

Expanded 20-Level Core Four Classes

Cleric, Fighter, Magic-user, Thief

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20-LEVEL EXPANDED CLERIC CLASS

Requirements:	None	Attacks As:	Cleric
Prime Requisite:	Wisdom	Hit Dice:	1d6 (1d8 Advanced Edition Option)
Racial Limitations:	Dwarf 8, Elf 7, Gnome 7, (Halfling 4*), Half-Elf 5 (10*), Half-Orc 4 (8*), Human U (* Optional)		

Clerics have pledged their lives to serve a deity, pantheon of deities, or cosmic force manifested as a deity. To this end, they conduct their lives in a way to further the desires and will of their deities. Clerics may use divine energy in the form of spells, which are granted through prayer and worship. The power and number of cleric spells available to a character are determined by level. Clerics are also trained to fight, and they should be thought of not as passive priests but instead as fighting holy (or *unholy*) crusaders.

Armor and Weapons: Clerics can use any form of armor and shields. They may use any weapons except for weapons that have a sharp edge or point. This eliminates weapons such as swords, axes, spears, and arrows, but not slings, maces, or other blunt items. Strict holy doctrine prevents clerics from using any cutting or impaling weapons; in the case of Chaotic and Evil clerics, this is because they may only “spill the blood of enemies” as sacrifices on their dread god’s altar!

Deus Ex Machina: At 13th level, and only **one time each level thereafter** (i.e., once at 13th, once at 14th, and so on) the cleric can call for divine intervention on a scale that makes divine intercession (see below) pale by comparison. First, the need for the divine intervention must be extreme – the cause must threaten not merely the cleric or her party; it must be a manifest existential threat to an entire town, city, or kingdom! Second, the realm must be threatened by forces or effects that are inimical to the faith. If the city is being invaded by barbarians who were swindled by the merchants of the town, then too bad for the city and its people! But if the barbarians are invading because they need sacrifices for their frog-demon-god, who is an enemy of the cleric’s deity, then the deity will consider intervention. Finally, the threat has to be something on a scale that cannot be resolved exclusively by heroics on the part of the cleric or known and allied heroes.

If all these things obtain, then the deity will intervene, in the least-invasive, non-magical way possible. For example, the deity might get an allied god to have her clergy of a neighboring city call for a crusade to attack the barbarians threatening city, and so, an army of crusaders appears over the nearest hill to defend the city. Or perhaps the god causes wildfires to break out in the enemy camp; or earthquakes and locusts. That kind of stuff. Intervention will be sufficiently large, but not seem to be *direct* interventions, unless absolutely necessary – because such divine interventions on that scale cause the balance of deific powers to shift and can cause all sorts of issues for the deity down the road... some far worse than the disaster threatened by lack of intervention!

Divine Favor: If a cleric ever falls from favor, due to violating the beliefs of her god, failure to complete a quest, breaking the rules of the hierarchy, or otherwise, the god may impose penalties upon the cleric. These penalties are up to the Labyrinth Lord but may include penalties to attack, to saving throws, or even a minor reduction in to complete loss of spells! The superiors or even deity of the cleric may require completion of a quest followed by *absolution* before these penalties will be lifted.

Divine Intercession: At 4th level the cleric has gained enough prestige with their deity to be able to call in “special favors” whenever they have not properly prepared for the challenges of the day. The cleric must say a quick three-round prayer to their deity, calling upon their power in this specific issue, and then rolls the divine intercession die; the Labyrinth Lord then chooses a spell (of any class) of a level equal to the roll or lower, that the deity would choose to grant, that can help the cleric in their current situation. The cleric then must cast the spell within one turn.

Whatever the level of the resulting spell, the cleric adds the die roll to a tally, and then rolls percentile dice; if the roll is equal to or less than the tally, the cleric’s deity or a subordinate shall call upon the cleric soon thereafter to perform a quest. The nature of the quest depends on how often the cleric calls upon divine intercession and if these calls have been honestly required; call upon one’s deity too often and for frivolous reasons, the more dangerous and difficult the quest! The tally is zeroed out only once the quest is successfully completed. Failure to complete the quest causes the cleric to fall out of favor.

Guardian Angel: According to the Lawful faiths, everyone is assigned a guardian angel to look out after them during their life in the mortal world. In the case of the clergy, these guardian angels are more directly active than otherwise beginning at 5th level. Whenever a cleric (the cleric herself, not a member of the cleric's party, a friend, or even a family member or loved one) is about to make a gross error, especially in matters theological and canonical, but also dangerous to life or limb, the Labyrinth Lord can intervene by using the cleric's guardian angel. This intervention is usually subtle, but with the action of an obvious – to the cleric, if not to others – divine hand. If in doubt as to intervention, roll a reaction check for the guardian angel – perhaps she isn't even watching at the moment, or perhaps she is miffed with her charge's sinfulness on a negative roll...

For example, if the cleric were about to step onto a hidden pit trap, the Labyrinth Lord might have the cleric's guardian angel intervene by opening up the pit before the cleric steps on it; this would not help the cleric's friend, the thief, if the thief is in front of the cleric and about to step on the pit! These interventions can even take the form of a spell or spell-like effect, as needful. Each time a guardian angel intervenes, roll as per divine intercession for the cleric, and add that to the cleric's tally, as such assistance is not *free* by any means! The guardian angel can intervene once per day at 5th level, twice at 9th level, three times at 13th, and four times at 17th.

In the case of a Chaotic cleric the service is provided by a lesser devil or minor demon, perhaps an imp or even succubus; in the case of a Neutral cleric, by a spirit or elemental. For these, the guardians are looking out for their master's "investment." The rules work the same, but such entities and their masters are wont to require less... *amenable*... services in exchange for their assistance.

Clerics might even get to know their guardian angels, imps, or elementals by name, and speak and interact with them on a regular basis. They can serve as an endless springboard for adventure opportunities.

Holy Smite: Once per day starting at 3rd level the cleric can call upon her deity's holy power (or unholy power) when she hits a target in melee combat. With a successful hit she may expend a memorized spell of any level to cause additional damage (the spell has no other effect); the amount of additional damage depends on the alignment relation between the cleric and target. A Lawful cleric hitting a Chaotic target, or a Chaotic cleric hitting a Lawful target, deals 1d8 points of damage per level of the spell thus expended. A Neutral cleric hitting a Lawful or Chaotic target deals 1d6 points of damage per level of the spell. And a cleric hitting a target of the same alignment deals 1d4 points of damage per spell level. The cleric can perform a holy smite twice per day at 7th, three times at 11th, four times at 15th, and five times at 19th.

Rituals: At each level 1st to 9th the cleric gains access to a special ritual. Each ritual requires one hour and an expenditure of special materials – oil, incense, wine, holy water, and so forth – of value as listed with the ritual. The rituals have the following effects:

- **Blessed Gathering** (1st level, 1d6 gp): Blessed gatherings include birth or child naming ceremonies, marriages, funerals, and other similar life passages. One or two celebrant(s) gain a +1 bonus to their saving throws for the following month; the deceased gains permanent resistance to rising as undead (may make a saving throw versus Spells to avoid).
- **Consecrate Items** (2nd level, 2d6 gp): This ritual is necessary to consecrate items used during holy rituals of 3rd level or higher, or that are used for weekly or monthly services in the temple. Any ritual using items not properly consecrated automatically fails. It must also be performed to create holy symbols and vials to be filled with holy water (one such item may be consecrated per level of the cleric).
- **Initiation** (3rd level, 3d6 gp): This ritual spiritually aligns a new member of the faithful with their deity or deities, such that the deities and their servants recognize the target as "one of us;" enables the deities to reach out to the target's mind and soul directly; binds the soul to the deities allowing indirect and subtle influence of the initiate; and upon death informs the deities that the soul awaits their gathering, judgment, and reckoning. An initiation rite can be overridden by a new initiation right into a different faith; failure to be initiated into a new faith means one's soul is still beholden to the prior deity or deities upon death!
- **Investiture** (4th level, 1d6x5 gp): This ritual elevates a simple initiate of the faith to the level of a clerical acolyte, further binding the target and their soul to the power and will of their deity. This spell is used to confirm a clerical novice as a 1st level cleric, enabling the novice to turn undead and cast spells.
- **Ordination** (5th level, 1d6x10 gp): This ritual is used to elevate a cleric of the faith to the level of a priestess or priest of the faith, with the power to lead shrines and temples; adventuring clerics are *not* normally ordained,

as it ties the cleric to a shrine or temple. An ordained priestess has access to the powers and abilities (if any) inherent in a shrine or temple. Usually a cleric must be of at least 3rd level to become a priestess, though sometimes shrines are led by a 1st or 2nd level priestess.

- **Special Vows** (6th level, 1d6x25 gp): This ritual is used to elevate clergy and others to special callings within the faith, such as specially-empowered ranks in the hierarchy (a patriarch may use this ritual to empower a bishop, for example); to elevate leaders of special sub-orders; to empower evangelists, missionaries, and others going to bring the faith unto the unenlightened; and to elevate holy warriors to the ranks of the paladins (or unholy warriors to the ranks of the anti-paladins). Failure to properly anoint such persons often invites in unorthodoxy, heresy, schism, or even apostasy!
- **Consecrate Grounds** (7th level, 50 gp per size): This ritual is used to properly prepare land to be used for holy ceremonies and rituals, or for interment of the dead in catacombs, graveyard, cemetery, or necropolis. Such consecration is usually applied at least twice, once before construction begins and once again when it is complete, but it can be performed multiple times to ensure proper consecration. Shrines and temples are often re-dedicated on an annual basis using this ritual. The cost per size refers to the following scale: base is a roadside shrine, then village shrine/temple, then small town shrine/temple, large town, small city, large city, and metropolis (usually the home temple or grand temple of the faith). In the case of lands consecrated to Law and Good, undead, demons, devils, and other creatures of such ilk generally cannot enter properly consecrated grounds; Holy (Lawful/Good) consecrated grounds continually *turn undead* and similar creatures at the level of the cleric who performed the consecrate ground ritual. Unholy (Chaotic/Evil) consecrated grounds give undead a bonus to their effective hit dice to resist turning equal to the size of the shrine (small shrine +1 HD, village temple +2 HD, up to grand temple +7).
- **Excommunication** (8th level, 1d6x100 gp): This ritual casts out a member of the faith, making her anathema to all that is holy (or unholy), and unable to benefit from any *positive* spell cast by a cleric of the faith (thus no *cure wounds*, *cure blindness*, *raise dead*, etc.) The ritual works automatically (no saving throw) if the target has actually performed crimes against the laws of the faith; it fails otherwise, though the cleric casting the ritual will not know this. The excommunication may also carry with it harsh social and legal effects of secular sort, if the faith is powerful in that regard.
- **Atonement** (9th level, 1d6x100 gp): This ritual acts as per the spell, *atonement*. The spell need not be memorized to cast the ritual form.

