

#1



# FLIPPING & TURNING

Annals of the Grog Empire

Bandits Between the Villages

Rules AF!

Parenthetical (Evil)

Gnome Realms™

Episodes of Total Madness

& much, much more!

OFFICIALLY APPROVED BY DELF

Autumn 2020

# FLIPPING & TURNING

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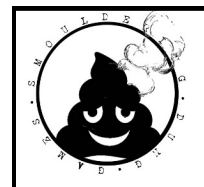
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# Wizard in the Market Place



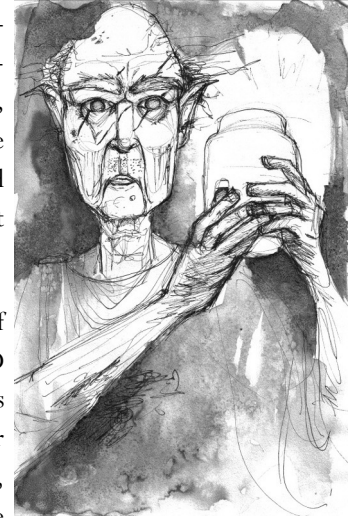
ll hail and honor to the Grim and Benevolent Overlords of the Grog Empire (long may they reign!) and greetings to all my fellow bannermen! I am Rob, The Chamberlain His Most Ever Incomparable Honorable Prince the Astounding Immolator of Brandywine, AKA The Wizard in the Marketplace, and it is my pleasure to welcome you to this, the first ever issue of **Flipping & Turning: The Annals of the Grog Empire**, a quarterly ezine by and for fans of GROGTALK: The Official Podcast of GROGCon.

When The Governor His Brilliant Omnipotence King Stupendous Slaughterer of Winter Park first ordered me to make for him a gaming magazine, his words left me stunned. "**You shall be our Tim Kask!**" he roared in his thundering *basso profundo* voice. I immediately missed a saving throws and lost 1d4 Wisdom.

"But Dan," I protested, "I am only a Simple but Brutal Arsonist in your service, my only real strength being my Mighty School of Halfling Monks of the Barefoot-Beatdown Fighting Style (Unaccredited). I have no skill in creating a magazine! Are you nuts?" But his will is as implacable as iron, so with the cheerful assistance of the mighty cohorts of the Grog Empire, powered by our deep and abiding love of all things Advanced Dungeons & Dragons (1st Edition) [prior to March, 1985], the results are before you: 25+ pages of home-brewed goodness, in-jokes, discussions, jibber-jabber, folly, rules-lawyering, love, sweat, tears, and typos -- so many typos!

Our goal is to provide an outlet for the amazing creative power of the Grog Empire, and this issue delivers on this promise! In this inaugural issue, we have the pleasure of reading the initial offerings from the forthcoming tome **Rules AF!**, as well as ruminations on the nature of **Parenthetical (Evil)**, each penned by scribes quite near the elbows of the Grog Emperors themselves. The **Gibbering Moulder** rules on a number of thorny judicial questions, its pronouncements *final and binding* upon all games within the Grog Empire. We are pleased to present an excerpt of the upcoming **Gnome Realms™** Rules Encyclopedia: The Field Guide to Burrowing Mammals (Appendix J). We are happy to showcase the much-beloved **Linkboy NPC Class** (made famous in the classic "Irilian--The Rising of the Dark - Live Play"), now available for the first time! Our own DM Bryan, the Prince Usurper Light of Appalachia gifts us an adventure: **Bandits Between the Villages**, illustrated by the Outstanding Sword of Oakland California himself!

When not usurping the Waterways of Indiana, the Poisoner Protector puts stylus to parchment, and is responsible for many of the most terrifying images to be found within this weighty grimoire! But there is so much more!



It is the editorial position of Flipping & Turning that AD&D 1st Edition, circa 1985, is objectively the best RPG ever created. Gary's original volumes, reverently typeset by hands of the Blessed Jody Nye herself, are our *Sanctae Trinitatis*, never to be questioned or improved upon. By the Talmudic study of these dense and cryptic tomes, true enlightenment and joy may be reached by those true believers with stats high enough to unlock their deepest secrets.

That is not to say we will not, occasionally, welcome alternative ruminations on less-perfect games and topics within our pages; after all, those of us who still keep to the Old Ways have wisdom to share in many Major and Minor Knowledge Categories.

I hope that you enjoy the contents of this issue as much as we had putting it together. If anything inside gives you great joy, or (more likely) provokes you to an unconquerable rage, we want to hear about it! If you would like to contribute to a future issue, we want whatever you have to offer! As you will soon see, we aren't that picky. Reach out through the GrogTalk Discord server, or directly through our email: [editor@grogcon.com](mailto:editor@grogcon.com).

Finally, I want to thank Dan and James, our Cruel and Beneficent Grog Emperors, without whom we would have none of this foolishness. From the earliest days of the podcast, as we watched the first halting steps of Picksy and Glades, through their long slog through the random-encounter tables, unto their recent wonderful interviews with so many Amazing Luminaries of the game, we have followed them intently. Without their passion, their good humor, and most of all, their love, none of this would have happened. We bannermen would remain squabbling and disorganized without the guiding hands of our Terrible and Awesome Overlords, arguing in scattered list servers and Facebook pages, stunned and disconnected like an unfortunate *dimension door* wizard adrift in the Astral Plane.

And we would all be the poorer for it.



# Rules AF! - Natural Born Killers

Welcome to RULES AF!, a chance for us look back at the game we love, parse its musings and think...WTF! Advanced Dungeons and Dragons 1<sup>st</sup> Edition (1e) is a comprehensive work ,



rules as important or *sometimes* original statement!

containing many declarative statements that seem to be unambiguous; until you notice a number or an asterisk appearing at the end. In other words, these cite areas for clarification or provide additional context. What we find in 1e in these innocuous smaller typed text are *more important* than the

Our first delve into RULES AF! is on the topic of Assassins and their primary function, assassination. Assassins are a difficult class in 1e for well...they are evil and players tend to treat them like that, particularly against other players, invoking the words that have ended many a campaign, "I was only playing my character!!!"

On page 29 of the Players Handbook it provides one of the most powerful attacks a player can utilize, a surprise assassination attempt. Basically, if an assassin surprises its victim, they have a 50% chance to kill them outright and if the assassination attempts fails, they still do normal combat damage and if the weapon is poisoned, the victim could fail their save and die. It mentions an ASSASSINATION TABLE but it is not in the book. There is also mention of how an assassination would work outside of a combat situation but no specifics. These would come later in the Dungeon Master's Guide (DMG).

In the DMG, it shows that the percentages chance is based on the level of the character versus the level of the victim. This is a big change (another cold shower brought to you E. Gary Gygax), for I am sure many a high level character was snuffed out before this "clarification" was widely adopted. Below the table, it explains how to adjust the percentage chance based on the type of assassination attempt. Very straight forward and in the spirit of what is in my mind what Dungeons and Dragons is truly about, the player describes what they are doing and the Dungeon Master adjusts the chance based on it, dice are rolled, and the DM describes the result.

Nested between the table and explanation is a sentence with an asterisk.....

Sir James, The Terrible Sword of Longwood

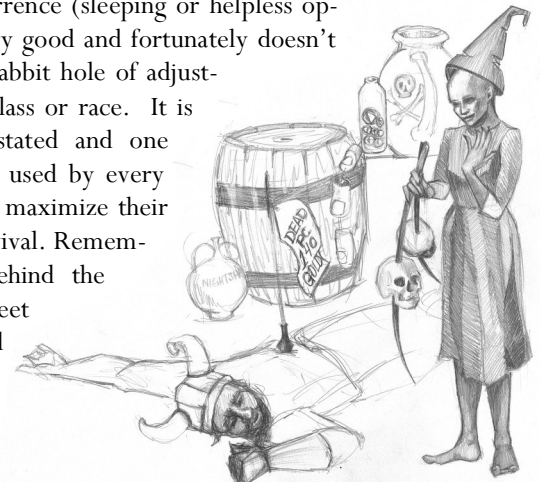
What?!? Any character can assassinate helpless opponents! You look for the asterisk to confirm that this is part of the assassination table and at the top you notice that tiny asterisk next to the title - **I.D.2. ASSASSINS' TABLE FOR ASSASSINATIONS\***.

This has you flipping quickly scrambling to the combat section where you find the following rather plain statement – **Note that this does not include normally sleeping opponents (see ASSASSINS' TABLE FOR ASSASSINATIONS)**. Of course this could have been the statement that you started with if you were a Dungeon Master and not a player. This section is part of another confusing section about magically held or sleeping characters, where it talks about killing held creatures once a round or doing double attacks and max damage. Assassinations, once the exclusive purview of a class dedicated to killing is now open to all, Paladins, Monks, Bards, Gnomes...

So if your party encounters creatures that are helpless or normally sleeping, they can be outright killed based on the assassin table and get an automatic hit. A very good reason to post a watch during party rest.

While we are talking about assassinations, we should discuss a couple of questions you will have to decide in your game. First the table describes level of victim versus hit dice/level. Does this imply that this can only be done on characters? There are many instances of things affecting characters not affecting monsters (e.g. attacking creatures who can only be hit by magic weapons). Should the backstab rules apply in that the victim must have a back to stab (DMG pg19). How about large creatures, including dragons? Reading rules as written, a sleeping dragon is as good as dead if befallen upon by a party.

With all this said, the mechanic to deal with a common occurrence (sleeping or helpless opponents) is very good and fortunately doesn't go down the rabbit hole of adjusting based on class or race. It is just so understated and one that should be used by every smart party to maximize their chance for survival. Remember, hiding behind the face of that sweet lawful good cleric of life is a natural born killer!



\* Or attacks on helpless opponents by any character class (see **COMBAT** section).



# Terrible Monsters

## Hodag AKA (Camp Crasher)

Frequency : Very Rare

No. Appearing : 1-2

Armor Class : 0

Move: 24"

Hit Dice : 4

Lair: 5%

Treasure Type: Nil

No. of Attacks: 4

Damage/Attack : Horns ( D6 ) Claws x2 ( D6 ) Bite ( D8 )

Special Attacks : See Below

Special Defenses : See Below

Magic Resistance: Standard

Intelligence: Average ( Cunning )

Alignment: Neutral

Size: L ( 8 foot long 30 inches tall )

Psionic Ability: Nil

Level/ X.P. Value IV 150 + 4 per hit point



The Hodag (or Camp Crasher) is a fearless and vicious reptile with two razor sharp horns, a full set of nasty teeth, spikes growing down its spine and a spiked tail. Nobody knows if they are a creation of a mad magic user or from another plane. The Hodag has zero redeeming value to this plane other than it keeps the deepest woods free of demi-humans and humanoids alike. Druids even give them a wide berth knowing that the home territory of a Hodag is as nature intended.

The Hodag have the ability to blend in their environment with ease and have a 90% chance of surprising opponents. They move silently thru the woods like they have boots of Elvenkind strapped to their feet. They are excellent climbers and will not hesitate to attack a group from above. They also have an insatiable appetite for salt and salted meats and never hesitate to raid a camp where they can smell such.

Hodag have 2 special defenses, Tail spikes and a fungal growth that grows on their fur covered bodies. The Tail is a vicious weapon that does (d8) in damage and you must save vs poison. Failure to save vs poison causes the user to be paralyzed for (d12) rounds. The fur of the Hodag is covered by a lichen and if one strikes its body with a blunt weapon ( Mace or similar ) it gives off a cloud of lichen. This cloud cause the attackers within 5' to save vs poison or have choking fits for (D4) rounds.

Submitted by—Vic Dorso

*What we have here is a monster that punches well above its weight class. It's going to be a tough fight toe-to-toe for Hugo [Human Fighter 4th level, AC:2, HP: 22, and armed with a long sword]. This 4-hit dice critter gets 4 attacks per round and it'll hit Hugo's armor at least once in a round 87% of the time, doing an average of 4*

*points; meanwhile, poor Hugo's only got a 15% to-hit chance against AC: 0 and will deal less than 1 point per round on average. Hugo's a gonner in at most 6 rounds just on these numbers. But it gets worse. Oh so much worse.*

*The Hodag is front-loaded for surprise, so expect at least one free Horn/Claw/Claw/Bite routine against a flat-footed Hugo. The Hodag has a 40% chance of striking with its the tail and subjecting Hugo to a poison saving throw. Since Hugo needs a 13 on that, that works out to him being 25% likely to be paralyzed every round.*

*Hugo's not going to escape the Hodag's move of 24"; for comparisons sake, the Hodag can outrun Tiamat **on the wing!** Seriously, the only thing Hugo's got going for him is that he's not using a blunt weapon, and is thus not subject to that choking cloud of lichen.*

*Experience point reward is shockingly weak considering the threat posed by this creature, and the lack of treasure makes it a total waste of time for Hugo to try to tackle. Unless there's a hefty reward waiting, stay back at the tavern and stay out of Hodag territory.*

*The Wizard's Rating: **TERRIBLE***

# Parenthetical (Evil)

Dan Gormanski

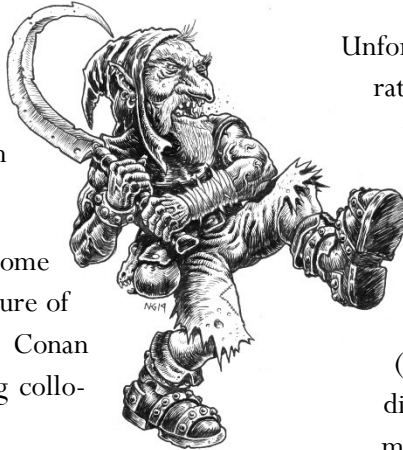
This column is devoted to discussing creatures whose alignment is “neutral (evil).” Each issue will be devoted to one such creature, and the feature of the inaugural column is the giant rat (Sumatran), which appears in the Monster Manual (MM).

