improved Invisibility* (Illus), *Polymorph Self* (Trans).

Table 4-4: Changeling Spells

Class Level	Spells per Day			
	1st	2nd	3rd	4th
1st	–	–	–	–
2nd	1	–	–	–
3rd	1	0	–	–
4th	1	1	–	–
5th	1	1	0	–
6th	1	1	1	–
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1



Counterfeit

This class is skilled in the reproduction of items, both magical and physical, but more than that, it is a specialized class which can move in and out of the upper echelons of any society through the fabrication of an identity. By creating a persona, with accompanying letters patent, titles, signet rings or other items the Counterfeit can create for herself almost anything and become almost anybody. As the character goes up in level, the greater the chance of believable replication and the less likelihood that someone can detect the false nature of the documents, item or person.

Becoming a Counterfeit

Rogues are far more likely to become professional Counterfeits, but any class may opt to take up this class. Spell casters may have a small advantage in duplicating magic items, in appearance and realism. The number of Counterfeits are never very large, since it is a very difficult craft to master. Therefore, they are very expensive to hire and difficult to find.

Hit Die: d4

Requirements

To become a Counterfeit, a character must fulfill all the following criteria.

Alignment: No Good or Lawful Alignments.

Alchemy: 4 ranks
Bluff: 4 ranks
Craft (Any): 4 ranks
Forgery: 4 ranks
Knowledge – Arcana
Create Wondrous Item

Class Skills

Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Knowledge – All Skills (Int), Profession (Wis), Sense Motive (Wis), Speak Language and Spellcraft (Int).

Skill Points at each level: 2+ Int. Mod.

Class Features

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

Armor and Weapon Proficiency: The Counterfeit is proficient with the following weapons: all Simple Weapons.

They cannot wear armor.

Counterfeiting: Counterfeiting is the main ability of this class. This allows him to create items, both mundane and magical for sale or use as well as documents, disguises and whole identities in order to gain the Counterfeit the necessary credentials to move throughout any environment. Each individual encountering a counterfeit or one of his items has a base chance of discovering his/its true nature (DC 15).

The Counterfeit's own intelligence modifies this base chance up or down. Furthermore the Counterfeit's level increases the DC by the appropriate number. For example: Rolth is a third level Counterfeit with an intelligence of 15. He fashions a signet ring and tries to use it in front of several guards. Each guard who examines it has a DC 20.

At 1st level the Counterfeit an create mundane replicas up to 500 GP value, and they can fabricate simple documents as the skill, Forgery. It takes 1-7 days to make any one item.

Table 4-5: Counterfeit

Class Level	Base Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Counterfeit 1
2nd	+1	+0	+0	+3	Counterfeit 2
3rd	+1	+1	+1	+3	Counterfeit 3
4th	+2	+1	+1	+4	Bonus Feat
5th	+2	+1	+1	+4	Counterfeit 4
6th	+3	+2	+2	+5	Counterfeit 5
7th	+3	+2	+2	+5	Bonus Feat
8th	+4	+2	+2	+6	Counterfeit 6
9th	+4	+3	+3	+6	Counterfeit 7
10th	+5	+3	+3	+7	Counterfeit 8



At 2nd level they can create mundane replicas up to 2500 GP value and fabricate complicated documents or simple signet devices such as rings. It takes 1 full week to make the item.

At 3rd level they can create mundane replicas up to 5000 GP value and fabricate letters of nobility or complicated signet devices (wax seals). It takes 10 days to 2 weeks make the item.

At 4th level they can create mundane replicas up to 10000 GP value. It takes 2 weeks to make the item. Also, can create replica scrolls, potions, magic arms and armor and wands. Creation Time is as follows: Scrolls – 1 week, Potions – 1 week, Magic Arms – 2 weeks, Magic Armor – 1 month.

At 5th level they can create mundane replicas up to 15000 GP value. They can also create identities, assume minor disguise. This ability operates the same as the Disguise skill. It takes 2 weeks to 1 month to make the item.

At 6th level they can create mundane replicas up to 25000 GP value. Also their ability to disguise themselves improves. They gain a +2 to all ability rolls. It takes 1 month to make the item.

At 7th level they can create mundane replicas over 25000 GP value. Further, they gain a +4 to disguise ability rolls. It take one month to make the item. Also, can create rods, creation Time: Rods – 1 Month.

At 8th level they can create rings, staffs and any other replica magic items excluding artifacts and relics. Creation Time: Rings, Staffs and other magic items – 1 month. Note that while these replica magic items do not have the abilities of the real items, they do radiate a real magic but gain no extra abilities. Further the Counterfeit can Assume an Identity. Through the application of all their skills the Counterfeit gains a +6 on ability rolls for disguise.

The cost to create any of these magical replicas will be exactly 25% of the real magic item's cost.

Spell List

1st-Level: *Alarm* (Abjur), *Endure Elements* (Abjur), *Hold Portal* (Abjur), *Protection from Chaos/Evil/Good/Law* (Abjur), *Unseen Servant* (Conj), *Comprehand Languages* (Div), *Identify* (Div), *Hypnotism* (Ench), *Sleep* (Ench), *Tenser's Floating Disc* (Evoc), *Nystul's Magic Aura* (Illus), *Nystul's Undetectable Aura* (Illus), *Enlarge* (Trans), *Erase* (Trans), *Magic Weapon* (Trans), *Message* (Trans), *Reduce* (Trans).

2nd-Level: *Arcane Lock* (Abjur), *Obscure Object* (Abjur), *Resist Elements* (Abjur), *Detect Thoughts* (Div), *Locate Object* (Div), *See Invisibility* (Div), *Continual Flame* (Evoc), *Darkness* (Evoc), *Daylight* (Evoc), *Magic Mouth* (Illus), *Misdirection* (Illus), *Darkvision* (Trans), *Endurance* (Trans), *Knock* (Trans), *Rope Trick* (Trans), *Whispering Wind* (Trans).

3rd-Level: *Dispell Magic* (Abjur), *Explosive Runes* (Abjur), *Magic Circle against Chaos/Evil/Good/Law* (Abjur), *Nondetection* (Abjur), *Protection from Elements* (Abjur), *Sepia Snake Sigil* (Conj), *Clairaudience/Clairvoyance* (Div),*Tongues* (Div), *Suggestion* (Ench), *Displacement* (Illus), *Illusory Script* (Illus), *Invisibility Sphere* (Illus), *Fly* (Trans), *Gaseous Form* (Trans), *Greater Magic Weapon* (Trans), *Keen Edge* (Trans), *Secret Page* (Trans), *Shrink Item* (Trans).

4th-Level: *Fire trap* (Abjur), *Remove Curse* (Abjur), *Minor Creation* (Abjur), *Arcane Eye* (Div), *Detect Scrying* (Div), *Scrying* (Div), *Improved Invisibility* (Illus), *Dimension Door* (Trans).

Table 4-6: Counterfeit Spells

Class Level	Spells per Day			
	1st	2nd	3rd	4th
1st	1	–	–	–
2nd	2	–	–	–
3rd	2	1	–	–
4th	3	1	–	–
5th	3	2	–	–
6th	3	2	1	–
7th	3	3	1	–
8th	4	3	2	–
9th	4	3	2	1
10th	4	3	2	2





Pacer (City Ranger)

This class has great knowledge of the city they operate in. If someone is looking for something or someone in particular, these people can help find them. They have tracking ability, have learned the routes and modes of travel in the city and know who to contact for information. These individuals are usually well armed and armored with the ability to use both to their advantage. Many serve as bounty hunters, and are often used by the local officials.

Becoming a Pacer

Any class aside from the barbarian, can enter the ranks of the Pacer. Those that choose to work in the service of the local officials are generally known by the green cloak and silver colored cloak pin they wear.

Hit Die: d10

Requirements

To become a Pacer, a character must fulfill all the following criteria.

Knowledge (Geography & Local): 2 Ranks each.

Tracking

Urban Lore: 4 ranks

Base Attack Bonus: +6

Class: Any but Barbarian

Class Skills

Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Tumble (Dex) and Use Rope (Dex).

Skill Points at each level: 4+ Int. Mod.

Class Features

All of the following are class features of the Pacer.

Weapon and Armor Proficiency: The Pacer is proficient with all Simple and Martial Weapons. The Pacer must select 2 weapons to be his/her Chosen Weapons upon beginning this prestige class. The Pacer can fight with the feat of ambidexterity and two weapons fighting only with these two weapons. This may be done in both light and medium armor.

They may wear light and medium armor, and use all shields(excluding the tower shield).

Spells: Beginning at 2nd level the Pacer gains the ability to caste spells. They can cast up to 4th level spells. Consult the suggested spell list below. The spells should be relevant to an urban environment only. For instance, a pacer in the woods could not cast *Pass Without Trace* to any affect.

Preferred Opponent: This is an enemy that has been selected by the Pacer. It is an individual or possibly an animal that has been observed for 3 consecutive turns, and the Pacer is aware of the opponent's nature (Sense Motive vs opponent's bluff or 10+ character level if not actively bluffing). Bonuses apply to melee and ranged combat. Only one preferred opponent may be chosen at one time. At 5th level, the Pacer gains the ability to have two, and 10th level three. To change opponents the

Table 4-7: The Pacer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Ambidexterity, Pref. Opponent 1
2nd	+2	+3	+0	+0	Urban Lore 1
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Urban Lore 2
5th	+5	+4	+1	+1	Preferred Opponent 2
6th	+6	+5	+2	+2	Urban Lore 3
7th	+7	+5	+2	+2	
8th	+8	+6	+2	+2	Urban Lore 4
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Preferred Opponent 3



Pacer must announce that another figure is being observed and no bonuses will be gained on the former.

At levels 1-4, there is a +2 to attack rolls. Also, there is a bonus of +2 on the tracking check.

At levels 5-9, there is a +3 to attack rolls. Also, there is a bonus of +3 on the tracking check.

At level 10, there is a +4 to attack rolls. Also, there is a bonus of +4 on the tracking check.

Urban Lore (Ex): The pacer uses this skill to learn about the village, town or city he is in. This includes simple information such as, knowing the areas for lodging, eating and purchasing goods and far more circumspect information, such as city layout. The pacer is able to establish contacts and learn of the darker or criminal areas in the area as well. The pacer gats Gather Information as a class skill and gains bonuses to that skill at different levels:

At 1st level the pacer can gather simple information about lodging, where to purchase quality goods, where a safe environment is.

At 3rd level, there is a +2 competency bonus to the skill check. The pacer can gain the knowledge of a town's history and architecture. Knowing how old a city or town is allows the pacer to come to grips with the layout. For instance: are there accessible sewers? And if so where are the entry points and escape routes. The pacer can use this skill to blend into the city environment, avoiding suspicion and never becoming lost.

At 6th level, there is a +4 competency bonus to the skill check. The pacer can ply his skills to learn the inner political and economic workings of the city elite. Who has the money and the power are important questions when getting around a city, the urban lore skill allows him to come to grips with this.

At 9th level, there is a +5 competency bonus to the skill check. All the above knowledge can be utilized to navigate a city's physical as well as political landscape with impunity.

It does take some time for the Urban Lore Skill to be applied. For a village, this will take 2-3 days. For a town, this will take at least one week. For a city, 10 days to 2 weeks. If these tasks are attempted before sufficient time is spent in the area, circumstance penalties of -2 for villages, -4 for towns and -8 for cities are added to the skill check.

Special: If the pacer has 5 or more ranks in gather information, he gets a +2 bonus on Urban Lore Checks.

Spell List

1st-Level: *Alarm*, *Delay Poison*, *Detect Snares and Pits*, *Magic Fang*, *Pass without Trace*, *Read Magic*.

2nd-Level: *Animal Messenger*, *Cure Light Wounds*, *Detect Chaos/Evil/Good/Law*, *Protection from Elements*, *Sleep*, *Snare*.

3rd-Level: *Cure Moderate Wounds*, *Discern Lies*, *Find Traps*, Greater Magic, *Fang, Neutralize Poison*, *Remove Disease*, *Silence*.

4th-Level: *Cure Serious Wounds*, *Freedom of Movement*, *Meld into Stone*, *Nondetection, Polymorph Self, Wind Wall*.

Table 4-8: Pacer Spells

Class Level	Spells per Day			
	1st	2nd	3rd	4th
1st	0	–	–	–
2nd	1	–	–	–
3rd	1	–	–	–
4th	1	0	–	–
5th	1	0	–	–
6th	1	1	–	–
7th	1	1	0	–
8th	1	1	1	0
9th	1	1	1	1
10th	2	1	1	1





Trademaster

Though not restricted to any class, fighters are most comfortable perusing this class. Trademasters have risen to the top of their profession through a variety of reasons, chief amongst these is an intuitive ability to understand people or groups of people and to lead them. This ability sets the Trademaster apart. Travel is second nature to these people and they have a good sense of the geographic areas and different peoples where they trade. Product knowledge of the goods dealt with is great. The goods can be anything from food to slaves. The Trademaster has a good knowledge of horses and pack animals. They are well trained in caravan travel and travel by sea as well. Raiding and smuggling is common among this class.

Becoming a Trademaster

Any class can become a Trademaster, but it is uncommon to see wizards, sorcerers or clerics among their ranks. Barbarians and Rangers make the strongest characters of this class.

Hit Die: d10

Requirements

To become a Trademaster, a character must fulfill all the following criteria.

Diplomacy: 2 ranks
Handle animal: 4 ranks
Knowledge – Geography, Local and Nature: 2 ranks ea.
Ride: 4 ranks
Urban Lore (See Pacer Prestige Class): 2 ranks
Wilderness Lore: 2 ranks

Class Skills

Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge – Geography, Local and Nature (Int), Listen (Wis), Profession (Wis), Ride (dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), Use Rope (Dex) and Wilderness Lore (Wis).

Skill Points at each level: 6+ Int. Mod.

Class Features

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

Weapon and Armor Proficiency: The Trademaster is proficient in all Simple, Martial and Exotic weapons.

They are proficient in light medium and heavy armor, and all forms of shields.