Spellcasting: Clerics may learn, memorize, and cast cleric spells. Clerics do not need to maintain spell books; each morning when they pray for their spells, they choose their spells from the entire cleric spell list, based on the levels they are able to cast. If the cleric is Neutral or Chaotic/Evil, they *may* memorize certain spells in reversed form, if they so choose; Chaotic/Evil clerics are not *required* to memorize spells in reversed form.

Clerics either gain bonus spells or suffer a chance of spell failure based on their Wisdom score, as outlined in Wisdom Table II in the AEC and ALL rules.

Sphere Spells: At 6th level the cleric gains access to two 1st level spells from the druid, illusionist, and/or magic-user spell lists. These spells are of the sort that fit into the “sphere of influence” of their deity – fire spells for a fire god, water spells for a water god, and so forth. They may be “re-skinned” to fit the spheres of the deity if necessary. The cleric can pray for these two spells as though they were normal cleric spells. The cleric further gains access to two 2nd level spells at 10th, two 3rd level spells at 14th, and two 4th level spells at 18th.

OPTIONAL (Consult with your Labyrinth Lord): If the cleric reveres a god of war or other god associated with a particular weapon not usually useable by a cleric (sword, spear, dagger, pole-arm, etc.), the cleric may at any time she gains sphere spells delay that acquisition of sphere spells and instead gain the ability to use and proficiency in that specific weapon. Thereafter, the sphere spells gained are one level group behind. **For example**, if Zayne, the cleric of Zargon, God of War chooses to be able to wield a long sword (the special weapon of Zargon) at 6th level, she gains 1st level sphere spells at 10th level, 2nd at 14th, and 3rd at 18th, and never gains 4th level sphere spells.

Turn Undead: Clerics have the ability to turn undead. The potency of this ability is determined by level. The cleric is able to call upon the name and power of her deity, and prominently present her holy symbol, to repel, and

even destroy, undead. The undead must be within 60 feet of the cleric, and the cleric must face the most powerful or largest number of undead directly. Turned undead will leave the area by any means they can and will not attempt to harm or make contact with the cleric (other party members, though, are another consideration). Turned undead flee at best speed for 3d4 rounds; at the end of that time, they must make morale check. If they fail the morale check, they may not return to bother the cleric for 24 hours; if they succeed, they may return, but are subject to once again being turned by the cleric.

On the Turning Undead table (below), there will be a dash, a "T", a "D", or a number corresponding to the HD of an undead creature and the level of the cleric. A dash means that the cleric has not attained high enough level to turn the undead type. A "T" means that the cleric automatically turns the undead, and a "D" means that the undead will be destroyed automatically. A number indicates that the player must roll that number or higher on 2d6 in order to turn the undead.

If this roll is successful, or there is a "T" in the chart, the player rolls 2d6 again and the result equals the number of total hit dice of undead creatures turned. A "D" in the chart requires the same roll to determine how many HD of undead are destroyed. A "D#" in the chart indicates to roll that number of six-sided dice (d6's) to determine how many HD of undead are destroyed, instead of 2d6 – thus 3d6, 4d6, 5d6, or even 6d6 hit dice. No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful use of turn undead.

Chaotic/Evil clerics have the option to control undead rather than turning undead. If the effect would be turning or destruction, the indicated number of hit dice of undead become the cleric's servants (skeletons and zombies serve without intelligence, others serve out of fear, sometimes respect). The cleric can have no more hit dice of undead controlled in this fashion than twice her level (thus 2 HD at 1st level, 10 HD at 5th level, and so on). When new undead are controlled and the total number of hit dice is too high, the cleric determines which undead to release from service. Undead released in this fashion must make a morale check; failure indicates they must flee, as though they were turned; if they succeed they may stay and exact revenge on their erstwhile master or, if treated well (and intelligent) they may remain with the cleric out of loyalty (Loyalty/Reaction check).

A cleric may attempt to turn or control a specific group of undead once per round until all the undead have been affected or the cleric fails an attempt; once an attempt fails, the cleric may no longer attempt to turn those undead, and remaining undead must be fought or otherwise dealt with! If, during a battle, another group of undead joins in, the cleric may attempt to turn or control that group separately. If a group of undead is mixed, with different types, the lowest hit dice undead are turned first, and must all be turned before higher-hit die undead may be turned.

For example, Pardia the Holy, a 4th level cleric, and her party encounter a group of 12 skeletons (1 HD) led by three ghouls (turned as 3 HD, counted as 2 HD) and a ghast (4 HD). The first two turn attempts automatically succeed against the skeletons; the first turns 9 HD for 9 skeletons; the second attempt turns 8 HD for the remaining 3 skeletons, but the extra hit dice cannot be used against the ghouls or ghast. Pardia must roll a 5 on 2d6 to turn the ghouls; she succeeds with a 7 and turns 2d6 HD – a roll of 12 hit dice, which turns all three ghouls, but again, does not affect the ghast. Pardia rolls snake-eyes on her turn attempt against the ghast, needing a 7, and fails to turn the creature – which has already ravaged half her party!

Reaching 9th Level: At 9th level a cleric may establish or build a religious stronghold. Provided the cleric is currently in good favor with her god, she may buy or build a stronghold at half the normal price due to divine intervention and the donations of the faithful. Once a stronghold is established, the cleric's reputation will spread and she will attract followers from among the faithful who can defend the stronghold and, perhaps, enforce the will of the cleric and her deities on the local countryside.

NOTE: I have always felt that the lack of opportunity for halflings to be clerics, and the low level limit of half-elf and half-orc clerics, has been due to the strange and convoluted history of allowing non-human clergy in the game. Thus, above I indicate that at the option of the Labyrinth Lord, it may be possible for halflings to advance as clerics up to 4th level, and half-elves and half-orcs to advance to double the normal levels (10 and 8, respectively).

Cleric Level Progression			
Experience	Level	Hit Dice (1d6)	Special Abilities
0	1	1	Ritual (Blessed Gathering), Spellcasting, Turn Undead
1,565	2	2	Ritual (Consecrate Items)
3,125	3	3	Ritual (Initiation), Holy Smite 1/day
6,251	4	4	Ritual (Investiture), Divine Intercession 1d3
12,501	5	5	Ritual (Ordination), Guardian Angel 1/day
25,001	6	6	Ritual (Special Vows), Sphere Spells 1 st level
50,001	7	7	Ritual (Consecrate Grounds), Holy Smite 2/day
100,001	8	8	Ritual (Excommunication), Divine Intercession 1d4
200,001	9	9	Ritual (Atonement), Can Build Stronghold, Guardian Angel 2/day
300,001	10	+1 hp only*	Sphere Spells 2 nd level
400,001	11	+2 hp only *	Holy Smite 3/day
500,001	12	+3 hp only *	Divine Intercession 1d6
600,001	13	+4 hp only *	Guardian Angel 3/day, Deus Ex Machina
700,001	14	+5 hp only *	Sphere Spells 3 rd level
800,001	15	+6 hp only *	Holy Smite 4/day
900,001	16	+7 hp only *	Divine Intercession 1d8
1,000,001	17	+8 hp only *	Guardian Angel 4/day
1,100,001	18	+9 hp only *	Sphere Spells 4 th level
1,200,001	19	+10 hp only *	Holy Smite 5/day
1,300,001	20	+11 hp only *	Divine Intercession 1d10

**Hit point modifiers from constitution are ignored*

Cleric Spell Progression							
Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	2	1	-	-	-	-
6	3	3	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	5	5	4	3	3	2	-
13	6	5	4	4	3	2	-
14	6	5	5	4	3	3	-
15	7	6	5	4	4	3	1
16	7	6	5	5	4	3	2
17	8	7	6	5	4	4	2
18	8	7	6	5	5	4	3
19	9	8	7	6	5	4	3
20	9	8	7	6	5	5	3

Cleric Saving Throws					
Class Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13-16	8	3	8	4	6
17+	6	2	6	4	5