Gygax’s reference to “Sumatran” seems to come from a Sherlock Holmes story, “The Adventure of the Sussex Vampire,” written by Arthur Conan Doyle in 1924. In the story is the following colloquy:

*“Matilda Briggs was not the name of a young woman, Watson,” said Holmes in a reminiscent voice. “It was a ship which is associated with the **giant rat of Sumatra**, a story for which the world is not yet prepared.”*

(It turns out that there actually is a giant rat of Sumatra, having been scientifically described as early as 1888.)<sup>1</sup> For purposes of this column, I will assume Gygax generally intended giant rats to have the characteristics of an ordinary rat (except for their size, of course).

Giant rats are common, which should be disturbing to the players of Advanced Dungeons & Dragons (but not as disturbing as hill giants being common). The MM tells us that this means there is a 65% chance of encountering them in a region or area where they might be an inhabitant. Gygax notes that they “are a plague in many places such as crypts and dungeons.” Perhaps even more disturbing, the number appearing is five to fifty. Of course, the MM tells us that this is just a “good average spread” and “should be altered to suit the circumstances.” Also, creatures are typically encountered in fewer numbers away from their lair. But for those Dungeon Masters (DMs) who have liberally populated their adventures with giant rats, it seems they have unwittingly (or perhaps wittingly) simply followed Gygax’s directions. Players have no complaint if they are often encountering rodents of unusual size; there should be nothing unusual about that. Importantly, however, rats are mostly nocturnal, so if it is daytime, the chance of encountering a giant rat



should be decreased.

Unfortunately, the MM only tells us that giant rats are “small” size, which means smaller than a typical human. How much smaller is not disclosed.

Giant rats are only in their lair 10% of the time. This suggests they are constantly out and about looking for food (which they can smell from a great distance). What is interesting is that their movement rate on land (12”) is slower than that of an ordinary rat (15”). Perhaps their size makes them a bit slower. Of course, this is their relative speed on a constant basis, and would presumably be higher if fleeing.

Giant rats, like ordinary rats, are burrowing mammals, the MM stating that “[t]heir burrows honeycomb many graveyards, where they seek to cheat ghouls of their prizes by tunneling to newly interred corpses.” While it might not appear that there is much reason for a party to invade a rat burrow (particularly because of the small circumference of the burrows), rats have a treasure type of “C” (compared to the ordinary rat, which has no treasure), which includes a chance of having a map or magic. This suggests that giant rats like treasure and will hoard it, and will perhaps thus scavenge not only for food, but for treasure. It appears they are fond of shiny things.

The fact that giant rats are burrowers should of course be of great interest to any gnome player character, who will be able to communicate with a giant rat. Gnomes will also like knowing that giant rats are semi-intelligent (intelligence of 2-4), rather than mere animal intelligence (like the ordinary rat). Presumably, this will mean that a higher level of communication will be possible with a giant rat than a typical animal.

Giant rats would not be feared by players (AC of 7 and 1-4 hit points and 1-3 hit points of damage) if it were not for any creature being bitten by a giant rat having a 5% chance per wound inflicted of contracting a serious disease, unless a saving throw versus poison is successful. I wonder, however, if DMs sometimes make giant rats more aggressive than they

<sup>1</sup> See <http://karlshuker.blogspot.com/2013/10/the-giant-rat-of-sumatra-zoological.html>.

should be. The MM is unclear about this issue. It states that “[g]iant rats will avoid attacking strong parties unless commanded to fight by such creatures as wererats or vampires.” Does this, through negative inference, mean that they will attack weak parties? Note that the Monster Manual 2 (MM2) states that ordinary rats are cowardly, but no such reference is made about giant rats. Does this mean giant rats are brave or at least not cowardly? I believe that a giant rat, being semi-intelligent, would only attack a party if the giant rat is part of a pack that clearly would prevail in combat with the party or when the giant rats are starving. For example, if a party left a severely wounded comrade behind in a dungeon, a swarm of rats would perhaps attack the comrade and eat him. Or if a pack was starving, it would likely attack out of desperation despite the odds of success being long. Even ordinary rats, per the MM2, “will attack anything alive in order to feed,” and will sometimes even brave fire. But even if giant rats are not as cowardly as ordinary rats, I believe they would typically flee from parties of adventures. Waiving a torch around them should do the trick, as the MM notes that “[t]hey are fearful of fire and flee from it.”

Further, rats have a good sense of smell (but not sight), and could likely hear party members approaching. Rats are typically able to detect through smell the presence of predators, and are able to flee before being spotted (another strike against smelly half-orc characters). The first sense of danger would likely lead the rats to flee, if escape is possible. And rats can get through small spaces. If there is a giant rat in a room, there is a good chance there is an opening from which it came, and through which it will flee. (They also swim quite well, and can escape by water, if necessary, moving at 6” in the water.) The DM, when placing giant rats in a room, should know how the giant rats got there, so that the DM knows if there is a way for the giant rats to escape. There is likely a burrow built just outside the dungeon wall, to which the rat can flee to safety. And if the party is making a lot of noise, most of the time the party should not encounter the giant rats (rats have more sensitive hearing than humans). The DM should also make sure that there is a food source in the location, otherwise the giant rats would have likely moved on long ago.

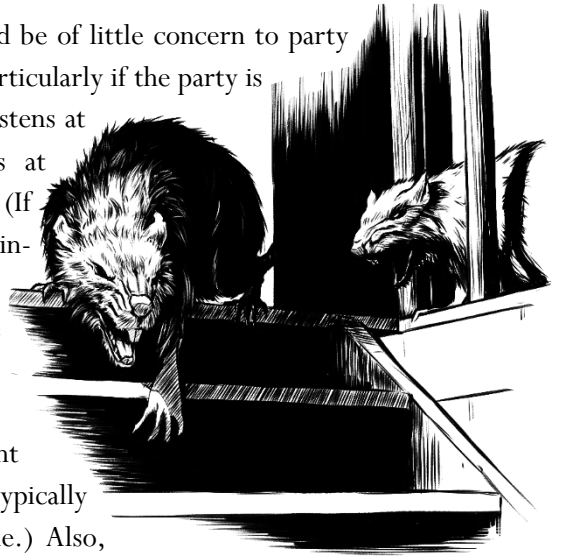
Thus, while giant rats might be common, if encountered they should typically be seen or heard scurrying away, not

attacking, and be of little concern to party members, particularly if the party is careful and listens at doors, pokes at clothes, etc. (If there is an infestation, this of course increases the chance of spotting giant rats, who typically prefer to hide.) Also, rats leave behind evidence that they have been in the area. For example, if giant rats are in a dungeon, there should be giant rat droppings, urine (used as scent marking), gnawed furniture (rats gnaw incessantly on materials such as wood), and grease markings on the walls (rats tend to hug walls as they move). There might also be dead rats. If there are giant rats running amok in a dungeon or other location, a party who carefully inspects a room will likely discover evidence of the infestation, and can then take precautions. Of course, if one surprises a giant rat, or corners one in a room with no means of escape, the giant rat will surely defend itself, just like an ordinary rat.

This brings us to perhaps the most interesting thing about giant rats: their alignment. Rats are neutral with evil tendencies. (Because rats tend to establish social hierarchies, one could image them as being “lawful.”) It would be tempting to believe that giant rats have evil tendencies because they are, well, “giant” rats, and thus different from ordinary rats. But as previously noted, ordinary rats also have evil tendencies. This raises the issue of whether both giant rats and ordinary rats have a different disposition from ordinary rats in our real world, or whether Gygax believed rats in our real world have evil tendencies.

The fact that they can be commanded by wererats and vampires might suggest the former, but they seem to follow because of the innate summoning powers of wererats and vampires, not because of some affinity to such creatures’ evil causes. I suspect Gygax intended the latter. Gygax, in the *Dungeon Masters Guide*, describes “evil” as being

*(Continued on page 26)*





# Ask the Gibbering Moulder!

*The Gibbering Moulder is the ranking magistrate and ultimate authority on all rules questions within the Grog Empire! All rulings are final and binding in all games within the Grog Empire.*

"Dear GM. My co-host and I are always arguing about gnomes. One of us says they are the best PC race ever, while the other says that all gnomes are awful and should immediately die.

Who's right?

Signed, Dan & James"

First, Hello Dan and James, This is a question many have asked. The Gnome Race was introduced to the game in 1974, but only became a Player Character race in the Players Handbook of AD&D 1st Edition circa 1978. The Gnome could only play a Fighter, a Thief, an Assassin, and of course, most famously, an Illusionist. There is some particular 'Gnome dislike' as the class is not represented in many literary novels of the era. Apart from an article by Roger E Moore who defines the Gnome as a gem-loving prankster, this lack of literary example often leads to the character of the Gnomes in question. The Race is sort of Dwarf, sort of Halfling; the Gnome, without an adequate template to draw upon, means that role-playing a Gnome is left up to the player and DM. To answer the question of whether the dislike of the Gnome is valid: there's definitely a valid argument for their returning to the 'monster' or NPC race category. For my money, I think the game would be poorer for the exclusion.

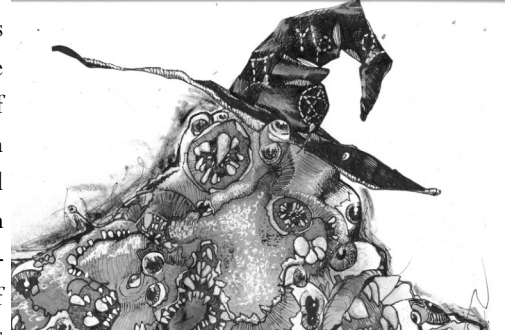
"Dear GM. Can a Dwarf Fighter use a long sword? MM listing indicates they can use pole arms, so a long sword should be possible.

Right?

Respectfully, Small but Mighty"

An interesting question, let's begin by looking at the vital statistics of the Long sword: Weight: 60gp; Weapon Length 3.5'; Space Required: 3'; and Speed Factor: 5. The first point we need to look at: Based on the Weapons and Armor Permitted chart (pg19 on the PHB), the restrictions are: Characters under 5' height cannot employ the longbow or any weapon over 12' in length. Those under 100 pounds of body weight cannot use the heavy crossbow or pole arms in excess of 200 gold piece weight equivalent, including two-handed swords. Looking at the racial Height and

Weight Tables (pg238 on the DMG): the Dwarf Male is between 3'8" and 4'6" and weight between 134 and 174 pounds; the Dwarf Female height is



between 3'6" and 4'2" and 104 pounds to 140 pounds in weight. Based on these racial characteristics, all Dwarves are excluded from Longbows and weapons of lengths over 12', but are able to use heavy crossbows, some polearms (those 12' or less) and even two-handed swords. The second point is that if we return to the vital statistics of the long sword, the next most common sword of choice - the broad sword - has the following statistics: Weight: 75gp; Weapon Length: 3.5'; Space Required: 4'; and Speed Factor: 5. The long sword is hilt-heavy allowing for more thrusting action compared to the blade-heavy broad sword needing more space for slashing even though the weapon is the same length. To keep the answer short (too late!) the answer is: Yes, a Dwarf can use a long sword.

"Dear Gibbering Moulder. I wanted to use a scroll of Stone to Flesh in order to feed a starving village. My DM said that the 'flesh' so transformed would be inedible. That seems unlikely, since it can literally bring petrified people back to life! What do you say? Can I

fire up the BBQ?

Signed, The Hungry Chef"

Dear Chef, first let's congratulate you on possessing such an item. A spell of this kind usually requires a Magic-user of 12th level or higher to be able to cast. If we break down the Stone To Flesh spell (Pg86 PHB), we can see the effects are permanent and in the description it states that in addition to reviving (with a system shock survival check) some previously living creature that had been turned to stone, it has the following effect: "Ordinary stone can be likewise turned to flesh at a volume of 9 cubic feet per level of experience of the spell caster." First point to clarify, a small table is 2'x2'x2' = 8cubic feet; the scroll would at minimum

12th level in ability and therefore the character using such a scroll - deciding to walk into a quarry and turn the largest blob of stone into some mound of flesh for the village to eat - is perfectly fine. So the next time you're hitting that BBQ, drop me a line.