Table 4-9: Trademaster

Class Level	Base Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Alertness, Endurance
2nd	+2	+3	+0	+3	Know Direction
3rd	+3	+3	+1	+3	Animal Friendship (1/day)
4th	+4	+4	+1	+4	Iron Will
5th	+5	+4	+1	+4	Leadership, Hold Animal (1/day)
6th	+6	+5	+2	+5	
7th	+7	+5	+2	+5	Dominate Animal (1/day)
8th	+8	+6	+2	+6	
9th	+9	+6	+3	+6	
10th	+10	+7	+3	+7	Gaze Lock

Alertness: At 1st level the Tradesmen gains the Alertness feat. Benefit: The character gets a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

Endurance: Also at 1st level the Tradesmen gains the Endurance feat. Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

Know direction: At 2nd level he can intuitivly know his direction. As the spell. This can be used at will.

Animal Friendship: At 3rd level he masters working with animals. This acts as the spell. This can be used one time per day.

Iron Will: At 4th level the Tradesmen begins to gain the respect of his fellow men and gains the Iron Will ability. Benefit: The character gets a +2 bonus to all Will saving throws.

Leadership: By nature Tradesmen are leaders and at the 5th level they begin to attract groups of loyal followers. Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist him. The Tradesmen must determine his *Leadership Score*. A character's Leadership Score equals his pre-Tradesmen level plus his Tradesmen level, plus any Charisma modifier. The character must still be 5th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers. For full details and to determine what sort of cohort and how many followers each character can recruit refer to the Dungeon Master Guide.

Hold Animal: Also at 5th level the Tradesmen perfects his animal husbandry. This acts ss the spell. This can be used one time per day.

Dominate Animal: At 7th level he masters animals. Dominate Animal acts as the spell. This can be used one time per day.

Gaze Lock (Ex): At 10th level, as well as prefecting other skills the Tradesmen gains the ability to hold men with a Gaze Lock. By means of this ability, the he engages the opponent in a contest of will. This ability acts the same as the *suggestion* spell (DC 25). If the opponent is of lower level, then there is a –5 morale penalty to the roll. If the opponent is of higher level, then there is a +5 morale bonus to the roll. A Tradesmen can use this ability once per day. This is an extraordinary ability.





Vanguard

The vanguard serves as infiltrator and spell support on thieving missions. They are typically part of any scouting mission, using their thieving abilities to get them close enough to the locale and/or mark to use their spell and detection abilities to reveal guardians and other dangers. During missions, they coordinate group movement and increase the effectiveness of their roguish compatriots through the use of their spells. Thieves' guilds greatly value the services of vanguards, and actively recruit vanguards for membership in the guild, often offering many perks as enticement. Vanguards also prove valuable as spies for many military units.

Becoming a Vanguard

Clerics who have left the spiritual world behind, or who value wealth and other material gains, make the best vanguards. Multiclass bards, fighters, monks, and rogues also pursue this path. Multiclass sorcerers and wizards rarely become vanguards, but those that do provide strong spell support.

Hit Die: d6.

Requirements

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

Hide: 6 ranks
Move Silently: 6 ranks
Speak Language: Thieves Cant
Urban Lore: 4 ranks
Feats: Combat Casting
Spellcasting: Ability to cast 1st-level divine spells.

Class Skills

The vanguard's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Climb (Str), Concentration (Con), Disable Device (Int), Disguise (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Read Lips (Int, exclusive skill), Search (Int), Scry (Int), Spot (Wis), Tumble (Dex), Urban Lore (Wis), and Use Rope (Dex).

Skill points per level: 4 + Int bonus

Class Features

All of the following are class features of the Vanguard.

Weapon and Armor Proficiency: Vanguards are proficient with the crossbow (hand or light), dagger (any type), dart, light mace, sap, sling, and short sword. Medium-size vanguards are also proficient with certain weapons that are too big for Small vanguards to use and conceal easily: club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Vanguards are proficient with light armor but not with shields.

Detect Secret Doors: At 1st level, a vanguard gains the spell-like ability of *detect secret doors* three times per day. The ability functions as the spell, with the vanguard's level determining duration.

Spells: Beginning at 1st level, a vanguard gains the ability to cast a small number of divine spells. To cast a spell, the vanguard must have a Wisdom score of at least 10 + the spell's level, so a vanguard with a Wisdom of 10 or lower cannot cast these spells. Vanguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the vanguard's Wisdom modifier (if any). When the vanguard gets

Table 4-11: Vanguard Spells

	— Spells per Day —			
Level	1st	2nd	3rd	4th
1st	0	-	-	-
2nd	1	-	-	-
3rd	1	0	-	-
4th	1	1	-	-
5th	1	1	0	-
6th	1	1	1	-
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1



0 spells of a given level, such as 1st-level spells at 1st level, the vanguard gets only bonus spells. A vanguard without a bonus spell for that level cannot yet cast a spell of that level. The vanguard's spell list appears below. A vanguard has access to any spell on the list and can freely choose which to prepare, just like a cleric.

Table 4-10: The Vanguard

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Detect Secret Doors (3/day)
2nd	+1	+0	+0	+3	Detect Scrying (1/day)
3rd	+2	+1	+1	+3	
4th	+3	+1	+1	+4	Invisibility (1/day)
5th	+3	+1	+1	+4	Silent Spell
6th	+4	+2	+2	+5	See Invisibility
7th	+5	+2	+2	+5	Invisibility (2/day)
8th	+6	+2	+2	+6	Nondetection
9th	+6	+3	+3	+6	
10th	+7	+3	+3	+7	Improved Invisibility (1/day)

Detect Scrying: At 2nd level, a vanguard gains the spell-like ability of *detect scrying* once per day. The ability functions as the spell.

Invisibility: At 4th level, a vanguard gains the spell-like ability of *invisibility* once per day. The ability functions as the spell, with the vanguard's level determining duration. This ability may be used twice per day at 7th level.

Silent Spell: At 5th level, a vanguard gains the silent spell metamagic feat as a bonus feat.

See Invisibility: At 6th level, a vanguard gains the spell-like ability of *see invisibility*. The ability function as the spell of the same name except that it is a permanent ability that requires concentration to activate. It takes a full action for the vanguard to use the ability for one round.

Nondetection: A vanguard gains the permanent supernatural ability of *nondetection*. This ability functions as the spell of the same name except that the duration is permanent.

Improved Invisibility: At 10th level, a vanguard gains the spell-like ability of *improved invisibility* once per day. The ability functions as the spell, with the vanguard's level determining duration.

Vanguard Spell List

Vanguards choose their spells from the following list.

1st level: *Comprehend Languages, Deathwatch, Detect Chaos/Evil/Good/Law, Obscuring Mist, Protection from Chaos/Evil/Good/Law, Sanctuary*

2nd level: *Darkness, Delay Poison, Find Traps, Remove Paralysis, Silence, Undetectable Alignment*

3rd level: *Dispel Magic, Glyph of Warding, Invisibility Purge, Locate Object, Meld into Stone, Water Breathing*

4th level: *Air Walk, Freedom of Movement, Neutralize Poison, Sending, Status, Tongues.*





Spells for the Canting Crew

0 - Level

Daemon Eyes
Conjuration
Level: Sor/Wiz 0
Components: V,S,M
Casting Time: 1 action
Range: 120 ft.
Area: Up to 120 ft. around the caster
Duration: 2 minutes/ level (D)
Saving Throw: None
Spell Resistance: No

A small creature is summoned that can go up to 120 ft. away from the caster. All that is seen or heard by the creature is also seen or heard by the caster. The creature can be seen by others, but it will only interact with the caster.The creature cannot pass through walls, but can go through open doors, holes or other openings. Concentration must be maintained during the spell.
Material Component: A small dead lizard.

Echoing Footsteps
Illusion (glamer)
Level: Sor/Wiz 0
Components: V,S,M
Casting Time: 1 action
Range: 100 ft.
Effect: Illusory Sounds
Duration: 2 rounds/ level (D)
Saving Throw: Will disbelief
Spell Resistance: Yes

The sound of footsteps will sound either coming toward or going away from you, sounding either louder or softer.
Material Component: An old shoe.

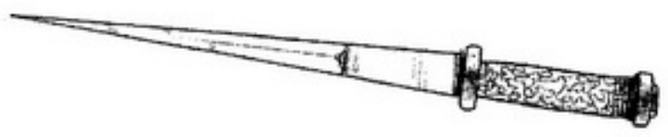
1st - Level

Age Object
Transmutation
Level: Sor/Wiz 1
Components: V,S,M
Casting Time: 1 action
Range: Touch
Target: 1 nonmagical item
Duration: permanent
Saving Throw: None
Magic Resistance: No

This will age a nonmagical/ inanimate object several years increasing the chance of breaking/ shattering/ bending the object. The caster may effect up to 1 square foot/ 2 levels of experience. The Hardness rating will be lowered by 2 for every level of the caster.
Material Component: A decaying leaf and a rat's tooth.

Crooked Vision
Divination
Level: Sor/Wiz 1
Components: V,S,M
Casting Time: 1 action
Range: 15 ft.
Target: One 5 ft. wall section.
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell enables the caster to see around corners. The spell can be cast on a wall, ceiling or floor and the caster can see what is happening around the barrier. This appears on the surface where the spell is cast as if looking at a reflection. Only the caster can see the effects of the spell.
Material Component: A small mirror and a prism.



Phantom Portal
Illusion (figment)
Level: Sor/Wiz 1
Components: V,S
Casting Time: 1 action
Range: 20 ft.
Effect: Normal size door/ portal
Duration: 1 hour/ level
Saving Throw: Will disbelief
Spell Resistance: No

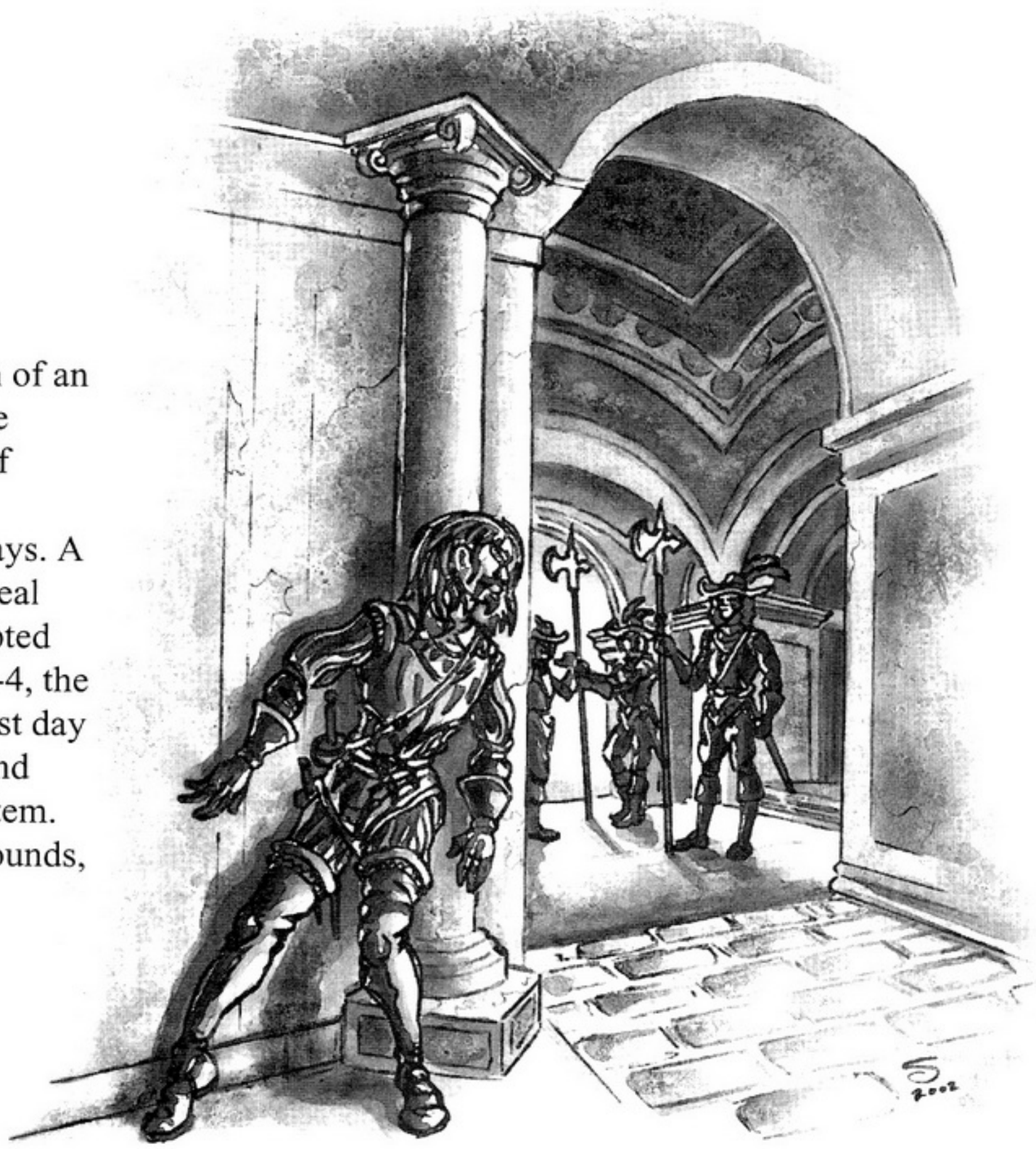
An illusory door or portal will appear in the area of a wall. It looks as any door or portal that is in the area where it is placed. The door will both appear and feel to be locked. Any attempt to force the door open or pick the lock and the illusion will be revealed.

Vision Distortion
Transmutation
Level: Sor/Wiz 1
Components: V,S
Casting Time:1 action
Range: 20 ft. + 2 ft./ level
Target: One creature
Duration: 1d4 rounds (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell does one of three things. It makes the recipient see things either 10 ft. closer or farther away than they are. Also, the spell can make the recipient's vision blurry where nothing is clear giving them a -4 on their attack rolls and a -2 to armor class.

Duplicate
Transmutation
Level: Sor/Wiz 1
Components: V,S,M
Casting Time: 1 hour
Range: Touch
Target: One Item
Duration: 4 days
Saving Throw: Will negates
Magic Resistance: Yes

This spell allows the duplication of an inanimate, nonmagical item. The material component is an item of roughly the same size. The enchantment wears off after 4 days. A successful saving throw will reveal the true item, and may be attempted once per day. The first day is at -4, the second -2, the third -1 and the last day no penalty. The item will look and feel exactly like the duplicated item. The weight cannot be over 50 pounds, and no larger than 1 cubic foot.



