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FLIPPING & TURNING

Annals of the Grog Empire

Len Lakofka!
A Tale of Two Princesses!
The Demon Eye Cult!
Clerical Reformation!
Random Encounters!
& much, much more!

Winter 2020

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FLIPPING & TURNING

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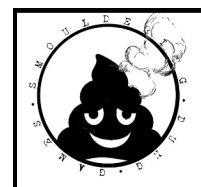
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The Wizard in the Marketplace

Welcome to the second(ish) issue of **Flipping & Turning: The Annals of the Grog Empire**, a quarterly ezine by and for fans of GROGTALK: The Official Podcast of GROGCon. It is with extreme delight that I once again offer this collection of nugatory amphigory for your diversion and edification.



In this issue, we mark the passing of **Len Lakofka**, an influential pioneer in our hobby, a creator of many of the foundational rules and modules within AD&D, a lifelong, loyal friend of E. Gary Gygax. He was a gamer to the end and died with his dice in his hand. His passing, though not unexpected, nevertheless leaves us mourning another paragon; yet, as you shall see, his legacy lives on! A **few days** before he passed away, Len did us the great honor of **submitting for publication** the article you will find within these pages! It is possible that this represents his last published work, and we are humbled to be its recipient and proud to present it here.

We have several fascinating features in this issue, including another exciting adventure, **The Demon Eye Cult** by the team of Larch and Sanchez. We review the Cleric class in several articles, including the utterances of the **Gibbering Moulder** and in a new recurring feature, **Touch of Class**. In addition, we have another meditation of **Parenthetical (Evil)** and **Rules A/F!** The Wizard's pit of **Terrible Monsters** contains offerings from several different Grog Empire members! I feel that after reading David Thompson's column you will agree that **Random Encounters are Wild!** And you won't want to miss any of the salacious details laid bare in **The Tale of Two Princesses!** There's much more, but you will have to delve for it yourselves!


There is a lot of terrific stuff going on at the GrogTalk Discord server, and if you haven't dropped by there you absolutely should do so. Games are being run and plotted there, with players all over the world; play-by-post games are starting up, and of course you can also weigh in on all manner of controversial topics of conversation of interest to the Grog Empire.

I would like to express my gratitude to all those who have worked so hard on submissions for this issue; it would not have happened without your generosity and love of the game. Thank you! And of course, we wouldn't have a platform to display this

silliness without the Implacable Determination and Virile Resolve of our Grog Emperors. Long May They Reign!

Finally, it may seem to you that this current issue is approximately 25% larger than the previous one. **THIS IS NOT AN ILLUSION!** The contents are pouring in, and it is **AMAZING**. We'd like to continue to share the voices of the Grog Empire, **INCLUDING YOURS**. This issue contains submissions from gamers **YOUNG** and **OLD** and that could include you! If you would like to help, clip out the coupon below; or, if that seems like too much work, reach out to us at editor@grogcon.com.


HELP WANTED!



Smoldering Dung Games is growing steadily, and once again we're expanding our Flipping & Turning staff. We're looking for skilled and talented people to fill pages in the **Terrible Monsters**, **Magic Emporium**, and other sections. A Contributor should be able to draw on a number of skills, including the following: a solid grounding in English and writing, a talent for proof-reading and editing, some art skills, some experience with the mechanics of publishing (layout, etc), and, of course, a familiarity with games and gaming, particularly Smoldering Dung Games games and GrogTalk.

To apply, send a resume and an introductory letter requesting our applicant's questionnaire to: Elron Baroon, Warlock — Personnel.

Smoldering Dung Games is an insignificant publisher of games and game accessories. SDG has approximately a dozen contributors and offers meager benefits; a demanding working atmosphere, a non-existent hourly wage with weekly evaluations and possible decreases, 1st level healing and curative spells at a low cost, potion purchase options, resurrection insurance, an XP-sharing training program, unpaid vacations and holidays, and more. We are seeking pliant and hard-working thralls who can shed their hit point for us, for the future (for us) is bright and exciting!



Smoldering Dung Games
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 Abyss Level 72
 Outer Planes

Parenthetical (Evil)

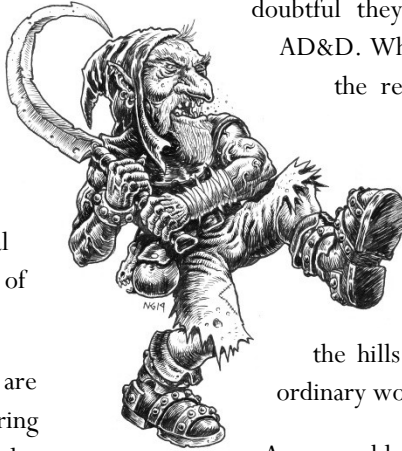
Dan Gormanski

Rumor has it that the initial installment of “Parenthetical (Evil)” was well received (F), so I’m pleased to offer the next installment. This installment features the wolverine (and the giant wolverine). That the wolverine would be an early feature of this column should come as no surprise to fans of the Grogstalk podcast—the wolverine’s connection to gnomes (not a biological connection, of course) makes it a creature of particular interest to me.

Wolverines are uncommon and giant wolverines are rare, meaning there is a 20% chance of encountering the former and an 11% chance of encountering the latter in a region or area where it might be an inhabitant. They only inhabit colder regions, so it is possible that a party of adventurers will never encounter a wolverine. On the Random Monster Encounters tables in the *Dungeon Masters Guide* (DMG) (Appendix C), they only appear on the table for sub-arctic conditions, and even then only in the forest, rough, and hills. (Interestingly, the chance of encountering a giant wolverine is the same as a chance for encountering an ordinary wolverine when in the hills.) As Gygax notes, this “is fortunate for mankind, for these animals are horrible” (MM p. 102). (“Horrible,” not “terrible.”)

So what makes wolverines “horrible”? Gygax writes that “[t]hey are vicious, hateful, destructive carnivores who kill for the sheer love of ending another creature’s life.” He even wrote in the *Dragonsfoot* forum that drow elves were as hateful as wolverines. Now it seems doubtful wolverines in the real world kill for the sheer love of ending another creature’s life, but we are not dealing with the real world, and if the MM states it, then it’s canon. This presumably is what accounts for the wolverine’s alignment of “neutral (evil),” though arguably they should be neutral evil in alignment if they kill for pleasure. If I have a player character who enjoys killing for the sheer love of ending another creature’s life, would my DM agree that my alignment could be true neutral with evil tendencies? Perhaps it is the wolverine’s semi-intelligence that prevents its alignment from being completely evil.

But just because wolverines kill for the sheer love of ending another creature’s life does not mean they are a threat to player characters. In the real world, there has apparently never been a documented story of a wolverine killing a human (and certainly not a documented story of a wolverine killing a demi-human). While wolverines in AD&D might kill for pleasure, if in the real



world they do not attack humans as a food source, it seems doubtful they should be attacking player characters in AD&D. Whatever reason they avoid attacking humans in

the real world would seem to compel them to avoid attacking players characters in AD&D.

Thus, while wolverines have been known to take down creatures much larger than themselves (including deer and moose), adventurers, even those in sub-arctic climes in the forest, rough, and the hills, likely need not fear being attacked by an ordinary wolverine.

A reasonable objection to this logic is that it is making AD&D too much like a game depicting the real world. That’s a fair criticism, and I suggest a compromise. Gygax notes that “in hunting and combat the creature is exceptionally intelligent.” Thus, let’s assume an ordinary wolverine will only attack if the wolverine believes it has a high likelihood of winning. For example, if a wounded player character, being the sole survivor of the assault on the frost giant lair, is limping back to civilization, a random encounter with a wolverine will likely turn ugly. But a wolverine (and the number appearing is only ever “one”) is not going to attack a party of six adventurers, unless cornered. The same approach can be taken with giant wolverines, though the chance of the giant wolverine attacking is slightly higher simply because being bigger (medium in size), having more hit dice, and doing more damage, the giant wolverine will have a greater chance of succeeding in a fight (particularly because of its musk). In cases of doubt, I recommend rolling an intelligence check for the wolverine. As noted, wolverines are exceptionally intelligent in hunting, so I recommend that in a close case, a roll of 15 or less on a d20 means the wolverine will not attack, a roll of 17 or higher means it will attack, and a roll of 16 results in a 50/50 chance (exceptional intelligence is a 15 or 16). Adjustments can of course be made if the wolverine is exceptionally hungry and food is scarce.

Perhaps a wolverine, even if it decides not to attack, will follow the party to see if it takes down any prey, leaving some tasty morsels behind (wolverines are scavengers). And if a party member happens to get separated from the party, the wolverine might pounce, particularly if it is hungry. If combat is going against a wolverine, however, the wolverine should withdraw (remember, it is exceptionally intelligent in combat), and if it senses it has bitten off more than it can chew, it will not hang

around. If the wolverine is winning, and a player character tries to flee, the wolverine will likely catch the poor player character. Wolverines can run at high speed over frozen snow, so the wolverine's and giant wolverine's movement rate of 12" and 15", respectively, will likely be greater than the player character's, especially if the player character is running through snow (and even more so if the player character is nauseous, retching, and losing strength and dexterity from the wolverine's musk attack).

If a wolverine or giant wolverine does engage in combat, it can be a fierce competitor, especially against a low-level player character. The wolverine has three hit dice (13.5 hit points on average) and a giant wolverine four plus four hit dice (22 hit points on average). Also, it has three attacks (claw, claw, bite), plus a musk attack. Due to its ferocity, it attacks at +4, which makes the wolverine attack like a creature with 8-9+ hit dice and a giant wolverine like a creature with almost 10 hit dice.

The wolverine's musk is equivalent to that of a skunk. Unfortunately, the MM only includes an entry for giant skunk. An entry for ordinary skunk did not appear under the MM2. This leads to confusion as to whether the ordinary wolverine and the giant wolverine each have musk equivalent to that of a giant skunk (which would seem to have been Gyax's intent at the time of writing the MM), or whether the ordinary wolverine's musk should be the same as an ordinary skunk's. I recommend the latter, as it makes more sense than the former, particularly because a giant skunk and a giant wolverine are both medium sized creatures, and an ordinary skunk and an ordinary wolverine are small sized creatures. If a wolverine does decide to attack a player character (say, some poor halfling who has fallen behind while eating second breakfast), the wolverine will likely start with a spray of musk, hopefully (for the wolverine) blinding the victim.

This brings us to perhaps the most curious matter about wolverines (or, more accurately, about gnomes). (In general, every question in AD&D should be answered with another question—"What effect does this question have on gnomes?") There is an 80% chance that a gnomes' lair will have tamed animals serving as guards, and there is a 10% chance they will be 2-8 ordinary wolverines. This means that 8% of gnome lairs are guarded by wolverines. This is curious for four reasons. First, demi-humans do not appear on the Random Monster Encounters table in the DMG for sub-arctic conditions. Roger Moore, in his excellent article "The Gnomish Point of View" in Dragon Magazine Issue #61, wrote that gnomes "prefer living in temperate climates." While not canon, this is consistent with the DMG Random Monster Encounters table. Second, wolverines

(unlike badgers, the typical guards in gnome lairs) are not burrowing mammals, and thus gnomes cannot communicate with them. Third, wolverines would not seem to tolerate a temperate climate very well. Fourth, gnomes are typically "neutral to lawful good," whereas wolverines have evil tendencies.

These four facts make the wolverine a curious choice for guards in 8% of gnome lairs, though obviously the ferocious nature of wolverines and their evil tendencies would seem to make them good at the job. While there is some evidence in the real world that wolverines can be trained, one wonders if even a trained wolverine is a particularly wise choice for guard duty in the lair. There might remain a concern that the wolverine, despite training, retains its inherent instinct to kill for pleasure (which might include its gnome handlers). Presumably, necessary precautions are taken, and they are not permitted to play with the gnome children. Gnomes who have wolverines as guards would also seem to have gone far out of their way to get them. Presumably, the gnomes would have to travel to the sub-arctic climate and then find wolverine kits (still young enough to be trained), and then snatch them from their mother in the den (a dangerous affair). Of course, there might be a trade in wolverine kits, with the gnomes simply doing the purchasing instead of the capturing. To the extent this anti-animal behavior might be inconsistent with gnomes' friendly relations with burrowing mammals is, however, a topic beyond the scope of this column.



Rules AF! - Circumstantial Heroes



had killed in Helm's Deep.

But your first encounter was not what you had in mind; one attack, most likely a miss and only an average chance to slay one creature. Perhaps it is because your character is first level. Next level though, look out Orcs! You survive those first encounters and make it to the title of Warrior and ask the Dungeon Master (DM), will I now get two attacks? Hopefully the DM smiled kindly at your innocence before responding, "look at pg 35 in the Player's Handbook". You open the great work, ready to see when your dreams will become a reality. The chart in the lower left corner is not intuitive. "What does 1/1 mean?" you ask. "One attack per round" the dm replies. "And 3/2?". "Three attacks per two rounds", is their reply. Sensing further confusion, they continue "a 7th level Fighter get three attacks every two rounds. The fighter gets one attack the first round, and then they get two attacks the second round. Something to look forward to!" they exclaim.

Yes that is right, even though your character has achieved the ranks of Swordsman, Hero, Swashbuckler, *Myrmidon*?? (Apparently it means ant-people or soldiers commanded by Achilles... Yes I had to look that up and I am **Greek**) and then Champion, your character does not get a chance to fell an additional monster a round until 13th level!

While Magic-Users can cast ice storms and Druids can call lightning from the heavens, your lowly Fighter can hit someone in plate mail about 50% of the time. Besides additional hit points, can Fighters do anything cool? You peer at the page (PH pg25) and then the last indented paragraph catches your eye.

*Note: This excludes melee combat with monsters (q.v.) of less than one hit die (d8) and non-exceptional (0 level) humans and semi-humans, i.e. all creatures with less than one eight-sided hit die. All of these creatures entitle a fighter to attack once for each of his or her experience levels (See **COMBAT**)."*

Finally! There is the what you have been looking for. A chance to wade through hordes of enemies as you hack and slash toward

When we first start playing **Dungeons and Dragons**, we envision we will get to live out the great scenes we loved in fantasy books and movies. Perhaps after looking over the available classes, you roll up a Fighter, waiting for the chance to reenact Gimli and Legolas keeping score on how many Orcs they

Sir James, The Terrible Sword of Longwood

the big bad leader in the back. A Fighter holding the rank of Champion could get seven attacks in a single round! Of course, you might have some questions on how this works. If there is one Goblin, does a Champion still get seven attacks or do they have to be surrounded by seven Goblins? If the Fighter is surrounded can they attack one Goblin multiple times or does each Goblin get one attack up to their level? What happens if an Orc is with the seven Goblins? Does that negate the additional attacks or is these special attacks in lieu of the normal attacks?

Based on my research, the only "official" response to these questions come from Dragon #137 in Sage Advice:

What happens when a fighter who is normally allowed multiple attacks in a round fights creatures with less than 1 HD? When fighting creatures with less than 1 HD, a fighter attacks a number of times per round equal to his level, his ability to make multiple attacks in other situations notwithstanding. Note that if there are more powerful creatures fighting alongside these weaker creatures, the fighter may opt to attack the more powerful creatures at his normal rate, but he may not make extra attacks against weaker creatures in the same round.

Regardless of these needling thoughts, you eagerly anticipate the chance to use this great power on the next horde of Goblins you encounter. But these are not to be found for the dungeons are now stocked with Orcs, Hobgoblins, Gnolls, Bugbears, Ogres. Every encounter you ask, "Is the creature less than one HD?" "No, no, no", the DM replies, "the party is too high level and that would be too easy". The next time in town, you walk into the market place, frustrated by the lack of ever using this great ability and think "these townfolk are zero level...."

While Dungeons Masters do not need to make encounters that allow certain players a chance to shine and use their cool abilities, it is not a bad idea. From turning the undead, to opening locks, detecting magic, tracking, and even speaking to burrowing mammals, placing these opportunities shows the party you know their characters and that their characters are meant for your world. For higher level Fighters, instead of bigger badder monsters, how about more little ones? For a 4th level group, 25 goblins versus 12 hobgoblins will make the combat feel epic and would probably take about the same time. The Goblins don't have to be mindless mobs charging to their death, they could hit and run, shoot from afar, use nets, etc. For additional challenge, you can still put a powerful enemy in the rear of these mobs. Regardless it gives the fighters in the party a chance to feel epic and save your villagers from slaughter....



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 David Thomson and Vic Dorso.



Quarter staff of the Wizard

At first glance the staff appears to be an ornately designed oaken quarter staff. It is 5' in length with a thickness between 2" and 3". A Detect Magic will immediately sense an aura of Enchantment, with some Alteration. In the hands of anyone other than a Magic-user or Illusionist, the Quarter staff is a +1 weapon. A Read Magic Spell will reveal its true nature and reveal the command to unlocking the weapon. A Magic-user (or Illusionist) is allowed to hold the weapon as part of spell casting and becomes part of any somatic requirement for a spell. The Quarter staff of the Wizard will become a +2 weapon when wielded by the spell caster and the command word is unlocked; the staff can also be used as a focus for 1st Level Spells allowing the Magic-user (or Illusionist) to increase his/her slots for 1st Level spells by 2 – the slots are effectively 'held' in the staff and if the spell caster loses the staff or is out of close proximity for a period of time (150 yards for more than a day – for example) s/he takes 1d4+1HP damage as well as losing the spells allocated to the slots (two 1st Level spells randomly chosen). XP Value: 500 GP Value: 2,500

Quill of the Playwright

This is a quill and ink set. The Quill is a fine feather from a rare and exotic bird (Roc, Griffon, Pegasus, etc), and the ink is a magical concoction. The dweomer of this magic is Alteration and Conjunction. To any Character other than a Bard or Druid, the magic does not take effect and appears to be a fine quality quill and ink. In the hands of a Bard or Druid, The Quill of the Playwright has the following effect. The user draws a creature on any surface (floor, wall, even parchment) which causes the beast to be instantly summoned, drawing the creature requires a knowledge of the beast and it must be of a non-magical sort. The creature will do the bidding of the creator and will disappear within 30 minutes. Drawing a Large creature uses two doses, a medium creature using one dose, and a small creature half-dose. A standard Quill and Ink set will contain 4 to 7 doses (d4+3). XP Value: 1,000 GP Value: 5,000

Bracers of Missile Deflection

These magic wrist or arm guards allow a character to deflect missiles as if the character was a Monk (as defined by the Players Handbook, see Monk) of the same level. Should a Monk wear this magic item, the Monk character receives a +2 to the saving throw to deflect. In addition, if the Monk wearing these passes the save by 5 points or more, any non-magical missiles (as described in the Players Handbook) can be redirected 5' per level of Monk – choosing to strike a target or even the original attacker (only using the Monk's attack matrix with no other magic or statistic adjustment) with an additional -2 'to hit' modifier. XP Value: 800 GP Value: 4,000

Ring of the Rat

Transforms the user into a rat once a day on command for one hour. Only 9 of these rings are known to exist and highly coveted by spies and assassins alike. They are so coveted that owning one is like putting a curse or target on your back. Life expectancy turns into that of a rat in other words.