**"Dear GM. Can neutral clerics turn undead and if so, are they treated as good or evil clerics?  
Sincerely, Confused in Gnome Dale"**

Turning is an ability allowed by the power of the deity through the Cleric, when the Cleric reveals the holy symbol and prays for the divine to affect the undead. Based on the description of Evil Clerics Turning (about Pg65 DMG), the specifics are Evil Clerics. The examples provided are regarding Lich and Vampire (creatures that are particularly Evil) reacting to the Evil Cleric. I would be making the point that all Clerics (regardless of alignment) are able to Turn as per the class ability, and I would be open to an Evil Cleric having the option to Destroy or Turn an undead, as well as *compel* their service; there's no guarantee an Evil deity would want those creatures alongside, *e.g.* the Egyptian deity Set, though Evil, would consider undead creatures as an abomination and deserving of destruction.

**"Dear Gibbering Mouter, one of the PCs wanted to not buy a helmet to keep costs down and the DM said that opponents will target the character's head. Could you please explain how helmets and head-shots are supposed to work? We know it's in the DMs guide somewhere, but can't find it.  
Regards, Headless in Helms Deep"**

Here's what the DMs Guide states (pg28 DMG): "It is assumed that an appropriate type of head armoring will be added to the suit of armor in order to allow uniform protection of the wearer." This means, all suits of armour include helms, greaves, and other pieces that make up a full suit of armour. The exception is of course the Great Helm, to be purchased separately, and has its own weight (45gp) which is added to the total. The Great Helmet is 15gp in cost and is reminiscent of the Greek helmets like those shown in the movie 300. The point of interest we are looking at is the following statement: "If a helmet is not worn, 1 blow in 6 will strike at the AC 10 head..." This is making a point that an attacker will naturally direct attacks at any 'weak spots' in the armour -

much like when a party attacks the Ankheg, they want to strike the underside (AC4) as opposed to the upper body (AC2). The 'random' element is so that the 'naughty' DM doesn't make every shot a head shot (attacking AC10), but does make allowances for an intelligent creature attacking the helmet-less foe "...unless the opponent is intelligent, in which case 1 blow in 2 will be aimed at the AC 10...". None of this negates the 'swirling melee' approach of the game system, but also adds that touch of sensibility. For me, I have often not held firm to this rule, if an attacker is cunning enough to identify the helmet-less head as a weak spot, the canny defender will make allowances for that and have a fighting style to accommodate - thereby negating the effect. The argument regarding 'hit locations' is also negated because there are no ramifications for the blow to the head, it doesn't add any damage nor do the attacks offer any further side effects. Finally, remember: Weapon damage also includes the added pressure on the defender to protect the more exposed part of the body.

**"Dear GM. If I have a character that is proficient with pole weapons, is she proficient with all of them? Half the weapon table is pole arms!  
Sincerely, Reach Out And Touch Someone"**

Greetings, to the pole-armoury we go! Of course there is only one class with the specific proficiency: pole arm, and this is the Monk class. Under the ARMOR AND WEAPONS PERMITTED chart, references to pole arms is made twice. Once in the Monk entry, and next with the special caveat to the size and weight of the wielder, in the \*\*\* caveat, characters under 100 pounds weight cannot use pole arms in excess of 200 gp weight. The entry of the Monk might indicate that all pole arms are as a single item, however our next look is at the DMs guide. In the glossary the entry: Pole Arm — A hafted weapon, other than a spear or staff, with a length of 5' or more. In all wandering encounters/men-at-arms composition listed within the DMs Guide, the entry 'pole arm' is followed by an asterisk which reads: \*Select type or types randomly or assign whichever you desire. It is the view of the Gibbering Mouter that yes indeed, the proficiency 'pole arm' does encompass 11 weapons in the PHB: Bill-Guisarme, Fauchard, Fauchard-Fork, Glaive-Guisarme, Guisarme, Guisarme-Voulge, Lucern Hammer, Awl Pike, Ranseur, Spetum, and Voulge.



# Shedding a Little Light

## New AD&D NPC Class: The Linkboy

The Linkboy has a storied place in the annals of D&D adventures, standing out from other hirelings who accompany heroes into dark places.

The major ability for a linkboy is dexterity and a character must have no less than an 8 to become a linkboy. Any linkboy character with a dexterity greater than 15 gains the benefit of being able to add a bonus of 10% to experience points awarded to him or her by the referee.

Linkboys fight and save as thieves of one level lower. Any race may become a linkboy. A Linkboys may not wear armor. Linkboys may only become proficient with a single weapon through their entire career, and must choose a weapon from the following list: club, dagger, staff; and suffer a -6 penalty to use any weapon with which they are not proficient. A linkboy may never use poison, but is encouraged to use oil and are +1 on attack rolls using flammable liquids. Linkboys may only use magical items that may be used by any class, as well as magical weapons with which they are proficient.

Thieves hiding in shadows suddenly illuminated by a linkboy must make an



additional successful hide-in-shadows roll or be immediately revealed. Conversely, a linkboy may aid a friendly thief by the skillful use of their

illumination abilities, giving the thief a bonus equal to the linkboy's level on their hide-in-shadows checks if the linkboy is within 60'.

At the upper levels there are only a limited number of linkboy characters. At 5th level (Master Linkboy) there can be but nine of these highly-skilled torchbearers. Each such 5th level linkboy is a leader of a body of lesser linkboys and will have an entourage of three of their underlings, i.e. the lowest (in experience) Master Linkboy (Level 5) will have three Torchbearers (1st level) to serve him or her, while the highest (in experience) will have three Linkboys (Level 4).

Above all other linkboys is a lone figure, The Guild Master Linkboy. The supreme linkboy is always attended by nine Illuminators. At such time as a linkboy class player character attains experience points sufficient to advance him or her to Guild Master Linkboy (6th level) the corresponding powers are gained only if the player character bests the current Guild Master Linkboy in a test of skill and hand-to-hand combat (c.f. The Druid).

### LINKBOY TABLE I

Experience Points	Experience Level	4-Sided Dice for Accumulated Hit Points	Level Title
0 - 2,000	1	1	Torchbearer
2,001-4,000	2	2	Lampighter
4,001-6,000	3	3	Illuminator
6,000-8,000	4	4	Linkboy
8,001-16,000	5	4+1	Master Linkboy
16,001-32,000	6	4+2	Guild Master Linkboy

### LINKBOY FUNCTION TABLE

Level of the Linkboy	Town Knowledge	Morale Bonus	Additional Illumination Radius
1	30%	+5%	-
2	35%	+10%	-
3	40%	+20%	+5'
4	60%	+25%	+10'
5	85%	+28%	+10'
6	90%	+31%	+15'

### NOTES REGARDING LINKBOY FUNCTION TABLE

Percentile dice are rolled to determine whether the linkboy is successful or not. Any score equal to or less than the percentage shown for the appropriate level of the linkboy performing the designated function will indicate success.

*Town Knowledge* fails if a score above the percentage shown for the level of linkboy attempting the function is generated. If the score is 21% or more above the number shown, the linkboy is mistaken in his knowledge of the particular town feature. Penalties of between 10-50% may be applied if a linkboy is attempting to lead to an obscure or distant location, and may be entirely unable to assist if attempting to locate a place that is of a hidden or clandestine nature -- e.g. a thieves guild hall. A linkboy must take 1d4 weeks to become familiar with a new town and suffers a -25% penalty until such time is taken to become informed. A success indicates that the linkboy may act as a sure guide to any particular neighborhood or well-known locale within the town.

*Morale Bonus* is added to all linkboy morale checks, to indicate their doughty and/or foolish natures.

*Additional Illumination Radius* is a measure of a linkboy's increasing ability to cast light with a torch, lamp, lantern, candle, or other mundane light source.





# Saul's Throb & Tingle Magic Emporium

You make your way down the winding alley to the narrow rune-covered door. Knock thrice and enter! You never know what wondrous items you might find on sale inside! This issue's bargains have been enchanted by **Bryan Larch**, The Captain General.



**Key of Opening:** Normal looking small key. This key will open any lock of any size that is not magically held. The key will grow/shrink to size of lock. Each use spends 1 charge. (2d12) charges. Cannot be recharged. XP: 200 GP Value: 500

**Floyd's Floating Flame:** When not in use, this item looks like a normal torch in a small pouch. When removed from the pouch, the torch will ignite and float just above the left side of the possessor's head. It emits normal torch light and will continue to burn (no oil needed) and move with the possessor. Torch is extinguished when placed into the pouch (enchanted with fire resistance). A Gust of Wind spell used on the torch after a Dispel Magic spell is cast will permanently break the enchantment. XP: 300 GP Value: 600

**Enchanted Thieves' Tools:** + 05% bonus for Find/Remove Traps and + 10% for Open Locks. XP: 350 (Thieves, Assassins, and Monks only) GP Value: 250

**(Bladed) Weapon+1 Orc Wounder:** Against orcs, ologs, ogres, and ogrillons this weapon will cause normal weapon damage +1 and (1d4) burning damage for 1<sup>st</sup> round and then (1d6) bleeding damage every round after initial wounding. XP: 1000 GP Value: 5000

**Staff of Healing:** (1d10+1) HPs of healing 3 times a day. 20 to 25 charges [ 25 minus 0-5 (d6-1) charges]. This staff can be recharged. XP: 2000 GP Value: 8000

**Symbol of Healing:** Silver with gems in the shape of good patron deity's symbol. If used by a cleric of the patron deity heals (2d6+3) and adds +1 to "turn" rolls (expends 0 charges). If used by a good cleric (not of deity) heals for (2d4+2) no "turn" bonus and uses 1 charge. Any other class of good alignment heals (1d4+1) uses 1 charge. This will have (2d12) charges and cannot be recharged. XP: 1000 for any class/2000 for cleric of patron deity. GP Value: 4000

**Symbol of Anguish:** Gold with gems in shape of evil patron deity's symbol. Cause (2d6+3) damage upon successful "to hit", save v. spells for ½ damage. Also adds +1 to "turn" rolls. No charge used. If used by evil cleric (not of deity) causes (2d4+2). Save v. spells for ½ damage. Any other class of evil alignment causes (1d4+1). Save for ½ damage. This will have (2d12) charges and cannot be recharged. XP: 1000 for any class/2000 for cleric of patron deity. GP Value: 4000

**Elixir of Magical Transformation & Antidote (both are unstable):** This experimental contraband potion contains 3 drinks each. There is a 60% chance the effects will be permanent, if not then effects will last 2d4+2 rounds. Antidote will negate effects in two rounds (if not permanent) and there is a 25% chance antidote is poisonous (-1 to save or die/save=3d6+2 damage). Ten Random Effects (d10): 1. Add one to random ability score 2. Subtract 1 to random ability score 3. Increase size (double) including equipment 4. Shrink ½ size 5. Add two to one random ability 6. Subtract two from one random ability 7. Add two to two random abilities 8. Subtract two from two random abilities 9. Invisible (not clothes, equipment, nor weapons) 10. Entire body is continual light. XP: 200 GP Value: potion 200/antidote 400

**Stone of Continual Light:** This tangerine sized smooth stone is enchanted with a powerful continual light spell that cannot be dispelled. Speak elven word "Illume" to activate and elven word "Negate" to deactivate. Each activation uses 1 charge. It will have (2d8) charges. Cannot be recharged. XP: 350 GP Value: 1000

# Longhairs & Labyrinths

## Roots & Extensions

As all D&D history aficionados know, the core rules of 1st edition Advanced Dungeons & Dragons were released between 1977 and 1979. Books such as *Playing at the World* by Jon Peterson, and interviews on podcasts such as *Grogtalk*, for example, have already explored how the advanced rules were released in order to standardize the D&D game to ensure unified product identity as well as to provide commonly accepted rules at conventions and elsewhere.

Rather than digging out old tunnels, I want to examine my own vague ideas as a kid in the mid-'80s of what D&D probably was like prior to the launch of AD&D. I'll do this primarily by means of recollection as well as by referring to the AD&D Monster Manual (MM), *Players Handbook* (PHB) and *Dungeon Masters Guide* (DMG). So buckle on your sword, and let me tell you of the days of "advanced" adventure, long before male pattern baldness....

I started playing AD&D at a school club in autumn 1985. Co-creator of D&D, David Arneson, had long since been shown the door, and little known to us, Gary Gygax was soon to follow. *Unearthed Arcana*, *Oriental Adventures* and a new range of AD&D products such as *Dragonlance* were flooding the market.

I should probably mention at this stage that I never owned MM (published in 1977) back in the day, and used to get by using friends' copies, but p.4 of this book informs us that many of the monsters originally appeared in the supplements of "old D&D", that is OD&D: specifically, *BLACKMOOR* and *GREYHAWK* (it also mentions TSR's *THE STRATEGIC REVIEW* magazine as another source).