2nd - Level

Spindly Urchin
Transmutation
Level: Sor/Wiz 2
Components: V,S,M
Casting Time: 1 action
Range: 25 ft. + 5 ft./ level
Target: Weapon of one creature
Duration: Special
Saving Throw: Reflex half
Spell Resistance: Yes

When cast, this spell causes metal spikes to sprout from the recipient's weapon. These spikes are
1 inch in length and very sharp and 1d4 points of damage are suffered in the victim's weapon hand. These spikes are permanent and must be removed from the weapon before using it again. The spikes can be knocked out in 2 rounds without difficulty. This spell will not be successful on an enchanted weapon. The material components for this spell are a hand full of tacks.

Telling Footprints
Transmutation
Level: Sor/Wiz 2
Components: V,S,M
Casting Time: 1 action
Range: 100 square ft. area
Target: Creatures walking within
Duration: 1 day/ level
Saving Throw: None
Spell Resistance: Yes

Telling Footprints is a warning sign for the caster. This spell is cast over a 100 square ft. area. Anyone walking over this area during the duration of the spell will collect a glowing magical dust on their shoes/ feet. The dust may only be seen by the caster, unless a *detect magic* spell is used, and even though the spell's duration is only one day/ level, the dust will remain on the shoes/feet for one week.
Material Component: A bit of phosphorus.

Transparent Barrier
Transmutation
Level: Sor/Wiz 2
Components: V,S,M
Casting Time: 1 action
Range: 120 ft.
Area: Up to 40 ft. x 40 ft. area
Duration: 1 round/ level (D)
Saving Throw: Will negates
Spell Resistance: Yes

When passing through this barrier, you are slowed. It is as though you have passed into a net and
your forward progress has been impeded. The slowing effect will continue for 1 round/ level of the caster unless a saving throw is made. Even when a creature has passed through the spell area,
the spell will remain for its duration.
Material Component: A piece of net.

3rd - Level

Runes of Holding
Abjuration
Level: Sor/Wiz 3
Components: V,S,M
Casting Time: 10 minutes
Range: Touch
Target: Creature touching the runes
Duration: Special
Saving Throw: None
Spell Resistance: Yes

These runes may be placed on most any surface. A 2 ft. area is effected. When a creature makes contact with the runes, it is held in place and can only magically be removed. This spell is permanent unless dispelled. To break this spell,

the caster or someone else must break the ceramic rod (material component) which has the same runes written upon it, or *dispell magic* is used.

Veil of Deception
Transmutation
Level: Sor/Wiz 3
Components: V,S,M
Casting Time: 1 action
Range: Touch
Target: Solid area the size of the caster
Duration: 5 rounds/ level (D)
Saving Throw: None
Spell Resistance: No

When this spell is activated, the caster is placed in a pocket dimension. This dimension rests in a solid area (wall, floor, ceiling, rock wall, etc.). The space is only large enough for the caster. This area cannot be detected by spells (including divinations) unless they work across planes. The caster can see directly in front of where the dimension is placed and can hear as well, but cannot be seen or heard. If the area is not vacated when the spell's duration ends, the inhabitant will be pushed out of the dimension area.
Material Component: A turtle shell and a chameleon's skin.

Web Trap
Evocation
Level: Sor/Wiz 3
Components: V,S,M
Casting Time: 1 action
Range: Touch
Target: Creature touching the web
Duration: See text
Saving Throw: Fortitude partial
Spell Resistance: Yes

The web trap is an invisible spell, but can be found with invisibility detection. When a creature walks into the trap, the web immediately sticks to it. A illusory spider is then summoned and runs down the web and bites the creature, then disappearing. If the saving throw is made, then the creature is only nauseated slowing its movement rate by one half for the next 6 hours. If the save is missed, the victim goes in to an unnatural sleep, waking the following day. At this point, 1d6 constitution loss will be recieved for one full day.
Material Component: A dead poisonous spider.

4th - Level

Mist of Nazaar
Necromancy
Level: Sor/Wiz 4
Components: V,S,M
Casting Time: 1 action
Range: 90 ft.
Target: Creatures walking through the mist
Duration: 1 minute/ level
Saving Throw: Fortitude negates
Spell Resistance: Yes

When a creature walks into this thin mist, it feels its body start to tingle. After that, a great weakness sets in and vision is lost. The area of effect is 10 square feet per 3 levels. The creature loses 1d6 points of constitution (cannot go below 1) and is blinded for 1d4 days.
Material Component: A leech and a bit of flash powder.





D20 Details of the Canting Hierarchy

In general, with the underclass making up a full 10% of the population, there might be many potent NPCs among their number. However, many members are much more mundane in terms of class representation. Specialty thieves dealing with minor elements such as coin shaving, dog fighting, street whore, etc, should not normally be described as "5th level Rogues". A population of 250,000 would not all be adventuring-level!

We won't try to detail every single category of canter here. As a guideline, assume the lowest lay thief tiers, beggars, and vagabonds can be represented using the commoner or expert classes. Use judgment, and adjust for experience, "street smarts", and their status in the hierarchy. As a guide, use commoner if the task is very mundane, and either increase the commoner level or add levels of expert to the mix (picking rouge skills and feats, of course!). Certain of the higher tiers might use aristocrat, and combat-oriented ones may have a level or two of warrior.

As an example, Prygmen (see page 70) can be represented simply as 1st level commoners, with perhaps a few more levels if they're street savvy. A veteran Sweating Cove (page 65) might have started as a 1st level commoner and have 2 or 3 levels of Expert to represent his skill. A Countess of the Trade (page 55) might have 1 level of commoner (if she came from that background), 2 levels of aristocrat, and 6 levels of expert (expert at skills that aren't detailed in the core rules!)

Some other guidelines follow:

Despite their name, Assassins are best represented as a Rogue, Fighter, or Fighter/Rogue, depending on their specialty. The higher-ranking ones might actually belong to the Assassin Prestige Class.

Highwaymen are best represented with a combination of the Rogue and Ranger classes.

Cat Burglars are definitely skilled Rouges.

Hijackers likely are Rouges, Fighters (or Warriors), or fighter/rogues.

Kidnappers are more likely Fighters and Warriors.

Poachers are better suited to a Ranger that a Rouge

The leaders of the Jongluers and Strolling Players are likely bards, while the lower-tier or specialized ones are more likely experts (minstrels, thespians, and so forth).

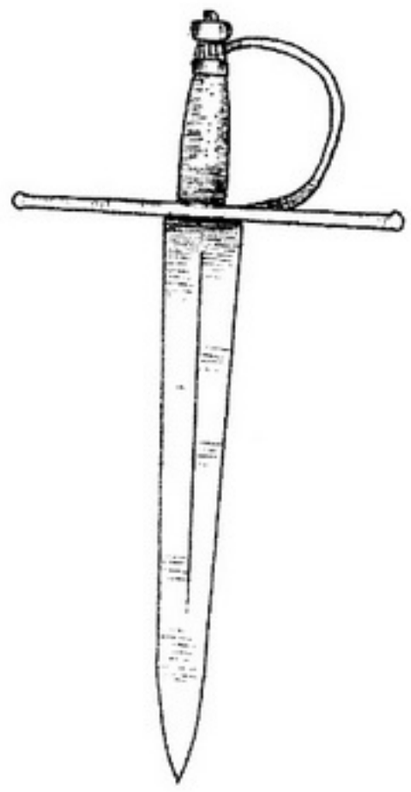
The Gypsies can be represented by the Rogue classes for the leaders, and with the commoner or expert classes for the specialist.

Some of the more mystical professions may also have levels in Sorcerer.

Many true mountebanks are best represented by Rogues with perhaps a few Sorcerer (or even Wizard) levels.

High-level beggars may be true Rouges, however, most are represented with the commoner or expert (beggar) classes.

Feel free to make adjustments based on your player's level and general campaign risk. If the party is really high level and the NPCs are important, giving those Canting members some extra levels may help them survive a few battles--no need for these guys to instantly die from a stray fireball!





Book IV

Orders for Lejendary Adventure



Alchemist Order

Lower Middle to Middle Upper Society

Those who create the ambrosia, elixirs, nectars, potions, and so forth are identified as Alchemists, as opposed to apothecaries who are concerned with drugs, medicines, and the like. Because all who seek to become Alchemists must first know much of nature, they all learn the homely Ability known as *Rustic* before beginning their formal studies in other areas. Their society extends from villages to cities, although obviously the greater will be more likely to be found in the latter places despite the fact that materia for their work is not found near such urban communities. They are recognized socially especially by Ecclesiastics, Elementalists, Mages, Nobles, and generally by most other Orders and society in general even though the greater part of their wares are beyond the means of common folk. Typical places for association are academies, colleges, guilds, and universities.

Required abilities are: **Rustic, Alchemia, Enchantment, Arcana**

- **12th Rank, Herbalist.** Rustic only possessed. No benefit save contact.
- **11th Rank, Compounder.** Rustic and Alchemia possessed. Guild membership available; add 2 points to Alchemia Ability if a Guild is joined.
- **10th Rank, Infuser.** Rustic, Alchemia, and Enchantment possessed. Gain Memory Tablet; add 1 point to Alchemia and Enchantment Abilities.
- **9th Rank, Alchemist Apprentice.** All four Abilities possessed and Enchantment Power of Amalgamate Vegetable Energies held by individual. Gain 2 Enchantment Powers; add 2 points to each of the four required Abilities possessed, but addition to Rustic Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.
- **8th Rank, Alchemist Journeyman.** Rustic at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Alchemist.** Rustic at 71. Gain Plaque with one Enchantment Power, Bestow Animal Energies if not already held; add 1 point to each of the other three Abilities.
- **6th Rank, Senior Alchemist.** Rustic at 81. Gain Plaque with one Enchantment Power, Combine Mineral Energies if not already held; add 1 point to each of the other three Abilities.
- **5th Rank, Expert Alchemist.** Rustic at 91. Gain Plaque with one Enchantment Power, Fuse Kingdom Energies if not already held; add 1 point to each of the other three Abilities.
- **4th Rank, Master Alchemist.** Rustic at 101. Gain Memory Tablet with four Geourgy activations (*Command Circle, Protection Circle*, a Conjuration, and a Power); add Geourgy Ability at 20, or add 10 to Geourgy if that Ability is already possessed.
- **3rd Rank, Grand Master Alchemist.** Rustic at 111. Gain Memory Tablet with four Geourgy activations; add 1 point to each of the other three Abilities.
- **2nd Rank, Alchemical Doctor.** Rustic at 121. Gain Memory Tablet with four Theurgy Powers; add Theurgy Ability at 20, or add 10 to Theurgy if that Ability is already possessed.
- **1st Rank, Alchemical Adept.** Rustic at 131. Gain Memory Tablet with four activations (one each Enchantment and Geourgy, two Theurgy), and add 1 point to each of the other three Abilities.

Special Note to the LM: Unlike some worlds, the alchemists of this one are not seeking tau matter, eternal youth, or the Philosophers Stone so as to change lead to gold. The Legendary Earth world has operational magic and the Alchemist Order individual is one who is able to compound and fuse materia and Extraordinary Energy from his or her own person so as to create potent liquids and solids which, when consumed, convey Power-like capacities to the one so doing. It is generally attendant upon the Lejend Master to detail materia and costs, time and the potency of



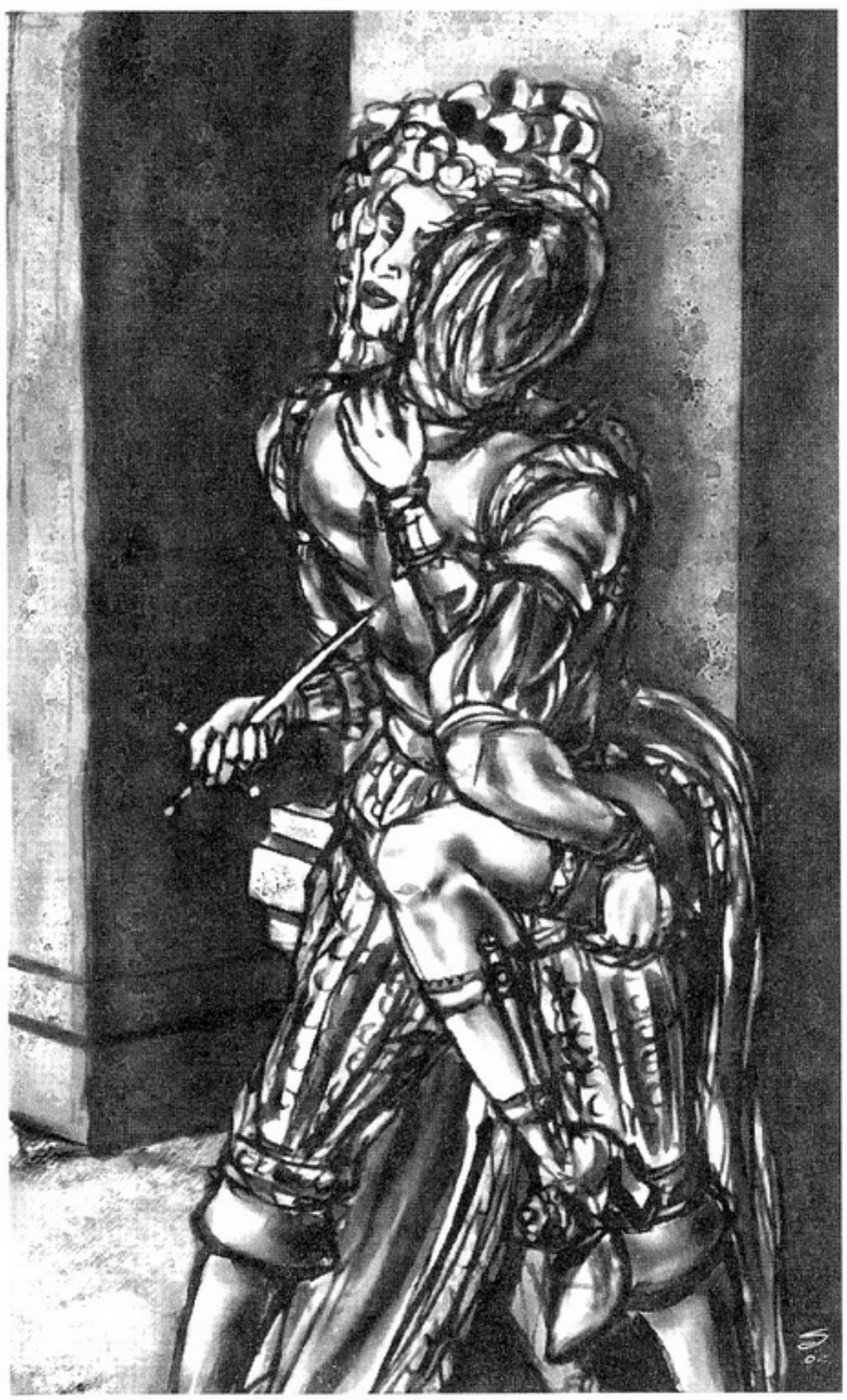
what is produced by such an Avatar.
In adventure, the Alchemist is not a very direct-action sort of Avatar. He or she will likely tend to be well behind the front, rapidly but carefully combining ingredients for the short-lived draughts or boluses to be consumed by front-line associates. However, with such aid, and his or her own concoctions, such an Avatar might prove most helpful to a team of explorers and adventurers.