Terrible Monsters

Vampire Vines

Frequency: Very Rare
 No Appearing : 1 – 4
 Armor class : 7 vines / -3 Base
 Move: 3"
 Hit Dice : 2 Vine / 10 Base
 Lair 100%
 Treasure: Nil / Incidental
 Attacks: d12
 Damage : 1-4
 Special Attacks: See Below
 Special Defense : Nil
 Magic Resistance : Nil
 Intelligence : 0
 Alignment : Neutral (Evil)
 Size : 30'
 Psionic Ability : Nil



These evil and nasty vines are native to mountainous slopes of the Abyss, though occasionally a seed is brought back to the Prime Material Plane by a unknowing individual and accidentally deposited to grow. They will not grow on anything but the most blighted craggy and forlorn rocky ground fortunately.

These 12-vined nasty plants spread out in a 30' diameter from the base which has sprouted a very deep root system into the side of the mountain.

The vines of the vampire vine have sensory organs that detect the brain waves of anyone who passes within range of it. Once it detects a creature it starts to slowly extend its thorny vines to grab hold of the trespasser. If it touches an individual, the cilia on the vine will start to numb the victim's skin with a very powerful poison. Once the poison has taken effect after a few seconds, it will stab its dart like appendage into the victim. When the victim is stabbed it will suck the blood for as long as possible from the individual. If you're sleeping and near one of these plants your odds of waking up in the morning is greatly diminished.

The Vampire Vine needs about 50 hit points of blood and it will sprout a 6' tall blood red flower from its base and release a thousand sticky seeds. These seeds will stick to just about anything and only release after getting wet.

The best way to dispose of a Vampire Vine is fire to its vines and digging out its base. If a base isn't killed it will re-grow its vines in 2 months and start attacking people once again.

Submitted by—Vic Dorso

This fascinating bit of demonic flora sparks the Wizard's imagination! What a wonderful housewarming gift a box of seeds would make to a nest of adventurers just getting started! Their exotic origins from the blasted plains of the Abyss serve to make them a sought-after inclusion in any self-respecting evil wizard's garden of dark delights. But, as we shall see, the description of this entry leaves much to be desired and clarified. Let's get to it!

The first thing the Wizard notices is that because a Vampire Vine will only grow upon "the most blighted craggy and forlorn rocky ground" it seems unlikely that an adventuring party will accidentally pitch a tent within 15' of them. The slow-moving vines are tethered to their base and can be easily avoided in their barren environment.

In the event that Hugo blunders into the range of the vines, each individual monster (of which there are 1-4 encountered) represents up-to twelve 2HD creatures, all twelve of which could presumably attack the same target. In this case there is a 99% chance that poor Hugo [Human Fighter 4th level, AC:2, HP: 22, and armed with a long sword] will be struck by at least one of the Vampire Vines, but what happens next is not clear from the text. The descriptive bit about the "very powerful" numbing poison implies that a saving throw at a substantial penalty is necessary, but for what purpose, except against a sleeping opponent? True to its name, the Vampire Vines will begin drawing blood within "a few seconds" from its victim at a rate of 1-4 HP per vine which attaches, potentially draining a slumbering Hugo dry in two rounds. Though it is not mentioned in the description, presumably, like stirges, vampire vines will stay attached, preventing retreat, until either destroyed or sated.

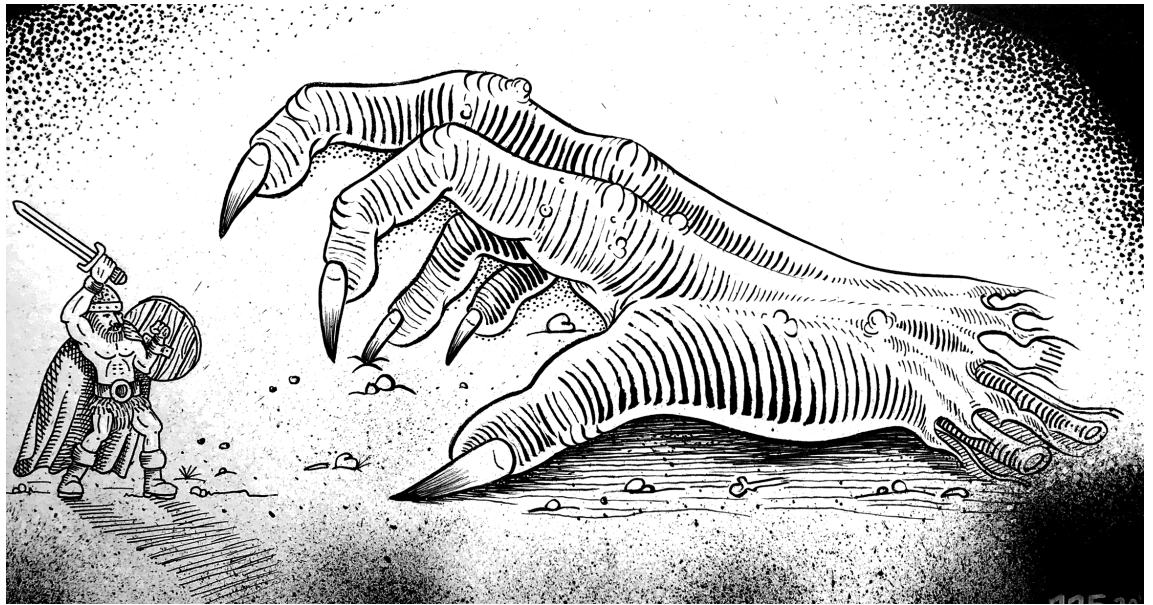
This monster poses a quite substantial threat to any adventurers who fall asleep within its reach, but a party would need to be foolish indeed to ignore the twelve vines snaking towards their brain-wave-emitting selves the moment they come within 15' of the creature. The immediate threat, once recognized, can easily be eliminated by staying out of range of the thing's thirsty cilia and pouring ranged attacks upon it. The root/base of the thing may certainly survive (especially if the characters do not know that it must be destroyed) but that's a problem for two months down the road and different bunch of foolhardy adventurers.

The Wizard likes this creature, despite the deplorable lack of XP listing, and will attempt to breed into it two features that would make it an even more formidable and dangerous bit of shrubbery: to make it difficult to spot, and come active only under moonlight.

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

Beast of the Arena

Frequency: Very rare
 No. Appearing: 1
 Size: Large (25')
 Move: 9"
 Armor Class: 4
 Hit Dice: 10
 Attacks: 1
 Damage: 2d6 or 5d6
 Special Attacks: Pinching and flicking
 Special Defenses: Regeneration
 Magic Resistance: Standard
 Lair Probability: 100%
 Intelligence: Non
 Alignment: n/a



The Beast of the Arena is a severed hand, 25' long, sickly green in color, with long, sharp, filthy nails. It is suspected to be a severed hand from a gigantic troll, as it is the color of a troll, and a digit severed in arena combat will reattach and the hand continues to move on its own (perhaps trying to find its body to reattach).

looks forward to the philosophical treatise which supports this new outlook on the cosmos.

The Wizard's Rating: **TERRIBLE**

The Beast of the Arena attacks in one of three ways (roll a d6):

- 1-2 Strikes with a nail for 2d6 damage
- 3-4 Squeezes the opponent between two fingers: 2d6 damage each round until strength check on d20 permits opponent to escape (a d20 on the to-hit roll means the victim's head has been popped; instant death)
- 5-6 Flicks opponent 30' in random direction for 5d6 damage (a d20 on the to-hit means the victim has gone straight up and impaled on one of the hand's nails; instant death).

After three rounds of combat, it gains 3 hit points per round based on regeneration. The hand's ability to regenerate even allows a detached digit to reattach.

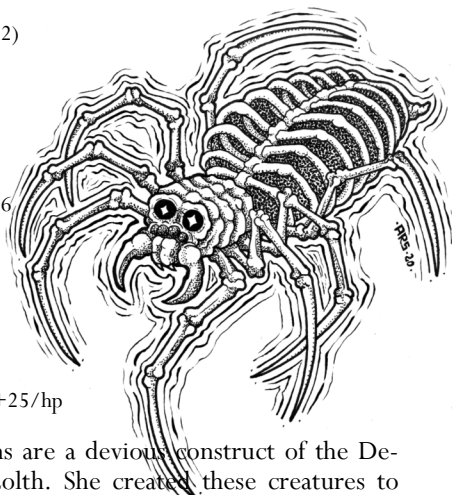
Submitted by—Dan Gormanski

The Wizard must simply shake his head at this submission, in both awe and dismay. A giant crawling disembodied hand that has a not-insignificant chance of instantly killing a PC of any level can only be the product of a truly warped imagination; it has a fairly low armor class but a good store of hit-points plus regeneration, so it's likely to survive long enough for it to get in one of its insta-kill special attacks. The randomized attack provides some interest, but when the Wizard attempted to force his Quasit to contemplate the lethality of the Beast of the Arena, it immediately went on strike.

This creature has all the hallmarks of being a bespoke monster for a very particular place in a specific dungeon; thus, its frequency should probably be listed as "Unique" instead of "Very Rare", but that is a minor quibble. The Wizard is not familiar with the "n/a" alignment and

Guardian of the Temple

Frequency: Very Rare
 No. Appearing: 1 (5% chance of 2)
 Armor Class: 1
 Movement: 18"
 Hit Dice: 8+4
 In Lair: 100%
 Treasure Type: Nil
 No. of Attacks: 3
 Damage/Attack: 3-12/3-12/2-16
 Special Attacks: See below
 Special Defenses: See below
 Magic Resistance: 35%
 Intelligence: Non to low
 Alignment: Chaotic Evil
 Size: G (12' long/20' diameter)
 Psionic Ability: Nil
 LEVEL/XP VALUE: VIII/5275+25/hp



These undead abominations are a devious construct of the Demon Queen of Spiders, Lolth. She created these creatures to protect her most sacred shrines and temples. The Guardian of the Temple appears as a gargantuan sized skeleton spider with a low intensity, dark-blue, aura-like energy field surrounding it, which illuminates a 5' radius. This energy field acts as a continuous *protection from good* spell that cannot be dispelled. All that first look upon these creatures must save vs spell or flee in panic as if affected by a *fear* spell cast at 5th level. Each Guardian will have 2 Driders (1 male, 1 female both 6th level) and 2d6 huge spiders. If the Driders are killed/destroyed, then the Guardian "the last line of defense" will emerge to defend the shrine/temple.

Each of the three attacks these creatures employ is powerful and devastating. It will first attack with its two front legs. Each of these crushing blows deliver 3d4 points of damage, and if a score of 17 or higher is rolled on a d20 for these attacks, then the victim must save vs paralyzation or be stunned for 1d4 rounds. The third attack is the vicious bite for 2d8 points of damage plus an energy drain of 1 level. Once per day, the Guardian can call down a *flame strike* spell for 6d8 points of damage or ½ damage for successful save vs spell (the Guardian is not affected by this spell).

The Guardians have a magic resistance of 35% and are immune to *sleep*, *fear*, *charm*, *hold*, and *cold-based* spells or anything that employs such effects. Fire based attacks do normal damage and holy water inflicts 2d4 points of damage. Edged weapons do ½ damage and arrows (including magic missiles) do but 1 point of damage each. These undead creatures can be turned by clerics and paladins as if they were vampires.

If a Guardian is destroyed, it will explode in a cloud of toxic dust with a 40' diameter. This toxic cloud will cause blindness with no saving throw allowed. This blindness will become permanent in 2d6 rounds unless cleansed with holy water. If clean water is used, then the blindness will be lessened to blurred vision with a -2 to hit and infravision cut to ½ distance. Also, any victim caught within the blast radius will suffocate in 1d4+1 rounds unless a successful save vs poison is made, they move from the area, or a *gust of wind spell* is cast.

Submitted by—Bryan Larch

The Wizard has never been particularly religious, looking upon himself more in the role of supply-side divinity, and so is not intimately familiar

with the many servants of the Queen of Spiders. Her Temple Guardian seems a terrifying abomination well suited to its role, and would pose a most formidable obstacle. Since spiders do not themselves have bones, it appears to be a spider created entirely from the bones of other creatures, and The Wizard is delighted to take a closer look at this fascinating monster.

*The Guardian, as an undead creature, has the normal sorts of spell effect immunities one comes to expect; but the addition of an aura of **protection from good** is a very welcome addition to any sort of wicked temple guardian! This will disaccommodate would-be do-gooder paladins and neatly nullify proxy creatures which might be summoned to take on the creature in a spell-caster's stead. Minor, but not negligible, magic resistance and a high turn target rounds out its magical defenses quite well across the board. Now to take a look at its offensive capabilities.*

*Presuming for a moment that the insignificant Hugo has somehow bypassed the Guardian's normal entourage to win into its presence, there is a 75% chance that when first clapping eyes upon this undead horror, he will immediately flee in panic. The Wizard almost considers this his best-case scenario, except that the gigantic guardian can easily overtake the mail-clad doofus and dispatch him quickly. The Guardian has more than a 90% chance of hitting Hugo with one of its three formidable attacks, averaging 8HP per round, and has a significant chance of stunning Hugo each round and, most delightfully, draining one of Hugo's few precious life levels! This does not take into account the **flame strike** which would most likely burn Hugo down to a charcoal briquette.*

Hugo, meanwhile, in the unlikely event he stands firm in the face of this supernatural horror, is only likely to strike a blow once every five rounds with his sword, which as an edged weapon is only doing half damage anyway; he must hit approximately 20 times to do enough damage to slay the beast. Even imagining a situation where he is able to finish the creature off in hand-to-hand combat, he then must contend with the inescapable blinding cloud of toxic dust which this delightful monstrosity leaves as its parting gift.

There are more features to this creature than can easily be listed in this brief review, and further study will no doubt reveal even more wonderful aspects of its murderous potential. The Wizard appreciates that a Monster Level and XP rating has been included in the listing. Overall, this creature would pose a frightening encounter for all but the most powerful of adventurers, as one would expect from a creature spawned in the Demon-Web Pits itself.

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

Bear, Corusk (*Arctodus simus*)

Frequency : Very Rare

No. Appearing: 1

Armor Class: Overall 2;
Underside 4

Move: 18"

Hit Dice: 8

Lair: 15%

Treasure Type: Nil

No. of Attacks: 3

Damage/Attack: 3-12/3-12/2-16

Special Attacks: See Below

Special Defenses: See Below

Magic Resistance: Standard

Intelligence: Semi-

Alignment: Neutral

Size: L (8' on all fours, 15' on two-legs)

Psionic Ability: Nil

Level/ X.P. Value: VI/875 + 10 per hit point



The Corusk Bear is a distant relation to the Cave Bear. Though a different species, the Corusk Bear is a savage creature that shares some similarities; the creature attacks with a claw/claw/bite; however, it can attack up to two opponents at once and the size and strength of the creature is such that if the two claw attacks hit the same target, that target is immediately knocked back d6+4 feet for an additional d6 damage. The speed and agility of the bear belies its size and weight and the creature can make a charging attack onto an opponent within 50'; when it does so, it can make a single attack of 4-24 damage (replacing the usual charge damage) and causing the knocked back effect. Its keen sense of smell allows for it to detect any hidden or invisible characters within 40' and the creature is surprised only on a 1.

The outer fur of the Corusk Bear is as strong as chain mail providing the higher AC, the skin is worth 5,000GP in specialist markets and the skin can be used to make a cloak providing a base AC4. If encountered in a lair, there is a 50% chance of 1 to 2 cubs. These cubs are the size of a small dwarf and worth 10,000gp; they cannot be trained, and their base instincts will eventually take over.

The Corusk Bear roams cold mountainous environs always on the quest for food. Though an omnivore, it prefers the taste of human flesh. The bear gains a +2 to all saves vs cold based attacks.

Description: This huge bear has fur colour ranging from brown to a rusty red; it has a shorter snout than a standard bear and the head is wider (giving it a nick name "short-face").

Submitted by—David Thomson

When the Wizard first glanced at this entry he stifled a yawn. It must be confessed that natural beasts rarely hold much interest for him. So he turned a jaundiced eye upon this creature and was surprised to find himself mildly diverted by what he saw. Bears, after all, have a reputation for savagery and this particular species has a little something extra to bring to a wilderness encounter that will surprise unwary adventurers. Let's run the numbers.

The first thing we notice is that this is a very alert, very fast beast that can easily run down a heavy war horse, with a devastating charge attack. While other species of bears hug their victims upon attacking with both their claws, this very big, fast predator knocks its prey about in a wonderfully kinetic way, throwing them 7-10 feet. (But note, not outside of melee range — this is a smarter than average bear!)

Hugo is not likely to survive an encounter against the Corusk bear unaided. The bear's tough outer fur will resist Hugo's attacks 75% of the time, such that on average Hugo will need to go toe-to-claw with it for roughly 20 combat rounds, all the while taking an average of 7 hit points consistently. Hugo will be bear food in short measure.

The Wizard likes creatures whose carcasses yield something valuable, and the Corusk Bear's furs prove a worthy prize. The mention of valuable dwarf-sized cubs is also of interest; though if, as indicated, they cannot be trained, the Wizard wonders why in the Nine Realms they would fetch such an astronomical price; for comparisons sake, the young of owlbears, griffons, and pegasus fetch only half the listed value, and they all can be trained-up into useful livestock.

The question of offspring is a minor matter, however, as the Corusk Bear possesses one very highly-valued trait: an insatiable taste for human flesh. Combined with a suggested monster level and experience values, this beast which at first blush seems staid and boring proves to be quite terrible indeed.

The Wizard's Rating: **TERRIBLE**



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, Magic Resistance is really confusing. Does a creature with magic resistance eliminate an area-of-effect spell it enters or that is cast at it? Near it? What? Where in the books does it clarify this?
Signed, Concerned Cleric"*

Dear Concerned, I appreciate this question. There have been many interpretations as to how Magic Resistance works. First, let's begin with what Magic Resistance is. The original definition actually comes from the Monster Manual and states:

[Magic Resistance] indicates the percentage chance of any spell absolutely failing in the monster's presence. It is based on the spell being cast by a magic-user of 11th level, and it must be adjusted upwards by 5% for each level below 11th or downwards for each level above 11th of the magic-user casting the spell. Thus a magic resistance of 95% means that a 10th level magic-user has no possibility of affecting the monster with a spell, while a 12th level magic-user has a 10% chance.