Turning Undead Table																				
HD	Cleric Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	7	5	3	T	T	D	D	D3	D3	D3	D4	D4	D4	D4	D5	D5	D5	D5	D5	D6
2	9	7	5	3	T	T	D	D	D3	D3	D3	D4	D4	D4	D4	D5	D5	D5	D5	D5
3	11	9	7	5	3	T	T	D	D	D3	D3	D3	D4	D4	D4	D4	D5	D5	D5	D5
4	12	11	9	7	5	3	T	T	D	D	D3	D3	D3	D4	D4	D4	D4	D5	D5	D5
5	-	12	11	9	7	5	3	T	T	D	D	D3	D3	D3	D4	D4	D4	D4	D5	D5
6	-	-	12	11	9	7	5	3	T	T	D	D	D3	D3	D3	D4	D4	D4	D4	D5
7	-	-	-	12	11	9	7	5	3	T	T	D	D	D3	D3	D3	D4	D4	D4	D4
8	-	-	-	-	12	11	9	7	5	3	T	T	D	D	D3	D3	D3	D4	D4	D4
9	-	-	-	-	-	12	11	9	7	5	3	T	T	D	D	D3	D3	D3	D4	D4
10	-	-	-	-	-	-	12	11	9	7	5	3	T	T	D	D	D	D	D	D4
11	-	-	-	-	-	-	-	12	11	9	7	5	3	T	T	D	D	D	D	D
12	-	-	-	-	-	-	-	-	12	11	9	7	5	3	T	T	D	D	D	D
13	-	-	-	-	-	-	-	-	-	12	11	9	7	5	3	T	T	D	D	D
14	-	-	-	-	-	-	-	-	-	-	12	11	9	7	5	3	T	T	D	D
15	-	-	-	-	-	-	-	-	-	-	-	12	11	9	7	5	3	T	T	D
16	-	-	-	-	-	-	-	-	-	-	-	-	12	11	9	7	5	3	T	T
17	-	-	-	-	-	-	-	-	-	-	-	-	-	12	11	9	7	5	3	T
18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12	11	9	7	5	3
19	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12	11	9	7	5
20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12	11	9	7
21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12	11	9
22	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12	11
23	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12

OPTIONAL: Angels, demons, devils, elementals, spirits, or other inimical extra-planar creatures count as their hit dice for purposes of being turned, however, if successfully turned, they get a saving throw against being turned. If the saving throw succeeds, the turn attempt is considered to have failed entirely. An extra-planar being destroyed on the material plane through turning is merely *banished* to their native plane, rather than destroyed.

Note: If the Labyrinth Lord does not wish to place extra-planar creatures on the same level as undead, add 9 to their hit dice to determine effective hit dice for turning purposes, with only 1 such creature being turned per successful turning.

OPTIONAL: Chaotic and/or Evil clerics can turn paladins and Lawful and/or Good clerics can turn anti-paladins. However, the target adds 6 to their hit dice (not level) to determine their effective hit dice when being turned. Thus, a 1st level paladin with 1 HD is turned as a 7 HD creature, while a 9th level or higher anti-paladin with 9 hit dice is turned as a 15 HD creature. Paladins and anti-paladins are never destroyed, only turned – and anti-paladins treated in this fashion will seek unholy revenge!

Note: Chaotic and/or Evil clerics can control anti-paladins! However, for purposes of control, they continue to add 6 to their level for maximum hit dice considerations.

20-LEVEL EXPANDED FIGHTER CLASS

Requirements:	None	Attacks As:	Fighter
Prime Requisite:	Strength	Hit Dice:	1d8 (1d10 Advanced Edition Option)
Racial Limitations:	Dwarf 9, Elf 10, Gnome 6, Halfling 6, Half-Elf 12, Half-Orc 12, Human U		

Fighters, as their name implies, are exclusively trained in the arts of combat and war. They are specialists at dealing physical blows. Unlike other classes, fighters are particularly burdened in a group of adventurers because they are tougher and must take the lead to defend others.

Armor and Weapons: Fighters are proficient with all weapons, may wear any type of armor, and may use shields. Most intelligent magical swords will only serve fighters of great skill and renown.

Battlefield Dominance: A fighter *in melee* with opponents of less than 1 full hit die may attack as many such opponents each round as she has levels. Thus, a 3rd level fighter fighting four goblins (1-1 HD) may attack three of them, each once, in the same round. This does not combine with multiple attacks (see below). At 6th level the fighter may use battlefield dominance with opponents of 1+1 hit die or less; at 11th level 2 hit dice or less; and at 16th level 3 hit dice or less.

Heroic Surge: At 4th level a fighter may perform an heroic surge during battle. Calling out a battle cry, the fighter heals 1d4+4 (1d6+4 AEHD) hit points and may make an attack. If the attack kills the targeted opponent, all opponents within sight of the slain target must make a morale check (provided they have not already succeeded at two morale checks). The fighter may use an heroic surge once per day. Starting at 8th level the fighter instead performs a super-heroic surge, which heals the fighter 1d8+8 (1d10+10 AEHD) hit points and, if the target is slain, all opponents make their morale check at a penalty of -1. At 13th level the fighter may perform a super-heroic surge twice per day, and at 18th level three times per day.

Multiple Attacks: Fighters progress in their weapon skills until they are capable of dealing death and mayhem to even multiple superior opponents at the same time. At 5th level a fighter can attack with her weapon three times every two rounds; on the first round she attacks once, then on the second round twice, and so forth. If she switches weapons she starts again with one attack the first round. At 10th level she may attack twice per round; at 15th three times per round; and at 20th level four times per round. This does not combine with battlefield dominance (see above).

Seize Initiative: Upon reaching 3rd level, when the fighter or the fighter's party has lost initiative, the fighter may attempt to seize initiative, before the opponents act. The fighter rolls a saving throw versus Death; this saving throw is at a penalty of -4 if the enemy is or the enemy group includes a fighter of higher level. If successful, the fighter and/or her party seizes the initiative and gets to go first that round. The fighter may attempt to seize initiative once per day; twice per day at 9th level, three times at 14th level, and four times at 19th level.

Weapon Specialization: At 2nd level the fighter chooses one weapon (long sword, short sword, war hammer, long bow, etc.) in which to specialize. She gains a +1 bonus to damage dealt by that weapon. At 7th level the bonus increases to +1 to hit and to damage; at 12th level to +2 to hit and to damage; and at 17th level to +3 to hit and to damage.

Reaching 9th Level: At 9th level a fighter may become a lady or baroness, taking control of a parcel of land and a leadership role in her society. The fighter will, assuming money is at hand, build a castle or other fortification. She may ultimately control several villages, towns, and even cities, gathering taxes from the residents of her domain and income from various resources, but must be a good, strong leader and provide protection for the people she rules. In more civilized settings, she may be granted a patent and title of nobility and given lands by a local countess, duchess, or queen.

Fighter Level Progression			
Experience	Level	Hit Dice (1d8)	Special Abilities
0	1	1	Battlefield Dominance (Less than 1 HD)
2,035	2	2	Weapon Specialization +1 Damage
4,065	3	3	Seize Initiative 1/day
8,125	4	4	Heroic Surge 1/day
16,251	5	5	Multiple Attacks 3/2
32,501	6	6	Battlefield Dominance (1+1 HD or less)
65,001	7	7	Weapon Specialization +1 To Hit and Damage
120,001	8	8	Super-Heroic Surge 1/day
240,001	9	9	Can Build Stronghold, Seize Initiative 2/day
360,001	10	+2 hp only *	Multiple Attacks 2/1
480,001	11	+4 hp only *	Battlefield Dominance (2 HD or less)
600,001	12	+6 hp only *	Weapon Specialization +2 To Hit and Damage
720,001	13	+8 hp only *	Super-Heroic Surge 2/day
840,001	14	+10 hp only *	Seize Initiative 3/day
960,001	15	+12 hp only *	Multiple Attacks 3/1
1,080,001	16	+14 hp only *	Battlefield Dominance (3 HD or less)
1,200,001	17	+16 hp only *	Weapon Specialization +3 To Hit and Damage
1,320,001	18	+18 hp only *	Super-Heroic Surge 3/day
1,440,001	19	+20 hp only *	Seize Initiative 4/day
1,560,001	20	+22 hp only *	Multiple Attacks 4/1

**Hit point modifiers from constitution are ignored*

Fighter Saving Throws					
Class Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16-18	4	4	5	4	7
19+	4	3	4	3	6

20-LEVEL EXPANDED MAGIC-USER CLASS

Requirements:	None	Attacks As:	Magic-user
Prime Requisite:	Intelligence	Hit Dice:	1d4 (1d4 Advanced Edition Option)
Racial Limitations:	Elf 11, Half-Elf 10, Human U		

Sometimes called wizards, warlocks, or witches, magic-users study arcane secrets and cast spells. Magic-users are able to cast a greater number of increasingly more powerful spells as they advance in level.

Archmage: At 17th level the magic-user becomes an *archmage*, attaining the highest level of magical power by learning to use 9th level spells. Whenever she casts a 1st to 3rd level spell, any rolls of 1 for damage or duration on a d6 are counted as 6s (thus, all 1s rolled on a *fireball* are counted as 6s). Also, any target of her spells of lower level or hit dice suffers a -2 penalty to their saving throws.

Armor and Weapons: Magic-users are not trained in the use of armor or shields and may not wear or use such and cast spells. Similarly, they are not trained in the use of weapons, except for the dagger, dart, and quarterstaff.

Counterspell: Beginning at 3rd level a magic-user may attempt to counter (stop) spells cast by enemy spell-casters. The magic-user must declare she is preparing to counterspell and may do so against any spell-caster within 240 feet who is also in her line of sight, even if the opponents have initiative. The magic-user cannot move on a round she is counterspelling. When an enemy spell-caster casts a spell, the magic-user must declare, before the spell is cast, if that is the target of her counterspell; she may only counterspell one spell per round.

To counterspell, she simply says she is countering, and empower the counterspell by expending a memorized spell. The target of her counterspell must then make a saving throw versus spells. This saving throw is modified by the level of the spell being cast, less the level of the spell expended to counterspell. If the target's spell is higher level, it is a bonus; if the counterspell is higher level, it is a penalty. If the spell expended in the counterspell is thematically opposite of the spell cast (*ice storm* versus *fireball*, for example) or exactly the same, the effective level of the counterspell is doubled. If the targeted caster fails the saving throw, the spell is countered, fails, and is lost.

Counterspelling counts as the magic-user's action for her round, even if she did not actually counterspell any spell.