Assassin Order

Low to Upper Middle (Assassin) or Low to Lower Upper (Spy) Society

According to the learned authority, Lord Peter Kirby (who insists his expertise is from observation, not practice) the following data applies to this Order: Assassins are professional killers hired for their stealth to kill other persons for money. They reside in, or belong to, guilds and sell their services, usually to the highest bidders. Because of their capacities they are sometimes also hired to plant evidence, spy, or perform any other act of intrigue. Such activities are secondary, of course, to their principal concern, murder. With regard to the Spy-type avatar or NAC, because of their knack for getting into and out of situations, governments have employed them on many occasions to use against the state's enemies. Some governments even have their own "intelligence" service which substitutes for the usual assassins' guild organization, and in such case spying and intrigue become as important, or even more important than, assassination. In the latter case, where employment is by the state, money might be replaced as the main motivational factor, entirely or partially, by loyalty and a desire to serve the state. In all events, Assassin/Spy Order organizations are found only in larger communities or in special, secret strongholds. They are sporadically recognized by Desperado, Outlaw, and Rogue Order associations, recognized as useful by Auger, Demonurge, and Noble Orders.

Required abilities are: **Tricks, Urbane, Weapons, Stealth, and (mandatory) Pretense as the fifth Ability.**



- **12th, Hustler.** Tricks (and Pretense) only possessed. No benefit save contact.
- **11th, Grifter.** Tricks and Urbane (and Pretense) possessed. Guild membership available; add 1 point to each to Tricks, Urbane, and Pretense Ability.
- **10th, Thug.** Tricks, Urbane, and Weapons (and Pretense) possessed: Gain disguise wardrobe; add 1 point to Tricks, Urbane and stealing, 3 to Weapons Ability.
- **9th, Cutthroat.** All five Abilities possessed. Add 2 points each to Tricks, Urbane, Stealth, and Stealing Abilities, but addition to Tricks Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc. Add 3 points to Weapons Ability.



• **8th, Killer/Informant.** Tricks at 61. Add 1 point to each of the other four Abilities; add Archery Ability at 30, or add 15 to Archery if that Ability is already possessed.
• **7th, Operative.** Tricks at 71. Add 1 point to each of the other four Abilities; add stealing Ability at 20, or add 10 to Stealing if that Ability is already possessed.
• **6th, Prime Operative.** Tricks at 81. Add Scrutiny Ability at 20, or add 10 to Scrutiny if that Ability is already possessed, and 5 points to Archery Ability.
• **5th, Assassin Operative/Spy Executioner.** Tricks at 91. Add 1 point to each of the other 4 required Abilities and 5 points to Stealing Ability.
• **4th, Assassin/Spy.** Tricks at 101. Add Unarmed Combat Ability at 20, or add 10 to Unarmed Combat if that Ability is already possessed.
• **3rd, Expert Assassin/Spy.** Tricks at 111. Add Evaluation Ability at 30, or add 15 to Evaluation if that Ability is already possessed.
• **2nd, Master Assassin/Spy.** Tricks at 121. Add 1 point to each of the other 4 required Abilities, and 5 points to Unarmed Combat Ability.
• **1st, Grand Master Assassin/Spymaster.** Tricks at 131. Add Planning Ability at 30, or add 15 to Planning if that Ability is already possessed.

Beggar Order

Lowest Criminal Underclass to Lowest Society

This is principally a Non-Avatar Character Order of criminal sort. While active everywhere, beggars are of two sorts. The first is the actual disabled person or unfortunate that is licensed to seek alms. Such persons are not of this Order. "Professional" beggars are members of this group, an organization that forms the lowers tier of the criminal underclass. While wandering through the countryside with various troupes of other criminals who pretend to be honest folk, beggars are most commonly encountered in larger communities, towns and cities, where they can be anonymous. Beggars in general are recognized by all persona and reviled likewise; however, as a criminal group they are principally acknowledged by Assassins, Desperadoes, Jongleurs, Outlaws, and Rogues. Skilled beggars ate treated as being in the middle of the criminal underclass for their usefulness and actual abilities in theft and nefarious activities of other sort. While found in "flying camps" moving about with many roving bands of vagabonds (Jongleurs, Gypsies, Strolling Players, Mountebanks, and Tinkers), in urban places members of the Beggar Order tend to gather in hospices charitable facilities, otherwise in ruined buildings, the worst of taverns, and like out-of-the-way places.

Required Abilities are: **Evaluation, Tricks, Pretense, and Stealing.**

12th Rank: Scrounger. Evaluation only possessed. No benefit save contact or enlistment in the lowest ranks.
11th Rank: Bowl Slacker. Evaluation and Tricks possessed. Guild membership available; add 3 points to Tricks Ability, and 1 point to Weapons Ability.
10th Rank: Sponger. Evaluation, Tricks, and Pretense, possessed. Gain kit for disguises and false afflictions; add 3 points each to Tricks and Pretense Abilities and 1 point to Weapons Ability.

9th Rank: Beggar. All four main Abilities possessed. Gain ordinary wardrobe of lower class clothing, add 2 points to each of the four required Abilities possessed, but addition to Evaluation Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.

8th Rank, Rum Beggar. Evaluation at 61. Add 2 points to each of the other three Abilities, and 3 points to Weapons Ability.

7th Rank, Cadger. Evaluation at 71. Add Urbane Ability at 30, or add 15 to Urbane if that Ability is already possessed

6th Rank, Rattling Beggar. Evaluation at 81. Add 1 point to each of the other three Abilities and 3 points each to Urbane and Weapons Abilities.

5th Rank, Beggar Cruiser. Evaluation at 91. Add Rustic Ability at 30, or add 15 to Rustic if that Ability is already possessed

4th Rank, Sturdy Beggar. Evaluation at 101. Add 1 point to each of the other three main Abilities, 2 points each to Rustic and Urbane abilities, and 3 points to Weapons ability.

3rd Rank, Beggar Cove. Evaluation at 111. Add Stealth Ability at 30, or add 15 to Stealth if that Ability is already possessed.

2nd Rank, Clapperdogeon. Evaluation at 121. Add 3 points to each of the other three main Abilities.

1st Rank, Maunder. Evaluation at 131. Add Scrutiny Ability at 30, or add 15 to Scrutiny if that Ability is already possessed.

New Abilities a Beggar Order NAC would be likely to acquire: **Luck, Minstrelsy (from Jongleur association), Theurgy (from Ecclesiastics at charitable hospices), Unarmed Combat, Waylaying**

Bravo Order

Upper Lower to Lower Upper Society

The daring swordsman is known principally in larger communities, although in countryside and noble stronghold such persons are recognized. The Abilities of this Order are based on athletic derring-do performed with little in the way or armor. Bravos are recognized by all acquainted with swordplay of superior sort, dodging and tricky fighting performed in acrobatic manner, whether displayed by commoner or aristocrat. The more able members of the Order are given respect and move upwards in their social standing, those of the lower class are seen as middle, and middle class bravos can move into lower upper society, while one of the lower upper class will be elevated to knighthood or even ennobled for outstanding fighting performed. Because of the disparity of class origination in this Order, the typical places for association of Bravos varies widely; they might gather in taverns near waterfront areas, or perhaps at inns in urban areas that are known for adventurous persons congregating there. Bravo Order persons might be discovered in military installation environs, at mercenaries' clubs, or in a gathering of aristocratic young men.

Required Abilities are: **Swashbuckling, Weapons, Tricks, Minstrelsy, plus Unarmed Combat.**

12th Rank: Rowdy. Swashbuckling only possessed. No benefit save contact or enlistment in the lowest ranks.

11th Rank: Roughneck. Swashbuckling and Weapons possessed. Guild membership available; add 3 points to Swashbuckling Ability.



10th Rank: Killbuck. Swashbuckling, Weapons, and Tricks possessed. Gain half leather armor and rapier; add 2 points each to Weapons and Tricks Ability.
9th Rank: Rake. All four main Abilities possessed. Gain sword of choice, add 2 points to each of the four required Abilities possessed, but addition to Swashbuckling Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.
8th Rank, Daredevil. Swashbuckling at 61 and Unarmed Combat possessed. Add 1 point to each of the other three main Abilities and 3 points to Unarmed Combat Ability.
7th Rank, Daredevil Adventurer. Swashbuckling at 71. Add Stealth Ability at 20, or add 10 to Stealth if that Ability is already possessed
6th Rank, Bladesman. Swashbuckling at 81. Add 1 point to each of the other three main Abilities and 3 points to Unarmed Combat.
5th Rank, Expert Bladesman. Swashbuckling at 91. Add Waterfaring Ability at 20, or add 10 to Waterfaring if that Ability is already possessed
4th Rank, Master Bladesman. Swashbuckling at 101. Add 1 point to each of the other three main Abilities and 3 points to Unarmed Combat.
3rd Rank, Gallant. Swashbuckling at 111. Add Chivalry Ability at 20, or add 10 to Chivalry if that Ability is already possessed
2nd Rank, Bravo. Swashbuckling at 121. Add 1 point to each of the other three main Abilities and 3 points to Unarmed Combat.
1st Rank, Grand Bravo. Swashbuckling at 131. Add Luck Ability at 20, or add 10 to Luck if that Ability is already possessed.

Friar Order

Upper Lower Society

The monastic association of scholars involved in the lay priesthood. These are an Order akin to that of the Ecclesiastic. Friars are clergy organized into religious societies that place knowledge first, preach theology, and shun materialism, depending for their livelihood upon alms. They are found in of the world's nations, although not generally in formal hierarchy. They are recognized, sometimes perforce, by all in such states as their deities are honored, and elsewhere, possibly respected or dishonored, as their pantheon has renown or not. Typical places for association are priories, universities, shrines, religious establishments, temples, noble courts etc.

Required abilities are: **Learning, Theurgy, Arcana, Scrutiny.**

- **12th Rank, Acolyte Brother.** Learning only possessed. No benefit save contact.
- **11th Rank, Aspirant Brother.** Learning and Theurgy possessed. Gain library of five books, priory membership available; add 2 points each to both Abilities possessed.
- **10th Rank, Novice Brother.** Learning, Theurgy, and Arcana possessed. Add 2 points to each of the three Abilities possessed.
- **9th Rank, Lay Brother.** All four Abilities possessed. Gain 10 more books and one Memory Tablet with one Rite, and three Powers; add 2 points to each of the four required Abilities possessed, but addition to Learning Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.
- **8th Rank, Postulant Brother.** Learning at 61. Add either Rustic or Urbane at 20, or else add 5 points to each such Ability if both are already possessed.

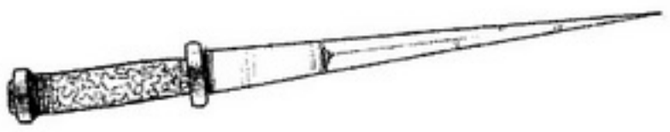
• **7th Rank, Brother.** Learning at 71. Add either Rustic or Urbane at 20, or else add 5 points to each such Ability if both are already possessed.
• **6th Rank, Brother Preacher.** Learning at 81. Gain Memory Tablet with one Rite, and three Powers, add 1 point to each of the other three Abilities.
• **5th Rank, Brother Minister.** Learning at 91. Add Evaluation Ability at 20, or else add 10 points to Evaluation if already possessed.
• **4th Rank, Brother Almoner.** Learning at 101. Gain Memory Tablet with one Rite, and three Powers, add 1 point to each of the other three Abilities.
• **3rd Rank, Brother Chaplain.** Learning at 111. Add Alchemia Ability at 20, or add 15 to Alchemia if already possessed.
• **2nd Rank, Reverend Brother.** Learning at 121. Add Chivalry Ability at 20, or add 15 to Chivalry if already possessed.



Swashbuckling: Add one point to Health and to Precision, and one-quarter (1/4) point to Speed, only when *initially* selecting this. All having to do with unusual methods of defending and attacking when wearing armor protection of cloth or leather that does not have a Speed Base Rating penalty and typically when using a single-hand weapon. The skills conferred by this Ability include acrobatic maneuvers, gymnastic-like tumbling, climbing rapidly, dodging, ducking, jumping, leaping, running partially up vertical surfaces, and swinging. Unlike most other Abilities, the initial base score for Swashbuckling is found by adding all three Base Ratings, dividing by three, and then multiplying by the applicable percentage.

This Ability adds one (1) point per 10 points of base score possessed to Defense protection, and one (1) point per five (5) points of base score possessed to the chance to parry an attack when unclothed or clad in light garments or armor without Speed Base Rating penalty. For example an Avatar with 50 base score in Swashbuckling would have at least protection of 5 and a -10 bonus on checks to attempt to parry opponent attacks.

Use Starting Equipment List Middle.