Like all things AD&D, the very simple becomes complex almost immediately,

Even if a spell does take effect on a magic-resistant creature, the creature is entitled to normal saving throws. Note also that the magic resistance of a creature has an effect on certain existing spells such as hold portal, where it indicates the probability of the magic resistance shattering the existing spell.

Upon investigation, the DMG remains silent on any further clarification. Oddly, the MM2 was released with clarifications:

A creature's magic resistance extends only to its immediate possessions, i.e., anything carried or worn. Area-effect spells will still function if targeted on a magic-resistant creature within their area. The creature itself might not be affected, although all others in the spell area will be subject to spell effects. A fireball, for example, may wipe out a cluster of orcs, while an agathion standing in their midst might be totally unaffected.

Eventually, we receive an answer, the Magic Resistance chance is to avoid the spell effects only for the creature with the resistance, which in turn may still enjoy a standard saving throw. For those Hold Portal and similar persistent spells, Magic Resistance reflects the chance to break the spell.

*"Dear GM, my first level cleric would like to cast a bless spell upon his comrades. The material component for this spell is some holy water, which costs 25GP. Does it use a whole vial to do this? Because that's an awfully big spend for such a low-level spell!
Signed, Awkward Acolyte"*

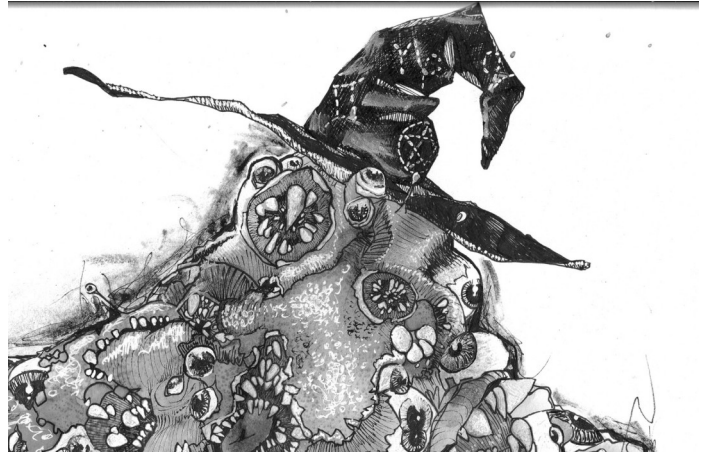
Dear Awkward, this is a very good question. The key question here is what is a vial of Holy Water, which creates a follow up question of how many 'doses' are in said vial. Holy Water is very special and it can be quite an ordeal for the Cleric creating it. Vials used for the Holy Water are not any standard piece of glass, the DMs Guide explains for Holy Water to maintain its quality and purity the vial needs to be very specific in size and quality (amounting to 5gp at least for an empty vial) and then itself is Blessed. Failure for this means the Holy Water loses all effectiveness within 1 Turn (10 minutes) - DMG pg114-115. Each Vial, therefore is made to a specific formula which equates to 4oz (DMG pg64) or about 1/4 Pint, or just under 120mL. When performing the spell Bless (or its reverse) the description does mention 'sprinkling' of the water. Whilst there appears to be no direct statement of how many uses a vial of Holy Water offers, deductions are made from the following: For a direct hit with a full vial of Holy Water the target creature (susceptible to such an attack) will take 2 to 7 HP damage or 2HP from 'a splash'. From this I would deduce that the splash is approximately 1/4 of the vial contents and therefore 1oz. As the Bless spell requires 'a sprinkling' of water, I would be certain to equate this to a splash and it too would be equal (enough) to 1oz. Therefore dear Awkward, in short the answer to your question is No, and the follow up answer is 4 uses of Bless with a single vial of Holy Water (with the appropriate damage reduction if used as a grenade against any undead critters). Now, I suggest sitting back with a splash or two of a beverage before getting back on that adventuring trail.

*“Dear Gibbering Moulder, When a Cleric turns undead, is that what they are doing during their combat round? Or is it something they can combine with an attack?
Signed, Delightfully Turning”*

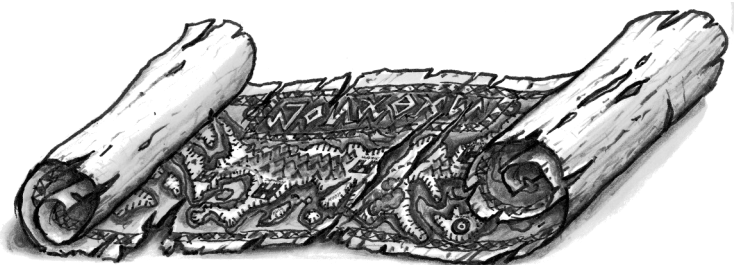
Hello Delightfully Turning, to answer this we need to have a small look at the Initiative round, specifically "D. Discharge missiles or magical device attacks or cast spells or turn undead." For those playing at home, Section D of the Initiative round starts on page 63 of the DMG; Turning is explained on page 65. Here it states: "If the cleric attempting the turning is successful against any or all types within the group of multiple forms of undead, that type or multiple types, to the maximum number indicated by the dice roll or otherwise indicated by the rules, are turned, and on the next round the cleric so successful may attempt to turn other undead of the group." Though specifically not stating that the Cleric chants and calls out for some holy divine power to smite the evil of the undead, this is the assumption as we continue: "This process may continue as long as each successive attempt is successful and the cleric lives." An important point - the Cleric needs to remain alive for the Turning to occur (of all the things Mr Gygax had to specify). The final relevant quote from the section: "Turning can occur at the same time as missile discharge, magical device attacks, and/or spell casting. It also is subject to initiative determination." The short answer to your excellent question is: Yes, when a Cleric decides to Turn undead, that does indeed qualify as his/her action for the round (and taking the place of Missile fire, Magic devices, and Spell casting), something I could have simply stated from the beginning, but some clarification was needed. Moreover, the Cleric - once starting to Turn - is unable to move or close into range as this constitutes Section E of the Initiative, and unlike spell casting, while the defensive modifiers are still in play, the Cleric is relatively stationary whilst Turning. All of this also applies to the Paladin as they are also capable of Turning at 3rd Level.

*“Dear Gibbering Moulder, If a party of adventurers ate raw troll meat and went to sleep on a dungeon floor, would they wake up several hours later in a pile? Please assume they were able to keep their dinner down.
Signed, Hungry in Hommlet”*

Hello Hungry, Let's start by looking at Trolls. The Troll is described in this appetizing way (MM, p. 97): "Troll hide is a



nauseating moss green, mottled green and gray, or putrid gray." As delicious as this sounds, people have eaten worse when pressed. The crux of your question, however, comes from the following line of text: "Regeneration repairs damage at 3 hit points per round; this regeneration includes the rebonding of severed members." This is the classic Troll ability that we all know and love, but there are very important sections before and after this, the preceding sentence is: "3 melee rounds after being damaged, a troll will begin to regenerate." The key point here being '3 rounds after...' to start with, the party would have to kill the beast and be ready to consume within 1 to 2 rounds. The very important warning that appears after the instruction is: "The loathsome members of a troll have the ability to fight on even if severed from the body; a hand can claw or strangle, the head bite, etc." Which is a way of saying as the party attempts to eat the raw Troll, the parts would begin to attack the party. This leads to the most important section of the Troll description: "To kill a troll, the monster must be burned or immersed in acid, any separate pieces being treated in the same fashion or they create a whole again in 3-18 melee rounds." Which means total destruction of the Troll's bits and pieces. The stomach acid could be considered strong enough to 'kill' the troll part currently in the stomach, but according to modern high-school Biology it takes about a minute for solid food to move from mouth to stomach, giving the Troll plenty of time to begin its regeneration process. To answer your question Hungry in Hommlet, the party wouldn't even have time to finish saying "Yuck. That doesn't taste nice at all." Before the food starts to claw itself out and the PC suffers the effects of a 'Troll in the Throat'.



Longhairs & Labyrinths

Getting Back in the Game

In early 2019, I started playing 5th edition D&D after a 25-year hiatus from RPGs, but it wasn't long before I became dissatisfied with those games. Play was focused on highly-individualized characters rather than groups, and the faint-but-unmistakable mixture of narcissism, nihilism and sadism that ran through these games made me long for the dungeons, dragons and heroes of yore.

I had started roleplaying back in 1985 with the Mentzer D&D basic set, and probably played AD&D more aggressively with the arrival of the 2nd edition in 1989, but the 1st edition was really what got the ball rolling for me back in the day.

So after my brief encounter with 5th edition last year, nostalgia and familiarity trumped reason and popularity, and within months I had decided to set up my own 1st edition AD&D campaign here in Japan! Not the easiest of tasks, you might think, but within a few days of calling for players on the Facebook group of the Kansai chapter of the Japan International Gamers Guild (JIGG) I managed to drum up six players – more than I'd ever had before!

The aim was simple: to run a series of adventures in a generic/Greyhawk setting using 1st edition rules as written. I ordered what books I could online from the DM's Guild, started reading and dreaming, and became determined to use all the various arcane rules I could, including armor modifications for weapons, weapon length and speed, segments, and weather tables.

Meanwhile, the players decided which “classic” modules they were interested in playing, and like all good adventures, this one began in a tavern – well – in a British-themed pub in Osaka, but it's much the same! This was our first “session zero” (a new concept for me), and we started looking at the rules and talking about character abilities and restrictions, lethality and of

course – that destroyer of all games – scheduling. We eventually decided on playing “**The Village of Hommlet**”.

That original group reflected the international nature of English-speaking residents of Japan. In addition to myself (I'm a British/Canadian dual citizen), we had a German, an Australian, a Bruneian, a Canadian, a Japanese-Filipino, and an American (the only woman). Today, over 18 months later, the group has shrunk and changed somewhat due to scheduling and other issues, but two of the original members remain fully active.

One thing that has changed is the rules: initially I relaxed my “rules-as-written” stance, adopted THAC0, and discarded some of the more arcane AD&D rules, as well as rules from **Unearthed Arcana** such as weapon specialization and cantrips. This was partly in response to the fact that I was shouldering the entire load of running the game as DM, while some players made little or no effort to understand the rules or even remember which modifiers to add to rolls.

Despite these efforts, issues continued to arise – often from the same player. The final sessions of Village of Hommlet were quite strained, with in-game frustrations spilling over into recriminations against the rules in general and my rulings as DM in particular. Things had soured, and I began to find running the game and managing players' issues quite stressful, so I called a meeting.

At the time, I still felt the group could be saved in its current form, and that the problem lay in the system rather than the group, so instead of house ruling 1st edition to make things flow more smoothly, I argued for converting to Swords & Wizardry Complete. The main reasons for this were that S&W scales back ability modifiers, hit dice and power creep; all the rules including monsters are covered in a single 144 page book that

is reasonably priced and freely available in PDF; and the key features of AD&D are still apparent in the OD&D-inspired rules. We are still using these rules today.

In retrospect, I feel that maybe we should have just stuck to AD&D, and simply adopted some simplified rulings from basic D&D or 2nd edition. Because, when it comes down to it, we're still playing D&D in all but name and I frequently import monsters, magic and rulings from 1st edition AD&D anyway. And, more importantly, converting to S&W did not solve the problems that the group was facing: ultimately things came to a head and the player I was having issues with became more difficult to manage than it was worth, so that I eventually took the step of asking that individual to take extended leave from the group.

I suppose what I've learnt is precisely what I should have already known: that players (and DMs) will always have issues with certain aspects of the rules in any system, and that not everyone wants to play the same kind of game – or even play nicely.

That said, I think we've all learnt something as a group, and being willing to try out different systems serves to highlight the strengths and weaknesses of those systems, which can be as fun as actually playing the game. I'm even thinking of running my next campaign with gradual system change built in – moving from the three-classes-only 1974 D&D rules, then adding the thief class, and finally switching to 1981 **Basic/Expert D&D**. I'm also interested in using **Castles & Crusades** or perhaps even 5th edition D&D in the future. Who knows? Maybe we'll return to 1st edition AD&D or that blend of AD&D and basic that many of us used to play back in the day...

For the more orthodox among you, all this may seem like the height of faithlessness. Yet there are so many options available with the D&D rules. For example, THAC0 works well and can be imported into any

iteration of D&D to replace or facilitate the existing tables, but the same is also true of “Ascending Armor Class” (AAC) and basic-to-hit modifiers. Similarly, the single saving throw of S&W, with its simple class modifiers for certain types of saves, can easily be introduced. If you're like me and find squinting at table after table of numbers hard work these days, such changes can make the world of difference.

As I write these last words, I can almost hear mutters of heresy. But bear in mind, dear reader, the following quote attributed to Gary:

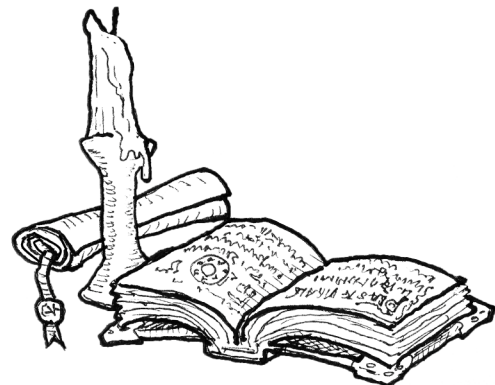
“Maybe I'm just getting too old to want to have to deal with a heap o' rules and the steaming heap o' rules lawyers who go with them.”

So I'll leave you with these questions to ponder over: how much are you willing to alter the rules, and which of original system mechanics and play style is it most important to conserve?



*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**.*



Gnome Realms™ — Gnomish Occupations

New AD&D NPC Class: The Gnome Surveyor

Yellowcap & Biglee Nutbrown

Gnome surveyors are eagerly sought-after for their superior skills at documenting, mapping, and guiding others through underground spaces. They are a sub-class of thieves, and have many of the functions of the latter as well as their own. As indicated, this class is open only to gnome characters. To become a surveyor, a character must have a minimum Intelligence of 12, a wisdom of 11 or more, and a Dexterity score of not less than 12. Surveyors do not gain any experience bonuses for having high ability scores.

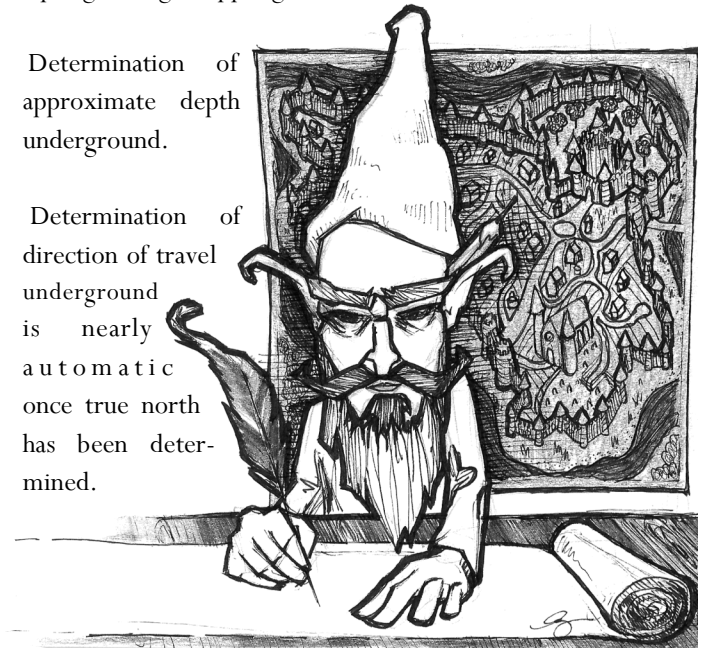
Surveyors use the same to-hit and saving throw tables as thieves, and use six-sided dice for the accumulation of hit points. Surveyors may be of any of the following alignments: lawful neutral, lawful good, neutral, neutral good. A surveyor's choice of weapon and armor are identical to that of the thief and matches them in every particular. They may not use oil, nor may they employ poison. Surveyors may use magic items that are usable by thief characters.

Gnome Surveyors are not part of a guild of thieves and thus do not naturally learn the Thieves' Cant, nor may they perform the *back stab* maneuver or utilize scrolls at high levels. Surveyors may perform any of the following thief functions: *open locks*, *move silently*, *hide in shadows*, *hear noise*, *climb walls*, *read languages*.

The primary function of surveyors is mapping, building upon a gnome's innate abilities in this area. A surveyor is an expert in perceiving and recording room layouts and arrangements, both above and below ground. A properly-equipped surveyor is able to map their progress through even the most tangled labyrinths at a pace that would baffle characters without such training. The detection of sloping passages, unsafe areas, depth underground, and direction of travel, which gnomes may usually attempt only by concentrating, are second-nature for a surveyor and are performed automatically while performing their regular mapping duties. At higher levels, a gnome who suffers some sort of disjunctive transportation (sliding down a shoot, *teleportation*, etc.) has a chance to reorient himself such that he has a rough idea of his current position relative to his former one.

Surveyor functions are detailed as follows:

- 1) Improved mapping speed over and above the normal 90' per turn that other characters may achieve. Note that a Surveyor's mapping speed will never exceed their actual rate of travel.
- 2) Detection of grade / slope in passages.
- 3) Detection of unsafe walls, ceilings or floors, including those made unsafe through the construction of trapped pits, collapsing ceilings, toppling walls, etc.
- 4) Determination of approximate depth underground.
- 5) Determination of direction of travel underground is nearly automatic once true north has been determined.
- 6) Reorientation may be attempted once after a sudden transition of location due to a natural or magical effect, such as falling down a sliding chute, being borne along by an underground river, passing through a gate, teleportation, among others. In many cases, recourse to one or more of the surveyor's other functions may also be necessary (e.g. determination of approximate depth underground). A DM may rule that reorientation is impossible in some cases.
- 7) At 2nd level, a surveyor's training makes it difficult to conceal doors and other architectural details (such as a niche or apse). Similar to an elf, a gnome surveyor has a 1 in 6 chance to notice such hidden details merely by passing within 10'; and if actively searching for them, is 50% likely to affect their discovery. Note that this ability effects only those doors, etc., which are concealed; they gain no advantage over deliberately constructed secret doors.
- 8) Beginning at 5th level, a surveyor's fame will grow such that 0-level gnomes will begin to seek him out to serve as loyal guards and assistants; such gnomes will always be of the same alignment as the character, who is responsible for their equipment, housing, and upkeep. These guards will provide faithful service to the surveyor. If any should die or otherwise



leave the surveyor's service, they may not be replaced until the surveyor achieves their next level of advancement as a surveyor; at such time additional gnomes will approach the character until the indicated number of guards is reached appropriate to the new level (see Surveyor Table II below). Note that high-level surveyors attract large followings of loyal gnomes whose presence is not always welcome in many human cities.

