



Jaxter Grimjinx's Top Ten Rules for Aspiring Thieves

By Brian Farrey



1. Be careful how badly you want what you're stealing.

(Basically, if you want something so badly that it shows, you could ruin everything. So it boils down to this: don't drool during a burglary.)

2. The best lies are silent.

(I've tried this. It's amazing. If you get caught, say nothing. People will talk themselves out of believing you did whatever they think you did. Because no one as sweet and innocent as you look could possibly have picked the pockets of every single person in the market. If they say it enough, they'll believe it and you'll be clear. Note: it helps to look sweet and innocent.)

3. Pride is the brother of robbery.

(Pride makes people do naff-nut things. Like not watch their purses. The prouder the mark, the easier to rob. Hey, that's another bit of advice right there!)

4. The thief who will not look ahead will look behind.

(Don't spend all your time looking back at that really great heist you pulled two years ago. Always be planning the next big heist ahead of you. Also, you should take this advice literally. If you don't look ahead, you can trip and fall on your face. Believe me, I know.)

5. Split your trust between you and yourself.

(This is an old family saying. There's some disagreement about what this means. Some think it means you should only ever pull off heists by yourself, because you're the only accomplice you can trust. Others think it means you should trick a mage into creating a second you with magic. Sollin Grimjinx thought that's what it meant and tried it. Sadly, the mage had a different idea of what it meant to 'split' Sollin...)

6. That big mistake you made today will be little tomorrow.

(I, uh, happen to know a few things about messing up. I've done it. Once or twice or a hundred times. Who keeps count? And right after I mess up, I think the world is over. But, give it some time, and I *learn* from my mistakes and they're not so bad anymore. So I probably won't screw up the next time. Probably.)

7. It's better not to pillage than pillage poorly.

(If you don't have a plan for your pillage, don't bother. Because when you go into a pillage without a plan, next thing you know you're being slathered in jellyweed, covered in Aviard feathers, and dangled over a pit filled with bloodthirsty sanguibeasts. Not that I know anything about that. Much.)

8. Never target a friend, always friend a target.

(Thieves have trouble making friends. It's shocking, but true. And you never know when you'll need an ally. So stealing from your friends is a mistake. On the other hand, it's *much* easier to steal from someone who *thinks* you're their friend. As we say in our house: shake with your right hand, pickpocket with your left.)

9. A tired thief is a sloppy thief.

(Heists are exciting but don't stay up too late the night before. My uncle Garax Grimjinx tried to plunder the Vermillion Vaults of Vandragor after an all-night wedding party. The Provincial Guard found him in the Vaults the next morning, asleep on a pile of bronzemerks using a giant ruby as a pillow. He's the reason my grandmother always says: 'sleep on the job, wake in a gaol cell.')

10. The only thing more valuable than a silvernib is a back-up plan.

(Now if you were paying attention, you noticed that number seven said you should always have a plan. But sometimes, plans go awry. Or backfire. Or explode. I've found the most effective back-up plan involves that most honored of Grimjinx traditions: running. Lots and lots of running. Screaming is completely optional.)