Naturally, the first AD&D book I bought was the PHB. Right there in the Foreword on p.2, written in June 1978, Mike Carr states that the DMG will be out next (it would be published in 1979) and that "a greatly expanded version of *GODS, DEMI-GODS & HEROES*"

will follow. It's clear that this book referred to the AD&D book *Deities & Demigods*, which I was already very familiar with in its renamed form of *Legends & Lore*, but I had no idea what this predecessor was and it wasn't available in the shops.

The second mention in PHB of AD&D's ancestors is in Gary Gygax's preface on p.6. Here, Gygax refers to *CHAINMAIL* and the *GREYHAWK* supplement for "old D&D", and clarifies the purpose of AD&D in terms of consolidating the rules. This reference to "old D&D" is confusing because the "Basic D&D" game (also known as D&D) does not fit the description and was more or less contemporaneous with AD&D. In fact, it's only recently that I discovered that this "old D&D" was not some earlier version of Basic D&D, but actually the original D&D (OD&D), which was published in 1974.

By the time that DMG was released in 1979, Carr and Gygax no longer found it necessary to refer to older material or the purpose of the advanced rules in their foreword and preface — presumably the concept of AD&D was now well known among fantasy gamers. To the best of my knowledge, the only reference to OD&D and its supplements in this book is *SWORDS & SPELLS* on p.66, and this tantalized me no end as a young dungeon master, not least because these older books couldn't be acquired for love or money. The reference, which relates to the statement that bipeds gain 33⅓% bonus on movement when charging and quadrupeds gain a 50% bonus, is actually largely irrelevant, since *SWORDS & SPELLS* has nothing to add to this (in fact, I don't see anything specifically relating to the quadruped charge bonus in that supplement).

The other references in the DMG are *THE WORLD OF GREYHAWK* (p.41, 89, 156), *BOOTHILL* (p.57, 112), *GAMMA WORLD* (p.57, 112–114), *METAMORPHOSIS ALPHA* (p.57, 113), *TRACTICS* (p.57), *THE DRAGON* magazine (p.88, 113), *THE HOBBIT* (p.92), *THE VAULT OF THE DROW* (p.174), *SWORDS OF LANKHMAR* (p.192), and of course the various books

included in the DMG's famous Appendix N on p.224.

Firstly, the references to THE HOBBIT and THE SWORD OF LANKHMAR are interesting in as much as Gygax uses the former as an example of how not to create a treasure hoard, and the latter as a good source for information on wererats. This fits in with the careful framing of D&D as something not particularly inspired by Tolkien's works, but rather a piece fitting into the puzzle of the swords & sorcery tradition, and it should also be noted that the copyright holders of the Lord of the Rings and the Hobbit in Hollywood gave TSR clear legalistic reasons to distance themselves from the old professor's books. I refer you to MM to see how AD&D avoided copyright infringement by renaming the ent, balrog and hobbit of CHAINMAIL and OD&D. The positive (and largely irrelevant) reference to SWORDS OF LANKHMAR, on the other hand, points towards a mutually beneficial relationship between author Fitz Leiber and TSR.

Finally, the other references — THE WORLD OF GREYHAWK, BOOTHILL, GAMMA WORLD, METAMORPHOSIS ALPHA, TRACTICS, THE DRAGON magazine and THE VAULT OF THE DROW — are notable in that they are all TSR publications that were either written by Gygax or owned by TSR. In contrast, DON'T GIVE UP THE SHIP, which was written by Gygax, Carr and Arneson, is remarkable by its absence, particularly given the completely unnecessary referencing of the modern warfare strategy game, TRACTICS, on p.57. So for me, there is the sense that by the time of the publishing of the DMG, D&D has reached a milestone and the material created with Arneson has been carefully subsumed within a new framework that no longer speaks his name.

So I return to the beginning of our journey, albeit with perhaps less hair. The intriguing references in my old AD&D books are now made clear. When the first AD&D book, MM, came out in 1977, AD&D was not yet a game unto itself, and was merely a revised version of the advanced (supplemental) material for OD&D. Even with the release of PHB in 1978, players

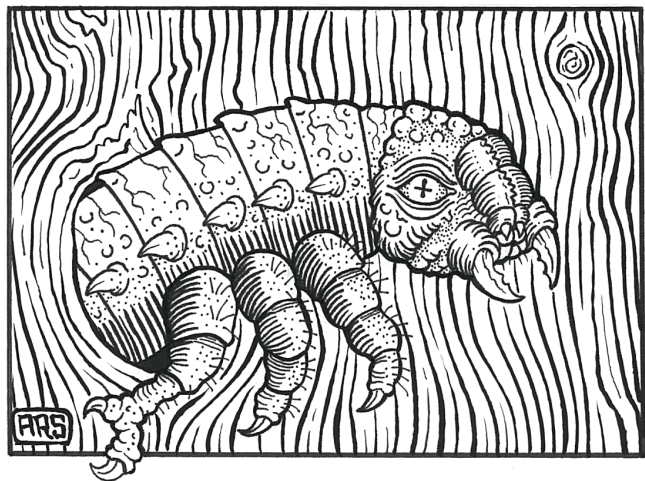
still didn't have a fully realized game. So, initially, we still have "old D&D" gamers playing the same old game but using MM or PHB as the latest supplement. That is to say, AD&D was still little more than a restatement of OD&D and Strategic Review articles.

It's not until the release of DMG in 1979 that the tables and charts essential to playing AD&D (especially, saving throw and to-hit tables) were made available. This was the crowning achievement of AD&D and established it as a game independent of OD&D or the "basic" D&D first established by Holmes in 1977. From that moment on, the curtain would fall on OD&D as a commercially supported system, and the '80s generation of players would be exposed solely to "Basic" or "Advanced" D&D, or a combination thereof, and like players of subsequent editions, would find themselves at one step removed from the game's roots.



*Menion (AKA Rob) joins the discussion  
and lays bare his thoughts on life  
and role-playing games in his podcast  
**Confessions of a Wee Tim'rous Bushi.***

*You can also find him on Twitter as  
[@OldShabbyGamer](#).*





# Spells from the Future

Josh Loe

Below you will find a handful of spells collected by a great Chronomancer, a man who has plundered arcane tomes and esoteric libraries of the future!

*A small list of spells from future editions, converted for 1e AD&D*

## Beast Claws (Transmutation)

Class: Druid

Level: 1

Range: 0

Duration: 1 rounds/level

Area of Effect: One creature

Components: V, S, M

Casting Time: 3 segments

Saving Throw: None

With crackle of popping joints and tendons, your hands and fingers become long curving claws with heavy knuckles. You are able to make attacks with your claws as a Fighter of your level. These claws do 1D4+2 points of damage on a successful strike. You are considered proficient with these claws and suffer no penalties to attack.

While the spell is active, you are unable to successful use any devices, wield weapons or perform any function that requires full range of your fingers.

*Material Component:* Any claw of a bird of prey.

## Castigate (Evocation)

Class: Cleric

Level: 4

Range: 0

Duration: Instantaneous

Area of Effect: 10" radius

Components: V

Casting Time: 2 segments

Saving Throw: None

Shouting your deity's teachings, you rebuke your foes with the magic of your sacred words. This spell has no effect on those who cannot hear. This spell is always centered on the caster and emanates 10" from them. All creatures whose alignment differs from yours on both the law-chaos and the good evil axis take 1D6 points of damage per level (maximum 10D6). Those who share your alignment or worship your deity are immune to the effects of this spell.

## Dragonskin (Transmutation)

Class: Magic-User

Level: 3

Range: Touch

Duration: 1 round/level

Area of Effect: One creature

Components: S, M

Casting Time: 4 segments

Saving Throw: None

The target's flesh erupts with hard, colorful scales. It toughens and becomes scaly like that of a chromatic dragon, of a color that you select. The targets armor class improves by 1 for every two levels, to a maximum improvement of 5. Choose a color of dragon upon casting this spell to gain the additional benefits listed below:

- White: Ignore the next 10 points of damage from a cold source
- Blue: Ignore the next 10 points of damage from an electrical source
- Green: +4 saving throw vs. poison
- Black: Ignore the next 10 points of damage from an acidic source
- Red: Ignore the next 10 points of damage from a heat source

*Material Component:* Any dragon scale

## Force Ladder (Evocation)

Class: Magic-User

Level: 2

Range: 15"

Duration: 3 round/level

Area of Effect: 10" – 60"

Components: V, S, M

Casting Time: 3 segments

Saving Throw: None

You create an immobile translucent ladder made of force. The ladder is 2 feet wide and anywhere from 10 to 60 feet long, with rungs spaced 1 foot apart. The ladder functions as a normal ladder and can support any weight.

*Material Component:* a splinter of wood, shred of rope and nail.

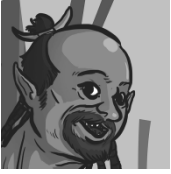


**More next issue!**

## Three Questions

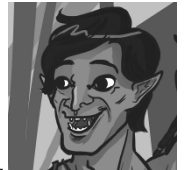
Each issue, we'll ask three questions of outstanding members of the Grog Empire. This issue, it's James and Dan, the Grog Emperors themselves!

### QUESTION 1: Describe your earliest experiences with AD&D and/or RPGs in general?

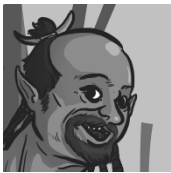


I came to Florida where my cousin lived on summer vacation in the early eighties. A neighbor of my cousin who was a year older was a DM and he ran a game which I think I only watched. The next day I biked to the local beach book store and ogled on a players handbook which I bought. Then played a couple days later. Don't remember the character.

I remember going to my friend Nat Ackerman's house around 1980 or 1981. He was a junior high classmate. I believe the game might have been Holmes Basic Edition, as I vaguely recall the box cover. I remember him explaining to me how the game is played, and I also remember asking him where the game board was (I had been playing wargames for several years by that point). I was very confused about how you could play a game without a board. That's all I remember. I recently sent him an IM on Facebook seeking more information, but alas I have not heard back. I remember a game with a different DM (Larry Pines) where we found a bunch of potions, and each one turned either the top half or bottom half of the imbiber into some animal. I remember thinking that was hilarious. That experience stands out. And having my 1 hit point illusionist (Shindom Nimblefingers) get killed by an orc who threw a pan of eggs at my character, hitting him in the head. I must have complained about it, because I recall Larry saying, "The pan and eggs were hot." (He was obviously revived, because he reached something like 11th level by the late 1980s.)

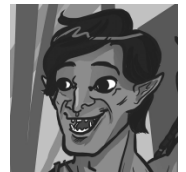


### QUESTION 2: You both were in the "deep freeze" for a number of years; what caused you to finally thaw out and start playing again?

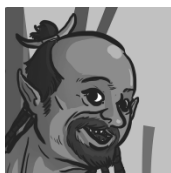


During the freeze, video games satisfied my RPG needs. As my kids got older, I would play occasionally. In 2000, I bought the Diablo D&D starter game for them for a few sessions. Bought third edition but never played. When my third son was about ten in 2013, I ran Keep of the Borderlands with his older brother. Didn't play anymore until the fateful decision to see if anyone was playing 1e.

I'm not sure (as you can see memory isn't my strong point). I recall my friend Edward being at my house in late 2016, and for some reason the subject of D&D came up. I asked him if he thought anyone actually played 1st edition AD&D anymore. He did a quick Internet search and discovered Gary Con (which we went to in 2017). I think I started playing again because I assumed almost no one was playing 1st edition anymore, so we would be very unusual in that regard, and reliving an era almost no one was reliving. Obviously, I had no idea that that Old School Renaissance had been going on for many years.

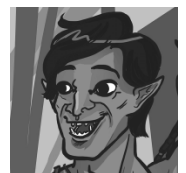


### QUESTION 3: How did the two of you meet, and how did the two of you decide to start GrogTalk?



In may 2017 I decide I wanted to play 1e so I searched the net and found meetup.com and a group called the Central Florida Grogards Guild AD&D 1e. I showed up to a game a week later when Dan was the dm. The rest is history....

I remember James joined a game I was running as part of the Central Florida AD&D Grogards Guild (Keep on the Borderlands), which I had started after coming back from Gary Con in 2017. I recall him telling me something to the effect that he would see what he thought of the group. I guess he liked us all well enough because he became a regular player. James, more than any of the members, had a strong desire to expand what the Grogards Guild was doing, including running a mini-convention. It was James's idea to do a podcast to promote Grogcon. I remember him bringing it up after a game one night. I was reluctant at first, but decided to give it a try. I was listening to old episodes of Car Talk around that time (either just before we started or shortly after), and figured it would be fun to do a show similar in tone to Click and Clack's. I'm not sure if we've succeeded, but if we're even a fourth as entertaining as them, I'm satisfied. (The name "Grogtalk" was a play on "Car Talk.")