9) At 6th level, a surveyor may begin brewing and utilizing special inks and parchments which allow a surveyor to draw and read maps and other written materials in pitch darkness. This ink is dimly visible to infravision, as the alchemical elements within it causes warmth against the underlying parchment. Any creature with infravision will be able to utilize written materials so created by a surveyor. The materials necessary to create the ink and prepare the parchment are readily available to a surveyor who knows this secret; the cost of ink and parchment will be 200gp for 10 pieces of parchment and ink sufficient to scribe upon them.

SURVEYOR TABLE I

Experience Points	Experience Level	6-Sided Dice for Accumulated Hit Points		Level Title
		Hit Points	Level Title	
0 – 1,500	1	1		Scribe
1,501 – 3,000	2	2		Scribbler
3,001 – 6,000	3	3		Stretcher
6,001 – 12,000	4	4		Sketcher
12,001 – 25,000	5	5		Scrivener
25,001 – 50,000	6	6		Poleman
50,001 – 100,000	7	7		Bounder
100,001 – 200,000	8	8		Arpenteur
200,001 – 300,000	9	9		Assessor
300,001 – 425,000	10	10		Surveyor
425,001 – 575,000	11	10 + 2		Surveyor (11th level)
575,001 – 750,000	12	10 + 4		Surveyor (12th level)

200,000 experience points per level of experience beyond 12th.

Surveyors gain 2 h.p. per level after 10th.

SURVEYOR TABLE II

Level of the Surveyor	Mapping-Speed (feet / turn)	Detect grade / slope	Detect unsafe walls, ceilings or floors	Determine depth underground	Determine direction of travel	Reorientation	Guards
1	90	80%	70%	60%	50%	15%	0
2	100	82%	72%	65%	55%	17%	0
3	110	84%	74%	67%	60%	20%	0
4	120	86%	76%	70%	65%	25%	0
5	125	88%	80%	73%	70%	30%	1
6	130	90%	82%	75%	75%	35%	2
7	140	92%	84%	78%	80%	40%	3
8	150	94%	86%	80%	85%	45%	4
9	160	96%	88%	82%	90%	50%	6
10	170	98%	90%	85%	95%	55%	8
11	180	100%	92%	88%	97%	60%	12
12	190	105%	93%	90%	100%	65%	16
13	200	108%	94%	93%	103%	70%	20
14	210	110%	95%	95%	105%	75%	25
15	220	113%	98%	98%	108%	80%	50
16	230	115%	97%	100%	110%	85%	75
17	240	120%	98%	110%	115%	90%	100

Random Encounters Are Wild!

David Thomson

As we all know from experience, going to the local store can be fraught with dangers; but in AD&D that trip is considerably more so. At first glance, it would seem there could be a Fire Giant lurking around the street corner, or a swarm of Bugbears waiting out the front of your door. As we look through the voluminous tables regarding outdoor encounters, the first thought is ‘how dangerous is it to travel in this world?’

From looking through the Monster Manual we see that each monster description contains something called Frequency (p. 5):

FREQUENCY refers to the likelihood of a particular creature being encountered in a region or area where it might be an inhabitant. Very rare indicates a 4% chance of occurrence, rare indicates an 11% chance, uncommon indicates a 20% chance, and common indicates a 65% chance. These probabilities are considered in the encounter matrices found in **ADVANCED DUNGEONS & DRAGONS, DUNGEON MASTER’S GUIDE**.

That’s some serious handballing right there. It is very important to remember, dear reader, the DMG would not be published for two years after the Monster Manual (and most likely no one really knew what would be included in this mighty tome). In Gygax’s defense, it was probably written this way to ensure that encounter tables were made up and he could always point to the previous publication and say: “See, we’ve already said those tables will exist” and the response being: “Fine, Gary, I’m sure we can find some room at the back.”

The other reference point from the Monster Manual is regarding Number Appearing. Defined as (emphasis added by the Author):

NUMBER APPEARING indicates a good average spread. This number is furnished as a *guideline* only, and it *should be altered* to suit the circumstances particular to any adventure as the need arises. It is *not generally recommended* for use in establishing the population of dungeon levels.

What we’re looking at in this article is **Appendix C: Random Monster Encounters** (DMG pp. 174–194). Putting this into perspective, Spells and their explanations got 9 pages of attention and all of Combat received only 23 pages. Appendix C was clearly an important topic that Gygax wanted to get off his chest.

The first section of Appendix C is about dungeon encounters; a series of wandering monster tables that are broken by Character level and monster category.

This was designed so:

“When a random encounter is indicated by the periodic check, and you do not have an encounter table specially devised for the area...”

Despite the game’s reputation for TPK (total party kill) and the inherent lethality of the ruleset, Gygax clearly intends for the Dungeon Master to shade events somewhat in the player’s favor. He makes this point in the section concerning Saving Throws (DMG p. 80):

“...the player character is all -important, he or she must always — or nearly always — have a chance, no matter how small, a chance of somehow escaping what otherwise would be inevitable destruction.”



By examining the Monster Level I chart (p. 174), we can see that there is an 80% chance for a Level 1 type monster (low creatures with 20XP or less per creature); of this, almost 25% of the encounters are made up with the following monsters: Goblins, Hobgoblins, Kobolds, and Orcs. What this table implies is that Gary expected that a party of 3–5 PCs can encounter 7–12 Orcs on a ‘relatively’ even battlefield.

The above examples show that, while there is an element of danger involved in any random encounter, it was Gary’s

expectation that a careful Dungeon Master would ensure that a party of 1st Levels (3 to 5 in number) could reliably encounter challenges that are within the scope of their ability to confront them.

Thus, it is interesting how the rules change when the party leaves the dark confines of a lonely crypt and go for a stroll in a nearby wood. As the PCs move from the dungeon into the wilds, the landscape suddenly changes (pun intended!). The idea that encounters will be ‘fair and balanced’ is removed when the Players begin travelling between locations above ground. Outdoor encounters become their own mini-adventure as the DM has to imagine what a band of Ogres (are they hunting, foraging, or trading?) are doing in the hills and where did they come from.

By using the same guidelines as mentioned earlier, the listed wandering encounter charts for outdoor encounters can be used if the DM hasn’t made up any more game-specific charts/tables. So, in other (and simpler) words: 95% of the time these charts



will be used.

The danger is now the PCs are at the mercy of that randomness that is both celebrated and frowned upon by players and DMs alike.

THE CHARTS

First, let’s look at the charts. The primary factors as to what type of creature is to be encountered whilst travelling can be defined by only these two categories:

- Climate
- Habited/Patrolled or uninhabited/wilderness

The charts are broken down further by Predominate Terrain type (Plains, deserts, forest, etc.).

The question is: What are we really looking at?

To find an answer, we need to compare the two differing styles of encounter tables and their mechanics.

In the dungeon adventure (remember that the idea is: as long as the DM hasn’t created their own encounter charts), our party of 1st levels have only a 5% chance for a Level 3 type monster, on this table can produce an 11% chance for an Ogre encounter (1 to 3 Number Appearing actually). As an idea of what a Level 3 type monster is most balanced against, these monsters are most common (25% chance of occurring) against a party (3 to 5 characters) of 4th and 5th level characters.

Whilst traversing the Plains in the wilderness (Temperate/Sub Tropical climate in an Uninhabited region – just for argument’s sake), there is a flat 10% chance the same party will encounter a Lion (a Level 5 type monster). Out in the wilds, the balanced encounter chart is removed, and the monsters are encountered by Frequency. Here we have abandoned a game-design mechanic of balance and moved into (what may be treated as) a more realistic view of the wilds of the campaign world.

From a design point of view, the overhead of building a wilderness chart on a similar scale as the dungeon encounter tables would have required too many pages and also would have removed two important requirements: Challenge and variety.

Grouping the terrain types and delivering a list of monsters that are found in these climes is an amazing effort! Working out how to present the tables to include "character level" would have torn a normal human apart.

Here we remember what the DM was cautioned about in the Introduction (DMG p. 9):

“Rather than spoil such an otherwise enjoyable time, omit the wandering monsters indicated by the die. No, don’t allow the party to kill them easily or escape unnaturally, for that goes contrary to the major precepts of the game. Wandering monsters, however, are included for two reasons, as is explained in the section about them. If a party deserves to have these beasties inflicted upon them, that is another matter, but in the example above it is assumed that they are doing everything possible to travel quickly and quietly to their planned destination.”

In classic AD&D 1st Edition style, those two reasons or explanation he promised on page 9 never really eventuated, but a vague inference of wasting party time and resources is left behind. He also makes a note about swapping one monster for another, on p. 174 of the DMG, Gygax makes this point about changing the tables by including/excluding/swapping monsters:

“Be careful not to upset the probability balance.”

The wilderness encounters have been designed to be more deadly/challenging at lower levels; then as the PCs journey through their middling levels of their career (5th to 9th Levels) many outdoor encounters become irrelevant or more a time-waster (or unless something worthwhile, will be ignored with the phrase “you encountered nothing of note”).

Inside these charts the DM has been granted permission to expand or contract the Number Appearing and play with HP/HD of the creature. Example: at 1st through to 4th levels, a party encountering Orcs, may encounter up to 15 as a patrol/scouting party; at higher levels the number appearing may turn into a warband or even a full tribe on the move. (How the PCs react to the encounter is another matter entirely).

PRESENTATION MATTERS

In order to save space, the Encounter charts combine all the terrain types into a single table and the monsters are organized alphabetically (roll a 01 and the result is almost always an Ant, Giant, and 00 being a Wolf of some sort). This can make the chart look a little odd as we scan the list of monsters.

There is method in the madness and genius in the mix. The percentage chances of encounter actually take frequency into account, and after some analysis of the table, as numbers, the results do work out with Common or Uncommon creatures taking up the larger percentage values.

Always worth mentioning, the presentation of the data makes it a little odd looking. For example, the Displacer Beast appears between the entries Demi-Human and Dog, Wild. But, as we cross index the terrain types, the Displacer Beast has a 1% chance of being encountered in Temperate and Subtropical Climates in an uninhabited/wilderness area in the terrain types: Forest, Rough, Mountains, and Marsh (and are never encountered in patrolled or habited areas).

In most regions the highest percentage results are Men, <something>. In some areas there is a 60% chance of encountering anything from Men, Bandit to Men, Pilgrim.

WHAT’S A DM TO DO?

If the aforementioned 1st Level party is travelling between Point A and Point B, where they need to cross the landscape to their destination, they might need plenty of protection lest they end up Lion-food. The DM may decide that any Lion encounter could be a young/old or sickly Lion (meaning less than average HP), or in a more realistic fashion when the party notice the approaching Hill Giant or Wyvern (both about 2% chance of being encountered and at least Level 7 type monsters), running away and/or hiding may be the better option.



These encounters could also be a good hook for a later adventure: As they travel to their destination, the PCs discover a Wyvern that has taken nest nearby and is swooping travelers causing trouble – perhaps when they get to higher level, they can return to either kill or chase the Wyvern away.

For those monsters with Low or less intelligence, the Party may be able to scare the monster or negotiate their way out of trouble (if food is all the creature is after, that might be all that is required).

This all relies on the DM's prerogative and knowing what the party is able to achieve with what they have. Any spell that gets cast needs time to regain, HPs lost take days to heal, and the clock is always ticking. Assuming, of course, no character was killed during these 'random' encounters, the DM already knows how challenging the upcoming 'abandoned crypt that is a stronghold for evil' or 'the band of evil brigands that have kidnapped the princess' is going to be, and we must always keep in mind that's the real reason the PCs are out there in the first place. Being forced to abandon a quest because of an unlucky encounter with an overmatched monster generally isn't fun for anyone except the most sadistic of Dungeon Masters.

PERCEPTION IS REALITY

The AD&D 1st Edition world is dangerous and not all encounters have to end with a fight to the death nor are they always equal. For NPCs and Monsters, understanding morale is important, and the Players might only need to inflict small

damage/losses to chase away the encountered creature/s.

During these encounters the DM needs to keep in mind not only the intelligence of the creature but also its natural abilities. For example: A Lion is a skilled predator, Hill Giants are slow/drunken and clumsy, and a Wyvern is 'rather stupid', however, these creatures might not openly engage a party without strong purpose and might be satisfied with taking a horse, pony, or goat as a target of opportunity.

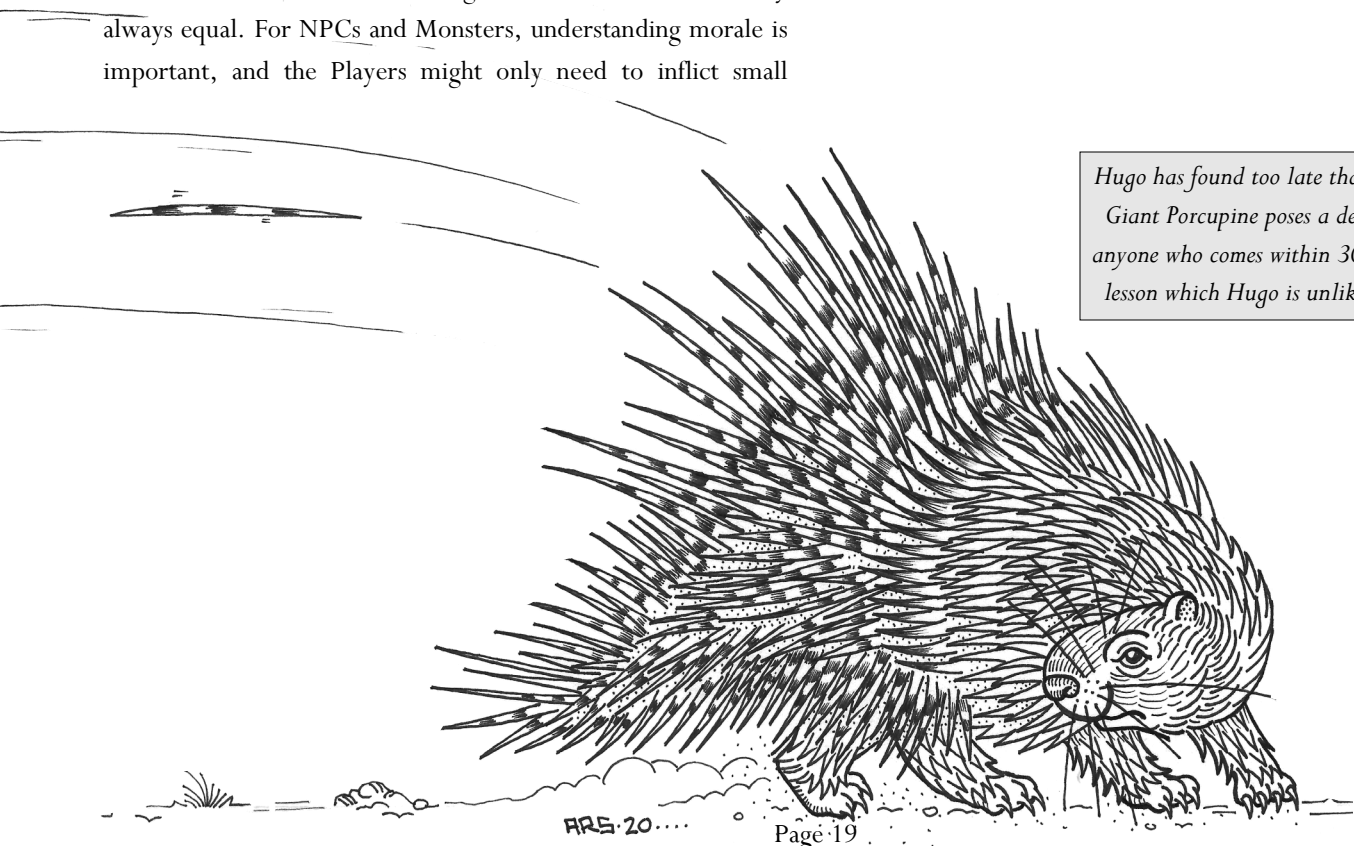
The Wilderness Encounter tables certainly make sure that travel is never dull in the AD&D world, it is also true that the tables are displayed in an odd fashion potentially generating encounters that a party of PCs will be considerably under powered to combat directly. However, all that being said, the DM is always the final word and we should remember those words of Gary Gygax highlighted earlier in this piece.

The final words, dear reader, are ones of caution:

Always be careful travelling between here and there, the path ahead is filled with all manner of encounters and challenges from lions and wyverns all the way to the occasional Ki-Rin.

Regardless of whether one travels on land by mount, carriage, on a road or path, across the water, or through the air, be safe and fare thee well.

Hugo has found too late that this adorable Giant Porcupine poses a deadly threat to anyone who comes within 30'. It is a harsh lesson which Hugo is unlikely to survive.



Vaprak the Destroyer: Revisited

Lenard Lakofka

VAPRAK “The Destroyer”

Demigod

ARMOR CLASS: 0

MOVE: 45”

HIT POINTS: 198

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-20/2-20/1-12

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Regeneration, +1 or better weapon to hit

MAGIC RESISTANCE: 50%

SIZE: L (15’ tall)

ALIGNMENT: Chaotic evil

WORSHIPPER’S ALIGN: Chaotic Evil (ogres and trolls)

SYMBOL: Taloned hand

PLANE: Abyss

CLERIC/DRUID: 10th level cleric

FIGHTER: As 16+ HD monster

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: VI

S: 25 (+7, +14) I: 18 W: 12 D: 17 C: 19 CH: -1

Ogres and Trolls worship Vaprak as a god. He leads them in battle against humans, dwarves and elves, but he also leads them versus other humanoids (orcs, goblins and hobgoblins) that prevent them from expanding their territories. Once he is in battle with his troops, he is not so much a general as he is an example of showing no mercy whatsoever. Vaprak might see one to four ogres that he is displeased with in a tribe. He will mark them with a gash on the left side of their faces. If they fail to act bravely in the next year, the tribe will behead one to four of the selected ogres.

Vaprak’s profile shows an almost berserk monster who is barely in control of himself. Yet, take a look at his statistics. Note that his Intelligence is 18. He is more than capable of thinking out what to do next; where he should deploy his troops and whom he should attack. He’s not a fool, but temper that with a wisdom of 12 which means he can make some bad choices. His followers are not bothered by his extreme ugliness. He fits right in with trolls and ogres.

Vaprak is a 10th level cleric and can give spells to his ogre and troll shamans (though their maximum level is only 3). He has spells at his disposal in battle. He could be confined to spells he has to pick ahead of time, but I think, taking his spell capacity of 4, 4, 3, 3, 2, he could pick on the spot what he wants to cast. He would still need to recover for at least a full day before being able to return to full spell capacity.