Enchanted Staff: Beginning at 11th level the magic-user can enchant a staff, embedding therein a number of spell levels of any spell level up to a total of her level (thus at 11th level she could embed therein three 3rd and one 2nd, or one 5th and one 6th, etc.). This enchantment requires the expenditure of a memorized spell and one hour per spell level. Thereafter the magic-user can cast a spell embedded in the staff by expending a memorized spell of the same level; the spell cast is the embedded spell, not the memorized spell. Thus, the magic-user could embed *fireball* in her staff and expend a memorized *feign death* spell to cast *fireball*. Spells embedded in the staff are not lost when cast.

A magic-user may have only one attuned staff at any one time (but may have one attuned wand and one attuned staff; does not count magic wands or magic staffs). Generally, only the magic-user who enchanted a staff can use the spells embedded therein, but some magic-users have ways of using other magic-user's enchanted staffs... and sometimes the enchanted wands and staffs of powerful magic-users become true magic-items!

Enchanted Wand: As per attune staff, above, but with wands and beginning at 6th level. However, no more levels may be embedded therein than half the level of the magic-user, rounded up. A magic-user may have only one enchanted wand at any one time (does not count magic wands).

Evoked Spell: Starting at 6th level a magic-user may cast one spell she does not have memorized but knows and is in her spell books. She must spend one round in concentration and expend a memorized spell of the level of the spell she wishes to cast (the expended spell has no effect). At the beginning of her next round, she must make a saving throw versus Spells. She casts the spell no matter what, but if the saving throw fails, *Something Goes Wrong*, completely at the whim of the Labyrinth Lord. The magic user may evoke spells twice per day at 12th level and three times per day at 18th level.

Invoke Entity: Starting at 4th level a magic-user learns how to invoke an entity in the casting of a magical spell (or group of related spells, such as *fire* spells, *air* spells, *hand* spells, etc.). This invocation calls upon the power of the entity – a god, titan, angel, demon, devil, spirit, elemental, genie, or other like being of great innate planar or even dimensional magical power – to increase the power of the spell. The invocation is cast as part of the spell and takes no additional

time or effort. The spell is cast at 1d3 levels higher in power than the level of the magic-user. At 8th level the invocation adds 1d4 levels, at 14th 1d6 levels, and at 20th 1d8 levels.

Each time an entity is invoked, the caster adds the number of bonus levels to a tally for that entity, and then rolls percentiles; if the roll is equal to or less than the total, "the bill comes due," and the entity (or a representative) shortly thereafter comes calling to collect favors -- appropriate to the nature of the entity and the total number of levels granted over time -- enforced by an unavoidable geas (no saving throw, as per the spell). Once the favors have been completed, the slate is cleared and the tally begins again.

The Labyrinth Lord should develop a number of such entities, the kinds of spells they support, and the nature of the favors they will eventually ask in return. The proper names and invocations can be learned one per level automatically (beginning at 4th), and more may be learned from spell books, grimoires, or scrolls, or from other spell-casters, monsters, or lesser entities who are willing to trade such information.

Magic Bolt: A magic-user may fire a bolt of magical energy at a target to deal damage; like casting a spell, the magic-user cannot move and must have hands and legs free. The bolt takes on whatever color and form the caster desires; fiery red blasts, purple rays, white lightning, blue orbs, black clouds, screaming skulls, exploding pumpkins, etc. This is chosen at 1st level and never changes. At 1st level the bolt deals 1d4 points of damage and has a range of 60 feet. The target makes a saving throw versus Spells; if the save succeeds, the magic bolt misses. At 5th level the magic-user can fire two bolts, each dealing 1d4 points of damage, to a range of 90 feet; the bolts may be directed at a single target or each at a different target; a single target gets only a single saving throw against two or more bolts. At 10th there are three bolts with a range of 120 feet; at 15th level four bolts with a range of 180 feet; and at 20th level five bolts with a range of 240 feet.

Magic Duel: Two magic-users may engage in a magical psychic duel; both must agree to the duel, verbally or psychically (usually signifying with a nod, grimace, or sneer). They must be within 30 feet of one another and have line of sight. The form of the duel otherwise varies; some schools are silent, with magical energy invisibly crackling between the duelists, who stand perfectly still; sometimes they moan, sometimes they hiss, sometimes smoke comes out of their ears or their eyes flash brilliantly. Other duels are wild, flashy, and (appear) dangerous to onlookers, as magical elemental power is thrown willy-nilly between the duelists, who duck and weave and scream invectives at each other.

Note that once the duelists have agreed to the duel, if either attempts to actually *cast a spell* during the duel, the spell *automatically* backfires, deals 1d6 points of damage per level of the spell to the caster who attempted to cast the spell (no saving throw), and has no effect otherwise.

The nature of the duel is the same, regardless of the form. Each round of the duel, the casters simply make saving throws versus Spells. Each may expend one memorized spell in that round's exchange. The level of the spell can be used defensively as a bonus to the caster's own saving throw or can be used offensively as a penalty to the opponent's saving throw. The used spell has no effect otherwise, though can add to the spectacle of the duel (*fireball* adds the appearance of bursts of fire, *light* causes flashing strobes, *death spell* causes miasmic clouds, *summon monster* makes a spectral monster attack, etc., but none to any effect). But beware -- the duel causes damage in the form of loss of memorized spells to the loser of a round, so expending spells is like expending hit points!

If both duelists save or both fail, nothing happens (no matter how spectacular the duel), but if one saves and the other fails, the duelist who fails suffers the loss of memorized spells. A failure indicates 1d4 random memorized spells are lost from memory. If the duelist who fails rolled a Natural 1 or the duelist who saved rolls a Natural 20, the loser loses 3d4 memorized spells, and must save versus Death or be knocked unconscious for a number of rounds equal to the level of the opponent. If the duelist who failed rolled a Natural 1 and the duelist who saved rolled a Natural 20, the loser loses all memorized spells and is *automatically* knocked unconscious for a number of turns equal to the level of the winner. If otherwise at any time a caster loses all memorized spells, she must save versus Death or be knocked unconscious for a number of minutes equal to the level of the winner; if she saves, she is simply stunned for a like number of rounds.

The first magic-user to otherwise break away from the duel loses, and thereafter suffers a -4 penalty to save versus any spells cast by the victor, and the victor has a +4 bonus to save against the spells cast by the loser, for the following 24 hours. Neither can cast spells at each other for 1d6+4 rounds thereafter without invoking a spell backfire.

Finally, the winner of a magic duel has a chance of gaining the knowledge of a random spell lost by the loser. The chance is equal to the winner's Spell Learning Probability; the spell knowledge is impressed in the winner's mind (not memorized) and can be written into a spell book when time and resources are available.

Personal Enchantment: At 13th level the magic-user chooses one known spell to be a permanent personal enchantment; this spell must be selected from the included list. The spell is then effectively *permanent*, though the caster may turn it on or off as she requires. Spells that can be made a personal enchantment include *clairaudience*, *clairvoyance*, *comprehend languages*, *detect evil*, *detect invisible*, *detect magic*, *enlarge/reduce*, *ESP*, *feather fall*, *feign death*, *fly*, *infravision*, *jump*, *levitate*, *manipulate fire*, *message*, *protection from evil*, *protection from normal missiles*, *read languages*, *read magic*, *shield*, *spider climb*, *strength*, *tongues*, *unseen servant*, *ventriloquism*, and *water breathing*. The magic-user gains a second personal enchantment at 17th level. The magic-user can switch out personal enchantments through a one-day ritual per enchantment.

Read Magic: Magic-users can read magic as a skill, though the spell *read magic* is a far more certain way of reading magic. Use of the skill requires one turn per spell level or per discrete segment of information in a text; after spending the time, the Labyrinth Lord makes the roll for the magic-user. Success indicates that the magic-user has read the spell and can read it thereafter without need for using the skill or spell; failure indicates that the spell or segment of text remains gibberish. This skill can be tried multiple times on the same spell or text. This skill can be used "quickly;" in dire straits, a magic-user can attempt to read magic in one round, however, the chance is then rolled on a d12 rather than a d6, and if an 11 or 12 is rolled, *Something Bad* happens if at all possible.

Retributive Strike: High-level magic-users are never more dangerous than when they are defeated. Starting at 9th level, when a magic-user is reduced 0 hit points or less, if she wishes she can try to take her enemies with her. Her last remaining power explodes out in a blast of magical force 5 feet in radius per highest spell level attained (25 feet for 5th spell level, up to 45 feet for 9th spell level). This magical blast deals 1d6 points of damage per level of the magic-user. Those caught within the radius must make a saving throw versus Spells; success indicates they take only half damage. The magic-user is definitely dead thereafter; *raise dead* is impossible, and the chance to find even enough remains to use for a *resurrection* is 100% less 5% per level of the caster.

Sense Magic: Starting at 2nd level magic-users have the ability to sense magic; this is much like the spells *detect magic* and *identify* but is more subtle and less certain and takes more time. After one turn of contemplating and studying a being, object, or discrete area (no larger than 10' x 10' x 10') suspected to be magical, the Labyrinth Lord rolls a sense magic check for the magic-user. Success indicates that she knows whether or not the being, object, or area is enchanted; failure means that the status remains uncertain. After determining that a person, object, or area is enchanted, the magic-user can study it for another turn; success this time indicates that the general nature of the magic is determined. A third success after at least one more turn of study indicates that one of the most powerful spell(s) or salient enchantment(s) are determined; each spell or enchantment must be discovered separately, in descending order of prominence or power, each requiring one turn of study and success with the skill. This skill can be tried multiple times on the same person, object, or area, at all stages of the analysis. This skill can be used "quickly;" in dire straits, a magic-user can attempt to sense magic in one round, however, the chance is then rolled on a d12 rather than a d6, and if an 11 or 12 is rolled, *Something Bad* happens if at all possible. Thus, a 3rd level magic-user who needs to know *immediately* if her companion has been charmed has a 2 in 12 chance of sensing the enchantment.