# Gnome Realms™ — Appendix J: Field Guide to Burrowing Mammals

Yellowcap & Biglee Nutbrown

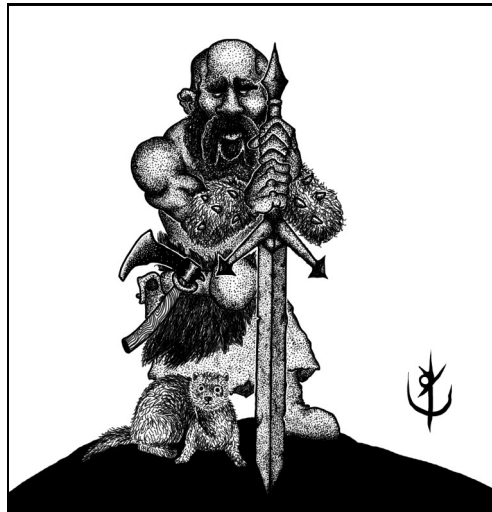
The Gnome Realms contain many amazing and fantastical supernatural creatures, monsters, races, and beings, but few have fixated the imagination and curiosity quite like a group of rather ordinary animals described as "burrowing mammals." The Gnome's special affinity with these creatures first appears in AD&D Monster Manual (1977) under the description of the Gnome (page 46). Gnomes are here described as being able to "speak with burrowing mammals." This language, while descriptive, is not definitive, though another passage in the same entry lists animals often associated with gnome "lair": badgers, "giant" badgers, and wolverines (each of which has its own entry in the Monster Manual). Of the three animals listed, only two (as we shall see) can be described as "burrowing mammals".

Gnomes appear as a playable PC race in the AD&D Player's Handbook (1978). On page 16, the gnome PC starts play with numerous linguistic talents, including the ability to "communicate with any burrowing mammal (such as moles, badgers, ground squirrels, etc.)." This partial list gives a good idea of the sorts of animals Gary Gygax intended this PC race to have the ability to communicate with.

## What are Burrowing Mammals?

A mammal is defined as a warm-blooded vertebrate animal of a class that is distinguished by the possession of hair or fur, the secretion of milk by females for the nourishment of the young, and (typically) the birth of live young. This class of animal includes marsupials, but excludes all reptiles, birds, fish, insects, etc.

Most mammals have the ability to dig holes with their claws, and many may scratch out or widen existing depressions to shelter within; bears, for example, dig out simple dens for hibernation and care of their young. However, gnomes are only able to communicate with those mammals which create more elaborate near-or-underground passages, chambers, and semi-permanent dwellings for themselves, and who spend a considerable amount of their time under the ground. Biologists describe these animals as "fossorial" (from Latin fossor, meaning "digger"), meaning an animal adapted to digging and which lives primarily, but not solely, underground.



*Nibbles, with gnome companion.*

It should be stated explicitly that the term "burrowing mammals" should only apply to those creatures with what is described as "animal" intelligence within AD&D; gnomes are not granted the ability to speak with other mammalian burrowing creatures or races (such as themselves) that inhabit their world unless they learn the language of such creatures individually. However gnomes are able to communicate with giant versions of burrowing mammals they encounter, as long as they have an "animal" intelligence.

The burrowing mammals presented in this field guide are representative of the various types of normal animals, but are not an exhaustive list of all such species and subspecies. There are dozens of varieties of ground squirrels, for example; but for the purposes of the Gnome Realms they are all considered to be similar enough in size and behavior to one another to be considered the same.

## Do Burrowing Mammals Carry Diseases?

Both rats and giant rats notoriously present a significant threat of a serious disease that can be transmitted through their bite, but not all burrowing mammals are similarly so infectious. Many animals infected by rabies can pass the disease through their bite, so care should be taken to observe any badgers, foxes, mongooses, etc., for signs of this malady before interacting with them. Entirely herbivorous mammals pose little danger.

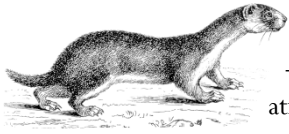
A gnome in close contact with a burrowing mammal for any extended period of time (approximately one hour or more) has a 15% chance of becoming infested with a MILD (1-7) or SEVERE (8) parasitic infestation to their skin or hair. Note that this contact must consist of frequent skin-to-fur touching and is unlikely to occur during a casual communication. A burrowing mammal that is properly groomed poses no threat in this area, however, but such grooming requires assistance of a gnome or other interested party, or the regular use of a cure disease spell.

## Encountering Burrowing Mammals in Wilderness Areas

Encounters with normal animals are routine and rarely noted in the course of an adventure. Some types of fossorial mammals, however, are regular challenges for players, such as badgers, giant

rats, etc. Gnomes who stumble upon these creatures in the course of their adventures may attempt to parley as they normally would with any other sorts of monsters they run in to.

It is likely, however, that a gnome PC may wish to communicate with some nearby burrowing mammal in the course of an overland adventure as a way of garnering advantage during play. A character has a chance equal to their charisma attribute on a d30 to attract the attention of some sort of burrowing mammal in their immediate area; roll the indicated die, and a result less-than-or-equal-to the character's charisma attribute indicates success. Such an attempt will take 1d6 turns and may not be attempted more than once per day within any particular area. During the attempt, the gnome must stay relatively motionless (other than those movements necessary to communicate) and take no threatening actions. Upon success, a single burrowing animal will approach the gnome closely, coming within melee range to parley. A failed attempt will always become apparent to a player after one hour.



The DM may adjust the chance of success upwards or downwards dependent upon the prevailing situation. An attempt made in a blasted waste devoid of all life will surely fail, while an attempt made in a gopher-infested potato field is likely to succeed. As noted, however, burrowing mammals are present in most locations and a DM should allow an attempt to be made under normal circumstances.

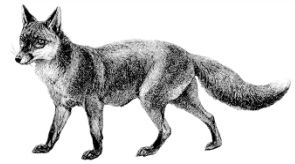
*Example: Ruby Twinkletoes wishes to find out if there is anything strange about a nearby ruined building. She goes into an adjacent field and begins to call out to any burrowing mammals that may be around. Ruby has a 13 Charisma; the DM rolls a d30 and gets a 9. A success! A burrowing mammal has noticed her and is willing to come forward to interact.*

Why An Animal Wanders	
1	Animal is lost
2	Animal is seeking a mate
3	Animal is searching for new sources of food/water
4	Animal has been ejected from his burrow by rivals/enemies.
5	Animal is curious about its surroundings
6	Animal is investigating a predator/rival
7	Animal is sick
8	Animal is lonely
9	Animal is searching for a lost family member
10	Animal is scouting a new area to build a burrow

90% of all burrowing mammals will be encountered "in their lair," i.e. within their foraging areas adjacent to their burrows. Here they will be hunting for food, guarding their homes, patrolling their territory, enjoying the air, etc., and be confident in their ability to avoid danger, as they are intimately familiar with all sources of nearby cover and means of escape.

Those found outside this area will be on some business or other and be under increased stress because they are out of their home territory. They are in an unfamiliar area and so will be especially cautious when interacting with any talkative gnomes. Consult the following chart to determine why the animal is outside its home area.

Burrowing mammals may be found in all terrain types and in every ecological niche. Ideally, a DM should determine the distribution of each species and subspecies of animal extent within any particular location, including population numbers, food-sources, locations of permanent and temporary burrows the mapping of burrow entrances and exits; and adjusting this distribution based on elevation, seasonal variations in rainfall, ground-cover, predation, and illness. Having determined these factors, a DM should then create individual charts for nocturnal, diurnal, and crepuscular burrowing mammals that may be encountered within the locale at any particular time of day.



This may pose a substantial challenge to DMs who may not have the time or resources to create the detailed charts necessary to fully populate the rich ecology of the Gnome Realm. In this case, use the following charts to determine what burrowing mammal is encountered. (These charts consist solely of "normal" animals that might be found in an average setting; "giant" animal versions should be included in the OUTDOOR RANDOM MONSTER ENCOUNTER TABLES for each locale.)

At this point, it remains to select what sort of fossorial mammal has been encountered. Assuming the type of animal is not pre-determined, use the following method: Roll a d30 on the proper climate/terrain table listed at the end of this article. If the indicated animal is not usually active during the current time of day, reroll; if the same animal is again rolled, use the animal indicated.

### Burrowing Mammals in Inhabited Areas

Settled areas with tilled fields, crops, and food storage, are irresistible to wild burrowing mammals, who will take every opportunity to take advantage of such a rich and safe environment. Unless diligent attention is paid, 95% of all farm fields, orchards, pastures, gardens, lawns, barns, and storehouses will be infiltrated by burrowing mammals to one degree or another. Pens for poultry will be predated upon by carnivores; silos of grain become homes to generations of rats and mice; vegetable fields will be infested with gophers; pastures riddled with rabbit holes.

Gnomes have a 100% chance of attracting the attention of a

burrowing mammal under these circumstances, though the DM must take care to ensure that the type of animal found is of the common sorts of pests which agricultural lands are prone to. Of course, a Reaction Roll is still required to establish good relations with any denizen (see below).

Burrowing Mammals / Agricultural Pests	
1-2	Chipmunk (Diurnal)
3	Fox (Nocturnal)
4-7	Gopher (Diurnal)
8-11	Ground Squirrels (Diurnal)
12-13	Hamster (Nocturnal)
14-15	Mole (Nocturnal)
16-20	Mouse (Nocturnal)
21-25	Rabbit (Crepuscular)
26-30	Rat (Nocturnal)

### Communicating with Burrowing Mammals

Gnomes have the innate ability to "communicate with any burrowing mammal." This communication is not chiefly verbal, but includes gesture, expression, eye movements, posture, scent, touch, etc., the whole of which acts as a means of exchanging simple ideas and concepts. Burrowing mammals are animals, and thus have no language to learn, but like all animals, possess the capability to communicate with their own kind within a limited scope. Different species of burrowing mammals are unlikely to be able to communicate with each other; only gnomes possess the intelligence and native skill to cross the gulf of understanding between such very different creatures.

Ideally, the DM and the player would act out any and all communications between a gnome and an animal, miming their movements and squeaking at one another. This superior form of role-playing, however, does not lend itself to the easy exchange of information at the gaming table and may be unattainable except at the highest levels of the art. The DM may find it easier to simply communicate normally with their player, with the understanding that within the Gnome Realms quite a different sort of interaction is taking place.

Once a burrowing mammal has been encountered, it remains to be seen if a gnome makes a good impression upon it. A normal Reaction Roll is made, modified by a gnome's charisma reaction adjustment (if any) and any of the following circumstances:

Reaction	Questions Answered	Behavioral Notes
<b>Violently hostile</b>	1d4+1	<i>animal prevaricates</i>
<b>Hostile</b>	0	<i>immediate flight</i>
<b>Uncertain / negative</b>	1d4-1	<i>evasive answers</i>
<b>Neutral</b>	1d4	<i>truthful answers</i>
<b>Uncertain / positive</b>	1d4+1	<i>truthful answers with some elaboration</i>
<b>Friendly</b>	1d4+2	<i>elaborate truthful answers</i>
<b>Enthusiastically Friendly</b>	1d6+3	<i>truthful answers with volunteered information</i>

### Burrowing Mammal Reaction Modifiers

- 5% for each non-gnome character within 10 yards
- +20% if offered food of a favored type
- 20% if encountered outside animal's normal foraging area
- 10% if encountered outside animal's normal activity time

Burrowing mammals of all sorts may be expected to have a good idea what lies within their forage ranges, including food and water sources, rivals, allies, predators, dangers, unusual or interesting terrain features, buildings, caves, etc., and how these will relate to a gnome interlocutor. For example, while a mouse would certainly consider a nearby cat a grave threat, the mouse would also understand that a gnome is unlikely to view the cat with the same amount of dread.

An animal will limit its conversation to the topics that are of interest to it, though many are curious about news and appreciate information from outside their forage ranges. Conversation with an unknown burrowing animal is entirely transactional; even a friendly animal expects a reward of some sort for every answer it gives, including partial or incorrect ones. This reward may consist of food, news, the satisfaction of curiosity, etc.; however, it is unlikely to consider information outside its ken to be a satisfactory reward. The use of threats and/or coercion will immediately end a conversation, leading to a flight-or-fight response.

In any event, a burrowing mammal will spend no more than approximately 10 minutes conversing with a gnome, unless some sort of bargain can be made or a common goal identified, in which case the association may be of longer duration. Within this time, the animal will answer a number of questions before going about its business, the number dependent upon the result of its reaction roll to the gnome (see below).

Even the most friendly and well-intentioned burrowing mammals may only give information that they possess. They are most likely to know things about the immediate surroundings within their forage areas (which can sometimes be quite small); their chance to

know the answer to a question halves for each increment of their forage area away from their home. All animals have a base 90% chance to know the answer to a question within their forage area;

45% immediately outside their forage area; 23% in the band



outside that, etc. Social animals, with their extended networks of friends and relatives, gain a +10% bonus on all rolls.