His spell list is most likely:

1st: Bless and Curse, Command, Cure Light Wounds and Cause Light Wounds, Detect Good and Detect Evil, Light and Cause Fear

2nd: Find Traps, Hold Person, Know Alignment, Resist Fire, Silence 15’ Radius and Spiritual Hammer

3rd: Animate Dead, Continual Light and Continual Darkness, Cause Blindness, Cause Disease, Dispel Magic, Glyph of Warding and Speak with Dead

4th: Cause Serious Wounds, Detect Lie, Neutralize Poison and Tongues

5th: Cause Critical Wounds, Commune, Dispel Good, Flame Strike, Plane Shift and True Seeing

With whom would Vaprak commune? I’d pick a major demon like Demogorgon. For such a commune, he’d have to pay some price agreed on by the two of them.

Vaprak fights with two giant clawing attacks inflicting 2d10 each and a d12 bite. He can fight with a battle axe and a war hammer both of which will be +1 or +2 to hit and damage. His second weapon will be at -1 to hit since his dexterity is only 17. He regenerates 7 points of damage each and every round and he fights as a 16+ HD monster. His saves are as a 16+ HD monster or a 10th level cleric, whichever is better. He can only be hit by +1 or better weapons and his magic resistance is 50%. He has 198 hit points! There will often be incidental treasure found at the melee site.

Vaprak stands 15’ tall, weighing 450 to 500 lbs. and moves at 450 feet per round walking, but can run 1200 feet per round for 12 to 16 rounds thereafter slowing down to 900 feet per round.

For further information, see [Deities & Demigods](#) by James M. Ward and Robert J. Kuntz, TSR Games, 1980.

Lenard “Leomund” Lakofka was a founder and lifelong creator of our hobby. In the Spring of 2020, he began appearing regularly on the Lord Gosumba Twitch channel where he seemed to enjoy connecting with the Greyhawk setting fan and discussing AD&D (1E). He occasionally shared his creative maps and writings with fans and ran various creative contests. My son and I were honored to win a spell-writing contest, which was published in *Flipping & Turning* #1.

I sent Lenard a copy of this issue, thinking he would like to see that his beloved AD&D was alive and well. Amazingly, he almost immediately responded by sending me a draft article submission with permission to edit it and publish it in a future issue of F&T. He approved my edit on October 21st. Two days later, he passed away.

Some of us who were fortunate enough to correspond with Lenard in his final months are working to bring more of his creations to light, but the piece you find in this issue may very well be his final creation. With the exception of movement, Vaprak’s stats match those found in *Deities & Demigods*; however, Lenard felt Vaprak’s original movement listing was **too slow**.

I cannot properly eulogize Lenard. His accomplishments and contributions are too many. Suffice it to say that those of us who have gained countless hours of enjoyment with OD&D, AD&D or the Greyhawk setting owe him our gratitude.

-Jason “PupickDad” Jacobson

Ogre, Tribal Leader

Lenard Lakofka

OGRE, TRIBAL LEADER

FREQUENCY: Very rare

NO. APPEARING: See below

ARMOR CLASS: 0

MOVE: 9"

HIT DICE: 7+d4 (80%) or 8+d4 (20%)

% IN LAIR: 40%

TREASURE TYPE: M (X10), Q, B, S in lair + see below

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-10 (+ strength bonus) or by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENCES: Nil

~~MAGIC RESISTANCE: Standard~~

INTELLIGENCE: Average

ALIGNMENT: Chaotic evil

SIZE: L (9' to 10'4" tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

S: 18/51+3d20 I: 6+d6 W: 8+d6

D: 7+d8 C: 16+d4 CH: 14+d4 (to trolls and other ogres)

Approximately 1 in 10,000-20,000 male ogres born to a tribe or clan that worships Vaprak will have special qualities. On his 15th birthday, Vaprak himself will arrive. Vaprak will lay hands on the chosen ogre and the ogre's left eye will turn red

and glow for all his tribe or clan to see and know that he is chosen. This ogre becomes the tribal leader and shamans, witchdoctors and exceptional ogres (5+d4 HD) will accept his leadership immediately. This leader's purse will swell by 4d8 p.p., 6d6 g.p. and 5d20 s.p. immediately. He will always get first choice if treasure is available to divide.

The red eye has infravision and ultravision and can detect any illusion (including improved invisibility at a range of 360'. In addition, the red eye can fire a beam of energy 3 times per 24 hours. The energy beam will cause 20+4d4 points of damage and possibly cause flammable materials to ignite. If a save vs. spell at -4 is made, the damage is 10+d4 without causing items to burn. This is considered magical fire for the purpose of the item saving throw. Cold-based creatures get no save and take double damage from the energy beam. If a second figure is very close to the primary target (6' to 8' away), the beam can damage that target as well.

This special male ogre will fight with two weapons, usually a battle axe and hammer. Those weapons will be of +1 quality (80%) or +2 quality (20%) and will be gifted to the ogre by Vaprak. Ogres all have 18/51 or better strength and get that bonus to hit and damage. Most ogres have armor class 5, some using a shield for armor class 4. The leader will also gain a Ring of Protection +2 and his shield will be +2 in quality.



The tribal leader's hit points are rolled using 4+d4 per hit die ignoring a roll of 1 or 2 on d4 (28+ 7d4 ignoring 1 or 2 (80%) or 32+8d4 ignoring 1 or 2 (20%)). He weighs between 400 lbs. and 500 lbs. Ogres speak their own language, Troll (40%), Orc (30%), Common (20%) and Stone Giant (10%). The leader will know all five languages.

The Grey Hawk Reviews...

Nick Monitto

The Tale of Two Princesses: B3 vs B3

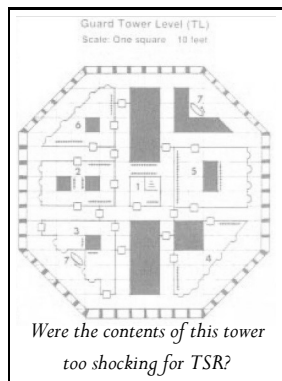
Hello, readers, and welcome to the first of what (I hope) will be many articles as I wander back through more than 40 years of tabletop gaming! The books that I knew and the ones I missed, there is room for everything on the trail! So, how about I start with something nice and simple, like the story of this Palace, and its Silver Princess? Or, might I interest you in a sort of, well, Palace, with, say, a kind of Princess? Bear with me, it will make (some) sense soon.

Module B3 “Palace of the Silver Princess” was written by Jean Wells in early 1981. It was intended to be a sort of ‘teaching’ book, tying into TSR’s then-new Basic D&D set. The module was prepared and received a touch of editing before its printing. When hard copies were received for distribution, things hit the proverbial fan over quality issues and art content. The module did have issues, some of which I touch upon later, but most were probably not what one would call ‘fatal’ writing errors. More like things that might have been caught with tighter editing.

Really, the controversy comes down to art, four pieces in particular. Over the years, much has been said about the matter, with a lot of speculation and some comments from firsthand sources. I would recommend the write-up of the module on the “Acaem” website as a good starting point for the curious. Some highlights of what they wrote:

Two of the pieces, one with a man holding out meat to a bear, the other with a woman on a pedestal inside a dense garden, have essentially the same issue. In both cases, the belief is that we are seeing male genitalia (overtly or obscured, respectively).

The third depicts three triple-headed creatures (something akin to conjoined triplets)



called Ubues, gathered around a bubbling cauldron. One head is a caricature of D&D co-creator Gary Gygax; other TSR folks of the time are seemingly depicted in background images. It’s a bit “inside baseball” as jokes go, but rather tame. The

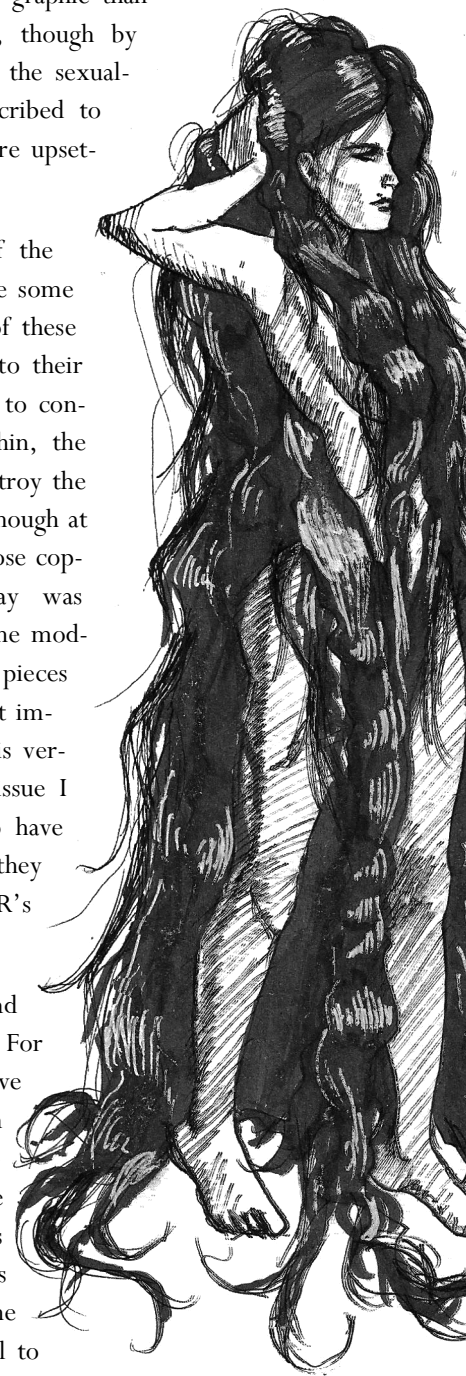
issue is more about the mixed genders that artist Erol Otus incorporated into the Ubues. This was not an aspect of Wells’ design, and is almost certainly what caused outcry.

The most controversial piece relates to a monster called a Decapus. It presents an illusion of a woman chained up and being tortured by numerous creatures, trying to lure the party in to attempt a rescue.

The picture is more graphic than one might expect, though by some accounts, it is the sexualized text to be described to the party that is more upsetting.

This was during the era of the “Satanic Panic”, and I imagine some inside TSR feared that any of these depictions were not helpful to their defense of the game. Owing to concerns from outside and within, the order came to recall and destroy the book. Most of the run was, though at least one carton and some loose copies survived. Tom Moldvay was quickly assigned to rewrite the module. In addition to the four pieces noted above, several other art images were also replaced in his version. Relating to the other issue I noted earlier, these seem to have been pulled simply because they were believed to be below TSR’s quality standards of the time.

Looking back from today, I find this to be a curious matter. For the first two, I would not have seen the point of objection until after I read others’ interpretations. The others are more overt, though perhaps not the most graphic in D&D’s art history by that point. The Ubues art feels more comical to



me than anything else. In the revised module, those creatures do not even appear in the story, so it was no longer needed.

The Decapus art was the only one that I found disturbing. As a creature, it was not really essential to the original module's story, simply a new and challenging monster. It is actually more relevant in the rewrite, because of something in its treasure hoard. But Moldvay changed the description of the Decapus, taking away its power of illusion, so the original piece was no longer relevant.



So, let us move on to the books themselves. This was the first time I had read them both closely and what struck me at first was the remarkable feat they accomplished. I have never before seen two modules which were at once so nearly identical and so wildly divergent! Comparing the two at first, it feels like you are in for a minimal tune-up. The front covers are near twins, featuring the same large piece of Otus art, almost identical summary text, and pretty much the same legal notes. The only obvious changes in the second release are the changed background color and Tom Moldvay's added author credit. The two back covers have the same Jeff Dee art and 'other products' listing (with an additional module available on the green one).

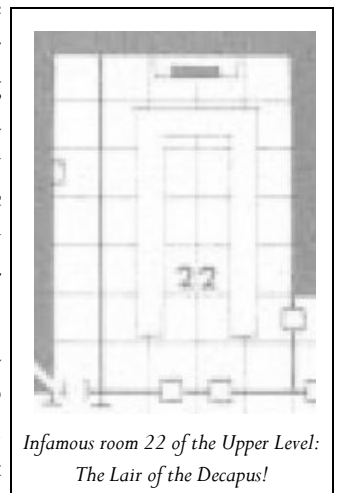
Inside the covers are the classic blue ink maps that early edition TSR gamers know well, but this is where differences become more visible.

The inside-front maps seem the same at first glance, with just a renumbering of the Entrance Level. However, a closer look reveals that the green version has omitted a staircase and added a new long hallway, changing a moderate amount of the floor plan's dynamics. The trend continues on the inside-back: the green Upper Level lost an element due to the omitted stairs, but also gained a large room absent from the orange. As well, the orange module includes a third Guard Tower level that is nowhere to be found in the green!

As soon as we turn past the opening page (where both have a B&W art piece by Bill Willingham and repeats of their cover text) the green version shows to be a significant rewrite. The orange's introduction describes the module as a framework for expansion: many of the rooms are filled, but more than a few have the same DIY Monster & Treasure blanks as the previous B1 "In Search of the Unknown". The Dungeon Master's information lays out the baseline legend of the Princess, her Ruby, and a once-thriving valley with a beautiful castle. It then lists a number of cities and villages the party could see on their journey through the surrounding land. These are laid out on a (non-gridded) map drawn by Wells herself. One specific Non-Player Character is vaguely described, along with tables for rumors, wandering monsters, and drowning! There are even a couple paragraphs about how to handle a castle's portcullises & doors, which becomes relevant later. But essentially, it is up to

the DM to 'squeeze out' (so to speak) the information of the rumors and background through those aforementioned locations, in order to bring the party to the palace itself.

The green version takes a different approach. It starts with a direct tutorial: telling the DM how to interpret stat blocks, giving hints on party construction, and even including a page of pre-generated characters. Then it goes into a much more developed story. The players are given the background of the Valley of Haven and the Princess before their help is requested through a dream vision. Next comes what is called a "Programmed Adventure" in "The Gatehouse". Essentially, it is like a classic "Choose Your Own Adventure" story. There are 63 points to work through, some with activity and others with combat, and each one ends by sending you to another or presenting you with a choice. It is obscured a bit within all of these entries, but this



*Infamous room 22 of the Upper Level:
The Lair of the Decapus!*

essentially covers the first four numbered areas (across about 70 by 50 feet) of the Entrance Level map. Only by working through and finding the right mechanisms (which may be assisted by the DM if the players get well stuck) will the party be able to enter the palace itself.

Moving through the palace, we find that while the maps are nearly the same, many encounters are quite different. One impression I got is that much of the orange version is more ‘monster-y’ (to coin a word), while much of the green version is moving along the more detailed plot. For example:

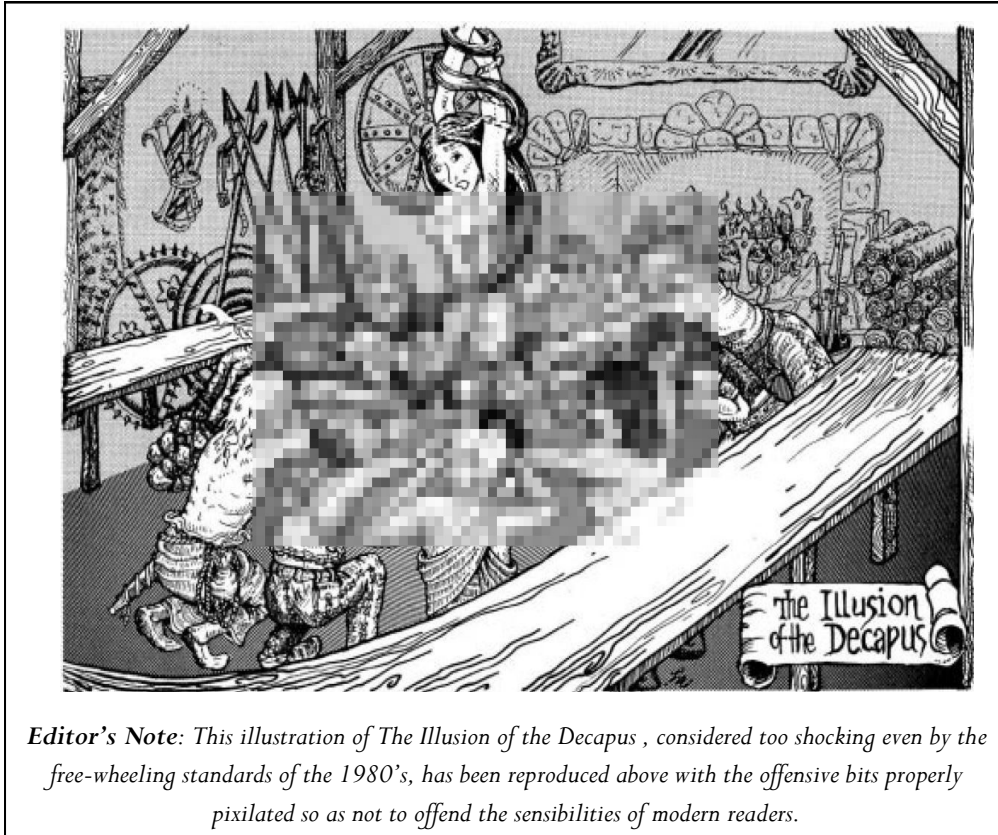
-Area 18 on the map is what seems to be a blocked exit. The party hears whimping sounds which are merely wind over the rubble. A blank entry is provided for the DM to place a monster, and that is all.

-For the corresponding Area 22 in the green version, the party sees a red light (described earlier in the module) and the DM is given a note on the area which ties into one of the people from the background story.

On the Upper Level, this difference is even more drastic. The orange version is monster-y all the way to the last couple rooms where you encounter one ‘name’ NPC and the resolution of the story’s MacGuffin. The green version has four major NPCs in a story climax that spreads over the nearly 30 rooms of the level. Even the extra material from the orange version is minimal: the Guard Tower is seven rooms of little detail, intended to be occupied by creatures called the Protectors. It is more filler than anything else, not relevant to the little bit of story, and it is even suggested a DM could rewrite the areas with traditional monsters & treasures anyway.

The orange version just comes to an abrupt end, leaving the DM

to figure out the denouement if the party was successful. It includes several reference pages for new monsters, unique magic items, and a glossary. Some charts include ready-made monsters, treasures, and traps to fill in the blank encounter areas. A little more background is tucked away here, giving some help and detail, and the book finishes with a chart of pre-generated characters, similar to that found in the green.



Editor’s Note: This illustration of The Illusion of the Decapus, considered too shocking even by the free-wheeling standards of the 1980’s, has been reproduced above with the offensive bits properly pixilated so as not to offend the sensibilities of modern readers.