Spellcasting: Magic-users may learn, memorize, and cast magic-user spells. Magic-users begin play with a spell book containing three 1st level spells and one 2nd level spell. Choose or roll spells from the 1st level and 2nd level magic-user spell tables. Magic-users gain new spells by finding them in scrolls, trading with other magic-users and elves, or through spell research. Magic-users are able to use any magic item useable by magic-users.

OPTIONAL: At the Labyrinth Lord's option, magic-users can gain bonus spell memorization slots due to high Intelligence, just as clerics gain spell slots from high Wisdom; conversely, magic-users with lower Intelligence can have a chance of spell failure, just as can clerics of low Wisdom. If the Labyrinth Lord chooses this option, simply use Wisdom Table II, using Intelligence instead of Wisdom, to determine the bonus spells or chance of spell failure based on Intelligence.

Reaching 9th Level: At 9th level a magic-user may build a stronghold, often a great tower in the borderlands or wild, though sometimes in a large city or small village. She then attracts 1d6 apprentices each of 1st to 3rd level.

Magic-user Level Progression			
Experience	Level	Hit Dice (1d4)	Special Abilities
0	1	1	Magic Bolt 1d4, Magic Duel, Read Magic 2/6, Spellcasting
2,501	2	2	Sense Magic 2/6
5,001	3	3	Counterspell
10,001	4	4	Invoke Entity 1d3 Levels
20,001	5	5	Magic Bolt 2d4, Read Magic 3/6
40,001	6	6	Enchanted Wand, Evoke Spell 1/day
80,001	7	7	Sense Magic 3/6
160,001	8	8	Invoke Entity 1d4 Levels
310,001	9	9	Can Build Stronghold, Retributive Strike
460,001	10	+1 hp only *	Magic Bolt 3d4, Read Magic 4/6
610,001	11	+2 hp only *	Enchanted Staff
760,001	12	+3 hp only *	Evoke Spell 2/day
910,001	13	+4 hp only *	Sense Magic 4/6, Personal Enchantment I
1,060,001	14	+5 hp only *	Invoke Entity 1d6 Levels
1,210,001	15	+6 hp only *	Magic Bolt 4d4,
1,360,001	16	+7 hp only *	Read Magic 5/6
1,510,001	17	+8 hp only *	Archmage, Personal Enchantment II
1,660,001	18	+9 hp only *	Evoke Spell 3/day
1,810,001	19	+10 hp only *	Sense Magic 5/6
1,960,001	20	+11 hp only *	Invoke Entity 1d8 Levels, Magic Bolt 5d4

*Hit point modifiers from constitution are ignored

Magic-user Spell Progression									
Class Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	2	2	-	-	-	-	-	-	-
5	2	2	1	-	-	-	-	-	-
6	2	2	2	-	-	-	-	-	-
7	3	2	2	1	-	-	-	-	-
8	3	3	2	2	-	-	-	-	-
9	3	3	3	2	1	-	-	-	-
10	3	3	3	3	2	-	-	-	-
11	4	3	3	3	2	1	-	-	-
12	4	4	3	3	3	2	-	-	-
13	4	4	4	3	3	2	1	-	-
14	4	4	4	4	3	3	2	-	-
15	5	4	4	4	4	3	2	1	-
16	5	5	4	4	4	4	3	2	-
17	5	5	5	4	4	4	4	3	1
18	5	5	5	5	4	4	4	4	2
19	6	5	5	5	5	4	4	4	3
20	6	6	5	5	5	5	4	4	4

Magic-user Saving Throws					
Class Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11-15	12	9	9	9	8
16-18	8	7	6	5	6
19+	7	6	5	4	4

20-LEVEL EXPANDED THIEF CLASS

Requirements:	None	Attacks As:	Thief
Prime Requisite:	Dexterity	Hit Dice:	1d4 (1d6 Advanced Edition Option)
Racial Limitations:	Dwarf 12, Elf 12, Gnome 12, Halfling 14, Half-Elf 12, Half-Orc 12, Human U		

Thieves have a range of unique skills associated with their profession that make them very handy companions in adventures. However, thieves can be a bit shady and they sometimes are not as trustworthy as other classes. A thief usually belongs to a Thieves Guild from the character's local town, where she can seek shelter and information between adventures. At the Labyrinth Lord's discretion, a thief may have to forfeit a portion of her earnings to the guild in exchange for protection.

Armor and Weapons: Thieves are proficient with all weapons, may wear padded or leather armor, and may not use shields.

Artful Dodger: At 2nd level the thief gains the ability to reroll a saving throw versus Wands, keeping the better of the two rolls, once per day. This increases to twice per day at 7th, three times per day at 12th, and four times per day at 17th. This ability may be applied to saving throws against Breath Attacks starting at 11th level.

Backstab: A thief has the ability to backstab. She must catch an opponent unaware of her presence, using move silently and hide in shadows alternately as needful. To backstab with a missile weapon, she must be within half of the short range of the weapon (rounded down). The successful sneak thief receives an attack bonus of +4 to hit and on a successful hit deals double weapon damage (add any modifiers after doubling the weapon damage roll). This damage modifier increases to triple (x3) at 5th level, quadruple (x4) at 10th level, and quintuple (x5) at 15th level. If the thief is dual-wielding melee weapons both attacks get the bonus to hit and the damage multiplier. In the case of a high-level multi-class fighter/thief with extra attacks, only the first attack in the round gets the bonus to hit and the damage multiplier.

Special Skill: Stunning Blow – With this special skill, the thief can, when using a blunt weapon, choose to try to knock out the target, rather than cause lethal damage. This only works on living creatures of humanoid form, no larger than a bugbear. If the attack hits, the target must make a saving throw versus Death or be knocked unconscious. A target with levels or hit dice greater than the level of the thief makes their saving throw with a +2 bonus. The target suffers a penalty to the saving throw equal to the multiplier of the thief's backstab attack (-2 to -5). A knocked-out victim remains unconscious for 1d6 minutes; 1d6 turns if they fail the save by 4 or more; or 1d6 hours if they roll a Natural 1.

Luck Not Skill: At 3rd level the thief gains the ability to reroll a thieves skill roll, keeping the better of the two rolls, once per day. This increases to twice per day at 8th level, three times per day at 13th level, and four times per day at 19th level.

Thieves Skills: The thief begins at 1st level with the seven core thieves skills: climb walls, find and remove traps, hear noise, hide in shadows, move silently, open locks, and pick pockets. At 1st level the player chooses two skills at Journeyman rank, and the other skills begin at Apprentice rank of skill. Every level the thief can choose one or two skills to increase one rank, as delineated in the Thief Progression Table.

When attempting a skill, the thief player rolls a d20, and modifies the roll – **not the skill score** – based on ability score, racial modifier, specializations, difficulty rating, and any other modifiers as the Labyrinth Lord determines. If the total is equal to or greater than the skill score, the thief succeeds at the skill; if the total is less than the skill score, the attempt fails. Thus, bonuses are positive, penalties are negative. Again, as some results depend on the total of the roll measured against the skill score (based on skill mastery), do not modify the skill score, only the total die roll.

Thieves always fail at their skill roll on a Natural 1, and always succeed at their skill roll with a Natural 20; there are often specific penalties for failure but can also be bonuses for great success!

Note that usually the Labyrinth Lord will make secret rolls for some of these abilities – especially find and remove traps, hear noise, hide in shadows, and move silently – because a thief is not always aware when she has failed, until something goes wrong!

Ability Score and Racial Modifiers: All thief skills list two or three potential ability score modifiers. These modifiers are not combined; the thief gets whichever modifier is *better*. If a thief has Strength 16 (+2) and Dexterity 15 (+1), she gets a +2 to climbing walls from her Strength. For Charisma modifiers for thief skills, use the standard -3 to +3 array, not the special

Charisma array. Many races also have modifiers, both bonuses and penalties, to various skills. Ability score and racial modifiers stack with each other and all other modifiers.

Difficulty Modifier: In addition to ability score modifiers, racial modifiers, and specialization bonuses (see below), many uses of thief skills will be modified by situational factors. These are all lumped into a single difficulty modifier, from very easy to very difficult, ranging from a +4 bonus to a -4 penalty to the roll. The Labyrinth Lord can use her judgment to determine how difficult a specific use of a skill is, remembering that all difficulties in this case are relative to the overall experience of the thief. The basic guideline is to compare the thief's level with the dungeon level or the target's level; in the case of multiple targets, consider only the *highest-level* target applicable. If the thief's level is higher than the dungeon or target level, there may be a bonus; if lower, there may be a penalty. Other than additional situational modifiers listed in skills, only one overall difficulty modifier should apply.

For example, a 5th level thief on the 10th level of a dungeon seeks to pick the locks on a chest. The dungeon is 5 levels "higher" than the thief, so for the thief, this is a very *difficult* task, suffering a -4 penalty. Or perhaps the lock is old and simple; instead of the base 10th level, as are most locks on the level, it is only a 3rd level lock. The thief is thus of a higher level, and so this is an easy task, giving her a +2 bonus to the roll.

For example, a 10th level thief is running away from the town guard, a bunch of 0-level men-at-arms led by a 3rd level sergeant. She ducks into an alley before they turn the corner. When they come around the corner, she rolls to see if she is successfully hidden in shadows; she is 7 levels above even the sergeant, so it is very easy for her to hide from these fellows, and she has a +4 bonus to her roll. When the 12th-level wizard she stole from arrives with his hell-hound pets, however, she must roll again (change of circumstances), with a *hard* -1 penalty (if it were only more men-at-arm grunts or even another 3rd-level sergeant, her original roll would still suffice).

Note that the calculation of the difficulty of a skill is always based on the *overall level of the thief*, **not** on the *mastery of the skill at hand*. This is because a 20th-level thief with grand mastery in picking locks is going to have seen and picked a lot more locks than a 7th-level thief with grand mastery in picking locks. The 7th-level thief may have as much study, training, and education in lock-picking, but she does not have nearly as much experience and practice in locks overall.