Guard Order

Low to Middle Society

The bodyguard society is known principally in larger communities and in aristocratic strongholds. As is usual, the four required Abilities are logical for such individuals. Guards are recognized by all acquainted with the rich and powerful, whether on terms of employers or otherwise, but mainly by orders such as the Noble and the Soldier. The more able guards are given respect and move from lower to middle society thus. As with Soldier Order individuals, typical places for association of Guard Order individuals are low "dives" in urban areas, military installation environs, inns and taverns, mercenaries clubs and associations, etc. Their four required Abilities are:

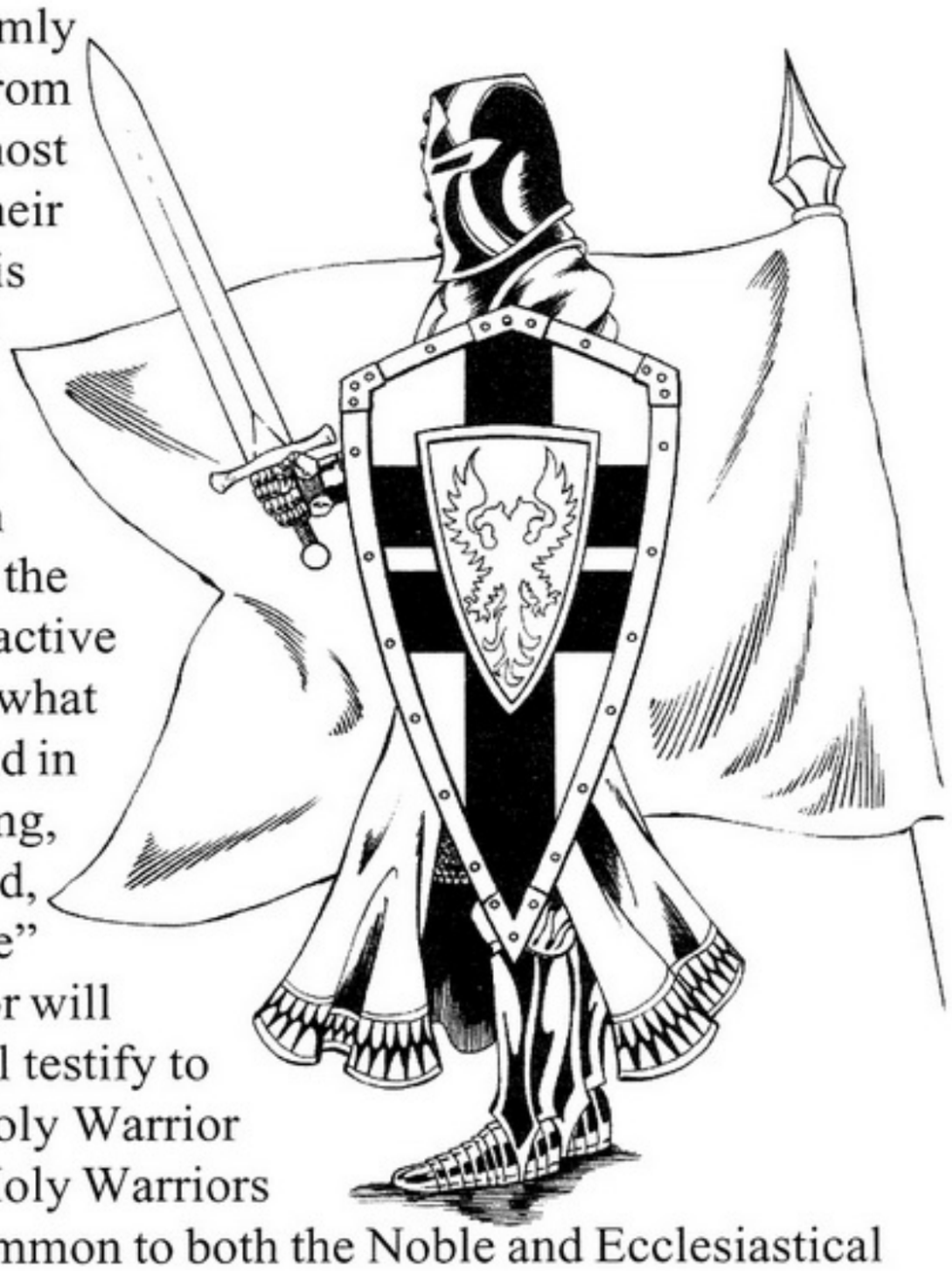
Required abilities are: **Physique, Weapons, Scrutiny, Tricks, plus Unarmed Combat.**

- **12th Rank: Torch-bearer.** Physique only possessed. No benefit save contact or enlistment in the lowest ranks.
- **11th Rank: Club-bearer.** Physique and Weapons possessed. Guild membership available; add 3 points to Physique Ability.
- **10th Rank: Attendant.** Physique, Weapons, and Scrutiny possessed. Gain full leather armor; add 2 points each to Weapons and Scrutiny Ability.
- **9th Rank: Guard Attendant.** All four main Abilities possessed. Gain sword of choice, add 2 points to each of the four required Abilities possessed, but addition to Physique Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.
- **8th Rank, Guard.** Physique at 61 and Unarmed Combat possessed. Add 2 points to each of the other three Abilities, and 2 points to Unarmed Combat Ability.
- **7th Rank, Bodyguard.** Physique at 71. Add Waylaying Ability at 20, or add 10 to Waylaying if that Ability is already possessed
- **6th Rank, Veteran Bodyguard.** Physique at 81. Add 2 points to each of the other three Abilities.
- **5th Rank, Chief Bodyguard.** Physique at 91. Add Archery Ability at 20, or add 10 to Archery if that Ability is already possessed
- **4th Rank, Guards Serjeant.** Physique at 101. Add 2 points to each of the other three main Abilities.
- **3rd Rank, Guards Lieutenant.** Physique at 111. Add Planning Ability at 20, or add 10 to Planning if that Ability is already possessed.
- **2nd Rank, Guards Captain.** Physique at 121. Add 2 points to each of the other three main Abilities.
- **1st Rank, Master of Guards.** Physique at 131. Add Evaluation Ability at 20, or add 10 to Evaluation if that Ability is already possessed.



Holy Warrior Order

Upper Lower to Middle Upper Society

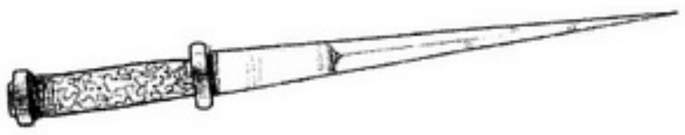


Holy Warriors, men and women, of the sword, firmly dedicated to a deity or a pantheon group of deities, come from almost any background, although that of upper society is most common. No matter what the station prior to embracing their faith, all Holy Warriors tend to be possession poor; as all is sacrificed for the betterment of the faith. Whilst the priest converts with a sermon, the Holy Warrior converts with the sword. Mighty deeds (smiting the wicked, the unbelievers, confronting monstrosities, protecting faith and holy place, its officers and devotees, and forgoing the pleasure of possessions) displays the strength of the active servants and swells the ranks of the faith. This is, at least, what the Holy Warrior believes. Where Holy Warriors are found in large numbers, there will typically be a fortified dwelling, perhaps a small one or possibly a great religious stronghold, within a day's travel distance. The dwelling will be "home" to either a military brotherhood (order) of Holy Warriors or will be "home" to a part of such an order. Such structures will testify to the close proximity of pilgrims of the same faith as the Holy Warrior or of a site of religious significance. Other places where Holy Warriors may be found to associate will generally include those common to both the Noble and Ecclesiastical Orders e.g. temples, shrines, monasteries, castles, tourneys and, occasionally, palaces.

Required abilities : **Weapons, Physique, Theurgy, Ranging, Chivalry (5thAbility).**

Possessions: Sworn to dedicating all money and goods not absolutely necessary to them to carry out their sworn duties, the members of the Holy Warrior Order are relatively poor. Thus, 90% of all valuables of non-weapon or armor sort will be given to the temple. Also, no member of this Order will have more than two horses and suits of armor, eight Weapons, and 12 items of Extraordinary nature of other sort beyond that, all being useful only in directly enabling the duties sworn to.

- **12th Rank: Soldier.** Weapons and Chivalry possessed. No benefit save contact.
- **11th Rank: Soldier-Brother.** Weapons, Physique, and Chivalry possessed. Gain any sword and shield; membership in brotherhood/sisterhood (a Holy Warrior company) available.
- **10th Rank: Serjeant-Brother.** Weapons, Physique, Theurgy, and Chivalry possessed. Gain half metal armor; add 1 point to each of the four Abilities possessed.
- **9th Rank: Standard Bearer.** All five Abilities possessed. Gain Memory Tablet with four Theurgy activations; add 1 point to each of the five required Abilities possessed, but addition to Weapons Ability can not then cause the Avatar to move to the next higher (numerically lower) Rank. If this would occur limit to the last point total in the category, i.e. 60, 70, 80, 90 etc.
- **8th Rank: Turcoplier of the Faith.** Weapons at 61. Gain courser; add Archery Ability at 20, or add 10 to Archery if that Ability is already possessed.
- **7th Rank: Knight-Brother.** Weapons at 71. Gain full metal armor and charger (but lose courser); add 2 points to Chivalry Ability; add Mechanics Ability at 20, or add 10 to Mechanics if that Ability is already possessed.
- **6th Rank: Knight Commander.** Weapons at 81. Add 1 point to each of the other four Abilities.





- **5th Rank: Paladin of Faith.** Weapons at 91. Gain destrier (but lose charger); add 1 point to each of the other four Abilities.
- **4th Rank: Master of Faith.** Weapons at 101. Add 1 to each of the other three Abilities, 3 to Chivalry
- **3rd Rank: Seneschal.** Weapons at 111. Add Planning Ability at 20, or add Planning at 10 if that Ability is already possessed.
- **2nd Rank: Marshal.** Weapons at 121. Add 1 to each of the other three Abilities, 3 to Chivalry
- **1st Rank: Grand Master.** Weapons at 131. Add Learning Ability at 20, or add 10 to Learning if that Ability is already possessed.

Note: Every headquarters of a brotherhood/order will have a Grand Master, who commands the order as a whole, a Marshal, who commands the order in the Grand Master's absence and is effectively second in command, and a Seneschal, the third in line. When one of these position becomes vacant, the position, and the title, will fall to the next highest ranking officer in the order. Where more then two such individuals exist, the position will fall to the longest serving of the two.

Inquisitor Order

Lower to Upper Middle Society, Upper Upper in societies plagued by witchery

Inquisitors are those men and women so aghast at the depredations and iniquities practiced by witches and warlocks, not to mention sorcerers and necrourges, that they dedicate their lives to tracking down and calling to justice all those that practice the black arts. In addition some Inquisitors actively seek out "heretics", those who, in the view of the inquisitor, are apostate, misbelievers or in some other way deny the "true faith" *as espoused by the Inquisitor*.

The majority of Inquisitors are organized into state tribunals or quasi-religious hierarchies, usually at the behest of a greater prelate or the like, while some are more loosely organized, sharing only the common bond of battling against what they perceive to be evil.

Some Inquisitors seek to gain irrefutable evidence before condemning a suspected practitioner of Witchery or like black art, but there are those who stoop to torture, fabricated evidence and downright lies so as to convict one they suspect of these evil acts. For the unscrupulous foes of Witchery, suspicion might be aroused merely by local gossip, physical appearance or eccentricity.

Indeed, honest Mages, Elementalists, and those with psychogenic powers, have cause to fear such sinister Inquisitors. Even decent Ecclesiastics, worshiping a deity obscure to the region in which they dwell, have been accused when an Inquisitor chooses to question the "source" of the powers they wield! Ironically Shamans and the "white witches" known as Wycce or "crafters" are particularly vulnerable to false charges of practicing black magic.

In some states individual Inquisitors, and sometimes their organizations, have become corrupt. When discovering a "witch" these dishonest Inquisitors will demand money from the accused, threatening, and inflicting, all kinds of punishments if they are not paid. It is perhaps not surprising that such debased Inquisitors locate a great many wealthy "witches" and "heretics"…

Another point of note is that by the nature of their work Inquisitors earn the enmity of real witches, who rightly see them as a threat. Thus some covens take steps to bewitch Inquisitors, even going so far as to fully convert them and bring them into their unholy assemblies. Thus it is possible that an Avatar using extraordinary means to track down a coven will find themselves the subjects of a false accusation, and subsequent investigation, by Inquisitors who are themselves practitioners of the black arts and members of the very coven sought!

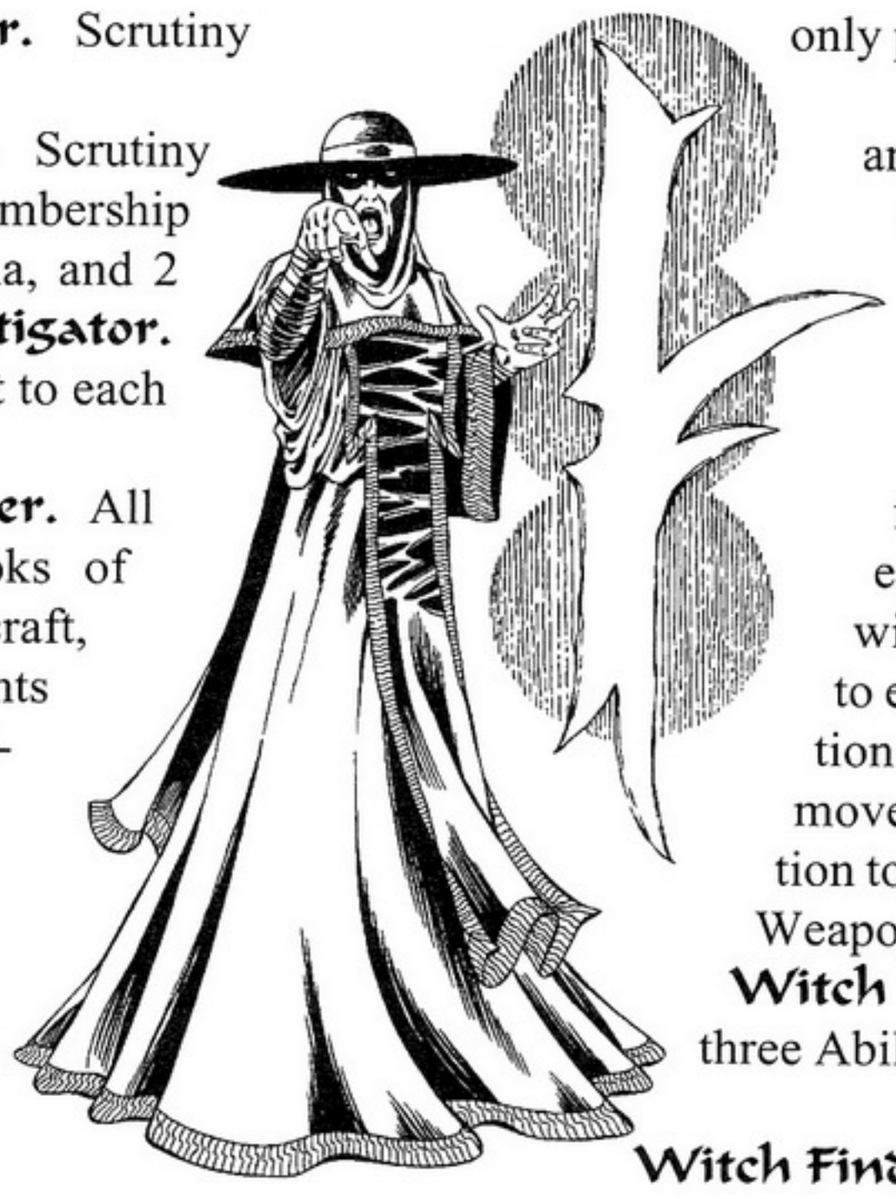
In states where Inquisitors are active, those in which witchcraft is rampant, a schism has occurred in the religious community or the government seeks to impose a single creed on the populace, these



"witch finders" are recognized by all. In other areas recognition is limited to Ecclesiastics, Elementalists, Mages, Shamans, Wycce and some Nobles. Of course Augurs, Demonurges, and Witches are familiar with, and fearful of, Witch Finders the world over. Typical places for association are temples, shrines, religious establishments, centers of local government and jurisprudence, and the courts of those nobles who agree to sponsor the Witch Finders in their work.