*Example: Ruby Twinkletoes has succeeded in making a terrific impression on a friendly gerbil, who has stopped to chat for a while and exchange gossip. The gerbil has a forage range within 2 miles of her home, and so has a 90% chance to know the answers to questions within this range. If Ruby asks about something 2-4 miles away from the gerbil's home, her chance to answer drops to 45%. Because gerbils are solitary creatures, they do not get news often and thus may not add a +10% bonus to either of these rolls. Note that a gerbil has a lifespan of 2 years; as a representative adult of her species, the gerbil may not answer any question concerning events that occurred longer ago than approximately 12 months, so Ruby's curiosity about the history of the nearby ruins cannot be answered.*

As noted, a burrowing mammal will expect a reward for answering each question, and if a reward is not promptly forthcoming, the interview immediately ends. An animal who does not know the answer to a question is 75% likely to admit they do not know the answer, and 25% likely to prevaricate in hopes of receiving a reward.



Please note that an animal's foraging area may not extend equally in all directions and may be limited by their behavior and geography. For example, otters may have an extensive knowledge of the marshy areas

around their river, including creatures who come to drink from other environments, but have no knowledge concerning a nearby hilltop forest, as their lifestyle would not induce them to visit it. Moles will have minute information concerning their underground burrows and the sorts of creatures in the soil, but know little about the area above the turf.

Also note that social animals are more likely to communicate with others of their kind from outside their immediate foraging area, and are more likely to have heard rumors about conditions one, two, or even three ranges distant. Conversely, unsocial animals are less likely to know about things farther away.

### Burrowing Mammals Under Domination or Control

Animals of any sort may find themselves under the domination or control of another creature. For example, vampires and wererats are both reputed to be able to summon and control rats of various sizes and compel their obedience. A gnome's ability to communicate with such an unfortunate creature is severely limited; their will dominated by that of another, the poor creature will prove to be an unsatisfactory conversationalist.

Normal burrowing mammals who are befriended by another, however, may be communicated with freely. Their close association with a member of a different species makes them open to conversation with most gnomes. Familiars are excluded from this, however; the special relationship that exists between a magic user and their animal friend precludes a gnome's ability to communicate -- except with the explicit permission of the magic user.

### Personalities and Habits of Burrowing Mammals

Each sort of burrowing animal encountered may be considered to be a representative, healthy adult member of its species; consult the individual entries for each animal (below) for details. However, any individual may differ somewhat in its behavior and outlook, and the DM is encouraged to consult the section PERSONAE OF NON-PLAYER CHARACTERS (DMG pg 100) to ascertain any deviancy from the norm. It is recommended that DMs determine these traits for any important NPC burrowing mammals that may enter their campaign, such as those subject to the first level Druid spell *Animal Friendship*.

Please note that many animals have very short life spans, and their personal knowledge will generally be of recent vintage. While a burrowing mammal may certainly be aware of a nest of kobolds who infest a nearby ruin, they are unlikely to have any knowledge of the ruin's history or prior inhabitants. Longer-lived animals will remember correspondingly more than short-lived ones.

What follows is by no means a complete listing of all burrowing mammals, nor is it to be considered a definitive description of those included. Instead, this listing merely serves as introductory sketches. The DM is encouraged to research each of these animals in great detail so as to better present their behaviors as accurately as possible.

**Aardvarks** are nocturnal, solitary insectivores who inhabit hot dry areas. They feed almost exclusively on ants and termites. Forage Area: 3 mile radius. Lifespan: 20 years. Personality: Contemplative.

**Badgers** are nocturnal, solitary omnivores who may be found in most temperate areas. Forage Area: 4 mile radius. Lifespan: 10 years. Personality: Grouchy. Chance of rabies: 2%.

**Chipmunks** are diurnal, social, striped rodents who may be found in most temperate areas. Their diet consists of seeds, nuts and fruit, but they also eat worms, insects and amphibians. Forage Area: 0.5 mile radius. Lifespan: 5 years. Personality: Contrarian.

*(Continued on page 27)*

## Episodes of Total Madness: The GrogTalk Episode Guide!

David Thomson

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- Episode 4: The Adventure Continues and Exploration
- Episode 5: The Adventure Concludes and Encounters in AD&D
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- Episode 49: Allen Hammack is our Special Guest
- Special: AD&D Live Play with Dan and James (and DM commentary)
- Episode 50: St Patrick's Day – special guest Dave Whiteland (who is not Irish)
- Episode 51: The Episode That Shall Not Be Named!
- Special: How to Live Stream your game with Vic Dorso
- Episode 52: Interview with Jim Ward
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# Humanoids, Ranked



Humanoids are the vaguely-human-shaped bad guys that inhabit most low-level D&D campaigns. While early on they pose a ubiquitous and deadly existential threat to lawful realms everywhere, once characters reach about 6th level, they tend to disappear entirely and pose no further danger. The reasons for this are not entirely understood. Anyway, here are humanoids, ranked.

**Gibberlings** - These 1HD creatures are from the Fiend Folio, which in itself almost guarantees their placement in the lowest ranks of humanoids. They basically make a lot of noise and scare your hirelings. Gibberlings are essentially orcs without any of the culture, charm or nuance. #9

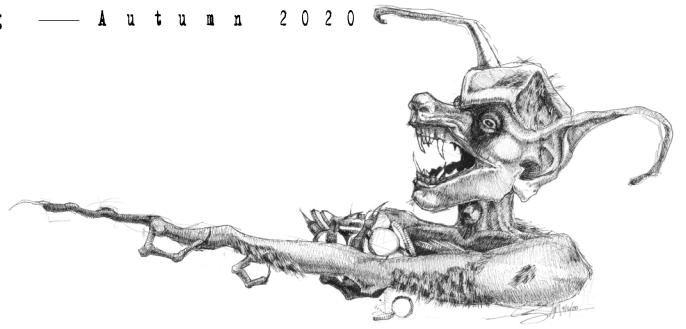
**Norkers** - You knew this one was next. Norkers are slightly-harder-to-hit hobgoblins with a severe overbite. You will encounter these guys if your DM has been too free with the magic swords and wants you to miss once in a while. Otherwise, have you heard of hobgoblins? #8

**Kobolds** - They've gotten a bunch of face-lifts over the years, turning from dinky dog-faced pony-soldiers into crafty trap-happy dragon-jerks, but these little dudes are only good for maybe the first encounter of the first adventure. Yes, I've heard of "Tucker's Kobolds", but that's more of a testimony to Tucker, not the kobolds. At least they aren't from Fiend Folio, which raises them to seventh place.

**Hobgoblins**- These guys have been around for a long while, and make good generals for lesser humanoid armies. They'll offer a challenge to lower-level characters, and I've seen a lot of people play hobgoblins as super-competent soldiers. They're like orcs that lift. #6

**Bugbears** - The heavyweights of the humanoid ranks, these will be found in the armies of the most powerful BBEGs out there, but aren't as common or numerous as some of the other humanoids. They move quickly and stealthily and surprise on 1-3. Plus, they have soft, soft fur and give great backrubs. Ok, that last part may not be canon. Still, Bugbears are pretty cool. #5

**Goblins** - They aren't tough and they aren't super smart,

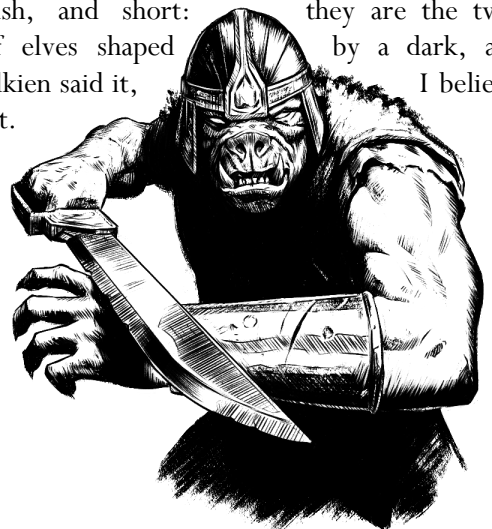


but they try so hard you guys! Goblins ride wargs and that makes them mighty, and when they charge they pose a threat to non-mounted PCs. And they are less-than-one-hit-die creatures, so fighters can have fun whacking away at them, but they aren't as squishy as kobolds and might stick around a while, especially in numbers. Plus, goblins straight-up tried to eat Bilbo Baggins, so that makes them bad-asses. #4

**Gnolls** - A good, dependable heavy that you can throw at players at just about any level. They look like hyenas and they keep them as pets, which makes them OK in my book. Plus, they are famously beloved of demon lord Yeenoghu (whose name, for the record, is pronounced "You-Know-Who".) #3

**Flinds** - Ok, I was hating on it earlier, but Flinds are the best monster in Fiend Folio and it isn't even close. (Fight me!) They are like your cool older cousin who just got out of juvie and is staying at your house for the summer before he goes into the army. They're big and tough and gnolls think they're awesome, and they are proficient with friggin' nun-chucks! Yes, nun-chucks, look it up. If Adam Baldwin was a humanoid, he'd be a Flind. #2

**#1 - Orcs** - How can you not love orcs, the humanoid with the oldest pedigree in all RPGs? They are the Platonic ideal of D&D monster, sitting at 1HD with their ugly pig-faces and flooding the zone with their fecundity. Without orcs, how could we have half-orcs? Orcs aren't just nasty, brutish, and short: they are the twisted remnants of elves shaped by a dark, angry, evil god! Tolkien said it, I believe it, that settles it.



## BANDITS BETWEEN THE VILLAGES

An adventure for 4-6 Characters Levels 1-4

Written by Bryan Larch

Cartography by Adrian Sanchez

**THE HOOK:** The long 15 mile east/west road that runs between Village Phileon in the east and Three-Hills Village in the west has been plagued with a surge of bandit raids along the road that connects the two villages. These two remote villages sit well to the south of the county seat and rarely have any interference from the agents of the Kingdom except during the one week of the year for tax collection. Our adventurers find themselves at one of these villages (**DM's choice**). Phileon is larger and wealthier due to the bustling river port (**some minor magic items available**). Three-Hills Village is a simple farming community, mostly livestock and grains (**no magic items available**). At Village Phileon, a wealthy village merchant will pay 75gp each (**will go as high as 100gp each**) to any adventurers brave enough to escort his shipment of common wares to Three-Hills Village and eliminate the bandits. If at Three-Hills Village, the elders will pay everyone 10gp each willing to eliminate the bandits. Both employers tell the adventurers to keep any/all treasure as a bonus for their efforts.

**ON THE ROAD:** Along the road about six miles east of Three-Hills Village, two or more Party members will notice smoke rising from the north and soon discover the hidden trail the bandits use on the north side of the road.

DM Only: Roll for a Random Encounter at least once before reaching the trail head. Random Encounters: (d4) **1. Zombies (4):** AC: 8 HD: 2 HP: 8 each Damage: (1d8) [XP 65 each] **2. Giant Spider (2):** AC: 4 HD: 3+3 HP: 15 each Damage: Bite (1d8) +poison (save or die) and webs [XP 420 each] **3. Orc (8):** AC: 6 HD: 1 HP: 6 each Damage: Hand axe Short bow (12 arrows each) [XP 15 each] Treasure: 96gp **4. Skeletons (6):** AC: 7 HD: 1 HP: 6 each Damage: short swords [XP 65 each]

**1) THE CLEARING AND THE TOWERS:** This large clearing has several features of note. There are two 15' high guard towers, a large burning campfire ringed with stones, three intact carts (with common supplies, wares, and fresh food), and a path to the northeast leading into the forest. This path leads to a narrow downward sloping canyon (Dead End Canyon) that eventually opens into a larger clearing laid out before a very tall cliff face.

DM Only: What they do not see is the archer in each tower and the war dog tied to the bottom of the eastern tower with a quick release lead. There is a 25% chance for each archer and the dog to be asleep. **Archers (Half-Orc Bandits):** AC: 8 (7 due to partial cover) HD: up to 1 HP: 4 each Damage: Longbow (1d6) 12 arrows each and club. Each has a horn and will signal (three short blasts) start of 2<sup>nd</sup> round. This will alert 4 nearby Bandits that will arrive in (1d4+1) rounds Nearby Bandits have the same stats but have sling w/stones instead of bow. XP: 15 each. Treasure: 25sp each. **War Dog:** AC: 6 HD: 2+2 HP: 12 Damage: Bite (2d4). XP: 65 Treasure: None

**2) THE CAMPGROUND AND CAVE ENTRANCE:** This even larger clearing is laid out before a very high cliff face. There is a long, steep, narrow, rough-hewn set of natural stairs on the western face of the cliff that leads up to the ledge high above. This clearing is bustling with activity. The Party will see more than a dozen half-orc bandits (roll 2d4 and add to 12 for total) all wearing leather armor, armed with clubs, daggers, and slings w/stones, engaged in various activities (training, cooking, eating, gambling). There are several tents to the west, a firepit to the north, a set of natural/rough hewn stairs opposite the path leading 12' to a cave entrance, and several humans chained to the eastern side of the stairs [6 females (4 adults, 2 children), 3 males (1 adult, 2 children)]. Once engaged by the Party, 8 Bandits will head toward the cave entrance. Two will stop and guard the humans and the other 6 will go into the cave.