Specializations: Specializations are tight groupings of advanced study, training, and education within a specific thief skill. A specialization grants the thief a bonus of +2 to the skill roll in that area. If specializations should somehow overlap, *only one specialization can affect a roll*. The thief can choose a specialization at 3rd, 6th, 9th, 12th, 15th, and 18th levels. A specific specialization may be taken only once (*no double-specialization*)!

Special Skills: Special skills are skills that build upon existing thief skills or that add a new talent to the thief's repertoire. A special skill that is a subset of an existing skill uses the parent skill's skill score and applicable modifiers and specializations; some also have specific modifiers. The thief chooses her first special skill at 6th level, then gains another each at 11th, 14th, 16th, 18th, and 20th. Some special skills can be chosen multiple times, with different choices within each special skill. Some special skills have their own potential specializations.

Climb Walls (Strength or Dexterity): Thieves are adept at scaling sheer surfaces, including walls or steep cliffs. Base climbing rate is half normal walking speed. This movement is halved again if the wall is very smooth, doubled if the wall is very rough with many ledges and projections. Movement is halved again if the wall is even slightly slippery, quartered if slippery. Climbing walls while lightly encumbered is at a -1 penalty, moderately encumbered is at a -2 penalty, and heavily encumbered is at -4 penalty (this is in addition to any other difficulty modifier). A climb walls check must be made every 100 feet of movement, or portion thereof if the total is less than 100 feet, whether horizontal or vertical. If the thief falls, she falls from her previous height plus d% of the distance she was attempting to climb. The thief has one chance to catch herself as she falls, a very difficult climb walls check (very easy if using a rope and pitons or the like); if successful, she arrests her fall within 1d10 feet, if the roll fails, she falls the full height.

Specializations: Brick; Cavern; Concrete; Glacier; Metal; Mountain (and Cliff); Stone; Wattle & Daub; Wood Log; or Wood Slat.

Special Skill: Climb Overhangs & Ceilings – Normally climb walls can only be used to climb a wall that is sheer at best, not one that has an overhang or significantly bulges outward, let alone upside-down on ceilings. Such formations stymie further movement. With the choice of this special skill, the thief can climb overhangs and climb upside-down on ceilings at her normal chance to climb walls.

Find and Remove Traps (Dexterity or Intelligence): Note that while finding and removing traps are covered under the same skill, each must be rolled for separately, for a thief must *find* a trap before she can *remove* it! Finding a trap on a specific item, lock, or other such small area requires 1d6 rounds, more or less depending on the complexity

of the trap (less 1 for easy, less 2 for very easy, but no less than 1 round; 1 more for hard, 2 more for difficult, and 4 more for very difficult). Searching an entire 10 foot by 10 foot area (floors, walls, ceilings, and any items) for traps requires a full turn (10 minutes); one trap is found upon success, and one more for every 2 additional points of success if there are more than one. Failing to find a trap by 4 or more points or with a Natural 1 sets the trap off (*all* traps if searching an area). Removing a found trap requires thieves tools, plus 1d6 rounds, more or less depending on the complexity of the trap (as above). Failure to remove a trap results in the trap being sprung if the roll fails by 4 or more or is a Natural 1. A thief may only try to find or remove a trap *once per trap*.

Specializations (Count for both Find **and** Remove, and if possessed, Trapsmith Special Skill): Bludgeoning (Hammers, Maces); Bricks, Rocks, & Stones (Collapsing, Falling); Chutes & Pits; Magical (*Prerequisite: Magical Traps Special Skill*); Piercing (Arrows, Bolts, Darts, Needles, Spears, Spikes); Poisons (Acids, Contact, Gaseous, Ingested, Insinuated); Room Traps (Ceilings & Walls – Crushing, False, Invisible, Shifting, Water-Filling); Slicing (Blades, Pendulums, Scythes); or Tripping (Chains, Wires).

Special Skill: Magical Traps (*Prerequisite: Cantrips*) – Normally thieves cannot find or remove magical traps, but with this skill, the thief can find and remove magical traps. A magical trap is always counted to be at a level of difficulty equal to the highest of its level in the dungeon or the level of the spell-caster who created the trap.

Special Skill: Trapsmith – With this special skill a thief can not only find and remove traps, but may also use this skill to create, modify, and set new traps, and re-set existing traps.

Hear Noise (Intelligence or Wisdom): Thieves can attempt to listen for noises, in a cave or hallway, and at a door or other locations, but the thief and her companions must be absolutely quiet and in a quiet environment; any noise at all results in automatic failure. The thief cannot wear a helmet or other headgear when she attempts to hear noise; note that padded and leather armors come with a coif or padded hat for protection of the head! If the roll is 4 or more than the skill score, or a Natural 20, the thief hears the noise perfectly as though there was no door in between.

Specializations: Animals; Specific Language (applies to Read Lips if that Special Skill is possessed); Machinery; Music; Snoring; Voices; or Water.

Special Skill: Read Lips – With this skill the thief can read lips, provided that she can speak the language being spoken, that the lips of the target are visible, and the target is within 120 feet. The chance to read lips is the same as the chance to hear noise.

Hide in Shadows (Dexterity or Wisdom): A thief always *thinks* she is successful in the use of this skill and will not know otherwise until others react to her presence. She *must remain motionless* when hiding in shadows and *cannot* generally dive into shadows while being observed (a thief *can* combine the special skill: art of distraction (should it be possessed) with this skill to distract onlookers and *then* dive into shadows)! And of course, it must be mentioned that there must be shadows or darkness to hide in for this skill to have any chance to work. One roll remains sufficient provided only the original group of enemies are searching, and she remains unmoving. However, if circumstances change – for example, she has to shift over 5 feet around a column to avoid a guard walking into her, or if *higher-level* enemies join the search – she must roll again to remain hidden. Note that usually if the thief is successful with this skill, *there is no chance to see her*, barring magical intervention or change of circumstances. However, unless she fails by 4 or more or rolls a Natural 1, those searching for her must still search for her (usually found 2 in 6 to 4 in 6 chance, varies depending on who is searching and how).

Specializations: Alleys & Streets; Brush & Forest; Natural Caverns; Desert & Wastelands; Worked Dungeons; Farmlands; Hills & Mountains; Indoor (Buildings); or Plains & Steppes.

Special Skill: Hide in Plain Sight – Normally a thief cannot hide in shadows without some sort of *shadows or darkness*; this special skill allows the thief to hide in plain sight, provided at least some sort of cover is available – curtains, a barrel, big comfy chair, a large vase to hide in, etc. As above, thief who has been caught in the open can combine the special skill: art of distraction (should it be possessed) with this skill to distract onlookers (only the highest-level target need save) and then dive behind something to hide.

Move Silently (Dexterity or Intelligence): When successful, others will not hear the movements of a thief. However, the thief always *thinks* she is successful in this skill and will not know otherwise unless others react to her presence. Movement rate is half normal walking speed – one cannot jog or run and move silently! Moving at one-quarter speed grants a +1 bonus; low-crawling at 5 feet per round grants a +3 bonus. Moving silently while moderately encumbered is at a -1 penalty, and heavily encumbered is at -2 penalty (this is in addition to any other difficulty rating). Flooring quality and covering is a major consideration in difficulty rating – solid, hard floors are very easy or easy, while specially-designed flooring might be difficult or very difficult! One roll remains sufficient provided only the original group of enemies are searching, and the thief remains unmoving. However, if circumstances change – for example, she has to shift over 5 feet around a column to avoid a guard walking into her, or if *higher-level* enemies join the search – she must roll again to remain hidden. Note that usually if the thief is successful with this skill, *there is*

no chance to hear her, barring magical intervention or change of circumstances. However, unless she fails by 4 or more or rolls a Natural 1, those searching for her must still listen for her (usually found 2 in 6 to 4 in 6 chance, varies depending on who is searching and how).

Specializations: Alleys & Streets; Brush & Forest; Farmlands; Natural Caverns; Desert & Wastelands; Plains & Steppes; Worked Dungeons; Hills & Mountains; Indoors (Buildings); or Rooftops.

Special Skill: Swift and Silent – With this special skill, the thief may move at her normal rate of speed and still move silently.

Pick Locks (Dexterity or Intelligence): A thief is skilled in picking locks but needs thieves tools to do so. Picking a lock requires 1d6 rounds, more or less depending on the complexity of the lock (less 1 for easy, less 2 for very easy, but no less than 1 round; 1 more for hard, 2 more for difficult, and 4 more for very difficult).

Specializations: Arcane Locks (*Prerequisite: Arcane Locks Special Skill*); Cabinet & Drawer; Chests; Combination; Deadbolts; Knobs; Gates; Padlocks; and Safes.

Special Skill: Arcane Locks (*Prerequisite: Cantrips*) – With this special skill, the thief may open a door or other portal that is held shut with an *arcane lock* or *hold portal* spell. The held portal effect is always counted to be at a level of difficulty equal to the highest of its level in the dungeon or the level of the spell-caster who cast the spell. A door or portal opened in this way remains open only for as many rounds as the thief beat the skill score, plus 1d6 rounds.

Special Skill: Locksmith – With this special skill a thief can not only open locks but may also use this skill to create new locks, re-set existing locks, and fashion keys.

Pick Pockets (Dexterity or Wisdom): This skill is the bread and butter of non-adventuring thieves, for it is a quick source of income... but not without peril. The difficulty rating is based on the level of the target. A roll that fails by 4 or more or a roll of Natural 1 means the intended victim notices the thief's attempt to pick their pocket. The Labyrinth Lord then determines the intended victim's reaction.

Specializations: Snatch Bag; Pull Handkerchief; Slip Jewels; Strip Pack; Dip Pocket; Cut Purse; Slice Strap; or Lift Wallet.