Note to the Reader: This Order is not to be confused with those who counter Witchery and like malign Abilities—such as those with Shamanism that embrace the Observance of Thwarting Evil, the apotropaists and witch hunters. The Inquisitor Order deals mainly with discovery of those possessing such evil capacities as are abhorrent to the society, bringing them to justice as it were. Because of this, the Order is more aimed at use in the campaign for NACs rather than active, adventuring Avatars.

The required Abilities are: **Scrutiny, Arcana, Evaluation, and Urbane.**



• **12th Rank, Questioner.** Scrutiny only possessed. No benefits save contact.

• **11th Rank, Examiner.** Scrutiny and Arcana possessed. Gain magnifying glass. Order membership now available, add 1 point to each to Scrutiny and Arcana, and 2 points to Weapons Ability.

• **10th Rank, Investigator.** Scrutiny, Arcana and Evaluation possessed. Add 1 point to each of the required Abilities, 2 points to Weapons Ability.

• **9th Rank, Witch Finder.** All four required Abilities possessed. Gain three books of esoteric lore, each detailing common practices of witchcraft, witch marks, pacts, covens, nether beings, etc. Add 3 points to each of the four required Abilities possessed, but addition to Scrutiny Ability cannot then cause the Avatar to move to a higher Rank. If this would occur, limit the addition to the last point total in the category. Add 2 points to Weapons Ability.

• **8th Rank, Veteran Witch Finder.** Scrutiny at 61. Add 3 points to each of the other three Abilities and 1 point to Weapons Ability.

• **7th Rank, Expert Witch Finder.** Scrutiny at 71. Add Learning Ability at 20 or add 10 to Learning if that Ability is already possessed.

• **6th Rank, Master Witch Finder.** Scrutiny at 81. Add 2 points to each of the other three Abilities, add 1 point to Weapons Ability.

• **5th Rank, Witch Finder General.** Scrutiny at 91. Gain a Memory Tablet and four Theurgy General Powers of Either Ritual and add Theurgy Ability at 20 or add 10 to Theurgy if that Ability is already possessed.

• **4th Rank, Inquisitor.** Scrutiny at 101. Gain plaque with Order Invocation. Add 1 point to each of the other three Abilities; add 5 points to Theurgy Ability.

• **3rd Rank, High Inquisitor.** Scrutiny at 111. Add Luck Ability at 20 or add 10 to Luck if that Ability is already possessed; add 5 points to Theurgy Ability.

• **2nd Rank, Grand Inquisitor.** Scrutiny at 121. Gain Memory Tablet with two Theurgy Rites and two Powers. Add 1 point to each of the other three Abilities; add 5 points to Theurgy.

• **1st Rank, Grand Master Inquisitor.** Scrutiny at 131. Add Chivalry Ability at 20 or add 10 to Chivalry if that Ability is already possessed.





Mariner (Pirate) Order

Low to Middle Society

The seafaring society is pervasive wherever there are ports and waterborne trade. The four Abilities are quite self-evident, differing in critical respect from those of the honest seafarer, of course. Pirates are recognized by all those who are aware of sea rovers and certainly known with great animosity by upper class groups in civilized states when they have achieved higher rank and become infamous. They are accepted, however, only by such groups as the Desperado, Outlaw, Rogue, and Viking Order associations. Typical places for association are freebooters' ports and such open cities as are available to them where they frequent low "dives" on the waterfront, gambling dens, bawdy-houses, stews, and the rowdiest of seafarers inns and taverns, etc.

Required abilities are: **Waterfaring, Weapons, Tricks, Physique.**

- **12th Rank: Sailor (Picaroon).** Waterfaring only possessed. No benefit save contact or enlistment as a deckhand.
- **11th Rank: Seaman (Seadog).** Waterfaring and Weapons possessed. "Brotherhood" membership available. Add 1 point each to Waterfaring and Weapons Ability.
- **10th Rank: Able Seaman (Common Pirate).** Waterfaring, Weapons, and Tricks possessed. Gain cloth half armor and cutting sword; add 1 point each to Waterfaring, Weapons, and Tricks Ability.
- **9th Rank: Mate (Hardened Pirate).** All four Abilities possessed. Gain Pantology Ability at 20 or add 10 to Pantology if that Ability is already possessed. add 2 points to each of the four required Abilities possessed, but addition to Waterfaring Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.
- **8th Rank, First Mate (Pirate Mate).** Waterfaring at 61: Add 3 points to each of the other three Abilities.
- **7th Rank, Pilot (Pirate Lieutenant).** Waterfaring at 71: Add 1 points to each of the other three Abilities. Gain Waylaying Ability at 20, or add 10 to Waylaying if that Ability is already possessed.
- **6th Rank, Master Pilot (Pirate Captain).** Waterfaring at 81. Add 1 points to each of the other three Abilities. Gain Planning Ability at 20, or add 10 to Planning if that Ability is already possessed.
- **5th Rank, Lieutenant (Freebooter Captain).** Waterfaring at 91. Add 1 point to each of the other three Abilities. Gain Mechanics Ability at 20, or add 10 to Mechanics if that Ability is already possessed.
- **4th Rank, First Lieutenant (Freebooter Grand Captain).** Waterfaring at 101. Add 1 point to each of the other three Abilities. Gain Evaluation Ability at 20, or add 10 to Evaluation if that Ability is already possessed.
- **3rd Rank, Commander (Seawolf).** Waterfaring at 111. Add 1 point to each of the other three Abilities. Gain Urbane Ability at 20, or add 10 to Urbane if that Ability is already possessed.
- **2nd Rank, Ship Captain (Seawolf Admiral).** Waterfaring at 121. Add 1 point to each of the other three Abilities. Gain Evaluation Luck at 20, or add 10 to Luck if that Ability is already possessed.
- **1st Rank, Commodore (Corsair Prince).** Waterfaring at 131. Add 1 point to each of the other three Abilities. Gain Chivalry Ability at 20, or add 10 to Chivalry if that Ability is already possessed.

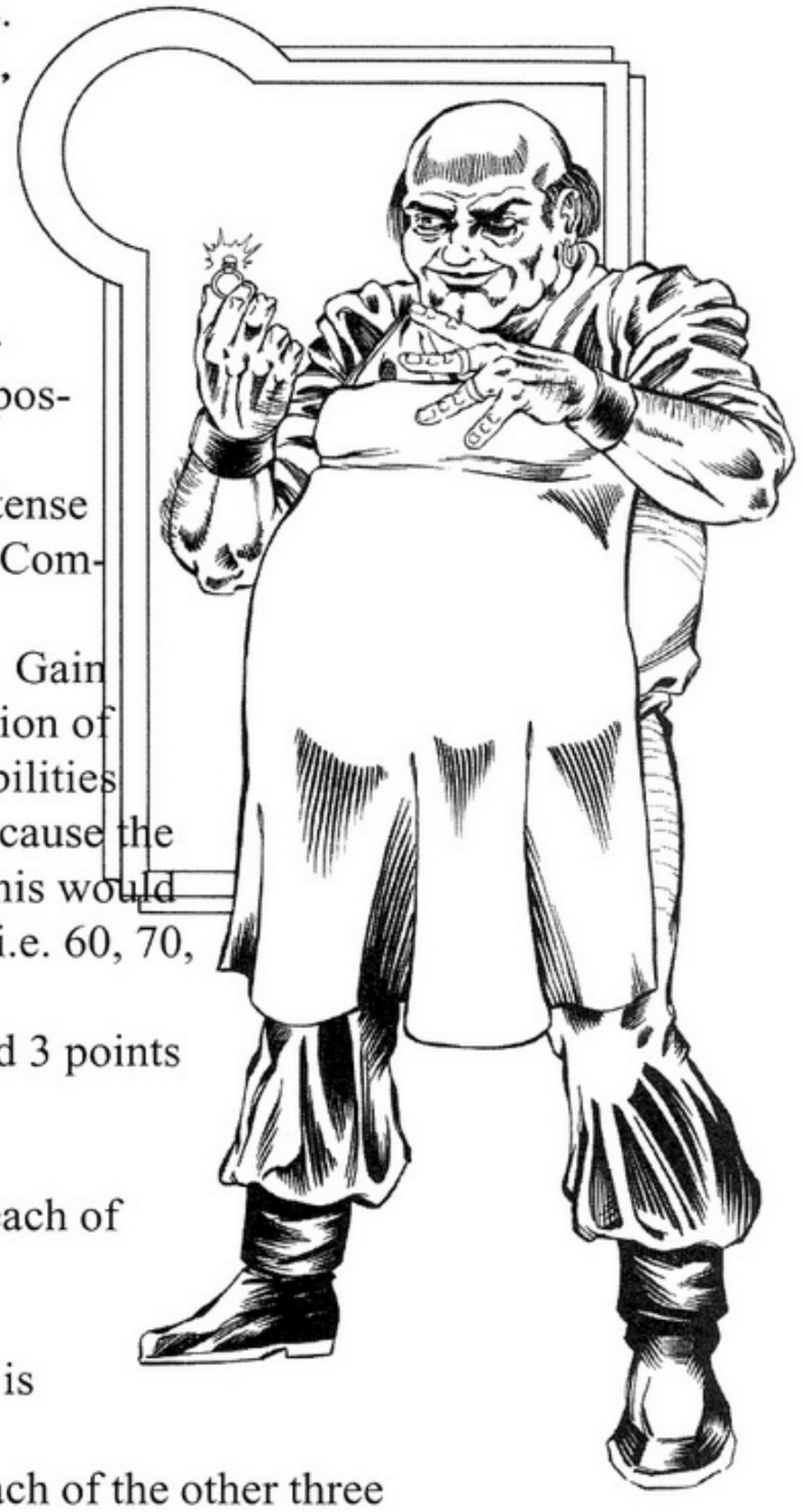


Merchant Order

Generally Lower to Upper Middle Society

The tradesmen and factors, from the small street vendors to the rich importers and exporters, are found in every civilized state of the world. They are recognized by classes of society, although in some states they are deemed lower in status, in others somewhat higher (Lower Upper). Typical places for association are markets, warehouse districts, guild halls, etc.

Their four required Abilities are: **Commerce, Evaluation, Pretense, Planning.**



- **12th Rank, Peddler.** Commerce only possessed. No benefit save contact.
- **11th Rank, Huckster.** Commerce and Evaluation possessed. Gain horse and cart, and membership in a guild is possible; add 1 point to Commerce Ability.
- **10th Rank, Monger.** Commerce, Evaluation, and Pretense possessed. Gain team of horses and wagon; add 1 point to Commerce and Evaluation Ability.
- **9th Rank, Tradesman.** All four Abilities possessed. Gain any small building with shop facilities in Lower Class section of the community; add 1 point to each of the four required Abilities possessed, but addition to Commerce Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.
- **8th Rank, Great Tradesman.** Commerce at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Trader.** Commerce at 71. Add 3 points to each of the other three Abilities.
- **6th Rank, Wealthy Trader.** Commerce at 81. Add Scrutiny Ability at 30, or add 15 to Scrutiny if that Ability is already possessed.
- **5th Rank, Factor.** Commerce at 91. Add 3 points to each of the other three Abilities.
- **4th Rank, Petty Merchant.** Commerce at 101. Add Waterfaring Ability at 20, or add 10 to Waterfaring if that Ability is already possessed.
- **3rd Rank, Merchant.** Commerce at 111: Add 3 points to each of the other three Abilities.
- **2nd Rank, Great Merchant.** Commerce at 121. Add Luck Ability at 20, or add 10 to Luck if that Ability is already possessed.
- **1st Rank, Merchant Prince.** Commerce at 131. Add Learning Ability at 20, or add 10 to Learning if that Ability is already possessed.





Scholar Order

Generally Lower Middle to Lower Upper Society

The teacher and philosopher, pedant and savant, from the petty tutor to a grand state advisor. They are recognized by classes of society, although in some states they are deemed lower in status, in others somewhat higher (Middle Upper). Order recognition is principally Ecclesiastic, Enchanter, Geourgist, and Noble. Typical places for association are schools, academies, libraries, colleges, etc.