The green version, as we might now expect, is more detailed in putting a bow on the story. It includes a note that the Princess would give the characters a great reward, medals of honor, and call a week’s festival in their honor. That is, unless they had looted the tapestry/furnishing/etc. sorts of items, in which case the Princess

will demand their return and banish the party from the lands!

When it comes down to it, I found “Palace” to be a generally good module. Or perhaps I should say that I found this to be two good modules, given how many differences there are across them. It may not have been a conscious thought, but they seem to complement each other’s strengths and weaknesses. The orange one is an introductory module which is also an introductory sandbox. There is help for the starting DM, but it will take a few reads to absorb it all. There are some problems of inconsistent mechanics which need to be checked before running it. The story is simple and enjoyable, but the sudden ending requires you to forge your own connections. The green one takes a distinctly tutorial style in its method. The story is set, the details are laid out, and I believe the DM’s advance preparation would not take as much time. Perhaps if I get ambitious enough, I might try to merge the two together into a single adventure story, kind of like folding together a cut deck of cards.

Three Questions

Each issue, we'll ask three questions of outstanding members of the Grog Empire. This issue, it's Carlos Lising and Vic Dorso!

QUESTION 1: What is your earliest memory of playing AD&D, and what made it so memorable?



I was 7 years old and my best friend in the neighborhood had received the **Holmes Box Set** from his parents for Christmas. It was sitting on his table in his basement where we hung out and I thought it looked really interesting. I remember that he wasn't too interested in it, but I managed to convince him to play. I vividly remember playing a Magic-User in the Tower of Zenopus. I ran from a Green Slime in the first room, then died in the second chamber when I ran face-first into a Carrion Crawler. Still, I was forever hooked.

In Feb 1978 on my 10th birthday my mother bought me a game called Dungeons and Dragon in a red box. After reading thru the book once, I brought it to my friend Paul's house. He borrowed it from me till the next weekend when we started to roll our first characters. Mine was Aragorn from Tolkien. He was your typical fighter and died around 4th level. Yes the first module we went thru was Keep on the Borderlands.



QUESTION 2: Your convention games are legendary; what do you think is the secret of a successful con game?



I think the most underrated skill a DM can have is the ability to swiftly and accurately read their table. The biggest challenge in the Convention environment is that you really never know what you're going to get. At least half of your Players will be complete strangers — and they all have different things they want out of a game. They have diverse, often conflicting, objectives and love different things about role-playing. One of the skills that distinguishes an exceptional Convention DM from the rank and file is their ability to quickly determine all these different desires and motivations — and tailor the game experience to meet them.



The trick to making a convention adventure is to keep running it thru your head. I must have ran the **Keep at Blood Red Falls** in my head 100 times. The second thing I think of is getting the players to think **INSIDE** the box. That's right **INSIDE** the box, when a player thinks **OUTSIDE** the box things get interesting and fun. The reason to getting to think inside the box is to set them up for the TPK. The 3rd thing I think of is how to make your normal low hit die a formidable opponent to a normal easy kill by the PCs. Ear Worm on the door, goblins behind the wall or a monster hiding in plain sight.



QUESTION 3: What is your next gaming project, and when will it be available?



My next module (which I was working on when I stopped to answer these questions!) is called **Tears that Forever Stain**. It's a very special project for me, because it's the heart of a fundraiser I'm running online on [Twitch.tv](https://www.twitch.tv). 100% of the profits generated by the sale of the module and donations made during the Twitch broadcasts will go directly to the Cheetah Conservation Fund (cheetah.org), whose mission is to save the Cheetah in the wild. The fundraiser will run on Twitch during the first week of January and the module will also be available for sale at the same time. You may be interested to know that Dan and James — the Grogs Emperors themselves! — will be guest players in the event, so please tune in to <http://twitch.tv/caslEntertainment>... right after the New Year to watch them in the adventure!

Next project is a Book of 1e adventures anchored by James Ward tentatively called **Dangerous Destinations Volume 1** which will be on Kickstarter in November.



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

Amplify (Transmutation)

Class: Magic-User

Level: 1

Range: 16"

Duration: 1 turn/level

Area of Effect: 20" radius

Components: S

Casting Time: 1 round

Saving Throw: None/Neg

This spell is a 20-ft.-radius emanation centered on a creature, object, or point in space. You cause an amplification of all sounds within the spell's area. All sound becomes significantly louder than it ordinarily would be. Only magical forms of silence or a Thief's ability to move silently can circumvent the spell's effects. In enclosed areas such as a dungeon or castle, all noise amplified in this manner echoes and is sure to alert any creatures in the general area.

Those creatures within the spell's area do not notice the increased amplification. Thus, anyone whose voice or movements are amplified remains unaware of the increase in volume. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw to negate the spell, if any. If the spell is not centered on a creature, no saving throw is permitted.

Grave Strike (Divination)

Class: Cleric

Level: 2

Range: 0

Duration: 5 rounds

Area of Effect: One creature

Components: V

Casting Time: 1 segment

Saving Throw: None

Golden motes of light dance before your eyes, converging on any undead you gaze at. You may strike any undead with a melee weapon, inflicting double the normal damage. You may only get one spell-enhanced strike from this spell, the spell ends either with the first strike made under the effect of the spell or after the spell's duration.

Heat Drain (Necromancy)

Class: Magic-User

Level: 8

Range: 0

Duration: Instantaneous

Area of Effect: 20" radius

Components: V, S

Casting Time: 7 segments

Saving Throw: 1/2

The heat in the room seems to rush toward you, leaving everyone around you in bone chilling pain while you feel a amazingly refreshed and alive. This freezes water and extinguishes flames.

You drain the heat from all living creatures within the affected area except you. This influx of warmth heals and empowers you. All affected living creatures take 1D6 points of cold damage per caster level (maximum 20D6). For every living creature that takes damage from this spell, you heal 4 hit points.

Ice Knife (Evocation)

Class: Druid

Level: 2

Range: 20"

Duration: Instantaneous

Area of Effect: One creature/Special

Components: S, M

Casting Time: 1 round

Saving Throw: ½

You shake your hand, letting loose a magical shard of ice which speeds to its target. This spell has two possible effects:

1. If the spell targets a creature, the target takes 2D8 points of damage and on a failed save loses 2 points of Dexterity. Creatures that are immune to cold do not suffer the Dexterity loss.
2. If the spell targets an area of effect, the shard of ice shatters and causes all creatures within 10" to take 1D8 points of damage.

Material Component: A drop of water

More next issue!



Ye Olde Gruel Hut

What's cooking down at the old gruel hut? This issue we have a hearty meal that will fortify any adventurer who agrees to take on a nasty Demon Eye Cult.

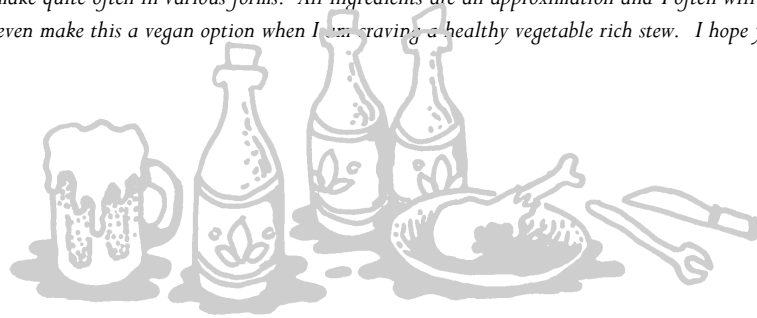
Chaotic Kettle Restorative House Stew

By Mikki Larch

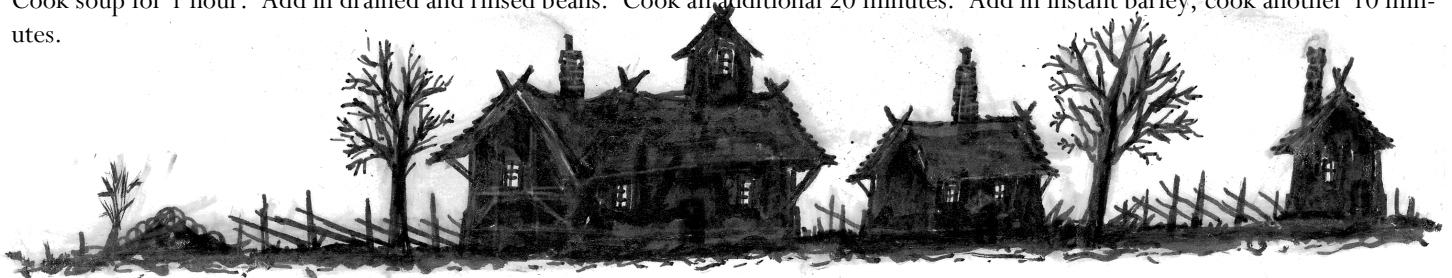
Makes about 12 single servings

The following recipe is a family favorite that I make quite often in various forms. All ingredients are an approximation and I often will change up quantities of to fit our needs--including the level of spiciness or to even make this a vegan option when I am craving a healthy vegetable rich stew. I hope you will experiment and make it your own, too. Enjoy!

- ½ head cabbage, coarsely chopped
- ½ onion, chopped
- 4-5 cloves garlic, minced
- 3-4 stalks celery, chopped
- 3-4 carrots, chopped
- 3 potatoes, cubed
- 1 quart (or 28 oz. can) diced tomatoes
- 1 lb. ham, cubed (omit for a vegetarian/vegan option)
- 8-12 cups chicken broth (or vegetable broth for vegetarian/vegan option)
- 1 habanero pepper, chopped fine (optional, add more if you like it spicy!)
- 2 bay leaves
- 4-6 whole cloves
- 2 tsp. rosemary, crushed
- 2 tsp. thyme
- 1 tsp. coarse pepper
- 1 Tbsp. ground turmeric
- 1-inch piece of fresh ginger, or 2 tsp. ground ginger
- 2 cans great northern beans, drained and rinsed
- 1/3 cup instant barley (optional)



Add cabbage, onion, garlic, celery, carrots, potatoes, tomatoes, and (optional) ham to a large soup pot. Add broth to cover plus a cup or two more if you choose to add barley later, refrigerate any unused broth for another recipe. Add in your (optional) hot pepper, bay leaves, whole cloves, rosemary, thyme, pepper, turmeric, and ginger. Bring to a boil and then lower heat to a simmer. Cook soup for 1 hour. Add in drained and rinsed beans. Cook an additional 20 minutes. Add in instant barley, cook another 10 minutes.



THE DEMON EYE CULT

An adventure for 5-8 Characters Levels 1-3 (minimum 3 characters of 3rd level)

Written by Bryan Larch

Cartography by Adrian Sanchez

THE HOOK: Each of the Party members find him/herself at North Lake Village, a wealthy mercantile village nestled in the northern mountainous region of the kingdom. This village is best known for the Famous Market at North Lake, a bustling hub of merchandise and information (see below for details). The main reason each of the Party members have come to North Lake is because there has been an incursion of raiding orcs from the west leaving a trail of destruction, thus prompting each of them to travel to the village for a chance to aid the villagers and earn some much-needed coin. While looking for employment opportunities, each of the Party soon find out that there is a more imminent threat to the region. Most of the villagers are worried about the disturbing news of missing girls and young women from Twin Mountain Village, a smaller settlement to the southeast in a remote valley nestled between two high mountains. Word soon spreads that the wise councilman, Cre'thop, of Twin Mountain Village has come to North Lake Village searching for help to put a stop to the recent rash of kidnappings. A general assembly is called, and the alderman ask for any and all people brave enough to rescue the girls. He is willing to pay a total of 5 gems worth 100gp to all surviving Party members for each girl that is returned. Most everyone at the assembly turns away due to fear of the cult and the dangerous trek into the mountains. Cre'thop will offer an additional 20pp for any items or gear from the market. At this point get confirmation of agreement from the players. When they agree, Cre'thop will meet with the Party in a private room at the Lake Inn & Tavern to give them information and offer them refreshment and some Chaotic Kettle Restorative House Stew (q.v.).

The Party meets with Cre'thop and Drodac Dirge, North Lake's lore master and councilman, and learn the following about the Demon Eye Cult. This new revived cult is made up of a group of religious fanatics lead by a very powerful and dangerous evil human priest named **Ya Lov Ket**. This priest has revived the teachings and practices of an ancient demon worshipping blood cult called "**The People of the Demon Eye**" that flourished many centuries ago. It is known to a few that this ancient cult could summon "**The Visitor**" and call upon its power. It is also known that the blood of 10 maidens was needed to summon the creature and an eleventh was then consumed alive by "The Visitor" once it entered into this plane. The Demon Eye Cult has now spread into the mountains east of North Lake. Ya Lov Ket has put one of his trusted minions, **Lor Eck**, in charge of clearing away a section of the mountainside. This Lor Eck is an ambitious, wicked, blood thirsty villain of the darkest sort. We believe they are searching for the very temple The People of the Demon Eye used to perform the evil acts of sacrifice. Follow the trail southeast of the lake that leads east to the Menacing Mountain. But first visit the Famous Market for items you may need.

I) THE FAMOUS NORTH LAKE MARKET: This large two-story structure of stone and wood sits in the NE part of the lake. There is a long pier about 60'x10' that runs in front of the market. Standard equipment, armor, and weapons can be found here. There are a few magic items available (random roll). The owner, Dover, the Bald, (1st cousin to King Broc) always has potions of healing (150gp) and extra healing (225gp) for sale. There are a number of job postings, mostly escort/guards for river transports and rewards for the heads of the silver wolf and the beast (yeti). Out on the pier there are several local fishermen and traveling businessmen, some of which are discussing recent rumors and current events.

Characters will find a good selection of fair-priced adventuring gear, armor, weapons, and minor magic items including potions, scrolls, and small +1 weapons. Several rumors can be heard here as well which include: "The legendary sword of Reth Dan can be found at 'The Falls'". "The Demon Eye Cult has the power to summon demons after the sacrifice of the maidens". Enchanted spiders are rebuilding the Broken Road". "The yetis and the silver wolves have established a lair north of Glad Tree Village".

II) ON THE ROAD TO THE LOST TEMPLE: The Party must travel south along the eastern side of the Lake along the well-kept and maintained Twin Mountain Road for about three-fifths of a mile before they reach the east/west trail towards the Menacing Mountain, home to the ancient temple of The People of the Demon Eye. This rarely used, desolate, and broken trail winds ever upward toward the mountain's spurs through a dark and creepy coniferous forest. As the Party travels ever higher toward the mountain, the cold and bitter wind continues to bite at them. The temperature seems to drop with each step and the threat of a powerful snowstorm looms all around. About ½ mile along the trail the Party will encounter a giant wolverine digging under a tree.

Giant Wolverine: AC:4 HD:4+4 HP:25 Damage (3 attacks + musk cloud) 1d4+1/1d4+1/2d4. *+4 to hit due to ferocity*. Musk cloud (anyone behind): 2'x2'x6' musk cloud. Save v. poison or victim will retreat at full movement, be blinded for 1d8 hours, and lose 50% of strength/dexterity for 2d4 turns. Treasure: None. XP:420



III) THE NARROW LEDGE: The trail leads upwards about 30' hugging the south side of the mountain before it levels off. This narrow ledge varies in width from 8'-12' and runs for about 300' before it stops at a steep rock wall. The ledge overlooks a sheer cliff that drops straight down 30' to a sea of jagged rocks that seem to be impassable. The Party will also see down below, about 250' away, a clearing and a small cave entrance leading into the mountainside. The Party will also see about 50' before the rock wall a pile of bones and some broken swords laying near a wooden winch-like mechanism.

Once the Party comes within 25' of the mechanism, the bones will suddenly and quickly animate into 6 skeletons. Four will arm themselves and two will begin to operate the winch, raising a small one-person sized litter from the bottom of the cliff. The four skeletons with swords will engage the Party, the other two will ignore the Party and continue to work unless they are attacked. **Skeletons:** AC:7 HD:1 HP:5 each Damage: rusty, broken swords (1d6). Treasure: None. XP:65 each

IV) THE CLEARING AND THE CAVE ENTRANCE: Directly below the litter is the small clearing and the cave entrance.

The Party will need to descend the cliff. If they employ the litter, there is a 15% chance it will break and fall (check once for each Party member at the halfway point. If it breaks, dexterity check to see if he/she is able to grab on and prevent a 15' fall. If he/she falls (1d6+1d4) points of damage.

There are several stone and dirt rubble piles around the entrance and clearing and a variety of digging tools just inside the entrance. As the Party approaches the cave, several skeletons (3d4) with spears and shields will emerge and engage them, attempting to prevent entry.

Skeletons: AC:6 HD:1 HP:5 each. Damage: spears (1d6). Treasure: None XP:65 each.

V) INSIDE THE CAVE: The small 5'x4' cave entrance opens into an 80' long tunnel that varies in width from 8'-12'. At the end of this slightly upward sloping passage is a lit torch on the far wall and two humans sitting with their backs to the entrance

and feet dangling over a 100' shaft. At the top of this shaft is another winch and pulley mechanism exactly like the one on the ledge outside and a crude but sturdy ladder running the entire length of the shaft. The two humans (cultists) are engaged in excited and eager conversation about the recent sacrifices, the hopeful appearance of the "Visitor", and the importance of the offering when entering and exiting the sacred shrine. If engaged, each will fight to the death or jump to his death if he believes he will be captured.

Cultists: AC:9 (robe & shield) HD: up to 1 HP:4 each Damage: Dagger (1d4) Treasure: 1 gem (10gp) each XP:15 each. If the litter is employed, there is a 5% chance it breaks, and the Party member falls. Check every 25' (4 checks for each member). The ladder is sturdy and will be the safest method to descend.

VI) THE IRON GATE & THE TREASURE ROOM: At the bottom of the shaft low torch light can be seen emanating from the eastern portion of this 10' wide 15' high well-built and expertly crafted stone passageway (**this entire dungeon level is constructed exactly the same as this passageway**). To the immediate west, the corridor is mostly blocked with several various sized stones, some of which are very large boulders, and much rubble (**this blockage will take about 5-man hours to clear. If cleared, see room Xa below**). 30' to the east stand two humans with shields and short sword dressed exactly like the two at the top of the shaft. These men stand before a huge shut iron gate (**locked and trapped-see below**). Behind the gate can be seen part of a well-lit room.

Cultists: AC:9 (robe & shield) HD: up to 1 HP:4 each Damage: Short sword (1d6) Treasure: 1 gem (10gp) each. One cultist has a well-hidden key in the hilt of his sword (35% chance of discovery if sword is examined) that opens and disarms the shocking grasp trap on the iron gate. XP:15 each. The iron gate can easily be opened, and the trap disarmed with the key. If the gate is touched with anything other than the key, there will be an electrical shock produced causing (1d8+1) damage-no save applicable.