DM Only: **Bandits:** AC: 8 HD: up to 1 HP: 4 each Damage: See weapons above. XP: 15 each Treasure: 2gp each. If Bandits feel they are going to be defeated, they will attempt to slay the chained humans yelling "For Mordechai and Nelzic". Freeing the humans that survive will yield 100xp for each, if Party renders aid (food, water, medical attention) to the humans, add 350xp.

**3) INSIDE THE CAVE:** Narrow-curved passage into a large cavern. There are torches spread out along the passageway and several more within the cavern. Near the entrance is a huge pile of rubble. There are three large and very thick rock columns spread out running north to south, and an opening on the southwest wall.

DM Only: 5 Bandits are hidden within. **Bandits:** AC: 8 HD: up to 1 HP: 4 each. Damage: see weapons above. XP: 15 each Treasure: 1 (10gp) gem each. Two bandits are in the rubble pile and will sneak to the entrance and block the Party's retreat once the Party is engaged with the other three (if Party member is looking at rubble, perception check w/penalty of 3 to notice them). Behind each of the rock columns a bandit is posted with sling. At the start of the second round, one more bandit with 4 War Dogs will come from the western passage and join the fight. **War Dogs:** AC: 6 HD: 2+2 HP: 10 each Damage: Bite (2d4). XP: 65 Treasure: Each dog has a collar with 5 (100gp) gems (rubies, diamonds, sapphires, emeralds). XP for Treasure: 500 for each collar recovered. XP for Treasure: 500 for each collar recovered.

35-16 ISOMETRIC





**4) CAVERN WITH THE LEDGE:** This is where the bandits keep the war dogs. There are lit torches throughout this cavern. In the center of the eastern wall is a large semi-circle ledge (a pile of many skeletal remains is on top). There are six thick and heavy chains fastened to the northern wall, and the remains of a human torso that has been ripped apart and eaten.

DM Only: There are two secret doors in this cavern. One is located where the scent of death is emanating, and the other is in the southwest "corner". Both are unlocked and not trapped. Each has a simple pressure plate mechanism that will open it. The door to the SW will lead outside to the long, steep, narrow, rough-hewn set of natural stairs on the western face of the cliff that leads up to the ledge high above. The one in the center of the western wall opens to a narrow-curved passage. As soon as it is opened, the Party is hit with a very powerful overwhelming stench of putrefaction (constitution check-success is no effect/fail is -1 to hit/damage for 3d6 rounds). This passage soon ends at a medium sized closed wooden door that is not locked nor trapped. Before this wooden door is a pile of rotting corpses, mostly orc and human.

**5) MORDECHAI AND NELZIC:** There are several torches along the walls. The Party sees a huge statue of an evil demonic looking figure on the northern wall. There is a large altar with two large burning candles, in front of the statue is a hooded human-sized figure (with back to the door and arms raised) speaking in a grotesque language, and there is a skeleton with a short sword and shield standing on either side of the altar. In the southeast corner is a huge pile of treasure.

DM Only: The figure at the altar is Mordechai. He has just finished animating 5 skeletons. This half-orc turns toward the Party and says "Welcome, you have come to pay your donation I see. Today's minimum donation is the same as every day, 1000gp or the life of one of your group. Please place your donation with the others (he motions toward the pile of treasure) or send your volunteer forward". As this is happening, the newly animated skeletons reach for spears and move forward with the other two skeletons to attack. If the Party refuses to donate, the skeletons and Nelzic (who is hiding in shadows along the southwestern wall) will attempt a backstab against the nearest Party member as the skeletons attack. **Skeletons:** AC: 7 (two w/6) HD: 1 HP: 6 each Damage: weapons (1d6). [XP 65 each]. **Mordechai: 5<sup>th</sup> level half-orc Cleric:** AC: 4 (chain/shield) HP: 29 Damage: Ft. Mace+2 [XP 700] S:10 I:10 W:15 D:13 Cn:11 Ch:9 SPELLS: 5 at 1<sup>st</sup>, 4 at 2<sup>nd</sup>, 1 at 3<sup>rd</sup> (just used animate dead). He has 2 pouches, 1 w/150gp and 1 w/75pp. [XP 275]. **Nelzic: 4<sup>th</sup> & 3<sup>rd</sup> level Thief/Cleric:** AC: 8 (leather) HP: 17 Damage: club or short sword. S:11 I:10 W:16 D:9 Cn:9 Ch:10 SPELLS: 4 at 1<sup>st</sup> 3 at 2<sup>nd</sup> [XP 110]. Treasure: 218pp, 850gp, 1220sp, 100 (50gp) gems, silver dagger+2 [XP 250], 1 magic-user scroll w/ 5 1<sup>st</sup> level spells (random rolls) [XP 100], and three potions: 1 poison (save v. poison at +2 or die), 1 potion of heroism [XP 300], and 1 potion of invisibility [XP 250]. [Combined monetary treasure is worth XP 7526]



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## Lenard Lakofka AD&D (1E) Spell Contest

### Winning Entry

By Jason “PupickDad” Jacobson & Ethan “Pupick” Jacobson

Edited & approved by Lenard Lakofka

Sun., Sept. 15, 2020

#### Thunderclap (Druid)

Level: 1

Range: special

Duration: instant

Area of Effect: 1 cloud

Components: V, S

Casting Time: 1 segment

Saving Throw: N/A

Type: Alteration/Evocation

This spell allows a druid to cause a flash of lightning and a loud, booming thunderclap to erupt from an overhead cloud. The thunderclap can be felt and rattle window panes (similar to a sonic boom), but otherwise causes no damage. There must be a cloud present overhead for this spell to cause an effect. Clever use of this spell may allow a druid to intimidate primitives, demonstrate druidic power to nonbelievers, startle livestock, convey a signal or other imagined outcomes.

#### Heat Water Reversible (Druid)

Level: 2

Range: 10'

Duration: 1 turn/level

Area of Effect: ½ cubic feet/level

Components: V, S, M

Casting Time: 1 round

Saving Throw: special

Type: Alteration

By use of this spell, the caster is able to heat water to warm, simmering, boiling or steam according to his whim. Heat water will not affect the water within a creature's body. Depending on the level of the caster, it can be used to cook, boil the water immediately around a submerged opponent, cause a water skin to explode in a cloud of steam, cause a small cauldron to boil, etc. It is especially useful in environments where fire is not possible or fuel is not available. A creature immersed in boiling water created by this spell will suffer 6d6 damage per round, ½ damage upon a successful saving throw vs. breath weapon. This spell can affect up to 6 cubic feet of water, depending on the level of the caster. The material component is a pinch of coal or charcoal dust.

The reverse, cool water, allows reducing water temperature to freezing. Thus, the caster can create a cool beverage on a hot day or a block of ice from water. Should this spell be used to create a block of ice around the head of a submerged air or water-breathing creature, it will be in danger of suffocation. When the spell's duration expires, any ice created begins to naturally melt. The material component is a pinch of camphor or a few leaves of mint.

**Premonition** (Druid)

Level: 3

Range: 0

Duration: 6 turns/level

Area of Effect: special

Components: V, S, M

Casting Time: 1 round

Saving Throw: N/A

Type: Divination

Premonition gives the caster a brief, recognizable sensation when danger is imminent. The premonition is triggered by events such as the caster is about to touch a hot pan, about to step on a snare or other trap, about to open a door with a monster waiting and ready to attack on the other side, standing under a “widow-maker” branch, etc. The caster will gain no knowledge of the nature of the danger from this spell. The premonition only signals imminent danger, not possible dangers nearby. A druid may only cast this spell on himself. The material components are a pinch of spider legs and a few tea leaves.







*Poor Hugo !A fun boat ride on a beautiful sunny day at the shore ruined when Strangle Weed rolls surprise!*

*(Parenthetical (Evil) Continued from page 5)*

unconcerned with “rights or happiness; purpose is the determinant.” He describes “neutral evil” as believing that “[n]atural forces which are meant to cull out the weak and stupid are artificially suppressed by so-called good, and the fittest are wrongfully held back, so whatever means are expedient can be used by the powerful to gain and maintain their dominance, without concern for anything.” It appears, therefore, that giant rats have a tendency toward evil not in the sense of say, enjoying torture, but in the sense that they believe they should take whatever they are able to take, even if it is a dwarf’s dinner. Rats are clever, and a dwarf has no “right” to his dinner, so if a clever rat can pinch it because the rat is more clever than the stupid dwarf, so be it.

One final comment about the giant rat’s evil tendencies. I believe this means that if a gnome seeks to strike up a conversation with a giant rat (something difficult to do because most of the time the giant rat will flee such approach), the giant rat will not be friendly. Conversely, the giant rat will not be hostile.

The giant rat will simply be out for himself or herself. Information will come at a price, typically food or treasure, thrown from a safe distance. It would seem there is a good chance the rat will lie about having useful information, if the rat has seen this trick work before. Or if given the food or treasure first, the rat might flee without providing the information. In other words, you can’t trust a giant rat.



(“Burrowing Mammals” Continued from page 17)

**Common Ferrets** are diurnal, solitary carnivores who may be found in many cold and temperate areas. Their diet consists of small rodents, amphibians, and birds. Forage Area: 2 mile radius. Lifespan: 10 years. Personality: Curious.

**Coypu** (also known as Nutria) are large, social, nocturnal, herbivorous, semi-aquatic rodents who dine primarily on river plant stems. They may be found in temperate and tropical areas with abundant water. Forage Area: 2 mile radius. Lifespan: 5 years. Personality: Pedantic.

**Foxes** are small-bodied nocturnal, social, omnivorous canids. They may be found in cold and temperate areas. Forage Area: 5 mile radius. Lifespan: 5 years. Personality: Crafty. Chance of rabies: 5%.

**Gerbils** (including sand rats and jirds) are small nocturnal, social omnivores who are found primarily in warm, dry areas. Forage Area: 2 mile radius. Lifespan: 2 years. Personality: Goofy.

**Gophers** (including pocket gophers) are small solitary, diurnal, omnivorous rodents. They are common pest to farmers and may be found in many temperate areas. Forage Area: 0.5 mile radius. Lifespan: 5 years. Personality: Greedy.

**Ground Squirrels** are small, social, diurnal omnivores who feed primarily on nuts and seeds. They may be found in many temperate climates. Forage Area: 0.5 mile radius. Lifespan: 10 years. Personality: Nervous.

**Groundhogs** (including Woodchucks and Marmots) are large, solitary, diurnal, herbivorous rodents which inhabit cold and temperate areas. Forage Area: 0.5 mile radius. Lifespan: 6 years. Personality: Sleepy.

**Hamsters** are small, nocturnal, solitary rodents with a diet that consists of seeds, grass, and even insects. They inhabit many temperate and tropical areas. Forage Area: 0.5 mile radius. Lifespan: 3 years. Personality: Cheerful.

**Jerboas** are small, long-legged, solitary, hopping, crepuscular rodents found only in dry and hot areas. They subsist primarily on plant material but add insects to their diet when available. Forage Area: 1 mile radius. Lifespan: 3 years. Personality: Angry.

**Kangaroo Rats** are small, solitary, hopping, nocturnal rodents found in temperate and warm climates, whose diet consists primarily of seeds. Forage Area: 0.5 mile radius. Lifespan: 4 years. Personality: Combative.

**Meercats** are social, diurnal insectivores found in warm and dry areas. Forage Area: 2 mile radius. Lifespan: 14 years. Personality: Humorous. Chance of rabies: 2%.

**Mice** are social, nocturnal omnivores who may be found in almost any climate and location. Forage Area: 0.5 mile radius. Lifespan: 7 years. Personality: Fastidious.

**Moles** are solitary, nocturnal insectivores who live almost the entirety of their lives under the ground. They may be found in most temperate areas. Forage Area: 0.25 mile radius. Lifespan: 6 years. Personality: Particular.

**Mongoose** are social, diurnal carnivores who live in many temperate and tropical areas. They are quick hunters and will dine on rodents, insects, amphibians, and reptiles. Forage Area: 5 mile radius. Lifespan: 20 years. Personality: Brave. Chance of rabies: 1%.

**Naked Mole Rats** are a uniquely eusocial nocturnal herbivorous rodent native to hot, dry areas. Forage Area: 0.5 mile radius. Lifespan: 30 years. Personality: Dull.

**Otters** are diurnal, social carnivores who reside near water in temperate areas, whose diets consist primarily of fish, amphibians and reptiles. Forage Area: 4 mile radius. Lifespan: 16 years. Personality: Loving. Chance of rabies: 1%.