Their four required Abilities are: ***Learning, Arcana, Planning, Alchemia.***

- **12th Rank, Tutor.** Learning only possessed. No benefit save contact.
- **11th Rank, Instructor.** Learning and Arcana possessed. Gain scholar's wardrobe and scribe's materials, and membership in a guild is possible; add 1 point to Learning Ability.
- **10th Rank, Pedagogue.** Learning, Arcana, and Planning possessed. Gain library of 60 books, 40 scrolls, and 20 maps; add 1 point each to Arcana and Planning Ability.
- **9th Rank, Teacher.** All four Abilities possessed. Gain any small building with a classroom facility in Lower Middle Class section of the community; add 1 point to each of the four required Abilities possessed, but addition to Learning Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.
- **8th Rank, Headmaster.** Learning at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Assistant Professor.** Learning at 71. Add 2 points to each of the other three Abilities.
- **6th Rank, Professor.** Learning Add Metallurgy Ability at 30, or add 15 to Metallurgy if that Ability is already possessed.
- **5th Rank, Philosopher.** Learning at 91. Add 3 points to each of the other three Abilities.
- **4th Rank, Doctor.** Learning at 101. Add Alchemia Ability at 30, or add 15 to Alchemia if that Ability is already possessed.
- **3rd Rank, Sage.** Learning at 111. Add 3 points to each of the other three Abilities.
- **2nd Rank, Savant.** Learning at 121. Add Evaluation Ability at 30, or add 15 to Evaluation if that Ability is already possessed.
- **1st Rank, Grand Savant.** Learning at 131. Add Creativity Ability at 20, or add 10 to Creativity if that Ability is already possessed.

Scout Order

Low to Middle Society

The quasi-military society is seen in border regions and in all standing militaries, from tribal to state-organized. As is usual, the Abilities needed are self-explanatory. Scouts are recognized by everyone concerned with protection of the group or border area—Soldier and even Noble Orders, and as they attain rank are accepted in the upper medial class to a greater or lesser extent. Typical places for association are frontier outposts, border forts, with military (warrior) personnel, etc.

Their five required Abilities are: **Ranging, Scrutiny, Weapons, Waylaying (and Archery or Savagery).**

- **12th Rank: Lookout.** Ranging only possessed. No benefit save contact or enlistment in the lowest ranks.
- **11th Rank: Outrider.** Ranging and Weapons possessed. Guild membership available; add 3 points to Ranging Ability.



• **10th Rank: Pathfinder.** Ranging, Weapons, and Waylaying possessed. Gain metal half armor; add 1 point each to Ranging, Weapons, and Waylaying Ability.
• **9th Rank: Guide.** All four main Abilities, and Archery or Savagery possessed. Gain courser, add 2 points to each of the four required Abilities possessed, but addition to Weapons Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.
• **8th Rank, Advanced Guard.** Ranging at 61. Add 2 points to each of the other three main Abilities, and to either Archery or Savagery Ability as well.
• **7th Rank, Ranger.** Ranging at 71. Add Luck Ability at 20, or add 10 to Luck if that Ability is already possessed
• **6th Rank, Chief Scout.** Ranging at 81. Add 1 point to each of the other three main Abilities, and to either Archery or Savagery Ability as well, to both if both possessed.
• **5th Rank, Scout Ranger.** Ranging at 91. Add Pantology Ability at 20, or add 10 to Pantology if that Ability is already possessed
• **4th Rank, Ranger.** Ranging at 101. Add 1 point to each of the other three Abilities, and to either Archery or Savagery Ability as well, to both if both possessed.
• **3rd Rank, Ranger Lieutenant.** Ranging at 111. Add Divination Ability at 20, or add 10 to Divination if that Ability is already possessed.
• **2nd Rank, Ranger Captain.** Ranging at 121. Add 1 points to each of the other three Abilities, and to either Archery or Savagery Ability as well, to both of both Abilities are already possessed.
• **1st Rank, Ranger Commander.** Ranging at 131. Add Planning Ability at 20, or add 10 to

Planning if that Ability is already possessed.

Warrior-Monk Order

Low to Middle Society

The Monk is a martial artist/mystic that combines unarmed combat and the disciplines of the mind. Through arduous physical training and religious study the Monk seeks to develop the power of the mind over the weakness of the flesh. Monks are generally reclusive by nature spending endless hours of meditation and study in the confines of a monastery, temple, or similar place. Monks are principally recognized by Ecclesiastic, Noble, and Soldier Order associations.

The required Abilities are: **Unarmed Combat, Stealth, Learning, Weapons, Theurgy (5th Ability).**

• **12th Rank, Martial Artist.** Unarmed Combat only possessed. No benefit save contact.
• **11th Rank, Pupil.** Unarmed Combat and Stealth possessed. Membership as a student in a monastery, temple, or dojo possible, and if so add 1 to both Abilities.
• **10th Rank, Initiate.** Unarmed Combat, Stealth, and Learning possessed. Add 1 point to Stealth and Learning.



• **9th Rank, Monk Aspirant.** All four main Abilities, and also Theurgy as the fifth one, possessed: Gain two Weapons associated with monastery or like place with which the character is associated. Add 2 points to each of the four main Abilities possessed, but addition to Unarmed Combat Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.
• **8th Rank, Monk Disciple.** Unarmed Combat at 61. Add 2 points to each of the other four Abilities.
• **7th Rank, Monk.** Unarmed Combat at 71. Add Physique Ability at 20, or add 10 to Physique if that Ability is already possessed.
• **6th Rank, Monk Superior.** Unarmed Combat at 81. Add 1 point to other four Abilities.
• **5th Rank, Monk Master.** Unarmed Combat at 91. Add Archery Ability at 20, or add 10 to Archery if that Ability is already possessed.
• **4th Rank, Monk Grand Master.** Unarmed Combat at 101. Add 1 point to each of the four other Abilities.
• **3rd Rank, Monk Adept.** Unarmed Combat at 111. Add Minstrelsy Ability at 20, or add 10 to Minstrelsy if that Ability is already possessed.
• **2nd Rank, Monk Superior Adept.** Unarmed Combat at 121. Add 1 point to each of the four other Abilities.
• **1st Rank, Monk Transcendent.** Unarmed Combat at 131. Add Psychogenic Ability at 20, or add 10 to Psychogenic if that Ability is already possessed.



Appendixes

"I am a theif-taker, come to roast you."
Dzarin, the "Lawman"



Appendix A
Guilds & Orders
Guilds that might be found in the City and its Environs

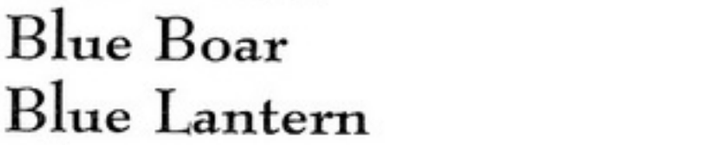
Including Alliances, Associations Brotherhoods, Cartels. Clubs, Coalitions, Combinations, Companies, Concatenations, Confraternities, Fellowships, Fraternities, Leagues, Orders, Sisterhoods, Societies, Sodalities, Syndicates, and Unions

(Political-based League/Society, one or more)
(Racial-based League/Society, one or more)
(Religious-based, human Association/Fraternity/League/Society, one or more)
(Religious-based, non-human Association/Fraternity/League/Society, several)
Adventurers' Fraternity/Society
Alchemists' Guild
Anti-Slavery Society
Architects' & Builders' Ass./Guild/Society
Armorers' Company/Guild
Artists' & Sculptors' Ass./Guild/Frat./Society
Assassins' Company/Guild
Bakers' Company/Guild
Beggars' Guild
Brewers' Company/Guild
Cabinet Makers' Guild
Carpenters' Guild
Carriage Makers Cartel/Company/Guild
Carters', Coachmen's, & Waggoners' (teamsters) Brotherhood
Charitable Ass./Fraternity/Order/Society
Chivalrous Association/Order
Clothworkers' Cartel/Company/Guild
Diviners Guild
Drapers' Cartel/Company/Guild
Enchanters' (magician *et al.*) Guild
Engineers' Association/Guild/Society
Entertainers' (Actors, Bards, Jongleurs, Musicians, Minstrels, etc.) Guild
Explorers' Club/Society
Fishmongers' Company/Guild
Foresters' Fraternity/Society
Founders' (casting bronze *et al.*) Cartel/Co./Guild
Fullers' Guild
Furriers' Guild
Gaming Association/Club
Gemners' Company/Guild
Geourges' (elemental magic) Guild
Glassers' Cartel/Company/Guild
Goldsmiths' Company/Guild
Grocers' Company/Guild
Haberdashers' Cartel/Company/Guild
Healers' Association/Guild/Society
Horsebreeders' Association
Ironmongers' Cartel/Company/Guild
Jewelers' Company/Guild
Mariners' Fraternity
Marshal Artists' Association/Fraternity/Guild
Mason's Guild
Mechanics' Guild
Mentalists' (psychic) Guild
Mercers' Company/Guild
Merchant Taylors' Company/Guild
Merchants' Cartel/Company/Guild
Metalsmiths' (brass, copper, etc.) Co./Guild
Metalurgists' (magic forgering) Guild
Millers' League
Necrourges' (necromancy) Guild
Philosophers' Association/Fraternity/Society
Plumbers Guild
Printers' Company/Guild
Roofers' Company/Guild
Rope Makers' Guild
Sailors' Brotherhood
Salters' Company/Guild
Scholars' Association/Society
Shipwrights' Cartel/Company/Guild
Slavers' League
Soldiers' Brotherhood
Sorcerers' Guild
Sportsmen's Association/Club
Swordsmiths' Company/Guild
Tanners' Guild
Thieves' Guild
Traders' Company/Guild
Vintners' Company/Guild
Watchmakers' Company/Guild
Watermans' Brotherhood
Weapon Makers' Company/Guild
Weavers' Guild
Witches & Warlocks (secret, covens)



Appendix B
A Name Index of Inns & Taverns

Academy Inn
Alderman's Inn
Alfar Inn
Ally's End
Anchor & Chain
Ape & Apricot
Apple Dumplin's
Apple Orchard
Apple Tree
Arm & Axe
Ash Grove
Auten Inn
Barded Destrier
Barge Inn
Barley Sheaf
Barley Shrine
Barn, the
Barrel O' Ale
Bear & Barrel
Beehive
Bell
Big Walt's
Billet & Bottle
Bird & Hand
Birds in a Bush
Black Lion Tavern
Black Shield
Black Swan
Blind Basilisk
Blind Jim's
Blue Beetle
Blue Boar
Blue Lantern
Blue Ox
Blue Rooster
Blue Shield
Bluejay, the
Boar & Hounds
Boatman
Border House
Bowman
Boxer
Bridge
Bridge & Troll
Bugle
Bulbor's Grate
Bull & Bear
Bullseye, the
Bumblebee
Bunch of Grapes
Burning Tiger
Buster's Bowsing Ken
Butterfly, the
Camel, the
Cartwheel, the
Cat & Dog
Chariot & Enchantress
Checkered Shield
Cherry Blossom House
Cherry Orchard
Cherry Tree
Chuckle's Nook
Circus, the
Cloud & Dragon
Clown & Cleric
Coach & Four
Coach & Six
Coach House
Coat of Plates
Cock of the Walk
Cockatrice
Council House
Courtyard House
Cowled Man
Crimson Mantle
Crossbow, the
Crossed Axes
Crossed Maces
Crossed Swords
Crossroads Inn
Crowing Cock
Cutlass, the
Dainty Dell
Dandies
Darling Duchess
Dead Drake
Deep Six
Der Freischutze
Different Drummer
Diggers
Dimber Doxie
Dirty Al's
Dolphin, the
Downstairs
Dragon & Drake
Drover's Rest
Dryad, the
Duck & Ducklings
Duzmil's Den
Ease Inn
Elephant, the
Faire, the
Falcon, the
Fancy Lady, the
Farmer & Foal
Fatted Calf
Feathered Cap
Fife & Drum
Five Daggers Tavern
Flaming Ball
Flatchetts
Flowing Flagon
Flying Bat
Flying Horse





Fool, the
Forest House
Forester, the
Fork & Flail
Fortune Inn
Four Flies
Four of Clubs
Four Unicorns
Four-Fathom Rollo's
Fox & Goose
Fox & Pheasant
Friend's Place
Friendly Spirits
Frog & Crane
Garden Inn
Gentlemen's Inn
Golden Ale Pot
Goose & Gander
Goose Girl, the
Granger's Rest
Grangers
Green Branch
Green Tower
Hammer & Tongs
Happy Hostler
Hare in a Hat
Harp & Horn
Hart's Horns
Hawk & Hare
Haymow, the
Hen & Chicks
Heroes' Hall
Heron & Rushes
Hidden Treasure
High Table Tavern
Hrulgor's Grotto
Huntsman & Hounds
Inn of the Muses
Jack & Joynt Tavern
Jack Pudding
Jamil's Oasis
Jester & Jug
Jolly Jongleur
Jolly Tippler
Keg & Bottle
Kestrel, the
Killbucks
King's Court
King's Crown
Knight's Table
Kruluf's Tap
Lagerhorn, the
Lakeside Tavern
Lamb & Laurels
Leaf & Lizard
Little Chaldor's Place
Lo Fat's
Lone Pine
Long Gone Tavern
Lord Mayor's Table
Lord's Arms
Lucky duck Tavern
Lusty Lass Tavern
Ma's Place
Madam Wu's Paradise
Man-at-Arms
Mastiff, the
Meadowfield
Merrie Moll's
Mill house
Millstone, the
Minstrel, the
Moon & Stars
Moonbeam & Minstrel
Mossy Bank
Mouse & Elephant
Naked Nymph
Nightingale, the
Nunzio's Nook
Oaktree, the
Ogre's Club
Ogre's Head
Open Door
Owl & Limb
Oxen & Cart
Pagoda, the
Parrot & Palm
Peach Tree
Peaches
Peacock, the
Pear Tree
Phoenix, the
Pick & Shovel
Pike, the
Pink Cloud
Pinkie's Place
Pipe & Gong
Plucky Pilgrim
Plum Tree
Popinjay, the
Posterior Equinus
Potted Pilgrim
Pottle & Peck
Purple Martin
Pye & Pease
Quayside