Beyond the gate there is a large rectangular room 70'x20'x15'. There are several lit torches throughout. Directly opposite the gate is a closed wooden door and 15' north of that door is another closed wooden door. In the southwest corner of the room is a small open pile of treasure. If examined the Party will find the following: 150gp, 350gp, 1240sp, 10 pieces of non-magical jewelry-5 silver rings and 5 bracelets each worth 300gp. Total XP for treasure is 4162.

VI) THE IRON GATE & THE TREASURE ROOM(cont):

The Doors: Both are unlocked; however, the northern door is trapped with a poison needle-save v. poison or be weakened (-1 to hit/damage) for 1d4+1 turns. This door opens towards the rectangular room, and behind it is a large circular room-see room VII. The door directly opposite the gate also opens into the rectangular room. Behind it is 10'x30'x15' corridor that leads to the inner shrine-see room VIII. Along the northern wall at the midway point of the corridor is another door. This one-way door cannot be opened from this side-no handle, keyhole, nor lock. There is a 1-in-8 chance to break this reinforced door open (this will disarm the gas trap). If opened, see room VII.

VII) THE PRISONERS' HOLD: This large 30' diameter circular room is empty, however there are a few features of note. The first thing one will notice is the smell of burning and smoldering flesh coming from an open fire-pit in the center of the room. This 5'x5'x3' square pit has a low burning fire. If examined, the Party will discover it is full of smoldering burnt and charred human body parts. Along the walls, 12' high there are 11 sets of empty chains and manacles embedded in the walls. There is a closed wooden door on the southern wall.

The southern door: This one-way door opens outwardly and is locked and trapped with a poisonous fear gas. This poisonous gas cloud will envelope everyone within 10' square of the door. Those that fail his/her save will be affected for 2d4 rounds in 1 of 2 ways (roll randomly). Even roll=flee in panic or Odd=relentless attack of nearest person.



VIII) THE INNER SHRINE:

The Enemies within the Shrine

- 1). **Living Statue (female):** AC:4 HD:5 HP:28 Damage: (2d6)/(2d6) XP: 300
- 2). **Living Statue (male):** AC:4 HD:5 HP:28 Damage: (2d6)/(2d6) XP: 300
- 3). **Lor Eck** 3rd level human cleric: (S:12 I:14 W:16 D:10 Cn:11 Ch:15) AC:1 (chain+1/shield+2) HP:13 Weapon(s): Ft. Mace+1 Spells: 4/1st level, 3/2nd level XP:100. Treasure: 3 50gp gems.
- 4). **Odic** 2nd level human fighter: (S:14 I:9 W:10 D:17(+2/-3) Cn:14 Ch: 12) AC:6 (shield/Dex. Bonus) HP:14 Weapon(s): Spear+1, Throwing Daggers (8) XP:65. Treasure: 1 50gp gem
- 5). **Braylen** 2nd level human fighter: (S:15 I:7 W:9 D:17(+2/-3) Cn:15 Ch: 11) AC:6 (shield/Dex. Bonus) HP:16 Weapon(s): Spear+1, Throwing Daggers (8) XP:65. Treasure: 1 50gp gem
- 6). **Cultists:** AC:7(leather/shield) HD: up to 1 HP: 4 each Damage: short sword (1d6). XP:15 each. Treasure: Each has 1 10gp gem.
- 7). **Vrock:** AC:0 HD:8 HP:40 Damage:4 claws (1d4)/(1d4)/(1d8)/(1d8) & bite (1d6) Special abilities: Magic resistance 50%, Darkness 5' radius, Detect invisibility, Telekinesis 2000cn, Gate (type 1/10% chance) XP:1500

This rectangular room of great size has several prominent features. From the corridor, the Party will hear the sound of flowing water and see a large stone arched open doorway. Just inside the room, on either side of the doorway stand two large stone statues holding bowls. There are runes of a rare archaic form of elvish fashioned on the arch. On the right it reads "A valuable worldly offering for the Visitor" and on the left it reads "Your most valuable possession is required". The statue on the right is depicted as a beautiful, very attractive and shapely human female. The female statue's bowl holds several (85) very small 10gp gems and a few (5) small 50gp gems. The statue on the left is depicted as a human male with a twisted and demonic look of anguish and torment with sharp fangs and claws. The bowl in which it holds is empty except for a dark reddish-brown stain. Just past them, in the center of the room, is a huge stone fountain, the source of the flowing water.

VIII) THE INNER SHRINE (cont):

Each person must place at least 1 (10gp) gem in the bowl before entering the Shrine. If any do not pay the offering of at least 1 (10gp) gem (**it must be a gem**) then three things happen simultaneously. **1)** the bowl drops to the floor and the gems clatter into the corridor and room causing questionable footing (**dexterity check for 2 rounds, fail= -1 to hit and loss of AC bonus**). **2)** the female's nostrils flare and a hot steam can be seen and **3)** the female's eyes open and reveal a deep red molten color as it raises its arms and releases a blast of hot magma from the fingertips of each hand. Also, if any that are in the shrine attempt to leave without sacrificing his/her own blood, the statue will animate (see above, female statue animation) and attack the first one, and all others, that did not give sacrificial offering of blood.

Once inside, the Party will see that this huge Shrine measures 130'x60'x25'. There are two large copper braziers alight on the eastern wall. A great column close to each corner of the room, a 30'x10' altar with three steps leading up to it, and a deep blackness of cold emanating from a small rift in space and time. This blackness is surrounded by the glow and sparkle of a huge ruby (5000gp), shaped like an eye, that is floating above the fountain. The Party will be able to hear a low chanting and then a loud maniacal laughter from the altar. There is a hooded man (Lor Eck) on top of the altar kneeling above a dead girl in which he just killed. There is another young woman alive and chained to the wall 10' above the altar, and four cultists in leather armor with shield and wielding short swords standing guard at the base of the altar. Kneeling between the two northern columns are two robed men, each with a shield, a spear, and a chevron of throwing daggers across his chest. These men seem to be in a trance-like state. They will attack if any get past the statue.

The Fountain's Water

Random (d10) effect if water is touched in any way

1. Age 15 years (system shock check, failure = death)
2. Gain 1 point for any 2 random abilities (d6:1=Str. 2=Int. 3=Wis. 4=Dex 5=Con 6=Cha)
3. Change gender (system shock check, failure = death)
4. Immune to disease OR poisons (d6: odd = disease, even = poisons)
5. Gaseous form (permanent until remove curse)
6. Gain 2 points for any 1 random ability (d6:1=Str. 2=Int. 3=Wis. 4=Dex 5=Con 6=Cha)
7. Lose 1 point for any 2 random abilities (d6:1=Str. 2=Int. 3=Wis. 4=Dex 5=Con 6=Cha)
8. Power of Fire (fireball one per day for 7d6 damage)
9. Teleport to Prisoner's Hold (room VII) chained to wall with silence 15' radius
10. Power of Ice (cone of cold, one per day for 9d4+9 damage)

The Rift

When the rift is first noticed, it measures about 1'x3'. It will continue to grow, widen, and expand about 1' per minute. It (**a gate**) will be fully open in 1 turn + 1d4 rounds. The Party has that amount of time to stop it from becoming fully open. If the gem (25hp) is smashed (blunt weapons do full damage, blades do ¼ damage) it will cause the portal to collapse. If the gem is touched by a character other than evil alignment, he/she will take (2d4+4) points of damage and become cursed. His/her hand will begin to wither and rot. In (2d4) weeks the hand will fall off the arm (remove curse needed to stop it). If a character of evil alignment touches the gem, that character will know that he/she will be able to use, at 6th level, a lightning bolt OR slow spell once per day as long as he/she possesses the gem.

As the rift of darkness grows in size, the glow and sparkle of the eye-shaped ruby intensifies until the fountain is alight with the brilliance of clear red, causing the fountain's water to appear as blood. There is one great and fantastic flash of red and a loud BOOM when the rift reaches its apex. Those nearby can see a large vulture-like taloned-foot step from the rift once it becomes fully open. Within a moment, a huge demonic creature, a Type 1 demon (**Vrock**), stands before the Party. It throws its head back, sniffs the air, turns its attention to toward the altar and the chained girl suspended above, and immediately moves toward her. If it reaches her, it will begin to rip her to pieces and devour her alive. She will be killed in (1d4+2) rounds unless she can be rescued, or the demon stopped.

Meanwhile, Odic, Braylen, and the cultists will immediately stop in mid action, drop to the floor, and kowtow toward the demon. They will continue to do this for 1 full round and then resume attacking the Party (if not killed). Lor Eck will move toward the fountain, snatch the gem, and make his way toward the southern brazier (to escape through the secret panel). Once Lor Eck has the gem, the two fighters will follow him down the secret passage protecting him as he escapes, leaving the cultists to deal with the Party.

IX) The Lower Cavern: A secret panel behind the southern brazier will reveal a set of rough-hewn stairs cut into the bed-rock descending to a lower cavern. This passageway measures 10'x8' and descends for about 70' into a huge rectangular shaped cavern that roughly measures 120'x50'x12'. At the mid-way point of the northern wall is a 40'x15' rock ledge. There is huge rock column near the southwest corner, a large iron gate (locked) in the northwestern corner that opens into a 40'x10'x10' passageway leading north. There is a pile of human and demi-human bodies in various stages of decomposition in the southeastern corner (**examination of this pile will cause weakness due to nausea-save v. poison or suffer -1 to hit/damage for 1d4 turns**). There is another nearby pile of full skeletons lying beside a small hoard of treasure. **Lor Eck, Odic, and Braylen** are at the iron gate (Lor Eck has the key). If confronted, they will turn and fight. Lor Eck will first use the gem and cast slow at the Party. There are also 2 zombies by the rock column.

Zombie: AC:8 HD:2 HP: 12 each Damage: (1d8). XP: 65 each.

Treasure Hoard: 210pp (1050xp), 2548gp (2548xp), 106ep (212xp), 4620sp (231xp), 1 silver wrought silver necklace at

600gp (600xp) 1 gold w/gems bracelet at 1000gp (1000), a Potion of Plant Control (250xp), Potion of Flying (500xp), Shield+2 (500xp), Axe+2, Throwing 60" (750xp), and a necklace of Missiles (500xp).

X) The Passageway and the Guard Room: From the lower cavern's iron gate, there is a 40'x10'x10' passageway leading north. At the end of this passage is another blocked passage on the east and an iron gate (locked-Lor Eck has the key) on the west. Beyond this western gate is a 40'x10'x10' passageway heading west. There is a closed (unlocked) wooden door on the northern wall midway down the passage. This door will open inward to reveal a 30'x30'x10' room with several digging tools and baskets used to haul dirt and rubble. At the end of the passage, there are 8 dwarf skeletons with picks digging and clearing the blocked passage. These skeletons will ignore all that do not disturb them and their work. If provoked, the skeletons will attack. **(Xb): Skeletons:** AC:7 HD:1 HP: 5 each Damage: Ft. military pick (1d6+1). XP:65 each. Beyond this worksite and rubble pile is another passageway heading to the north. It measures 60'x10'x10' and turns to the east. Here the Party will see another worksite of 12 dwarf skeletons. These skeletons will ignore all that do not disturb them and their work. If provoked, the skeletons will attack. **(Xa): Skeletons:** AC:7 HD:1 HP: 5 each Damage: Ft. military pick (1d6+1). XP:65 each.

Elmore girls



A Touch of Class

THE CLERIC

Arguably, few parties are complete without a Cleric ready to Turn some undead creature and (for most, this is the important part) be ready with a Cure Light Wounds spell to keep the Fighters juiced up and in combat.

The Cleric is that oft-used resource for a 'quick' Heal spell to provide a nourishing boost to the front-line characters and on occasion needing to be on the front line.

The question must be asked though: Is that it? Is that all they are? The Cleric can be so much more, and with some creative playing, it should be.

From a role-playing perspective, the Cleric class has at his/her fingertips resources that few starting characters can match. Depending upon the campaign milieu, the Cleric will have supporters among fellow worshipers; allies and access to the Holy Order and superior clergy; and even be able to draw upon the powers of the divine, extending into the supernatural world itself.

From the gaming perspective, we require balance and as we shall see, while a Cleric sits firmly in the middle between the fighting capabilities of the Fighter classes and the magical abilities of the Magic-user classes, the Cleric marries these capabilities and adds the final element that the other arcane spell caster lacks: flexibility of spell selection.

FIRST THINGS FIRST

The Cleric is a most needed class for a party; at lower Levels, the Cleric can potentially cast up to 3 Spells in a single day, healing wounded party members, and at higher levels go as far as raising fallen comrades from the dead.

Clerics increase Levels rather quickly and are second to the Thief as fastest progressing Character class. The Special Abilities of the Cleric are Spell Casting and Turning Undead; and though the Cleric has no limit on the armour list, the class does have limited access to the weapon closet.

Like other specialty classes, there are few races that the path of the Cleric are open to, and the three races available to the Cleric class are: Human, Half-orc, and Half-elf.

Of these races, only the Human has the capacity for Unlimited levels of advancement, and the Half-orc and Half-elf stop at levels 4 and 5 respectively.

RACES

The devoted Human

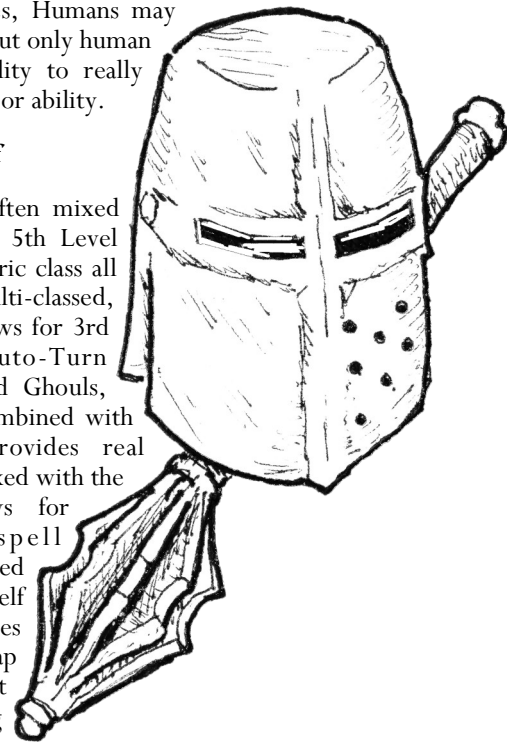
Human Clerics are not limited by level, this, of course, can be said for all the classes, but for the Cleric, that devotion to task is important. First, Deities like the attention and the single minded focus of their followers; second, the Human Cleric is the only playable race that can allow the Cleric to draw upon 4th and higher level spells or have any chance to ever Turn a Vampire,

Ghost, or Lich. So, yes, Humans may seem like a dull choice, but only human Clerics have the capability to really achieve the highest levels or ability.

David Thomson

The part time Half-elf

The Half-elf Cleric is often mixed with other classes. The 5th Level limitation cap of the Cleric class all but demands to be multi-classed, and while 5th Level allows for 3rd Level spells and auto-Turn Skeletons, Zombies, and Ghouls, the Multiclass Cleric combined with Fighter or Ranger provides real punching power; and mixed with the Magic-user class allows for some powerful spell combinations and increased versatility (for the Half-elf all these additional classes have a 6th to 8th Level cap – dependent upon stat scores). The wandering nature and the limitation of Level advancement is what makes the Half-elf a poor Cleric (but an excellent Druid), and generally they lack the commitment of faith required to progress beyond the ceremonial abilities of the Cleric.



The brutish Half-orc

The Half-orc suffers at the hands of society. Their orc-like appearance is enough to remind everyone of their mixed blood. The Half-orc Cleric is limited to 4th Level and as such will never be without a multi-class option, the benefit of being a Half-orc Fighter is that the maximum Level is 10th Level regardless of Strength – coupled with any CON bonuses, this places the Half-orc Fighter/Cleric at the top of the choice list. Cleric/Thief and Cleric/Assassin are the other multi-classed options for the Half-orc and provide solid ongoing HP (though one does question the Deity whose Clerics are also Assassins).

STATISTICS

For a cleric, possessing an excellent Wisdom score (13+) is very important: first, there is a 0% chance of spell failure; second, the Wisdom score starts to provide bonus Spells. Possessing 13 WIS provides one additional 1st Level spell, and 14 WIS will provide a second bonus 1st Level spell; a Wisdom score of 14+ means the Cleric will start with the ability to cast three 1st Level Spells from the beginning of the career. For the lucky few starting with 16+ Wisdom, there is an experience point bonus of +10% for having a high score.

CLERICS AND ALIGNMENT

A Cleric will always be an allowed Alignment of the chosen Deity or pantheon. For Example: A Cleric for the god Zeus could be of any Good Alignment, whereas the god Ares'

followers would be non-Good in Alignment.

As mentioned in the DMs Guide, the Cleric straying from the 'party line' will be dealt with, small infractions may be met with spell denial, or even loss of Turning Ability, etc.; larger and more prolonged neglect may be met with more direct warnings and forebodings (visions, etc.); open and/or direct defiance could be met with wrath from the Deity personally, depending on the Level of the Cleric.

To atone for any misgivings, the Cleric may receive orders to perform certain tasks to gain favour. Before the DM begins to halt Spells and Turning, the Character will receive warnings in the forms of omens and even directly through their dreams.

Changing Alignments will cause the Cleric to lose all Spell casting and Turning ability, unless another Deity/Pantheon/Church can be found. Clerics moving to another faith can be met with scepticism and the new Deity/Pantheon may require serious proof of faith before accepting the new acolyte into the fold (though there will always be those Deities desperate for followers) and a canny DM will require a sacrifice such as a loss of Level or the inability to cast higher level spells regardless of WIS score.

SOME COMMON MISCONCEPTIONS

A Cleric can't use edged weapons for religious reasons

There's even a line in the Players Handbook about it; however, the statement is not entirely correct, but from a theme perspective the limitations on the weapon selections is more to do with the ease of using a weapon such as a club, mace, hammer, staff, or flail.

The historical context from which the Cleric class is generated: Medieval and dark age clerics were always pictured with maces and clubs; and flails were often symbolic weapons representing the protection of the peasantry.

The specific entry in the Players Handbook: "All are likewise forbidden to use edged and/or pointed weapons which shed blood." There is room to argue that smashing someone's head in with a mace or war-hammer will shed some blood, and then there are many times when shedding blood is part of a religious ceremony and spellcasting.

These bashing and smashing weapons are easily taught, whereas the edged weapons thrust, stab, and slash both single and double handed. Mechanically, if the Cleric had open access to the weapon closet, we would encroach upon the Fighter's prerogatives in the party.