**Prairie Dogs** are diurnal, social herbivores native to temperate plains. Forage Area: 1 mile radius. Lifespan: 5 years. Personality: Manic.

**Rabbits** are crepuscular, social herbivores found in all climates and terrain. Forage Area: 1 mile radius. Lifespan: 2 years. Personality: Fearful.

**Rats** are nocturnal, social omnivores found in all climates and terrain. Forage Area: 2 mile radius. Lifespan: 2 years. Personality: Sneaky.

**Rock Hyraxes** are small diurnal, social herbivores that may be found in any temperate or tropical area. Forage Area: 0.5 mile radius. Lifespan: 10 years. Personality: Honest.

**Shrews** are very small solitary insectivores that may be encountered at any time of day in many temperate terrains. Forage Area: 0.5 mile radius. Lifespan: 1 year. Personality: Critical.

**Voles** are small solitary omnivores sometimes found in temperate areas. Forage Area: 0.5 mile radius. Lifespan: 6 months. Personality: Impatient. Chance of rabies: 1%.

## Definitions

**Crepuscular:** mostly active during twilight hours just before or after sunrise or sunset.

**Diurnal:** mostly active during daylight hours.

**Eusocial:** showing an advanced level of social organization, in which a single female or caste produces the offspring and non-reproductive individuals cooperate in caring for the young.

**Fossorial :** an animal adapted to digging and which lives primarily, but not solely, underground.

**Nocturnal:** mostly active during night hours.

# Outdoor Burrowing Mammal Encounter Tables

**Cold Mountains**  
 1-6 Common Ferret (Diurnal)  
 7-10 Fox (Nocturnal)  
 11-20 Mouse (Nocturnal)  
 21-30 Rat (Nocturnal)



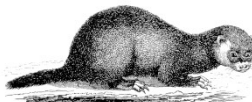
**Cold Hills and Rough Terrain**  
 1-2 Common Ferret (Diurnal)  
 3-4 Fox (Nocturnal)  
 5-6 Groundhog (Diurnal)  
 7-14 Mouse (Nocturnal)  
 15-25 Rabbit (Crepuscular)  
 26-30 Rat (Nocturnal)

**Cold Forest**  
 1-4 Common Ferret (Diurnal)  
 5-6 Fox (Nocturnal)  
 7-9 Groundhog (Diurnal)  
 10-17 Mouse (Nocturnal)  
 18-25 Rabbit (Crepuscular)  
 26-30 Rat (Nocturnal)

**Cold Swamp and Marsh**  
 1-9 Fox (Nocturnal)  
 10-18 Mouse (Nocturnal)  
 19-24 Rabbit (Crepuscular)  
 25-20 Rat (Nocturnal)

**Cold Plains and Scrub**  
 1-2 Common Ferret (Diurnal)  
 3-5 Fox (Nocturnal)  
 6-8 Groundhog (Diurnal)  
 9-15 Mouse (Nocturnal)  
 16-22 Rabbit (Crepuscular)  
 23-30 Rat (Nocturnal)

**Cold Desert**  
 1-4 Common Ferret (Diurnal)  
 3-12 Mouse (Nocturnal)  
 13-21 Rabbit (Crepuscular)  
 22-20 Rat (Nocturnal)



**Temperate Mountains**  
 1-2 Badger (Nocturnal)  
 3-7 Chipmunk (Diurnal)  
 8-10 Common Ferret (Diurnal)  
 11-13 Fox (Nocturnal)  
 14 Mole (Nocturnal)  
 15-17 Mongoose (Diurnal)

18-22 Mouse (Nocturnal)  
 23-27 Rat (Nocturnal)  
 28-30 Rock Hyrax (Diurnal)

**Temperate Hills and Rough Terrain**  
 1-2 Badger (Nocturnal)  
 3-5 Chipmunk (Diurnal)  
 6-7 Common Ferret (Diurnal)  
 8-9 Fox (Nocturnal)  
 10-11 Gopher (Diurnal)  
 12-15 Ground Squirrels (Diurnal)  
 16-17 Groundhog (Diurnal)  
 18 Kangaroo rat (Nocturnal)  
 19 Mole (Nocturnal)  
 20-21 Mongoose (Diurnal)  
 22-24 Mouse (Nocturnal)  
 25-27 Rabbit (Crepuscular)  
 28-29 Rat (Nocturnal)  
 30 Rock Hyrax (Diurnal)

**Temperate Forest**  
 1-2 Badger (Nocturnal)  
 3-5 Chipmunk (Diurnal)  
 6-7 Common Ferret (Diurnal)  
 8-9 Fox (Nocturnal)  
 10-11 Gopher (Diurnal)  
 12-13 Groundhog (Diurnal)  
 14 Mole (Nocturnal)  
 15 Mongoose (Diurnal)  
 16-18 Mouse (Nocturnal)  
 19 Otter (Diurnal)



20-23 Rabbit (Crepuscular)  
 24-26 Rat (Nocturnal)  
 27-28 Rock Hyrax (Diurnal)  
 29-30 Shrew (Any)

**Temperate Swamp and Marsh**  
 1-4 Chipmunk (Diurnal)  
 5-8 Coypu (Nocturnal)  
 9-10 Fox (Nocturnal)  
 11-13 Mouse (Nocturnal)  
 14-18 Otter (Diurnal)  
 19-24 Rabbit (Crepuscular)  
 25-27 Rat (Nocturnal)  
 28 Rock Hyrax (Diurnal)  
 29-30 Shrew (Any)

**Temperate Plains and Scrub**  
 1-2 Badger (Nocturnal)  
 3-5 Chipmunk (Diurnal)  
 6-7 Common Ferret (Diurnal)  
 8 Fox (Nocturnal)  
 9 Gopher (Diurnal)  
 10-11 Ground Squirrels (Diurnal)  
 12-13 Groundhog (Diurnal)  
 14 Hamster (Nocturnal)  
 15 Mole (Nocturnal)  
 16 Mongoose (Diurnal)  
 17-20 Mouse (Nocturnal)  
 21 Otter (Diurnal)  
 22-24 Prairie Dog (Diurnal)  
 25-26 Rabbit (Crepuscular)  
 27 Rat (Nocturnal)  
 28 Rock Hyrax (Diurnal)  
 29 Shrew (Any)  
 30 Vole (Any)



**Temperate Desert**  
 1-4 Chipmunk (Diurnal)  
 5-7 Common Ferret (Diurnal)  
 8-10 Gopher (Diurnal)  
 11-12 Hamster (Nocturnal)  
 13-14 Kangaroo rat (Nocturnal)  
 15-18 Mouse (Nocturnal)  
 19-24 Rabbit (Crepuscular)  
 25-28 Rat (Nocturnal)  
 29-30 Rock Hyrax (Diurnal)

**Tropical Mountains**  
 1-7 Mongoose (Diurnal)  
 8-18 Mouse (Nocturnal)  
 19-28 Rat (Nocturnal)  
 29-30 Rock Hyrax (Diurnal)

**Tropical Hills and Rough Terrain**  
 1-3 Gerbil (Diurnal)  
 4-6 Kangaroo rat (Nocturnal)

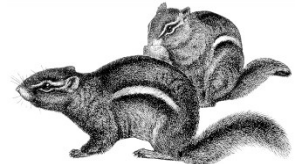
7-10 Mongoose (Diurnal)  
 11-15 Mouse (Nocturnal)  
 16-22 Rabbit (Crepuscular)  
 23-28 Rat (Nocturnal)  
 29-30 Rock Hyrax (Diurnal)

**Tropical Forest**  
 1-3 Aardvark (Nocturnal)  
 4-7 Mongoose (Diurnal)  
 8-16 Mouse (Nocturnal)  
 17-24 Rabbit (Crepuscular)  
 25-29 Rat (Nocturnal)  
 30 Rock Hyrax (Diurnal)

**Tropical Swamp and Marsh**  
 1-8 Coypu (Nocturnal)  
 9-17 Mouse (Nocturnal)  
 18-24 Rabbit (Crepuscular)  
 25-29 Rat (Nocturnal)  
 30 Rock Hyrax (Diurnal)

**Tropical Plains and Scrub**  
 1-3 Aardvark (Nocturnal)  
 4-5 Hamster (Nocturnal)  
 6-10 Meerkat (Diurnal)  
 11-12 Mongoose (Diurnal)  
 13-16 Mouse (Nocturnal)  
 17-20 Naked Mole rat (Nocturnal)  
 21-24 Rabbit (Crepuscular)  
 25-28 Rat (Nocturnal)  
 29-30 Rock Hyrax (Diurnal)

**Tropical Desert**  
 1-3 Aardvark (Nocturnal)  
 4-7 Gerbil (Diurnal)  
 8-10 Hamster (Nocturnal)  
 11-13 Jerboa (Crepuscular)  
 14-17 Kangaroo rat (Nocturnal)  
 18-20 Meerkat (Diurnal)  
 21-23 Mouse (Nocturnal)  
 24-25 Naked Mole rat (Nocturnal)  
 26-27 Rabbit (Crepuscular)  
 28-29 Rat (Nocturnal)  
 30 Rock Hyrax (Diurnal)



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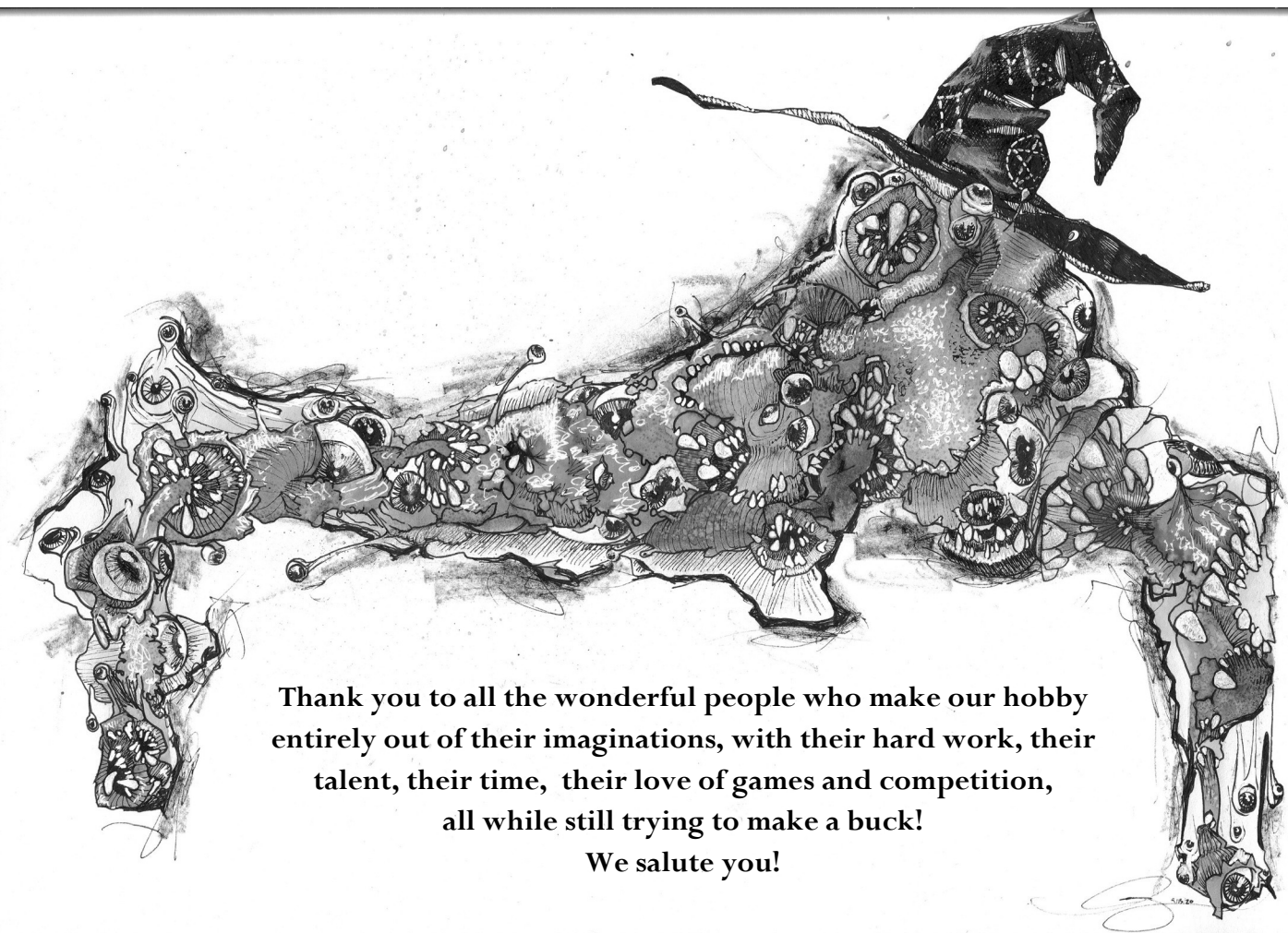
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