Quill & Pot
Racecourse, the
Rainbow, the
Rat & Cheese
Raven & Bottle
Red Calf
Red Warrior
Rest a Spell
Riverbank Inn
Rogues Retreat
Rook & Knight
Rose, the
Rum Times
Salmon, the
Scarecrow, the
Scarlet Cap
Scholar & Book
Scribe & Scroll
Scythe & Rake
Seadogs
Secret Street
Seven Crowns
Seven Doves
Shadow Wood Inn
Shady Grove Inn
Shepardess, the
Ship & Bottle
Short Stop
Silver Cloud
Silver Hill Inn
Silver Sparrow
Silver Sword
Sirine & Sailor
Slick Pugler's Place
Small Potatoes
Smiling Monk
Smoking Al's Place
Soaring Eagle
Spearman, the
Spider & Fly
Spiked Gauntlet
Spitted Ox
Staff & Sandals
Stag, the
Stag & Hounds
Steeplechase
Stinkin' Olaf's
Stout Fellow
Sun & Moon
Sundered Oak
Sundial, the
Sunset House
Swan
Swiggers Swag
Sylvan House
Tanglewood Tavern
The Blue giant
The Cave
The Cellar
The Crows Nest
The Dock
The Garden
The Gray Giant
The Grove
The Shed
The Stuck Pig
Thirsty Traveler
Thornbush
Three Bears Inn
Three Lamps Inn
Three lilies
Three Mountains
Three Pikes
Three Swallows
Three Thunderbolts
Three Torches
Thrush, the
Toad's Hole
Tower, the
Treasure Chest
Tree & Traveler
Troll & Trollkin
Trout, the
Tsing Fang's Inn
Turban & Gem
Turtle & Pond
Two Lanterns
Two Lions
Two Rams
Two Stags
Underground
Vested Bullfrog
Vine & Vixen
Vineyard, the
Wagonwheel
Warhorse
Warm Welcome
Watchman, the
Wayfarer's Rest
Wayside Tavern
Web & Spider
Wee Willie's Hut
Welcome Inn
Wellhouse, the
Whale, the
White Shield
White Wyvern
Willows
Wishing Well
Wizard, the
Wizard & Wand
Wizard's Hat
Wolf's Lair
Wonder Inn
Ye Cheese Head
Ye Olde Logg Inn
Ye Porker's Stern
Ye Scholar's Ass
Ye Stew Potte
Ye Windbag
Yeoman, the
Zither, the



Appendix C
Supply List - *Canting Crew*



Alchemy	**Cost**	**Amnt/Weight**
Acid, weak	2 gp	1 pint
Acid, strong	15 gp	1 pint
Brazier, small(iron)	1 gp	4 lbs
Brazier, large(iron)	8 gp	25 lbs
Mortar & pestle	1 gp	2 lbs
Jar, pottery	1 sp	1 pint
Jar, glass	1 gp	1 pint
Bottle, pottery	5 sp	1 quart
Bottle, glass	5 gp	1 quart
Hourglass	25 gp	1 lb
Minute glass	6 gp	less than 1lb

Animals	**Cost**	**Amnt/Weight**
Cow	15 gp	–
Calf	8 gp	–
Chicken	2 sp	–
Dog	10 gp	–
Dog, guard	30 gp	–
Duck	1 gp	–
Goat	2 gp	–
Goose	15 sp	–
Lamb	2 gp	–
Pig	2 gp	–
Sheep	4 gp	–

Containers	**Cost**	**Amnt/Weight**
Barrel	2 gp	30 lbs
Crock, pottery	2 gp	5 gallon
Bucket, canvas	5 cp	1 cu. ft.
Bucket, leather	2 sp	1 cu. ft.
Bucket, wooden	5 sp	1 cu. ft.
Chest, small	2 gp	2 cu. ft.
Chest, Large	8 gp	4 cu. ft.

Medicine	**Cost**	**Amnt/Weight**
Bandages	1 gp	1 lb
Basin, bleeding	8 sp	2 lbs
Crutches	5 sp	4 lbs
Herbal cure	5 sp +	–
Exotic cure	2 gp +	–
Knife, surgical	4 gp	–
Medical Book	35 gp	15 lbs
Suturing Needle	2 sp	–

	Cost	**Amnt/Weight**
Thread (50 ft.)	1 gp	–
Leeches	5 gp	1 pint
Pegleg	10 gp	2-8 lbs
Saw, amputation	6 gp	4-5 lbs

Miscellaneous Items	**Cost**	**Amnt/Weight**
Anvil, portable	15 gp	120 lbs
Anvil, standard	35 gp	250 lbs
Backpack, canvas	1 gp	1.5 lbs
Backpack, leather	2 gp	2 lbs
Balance	10 gp	10 lbs
Balance weights	5 sp	5 lbs
Bellows, portable	8 sp	25 lbs
Bellows, standard	2 gp	110 lbs
Blast furnace	75 gp	2000 lbs
Branding Iron	4 sp	4 lbs
Candle snuffer	2 sp	1 lb
Carpenter's square	8 sp	2 lbs
Chisel, stone	4 sp	1 lb
Chisel, wood	2 sp	0.5 lbs
Coal, large bag	15 gp	10 lbs
Crowbar, heavy	2 gp	5 lbs
Crowbar, standard	1 gp	2 lbs
Dice, loaded	6 gp	–
Dice, normal	4 sp	–
Drill bits, iron	6 sp ea.	–
Glue	1 gp	1 pint
Grappling Hook	1 gp	5 lbs
Grindstone	8 gp	150 lbs
Hacksaw	2 gp	–
Hammer, blacksmith	1 gp	4 lbs
Hammer, carpenter's	5 sp	2 lbs
Hammock	5 sp	5 lbs
Hand drill	4 gp	2 lbs
Ink, black	8 gp	1 oz.
Ink, colored	12 gp	1 oz.
Ladder, 10'	2 gp	40 lbs
Lamp	1 sp	1 lb
Lamp oil	1 sp	1 pint
Lathe	20 gp	150 lbs
Mallet, wood	4 sp	1 lb

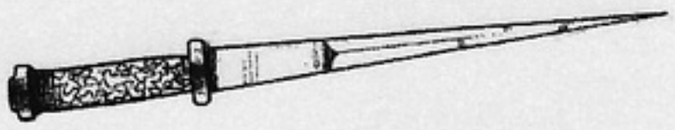


	Cost	Amnt/Weight		Cost	Amnt/Weight
Manacles, and key	8 gp	2 lbs	Pliers, small	5sp	1 lb
Metal file	5 sp	1 lb	Pliers, large	8 sp	2 lbs
Molds, casting	8 sp/150 gp	–	Potters wheel	12 gp	35 lbs
Nails	1 sp	5 lbs	Sleeping furs	2 gp	10 lbs
Padlock, large & key	12 gp	–	Quills	1 sp ea.	–
Padlock, small and key	7 gp	–	Shears	6 sp	1 lb
Paint	2 sp-25 gp	1 gallon	Tongs, small	5 sp	3 lbs
Pavillion	15 gp	160 lbs	Tongs, large	1 gp	5 lbs
Personal seal, silver	10 gp	0.5 lbs	Wire, iron (per 20 ft.)	4 gp	2 lbs
Personal seal, gold	45 gp	0.5 lbs	Wood file	5 sp	2 lbs
			Wood saw	1 gp	4 lbs

Special Items	**Cost**	**Amnt/Weight**
Grapp. Hook, Retractable	20 gp	4 lbs
Hooked purse blade, Rogue's	8 gp	1 lb
Silk Rope, 50 ft. in pack w/ shoulder strap	18 gp	8 lbs
Signet Rings, false	5-250 gp	–
Wire lockpick, average	3-8 sp ea.	–
Wire lockpick, superior	2-4 gp ea.	–

Special Services	**Cost**	**Amnt/Weight**
Bribe, guard	2 sp-20 gp*	–
Bribe, city official	10-250 gp*	–
Document, forged	20-500 gp*	--
Family crest w/ history, false	5-250 gp*	–
Gate pass	20 gp	–
Message, written and posted - per copy	10 sp	–
Message, town crier	5 sp ea. day	–
Warrant, arrest - false	10-250 gp*	–
Writ of reprieve		
taxation	35 gp	–
criminal act	10 - 100 gp*	–

* May be more expensive depending on the situation .







Appendix D
Crimes & Punishments

The Cove are wicked folk who make their living through crime. Herin are listed those most common crimes commited by the Canting Crew and the Punishments best served out for them.

CRIMES	USUAL PUNISHMENT
Misdemeanors, Tried by a Justice of the Peace	
Gaol-breaking	1 month of added time
Battery	$100 and/or 1 week gaol
Lewd Conduct	$100 and/or 1 week gaol
Disorderly Conduct	$100 and/or 1 week gaol
Drunk & Disorderly Conduct	$100 and/or 1 week gaol
Impersonation, Petty	$100 and/or 1 week gaol
Begging without License	$100 and/or 1 week gaol
Prostitution without License	$100 and/or 1 week gaol
Criminal Trespass	$100 and/or 1 week gaol
Soliciting for Prostitution without License	**$100 and/or 1 week gaol time**
Vagrancy	**$100 and/or 1 week gaol time**
Theft, Petty ($100 or less)	Restitution and $100 &/or 1 week gaol time, quadruple gaol time without restitution
Use of False Weights	**$100 to $250 and/or up to 1 month of gaol time, plus possible pillorying**
Passing Off of Shoddy Goods	**$250 to $1,000 and/or 1 to 2 months of gaol time, plus possible pillorying**
Resisting Arrest	$1,000 &/or 1 month in gaol
Gaming (gambling) without License	$1,000 &/or 1 month in gaol



Disrespect to a Noble or Ecclesiastic	**$500 to $2,500 and/or 1 to 4 months of gaol time, plus possible flogging at the cart**
Shop Lifting	$500 - $2,500 &/or 1 to 3 months in gaol
Breaking & Entering	$1,000 - $5,000 &/or 1 to 3 months gaol
Assault	$1,000 - $10,000 &/or 1 to 6 months gaol
Adulterating food or drink	**$2,000 - $25,000 &/or 1 to 6 months gaol**
Coercion	**$1,000 - $10,000 &/or 1 to 6 months gaol**
Endangering property ditto	$5,000 - $50,000 &/or 6 months in gaol
Endangering life by careless use of magic	$5,000 - $50,000 &/or 12 months gaol
Mental control/domination by magic	$5,000 - $50,000 a&/or 12 months in gaol
Accessory, not otherwise shown	Half the punishment meted out to the offender
Accessory after the fact	Half the punishment meted out to the offender
Third non-capital offense, felonious	Hanging if branded, branding otherwise
Third non-capital offense, petty	Flogging at the cart if branded, pillorying for 6 to 24 hours time otherwise

Felonies, Tried by a Magistrate

Riot	6 montsh - 2 years bond or penal servitude
Inciting a Riot	3 montsh - 1 year bond or penal servitude
Embezzlement	1 to 5 years of bond servitude
Impersonation	1 to 5 years of bond servitude
Destruction of Private Property	1 to 5 years of bond servitude
Purse Cutting/Snatching	1 year penal servitude
Theft	1-5 years of bond or penal servitude
Receiving Stolen Goods	2 years of bond servitude
Tax Evasion	3 years of bond servitude
Sale of Stolen Goods	3 years of bond servitude
Burglary	3-5 years of bond or penal servitude
Swindling/Confidence Games	3-5 years of bond or penal servitude





Assault with a Deadly Weapon	5 years of bond or penal servitude
Prison-breaking	5 years of added time
Gaol-breaking, accessory	5 years of bond or penal servitude
Grave Robbing	5 years of bond or penal servitude
Harboring a Felon	5 years of bond or penal servitude
Forgery	5 years of bond or penal servitude
Smuggling	5 years of bond or penal servitude
Coin Shaving	5 years of bond or penal servitude
Destruction/Theft of Government Property	5 years of bond or penal servitude
Racketeering/Protection	5 years of bond or penal servitude
Perjury	5 years of bond or penal servitude
Robbery	5 years of bond or penal servitude
Extortion	5 years of bond or penal servitude
Horse Theft, Accessory	5 years of penal servitude
Horse Theft	Branding & 10 years penal servitude
Arson	Branding & 10 years penal servitude
Arson, Accessory	5 years of penal servitude
Maiming of an Innocent	Branding & 10 years of penal servitude
Mutilation of an Innocent	Branding & 10 years of penal servitude
Torture of an Innocent	Branding & 10 yeasrs of penal servitude

High Crimes, Tried by a Judge

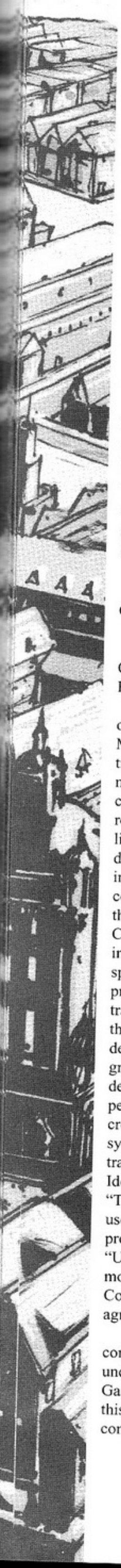
Flight from/to Avoid bond Servitude	Sentence converted to penal servitude, one year of time added to time to be served
Leaving area of Villienage	Branding with owners mark and return to owner
Leaving area of Villienage,	Branded; Return to owner for such punishment as that one deems appropriate, including death
Bribery of an Official	**$5,000 to $25,000 and/or 1 to 5 years penal servitude**
Counterfeiting	Branding & 10 of years penal servitude
Counterfeiting, Accessory	5 years of penal servitude
Desecration of Holy Place	Branding & 15 years penal
Manslaughter	10 years of bond or penal servitude
Rustling	10 years of penal servitude
Necromancy	15 years of penal servitude



Shipwrecking	Death by exposure in a cage
Shipwrecking, Accessory	20 years of penal servitude
Armed/Highway Robbery	Death by hanging
Armed/Highway Robbery, Accessory	20 years of penal servitude
Kidnapping	Branding & 15 years penal servitude
Kidnapping, Accessory	10 of years penal servitude
Lese Majesty	Branding & 10 of years penal servitude
Murder	Execution (usually beheading)
Murder, Accessory	20 years penal servitude
Rape	Branding & 15 of years penal servitude
Rape, Accessory	10 of years penal servitude
Sedition	Tongue removal, branding, & exile
Sedition, Accessory	Branding & 10 of years penal servitude
Sorcery	Execution (usually beheading)
Treason	Hanging, then drawing & quartering
Treason, Accessory	Beheading
Witchcraft	Execution (usually drowning)







The Canting Crew

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