Special Skill: Acrobatics (Strength or Dexterity) – This skill enables the thief to perform all manners of acrobatic stunts, such as might be performed by a troupe of entertainers or circus performers. This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 and 10th, and so on, to a best score of 3 at 20th level.

Specializations: Falling; Broad Jumping; High Jumping; Pole-Vaulting; Tight-Rope Walking; Trapeze Artist; or Tumbling.

Special Skill: Art of Distraction (Dexterity or Charisma) – This special skill enables the thief to distract a victim, usually providing another thief assistance on their attempt to pick pockets, or distracting a guard while another thief sneaks into a building, etc. Success with the skill indicates that the target is distracted or has otherwise been misdirected (or whatever ruse the thief desires). If the thief successfully distracts a victim to assist another thief to pick pockets, sneak past a guard, or otherwise, that thief gains a +3 bonus on their attempt to their skill check. Increase this bonus by 1 for every additional thief who successfully assists, up to a total bonus of +6. Note that usually if the thief is successful with this skill, *the target gets no saving throw against the distraction*, barring magical intervention or change of circumstances. This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 and 10th, and so on, to a best score of 3 at 20th level.

NOTE: Thieves without this skill can certainly *attempt* to distract a mark, but do not have the advantage of the infallibility of the success of this skill.

Special Skill: Art of the Ordinary (Wisdom or Charisma) – This is the ability to not be noticed, to melt into the crowd, to seem like one of the average Jane-in-the-Streets. Using this ability and given a moment out of sight from someone chasing them, the thief can melt into a crowd, turn up a collar and look away into a shop window, lean over and peruse a shop's wares, or do something to make herself not appear to be who they were looking for, and thus throw off pursuers. Similarly, this skill can be used to move around a town or city and appear to be someone else – no one specific, but definitely not one's self – yet not use make-up, wig, disguise kit, or anything so complex. Of course, this does not work close-up-and-personal, but the objective is to not be recognized at a distance. Note that usually if the thief is successful with this skill, *there is no chance to see her*, barring magical intervention or change of circumstances. This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 and 10th, and so on, to a best score of 3 at 20th level.

NOTE: Thieves without this skill can certainly *attempt* to disappear into a crowd, but do not have the advantage of the infallibility of the success of this skill.

Special Skill: Beggar (Wisdom or Charisma) – This skill enables the thief to disguise herself as a beggar, fit in with other beggars, and successfully earn a pittance – and learn local rumors and legends – as a beggar in the street. A successful skill check after begging for four hours nets the thief a number of coins equal to the number above the skill score – copper for underclass, lower class, and middle class, silver for upper class and nobles; double the total coins on a Natural 20. A roll of 4 or more above the skill score indicates that the thief has learned a local rumor or legend; 8 or more nets two; 12 or more three. A Natural 1 results in a most unpleasant reaction, from being discovered and attacked by other beggars to being thrown in jail by nobles; This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 and 10th, and so on, to a best score of 3 at 20th level.

Specializations: By city quarter – Artisans; Docks; Lower Class; Foreigners; Market; Merchants; Middle Class; Military; Slave Market; Noble/Upper Class; Temple/Sages; or Thieves/Underclass (Maze, Maul, etc.).

Special Skill: Buffoonery (Intelligence or Charisma) – This skill enables the thief to perform the duties of a buffoon, clown, fool, harlequin, jester, and so forth. This includes both physical camp and verbal assaults – offensive locution, mocking witticisms, and rabble-rousing repartee. While most of the physical camp is merely meant to entertain, the verbal tactics of the skill enable the thief to cause all sorts of mischief.

First, the thief may simply wish to entertain, and perhaps leave a subtle message through her buffoonery; a successful skill check after 1d6 turns of buffoonery nets the thief a number of coins equal to the number above the skill score – copper from underclass and lower class, silver from middle class and upper class, gold from nobles, and platinum (or better) from royals; double the total coins on a Natural 20. A roll of 4 or more above the skill score indicates that the thief has left a subtle message with the viewers that was not noticed by the targets (if present). Plus, if the check was failed by 4 or more, and the targets of the message were present, they “got it” *all too well*.

Second, the thief can directly use Disrespectful Frolicking, Lampooning Imitations, Mocking Insults, or “Witty” Puns to cause a specific target to – become *violently enraged* (instantly attacks, but at a -2 penalty to hit and a +2 penalty to AC); become *helpless with laughter* (stunned a number of rounds equal to the total by which the check was made, or until attacked or otherwise molested); or become demoralized (immediate morale check, -2 to morale for 1 turn). The thief gets a +2 bonus to their roll if they also have the Minstrelsy Special Skill. The target gets a saving throw to avoid the effect; roll less than or equal to Wisdom on d20.

Finally, the thief can use Rabble-Rousing Repartee to gather a mob and lead them to perform some action, violent or otherwise. If the check succeeds, 1d4+6x10% of the audience joins the thief in whatever activity she has suggested (100% on a Natural 20, and another 1d10x10% join the mob en route). However, within 1d20 rounds, the wisest among the mob will have second thoughts and seek to end the mob action – roll d20; if the roll is *greater* than the thief’s Charisma score, the thief loses control of the mob, and it quickly disperses. On a Natural 20 the mob goes wild and acts as though confused for 1 round per level of the thief. Otherwise, if control is maintained, the thief guides the actions of the mob for 1d6 turns, at which point the thief must make another Buffoonery skill check to maintain control (and must do so every 1d6 turns). If the mob is attacked, roll morale for the whole mob, based on the worst morale in the group, as normal; if morale fails, the mob disperses. Failure on the initial check means the mob is not with the thief, and if failed by 4 or more, turns on the thief!

As usual, a Natural 1 results in a most unpleasant reaction, from being attacked (with no penalties) to being arrested and tried for treason! This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 at 10th, and so on, to a best score of 3 at 20th level.

Specializations: Disrespectful Frolicking; Lampooning Imitations; Mocking Insults; Dexterous Juggling; Minor Magic Tricks; Dangerous Pantomimes; “Witty” Puns; or Rabble-Rousing Repartee.

Special Skill: Cantrips – With this special skill the thief chooses two 1st level illusionist and/or magic-user spells, each of which she can then cast once per day (she may wear armor while casting these spells). The spells are cast at the thief’s level. The spells must be chosen from the following list: *allure* (M1), *auditory illusion* (I1), *burning hands* (M1), *charm person* (M1), *color spray* (I1), *darkness* (M1), *detect illusion* (I1), *detect invisibility* (I1), *detect magic* (M1), *doppelganger* (I1), *hold portal* (M1), *hypnotism* (I1), *jarring hand* (M1), *jump* (M1), *light* (M1), *magic aura* (M1), *magic missile* (M1), *mending* (M1), *message* (M1), *read languages* (M1), *read magic* (M1), *refraction* (I1), *shocking grasp*

(M1), *sleep* (M1), *spider climb* (M1), *ventriloquism* (M1). The thief may take this special skill multiple times, each time she must choose two *different* spells.

Special Skill: Dual-Wielding – The thief chooses a specific pair of weapons to specialize in dual-wielding, such that the thief suffers no penalties when wielding those two weapons. Choices include dagger and dagger, short sword and dagger, short sword and short sword, scimitar and dagger, scimitar and scimitar, rapier and dagger, long sword and dagger, or long sword and short sword. The thief may take this special skill multiple times, each time she must choose a different combination of weapons.

Special Skill: Gamble (Wisdom or Charisma) – While just about anyone can gamble, this skill enables the thief to cheat at gambling and have *no chance whatsoever of being caught*. Simply cheating at gambling has various odds of being spotted; if the thief with this skill cheats and succeeds with this skill, the other players and viewers have no chance to detecting the cheating. The difficulty rating of the skill is based on the highest level of the other participants in the game. If an opponent also has the Gamble special skill at a better skill score, the thief suffers a -2 penalty. This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 at 10th, and so on, to a best score of 3 at 20th level.

Specializations: Baccarat; Blackjack; Coin Flipping; Craps; Fan-Tan; Faro; Pai Gow; Poker; Red Dog; or Roulette.

Special Skill: Grifting (Intelligence, Wisdom, or Charisma) – The thief is a confidence-man, snake-oil salesman, mountebank, charlatan, con-artist, swindler, hustler, cozeners, scammer, etc., and seeks to gain wealth and power through flimflam artistry and grifting. There are many kinds of cons, scams, grifts, and rackets; the grifter is jack of all, master of none, and uses whichever is handy at the moment. A quick short scam, such as a short-change scam or three-card monte requires but a single skill check; long cons require one for every “period” of the con, one per hour for multiple-hour scams, one per day for a con lasting several days, one per week for a con lasting several weeks, but no less than once per week. If conning a group, only the level of the character with the highest Intelligence, Wisdom, or Charisma is counted for the difficulty modifier (tie goes to the highest level). In a long-con, however, checks may have to be made against involved individuals at various times. Failing the skill check is not fatal, generally; the con is blown only on a failure of 4 or more (and an individual might be “dealt with” as needful to keep a long-con going). Note that usually if the thief is successful with this skill, *there is no chance for the victim(s) to see through the con*, barring magical intervention or change of circumstances. This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 at 10th, and so on, to a best score of 3 at 20th level.

Specializations: Badger Game, Bait-and-Switch, Blessing Scam, Bogus Bill, Counterfeit Currency Scam, Dropped Purse Scam, Fake Treasure Map Scam, False Prophet, Fiddle Game, Fortune-Telling Fraud, Grandparent Scam, Melon Drop, Money-Box Scheme, Pig-in-a-Poke, Quacksalver, Rain-Making Scam, Romance Scam, Salting, Short-Change Scam, Snake-Oil Potions, Spanish Prisoner, or Three-Card Monte, among *many* others.

NOTE: Thieves without this skill can certainly *attempt* to run a con, but do not have the advantage of the infallibility of the success of this skill.