For the poor Cleric who has spent most of the time learning philosophy and theology, adding swordplay into the mix is too much. There are some Deities who possess a strong combat focus, and the Clerics may have access to more weapons, or must only use the weapon of the Deity (more specifically – what Cleric of Thor would use anything other than a Hammer?).

The Cleric can always pick up another sort of weapon and use it with the non-proficiency penalty. Whether the Deity would see this as a transgression would be the question of the day. These limitations should never stop a Cleric from carrying a dagger as a

cutting implement.

A Cleric is like a magical but less capable Fighter

Rules as written, the Cleric armed with a wicked looking mace and suited up in Chainmail and Shield, makes the cleric look exactly like a Fighter with the same kit.

The Cleric uses d8 for Hit Points (HP) and the Fighter uses d10. This means that the average Fighter of 5 to 6 is similar enough to the Cleric on 4 to 5 in addition, the Cleric with a mighty d8 HP per Level places the Cleric in a special category as they are on equal footing with many monsters.

About weaponry, the Mace has an average damage of 3 to 4 HP vs the Broad and Long sword's 4 to 5 HP damage; particularly at 1st Level (and Strength bonuses put to the side), the Cleric has the same 'to hit' vs. AC 0 value as a Fighter; the Cleric possesses two weapon proficiency slots and has a -3 Non-proficiency Penalty. It's easy to see the reason that many Players view the Cleric as the slightly poorer Fighter.

CASTING AND LEARNING SPELLS

It is clearly stated in *Dieties and Demigods* (1980) that the higher-level spells are provided directly by the Deity itself. These high-level (6th and 7th level) spells are, only open to those of truly exceptional Wisdom scores (17 WIS for 6th Level and 18 WIS for 7th Level) and those Clerics who have shown passion and loyalty to the Deity. Spells from the lower levels are sometimes provided by entities lower on the deity's cosmic food chain, such as an avatar/assistance/demi-god helper of the deity that might provide access to the Cleric with 4th Level and 5th Level spells; while the spells of the of 1st and 2nd Level are almost ceremonial in nature and learned by others in the craft.

In all written texts, the Cleric doesn't get the same level of attention that the other spellcasting class gets, and this perpetuates the idea that Clerics are more Fighters than Spell casters.

It is unfortunate the Magic-user takes up more oxygen than the Cleric; throughout the DMs Guide any Spell related text is almost always aimed at the Magic-user, with a sub note that this also pertains to Clerics.

Like all classes with access to spells, the Cleric needs a good night sleep, and then needs to have 15 minutes per Spell Level per spell to pray and meditate to prepare the mind for that days Spellcasting. All of this does sound like the Magic-user having to read and study to memorise the spells.

Unlike the Magic-user, the Cleric doesn't require a spell book to learn from. The Magic-user is limited by spells available and also what is currently available to be prepared. The Cleric can make more selections for the spells known and being cast.

So herein lies the rub

There are two options for working out a Cleric's spells, the first method being the most common and by far the easiest method for DMs and Players to handle – this has become the 'sort of standard' way; the second method explains how the Cleric calls out to the divine in order to deliver what is needed when it is needed during the course of the day.

Option 1: Picking Spells To Cast Every Day

At creation and at every subsequent Level the Player writes down how many Spells can be known to the Cleric, including any bonus spells; meaning, at 1st Level, this could equate to three 1st Level Spells. These are the known Spells the Character has access to. These known spells may be selected at the start of each day, or as fixed slots of 'known spells', then as s/he increases in Levels, the Cleric receives more spells as a gift through doing all the good deeds for the Deity s/he serves.

This is by far the easiest and most popular option, as it seems to sort of, almost, be what has been interpreted but what the DMs Guide is not saying. However, it works for the Magic-user class, so why not the Cleric (three Cure light wounds please and hold the mayo).

This method is encouraged, not by any direct text that states it is the chosen method, but by the modules of the day. The early AD&D modules were for tournaments, and therefore to provide a level playing field, the teams of players all received the same characters, same spells, and same equipment. Therefore, the Cleric would have Spells fixed in the slots available. Coupled with the Magic-user already having this system of Spell selection, it (sort of) seemed to fit.



Option 2: Spontaneous Spell Casting

On Page 38 of the Dungeon Masters Guide, there are several passages of text:

“It is well known to all experienced players that clerics, unlike magic-users, have their spells bestowed upon them by their respective deities.”

Also:

“It is then assumed that prior to becoming a first level cleric, the player character received a course of instruction, served a novice, and has thoroughly read and committed to memory the teachings of and prayers to his or her chosen deity, so that the character is dedicated to this deity and is able to perform as a cleric thereof. It is this background which enables the cleric character to use first level spells.”

For the Spell Levels 6 and 7 these requests are answered by the Deity directly (or not answered at all if they feel the cleric has strayed from the path).

Again p38:

“When clerics become very great, they must petition their deity personally in order to receive the powerful words which enable the casting of sixth and seventh level cleric spells. It is obvious, therefore, that clerics wishing to use third or higher level spells must be in good standing.”

Though the effects may be similar, the spells of the Cleric are

not the same as those cast by Magic-users: not only do the spells have longer casting times (measured in many segments or even rounds or turns), they may also be bestowed at the whims of an extra-dimensional being. The casting time takes into consideration the praying, chanting (the act, not the spell), and the religious doctrines required by the deity/pantheon.

Meaning that after a good night's rest, and followed by some healthy prayer and meditation, the cleric is ready for the day; and during that day, able to call upon the spells as required *without having to guess ahead of time which spells will be most useful.*

For example: A 5th Level Cleric (depending upon Wisdom score) can cast up to five 1st Level Spells per day. The Cleric is not bound to either written book or force of choice at the start of the day. At any time the Cleric is able to call upon the higher power and/or ceremony to provide whatever spell s/he desires.

There is one main pitfall to this method: The 'teachings and prayers' of the chosen faith. A Healing God will always say yes to a Resurrection spell (and likely deliver it personally), but what of casting Harm (the reverse of Heal)? The DM has power to limit the Cleric and occasionally provide a gentle reminder to the player about the Cleric's faith and duties.

To balance this option, Clerics have access to fewer spells than the Magic-user; the spells take longer to cast and prepare; and though some Cleric spells are combative in nature they do not have the same 'punch' as a similarly powered Magic-user spell.

CASTING 6TH AND 7TH LEVEL SPELLS

It is widely accepted and stated without any cause for challenge, that the 6th and 7th level spells are delivered to the Cleric directly from the Deity and subject to the whims of the relationship between the Cleric and the Deity. The conclusion is that these spells may or may not be delivered based upon the circumstances for the spell being cast, and also by the Cleric's faithfulness.

This would imply that the Cleric doesn't 'memorise' *Resurrection* in the morning and cast it later in the day but calls upon the Deity to deliver the spell or even restore life to the dead with direct and divine intervention.

TURNING UNDEAD

The quintessential special ability of the Cleric is the ability to Turn undead. The only tools required are a Holy Symbol and faith. Armed with these two weapons, the cleric can make a squabble of undead creatures run away. The ability to Turn undead (or control undead, should the Cleric be of an evil alignment), is available to clerics of all faiths.

It's always good advice to check with the DM on how mixed undead creatures work, as discussed in the DMs Guide (pg 65), Gygax offers two ways for this to work and places the decision solely in the hands of the DM to decide.

Example: A squabble of Zombies and Skeletons are heading toward the party. The Cleric raises her Holy Symbol and with the power of her faith, the player rolls the die.

As a 1st Level Cleric, the Turn score for a Skeleton is 10 and the Zombie 13. If the player rolls a 12, what happens next may be important to the survival of the party.

Option 1: The roll is not high enough to Turn the highest value and therefore doesn't affect any of the undead.

Option 2: The Skeletons are affected by the Turn, but the Zombies lurch forward.

Another important point to remember is that Turning is not limited to once per day or even limited by any number per day. The limitation is that each Turn must be attempted on a different squabble of undead. In the previous example, the Cleric could NOT attempt a second Turn against the Zombies, however, if the Zombies showed up after the Skeletons, then the Cleric can make a roll and attempt to Turn. Also, had there been another Cleric in the party, that Cleric would be allowed to attempt at Turning the Undead creatures.

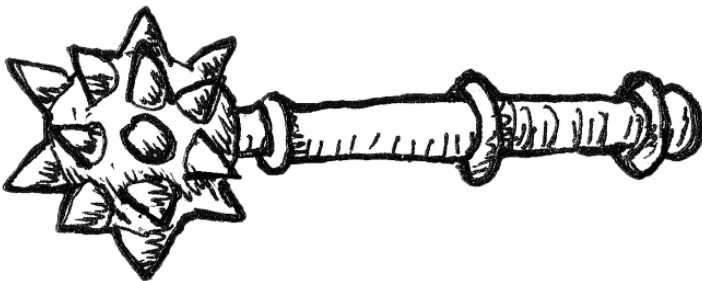
If there were a large number of Undead, as long as the Cleric succeeds in the Turning check s/he can continue to Turn until a failed roll is made.

A LAST WORD FROM OUR SPONSORS

Armed with the Special Abilities of casting Spells and Turning Undead, the Cleric's first job is to spread the faith and act in accordance with the Chosen-Deity's beliefs and philosophy.

For some Clerics this takes place most easily on the field of battle; the Cleric providing healing in the form of potions and spells, with very few components required and armed with a symbol of their Deity a Cleric can perform many acts of faith, that in the eyes of a wounded soldier being healed or defended by the Cleric, will be nothing less than miraculous. For others, taking the religion to the poor, hungry, and helpless is where the real battles are fought; with some patronage from a noble, a few bless spells here and there, the locals feel special and may even convert to the Cleric's faith.

It is up to the DM as much as it is for the Player to make the most of the Cleric and take opportunities as the role of leader, preacher, teacher, and combatant. As the party encounter NPCs (Princes, Kings, or peasantry) attempting to teach their faith, find converts, and providing assistance to people as required by the rules of the Deity is all part of the fun of playing the Cleric.



Making Holy & Unholy Water and Symbols

A staple for any Cleric is the ability to make Holy/Unholy Water and create a Holy/Unholy Symbol; to buy these items costs a pretty coin (about 25 actually), which gets expensive when a Character wants to start throwing water around like Holy/Unholy Hand Grenades or preparing for that Vampire/Lich crypt-crawl.

To create Holy Water, the Cleric must cast a series of Spells within the same day (DMG pg114-5).

The ceremony must be performed in official religious costume, and be using a font where the Cleric creates, purifies, and blesses the (soon to be) Holy Water; the font must be of the highest quality (and therefore expensive – maximum cost is around 200,000g.p. mark) and can take weeks to be prepared.

By looking at the required spells (Create Water, Purify Food & Drink, Bless, Chant, and Prayer) the conclusion is: To make Holy Water, a Character must be of at least 5th Level – the minimum required to access 3rd Level Spells. To recap: at 5th Level, the daily spread of Spells cast is three 1st Level Spells, three 2nd Level Spells, and one 3rd Level Spell (before bonus spells from Wisdom adjustments). After all this, specially blessed vials are required in order for the water to retain its Holy status.

Creating a Holy Symbol is a similar process with the Bless, Chant, and Prayer spells, and requiring a symbol made of the finest material. (Yet another reason the 'I have my Holy Symbol tattooed upon my chest' trick is not really viable).

Therefore, to perform this grand ceremony at the times and places as defined/required by the religious doctrine (a sun god might insist the ceremony being outdoors on a non-cloudy day and in the full heat of the midday sun), the Cleric is going to "have their spells bestowed upon them by their respective deities."

To create these Holy items can only be done once per week and requires a full day of rest afterward for the cleric – being the conduit for raw divine energies can be physically taxing.

Cleric vs Cleric: Turning the Tables

Bryan Larch

Some of you may have campaigns that are heavily influenced by the will and whims of the many gods, that are centered around the religions and faith of the PCs and NPCs, thus lending more importance to the clerics and paladins of your campaign. Or some of you may wish to inject some variety into your game but are not sure how to go about it. I say to you, try the **Cleric vs Cleric Turning Matrix**. This simple system is based on the rules of turning undead found in the DMG and PH, it is easy to use, and it will bring a new level of play to the thoughts, actions, and strategies of players and DM alike. The idea behind it is that the clerics (and paladins) are faithful and zealous enough in their beliefs that they can affect the morale and faith of other clerics by turning them away or commanding them into service, this of course depends upon alignment of those involved. Imagine that a party of adventures are sent out to explore the source of the recent undead attacks and they come across a powerful evil cleric building an army of undead. The heroes' cleric steps forward to turn the zombies and skeletons but instead, the hero himself flees in panic questioning his own power and faith because the powerful evil cleric "turned" him as if he was an undead creature. What would the heroes do now that their cleric is having a crisis of faith? What if the party's cleric was able to turn the powerful cleric away? There are many scenarios like this one that now can be explored and played out if you wish to adopt the **Cleric vs Cleric Turning Matrix**.

Table 1. Cleric v. Cleric Turning Matrix
Level of Cleric Attempting Turn

		3	4	5	6	7	8	9	10	11	12
Level of Cleric Being Turned	1	18	15	12	9	6	3	T	T+1	T+2	T+3
	2	-	18	15	12	9	6	3	T	T+1	T+2
	3	-	-	18	15	12	9	6	3	T	T+1
	4	-	-	-	18	15	12	9	6	3	T
	5	-	-	-	-	18	15	12	9	6	3
	6	-	-	-	-	-	18	15	12	9	6
	7	-	-	-	-	-	-	18	15	12	9
	8	-	-	-	-	-	-	-	18	15	12
	9	-	-	-	-	-	-	-	-	18	15
	10	-	-	-	-	-	-	-	-	-	18

Notes concerning Cleric v. Cleric Turning Matrix

Only one attempt per encounter may be made to turn an opposing cleric. The cleric attempting to turn must meet or exceed the indicated value on a d20 in order to successfully make the turn attempt. The cleric(s) being turned are allowed a saving throw vs. spells with Wisdom bonus/penalty in order to resist the turn, and if the saving throw is successful the turn has no effect.

Table 2. Cleric v. Cleric Turning Result Matrix

		Alignment of Turning Cleric		
		Good	Neutral	Evil
Alignment of Turned Cleric	Good	n/a	T	T
	Neutral	S	n/a	S
	Evil	T	T	n/a

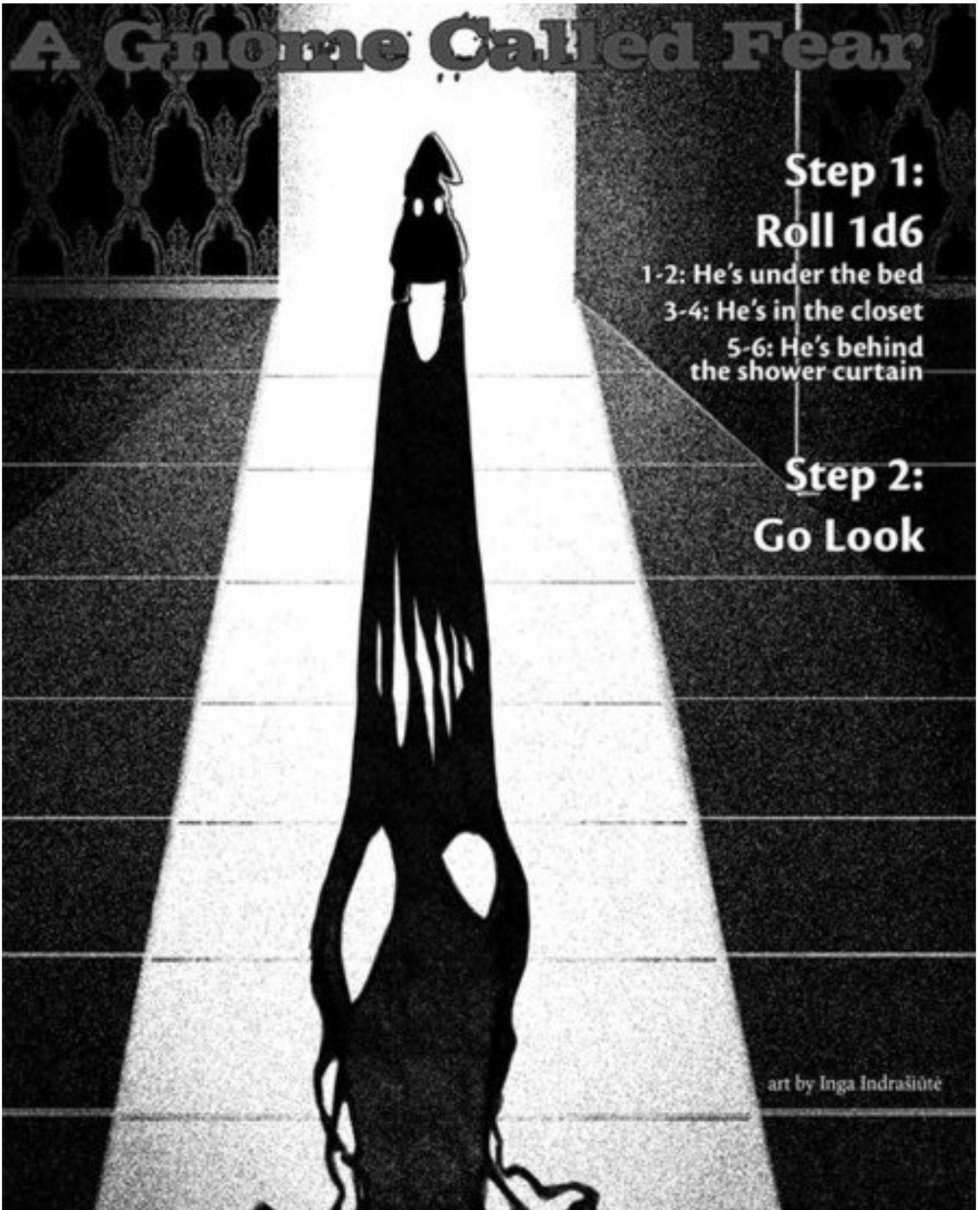


Notes concerning Cleric v. Cleric Turning Result Table

The exact result of a successful turn depends upon the alignment difference between the turning cleric and the cleric being turned. If the matrix indicates T the cleric is automatically turned (No Save) for 1d6+6 rounds. T+ equals number of turns added to roll. In the case where neutral clerics are compelled into service, T equals 24 hours and T+ equals number of extra 24-hour periods.

T—Turn 1d4 clerics for 3d4 rounds

S—Service for 24 hours minus die roll needed for turn. The application of a bless spell AND 1 vial of holy/unholy water (which will do 2d4 damage) OR a prayer spell will break the service effect.



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