Special Skill: Mimic Voices (Intelligence or Wisdom) – With this special skill the thief can mimic a voice or animal sound, including voices which she has just heard. This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 at 10th, and so on, to a best score of 3 at 20th level. Victims of this ruse with an Intelligence of 13 or better have a 10% chance per point of Intelligence above 12 to recognize the mimicry for what it is and react accordingly.

Special Skill: Tailing (Intelligence or Wisdom) – This is the ability to follow a target through a town, city, or other similar crowded area, not only following them and on their tail, but also doing so without being seen. The difficulty is always the comparative level of the target and the thief, adjusted by crowd density, how well the target and the thief fit in with the crowd, and so forth (trailing a gnoll through a town of goblins should lean *heavily* toward very easy, for example). The thief must make a check every time the target passes into a different quarter or section of the town, as well as any time the target disappears around a corner – success indicates they were re-discovered, failure means the trail has disappeared. If the skill check ever fails by 4 or more, or is a Natural 1, the thief is made, and the target reacts accordingly. Note that usually if the thief is successful with this skill, *the target gets no saving throw against the tailing*, barring magical intervention or change of circumstances. This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 at 10th, and so on, to a best score of 3 at 20th level.

NOTE: Thieves without this skill can certainly *attempt* to tail a target, but do not have the advantage of the infallibility of the success of this skill.

Special Skill: Troubadour (Intelligence or Charisma) – This skill enables the thief to play musical instruments and sing, such that she can entertain crowds as varied as filthy peasants to filthy-rich kings. A successful skill check after playing for 1d6 turns nets the thief a number of coins equal to the number above the skill score – copper for underclass and lower class, silver for middle class, gold for upper class, and platinum for nobles and royalty (at least); Double the total coins on a Natural 20. A Natural 1 results in a most unpleasant reaction, from rotten vegetables at the underclass and lower class level to being thrown in chains by nobles and royals. This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 at 10th, and so on, to a best score of 3 at 20th level.

Specializations: A Capella; Bagpipe; Banjo; Cymbals; Didgeridoo; Drum; Fiddle; Guitar; Harp; Hurdy Gurdy; Krummhorn; Lur Horn; Lute; Lyre; Pan Pipes; Rebec; Tambourine; or any number of other possibilities (might also include other forms of entertainment such as Acting, Miming, Mummery, Opera, Poetry; etc.)

Special Skill: Ventriloquism (Intelligence or Charisma) – With this special skill the thief can cast her voice so that it appears to come from anywhere else within 60 feet. This skill starts at a score of 10 at the level at which it is chosen and improves by 1 point for every 2 levels advanced. Thus, if chosen at 6th level, the skill starts at 10, then improves to 9 at 8th, 8 at 10th, and so on, to a best score of 3 at 20th level. Victims of this ruse with an Intelligence of 13 or better have a 10% chance per point of Intelligence above 12 to recognize this illusion for what it is and react accordingly.

Read Languages (Intelligence or Wisdom): Beginning at 4th level a thief can attempt to read languages, ciphers, and codes, provided the language is one that she has reasonably had the potential to encounter at some time prior. This ability does not include magical writings. The skill roll is 10 at 4th level. If the roll does not succeed, the thief may not try to read that particular piece of writing until she reaches a higher level of experience. The chance to succeed increases by 1 every two levels thereafter; 9 at 6th, 8 at 8th, 7 at 10th, to a best chance of 3 at 18th level. Dwarves and halflings suffer a -1 penalty to this skill; half-orcs suffer a -2 penalty.

Read Scrolls: Beginning at 10th level a thief can *attempt* to read and cast spells from magic-user and elf scrolls. Read the scroll and roll a d20; on a result equal to or less than the level of the spell, the spell does not function as expected and *Something Bad Happens* at the Labyrinth Lord's discretion. Possession of the cantrips special skill grants a bonus to the roll of +1 per two cantrips known.

Reaching 9th Level: At 9th level a thief can establish a thief den or gang lair, and 2d6 thief apprentices of 1st level come to work with the character. These thieves serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start a Thieves' Guild; however, establishing a new guild in another guild's territory is an instant invitation to war!

Thief Level Progression				
Experience	Level	Hit Dice (1d4)	Skill Ranks	Special Abilities
0	1	1	2	Backstab x2, Thief Skills
1,251	2	2	1	Artful Dodger 1/day
2,501	3	3	2	Luck Not Skill 1/day, Specialization 1
5,001	4	4	1	Read Languages
10,001	5	5	1	Backstab x3
20,001	6	6	2	Special Skill 1, Specialization 2
40,001	7	7	1	Artful Dodger 2/day
80,001	8	8	2	Luck Not Skill 2/day
160,001	9	9	1	Can Build Stronghold, Specialization 3
280,001	10	+2 hp only *	1	Backstab x4, Read Scrolls
400,001	11	+4 hp only *	2	Special Skill 2
520,001	12	+6 hp only *	1	Artful Dodger 3/day, Specialization 4
640,001	13	+8 hp only *	2	Luck Not Skill 3/day
760,001	14	+10 hp only *	1	Special Skill 3
880,001	15	+12 hp only *	1	Backstab x5, Specialization 5
1,000,001	16	+14 hp only *	2	Special Skill 4
1,120,001	17	+16 hp only *	1	Artful Dodger 4/day
1,240,001	18	+18 hp only *	2	Specialization 6, Special Skill 5
1,360,001	19	+20 hp only *	1	Luck Not Skill 4/day
1,480,001	20	+22 hp only *	1	Special Skill 6

**Hit point modifiers from constitution are ignored*

Thief Saving Throws					
Class Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	14	13	15	14
5-8	14	12	11	13	12
9-12	12	10	9	11	10
13-16	10	8	7	9	8
17+	8	6	5	7	6

Thieves Skills – Skill Score By Rank		
Thieves Skill Rank	Minimum Level	Skill Score
Apprentice	1 st	14
Journeyman	1 st	11
Expert	3 rd	9
Master	5 th	6
Grand Master	7 th	3

Thief Skills Difficulty Ratings		
Difficulty	Level Difference	Skill Check
Very Easy	Level is 5 or more beneath Thief Level	+4
Easy	Level is 3-4 beneath Thief Level	+2
Simple	Level is 2 beneath Thief Level	+1
Average	Level is 1 Beneath to 1 Above Thief Level	+/-0
Hard	Level is 2 above Thief Level	-1
Difficult	Level is 3-4 above Thief Level	-2
Very Difficult	Level is 5 or more above Thief Level	-4

Thief Skills Racial Modifiers (Like Ability Modifier, Applied to Die Roll, not Base Skill)

Race	Climb Walls	Find and Remove Traps	Hear Noise	Hide in Shadows	Move Silently	Pick Locks	Pick Pockets
Dwarves	-2	+3	-	-	-	+2	-
Elves	-	-	+1	+2	+1	-1	+1
Gnomes	-3	+2	+2	+1	+1	+1	-
Halflings	-3	+1	+1	+2	+2	+1	+1
Half-Elves	-	-	-	+1	-	-	+2
Half-Orcs	+1	+1	+1	-	-	+1	-1

Average Thief Skill Ranks by Thief Level

Class Level	Ranks	Skill #1	Skill #2	Skill #3	Skill #4	Skill #5	Skill #6	Skill #7
1 ^a	2	J (11)	J (11)	A (14)	A (14)	A (14)	A (14)	A (14)
2	1	J (11)	J (11)	J (11)	A (14)	A (14)	A (14)	A (14)
3 ^b	2	J (11)	J (11)	J (11)	J (11)	J (11)	A (14)	A (14)
4	1	J (11)	J (11)	J (11)	J (11)	J (11)	J (11)	A (14)
5 ^c	1	J (11)	J (11)	J (11)	J (11)	J (11)	J (11)	J (11)
6	2	E (9)	E (9)	J (11)	J (11)	J (11)	J (11)	J (11)
7 ^d	1	E (9)	E (9)	E (9)	J (11)	J (11)	J (11)	J (11)
8	2	E (9)	E (9)	E (9)	E (9)	E (9)	J (11)	J (11)
9	1	E (9)	E (9)	E (9)	E (9)	E (9)	E (9)	J (11)
10	1	E (9)	E (9)	E (9)	E (9)	E (9)	E (9)	E (9)
11	2	M (6)	M (6)	E (9)	E (9)	E (9)	E (9)	E (9)
12	1	M (6)	M (6)	M (6)	E (9)	E (9)	E (9)	E (9)
13	2	M (6)	M (6)	M (6)	M (6)	M (6)	E (9)	E (9)
14	1	M (6)	M (6)	M (6)	M (6)	M (6)	M (6)	E (9)
15	1	M (6)	M (6)	M (6)	M (6)	M (6)	M (6)	M (6)
16	2	G (3)	G (3)	M (6)	M (6)	M (6)	M (6)	M (6)
17	1	G (3)	G (3)	G (3)	M (6)	M (6)	M (6)	M (6)
18	2	G (3)	G (3)	G (3)	G (3)	G (3)	M (6)	M (6)
19	1	G (3)	G (3)	G (3)	G (3)	G (3)	G (3)	M (6)
20	1	G (3)	G (3)	G (3)	G (3)	G (3)	G (3)	G (3)

a = minimum level for Journeyman rank; b = minimum level for Expert rank;

c = minimum level for Master rank; d = minimum level for Grand Master rank

Thief Skill Character Display						
Thief Skill	Skill Rank	Base Skill	Total Modifier	Ability Modifier	Racial Modifier	Special Modifier
Climb Walls				STR/DEX		
Find & Remove Traps				DEX/INT		
Hear Noise				INT/WIS		
Hide in Shadows				DEX/INT		
Move Silently				DEX/WIS		
Pick Locks				DEX/INT		
Pick Pockets				DEX/CHA		
Special Skill		Base Skill	Total Modifier	Ability Modifier	Racial Modifier	Special Modifier
Thief Skill	Specialty	Modifier				

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