

Maldin's Greyhawk
<http://melkot.com>
 Denis Tetreault

Table 47: TURNING UNDEAD

| Type or HD Dice of Undead | Level of Priest | | | | | | | | | | | | | | | | |
|---------------------------|-----------------|----|----|----|----|----|----|----|----|-------|-------|-----|----|---|---|--|--|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10/11 | 12/13 | 14+ | | | | | |
| Skeleton or 1 HD | 10 | 7 | 4 | T | T | D | D | D | D | D | D | D | D | D | D | | |
| Zombie | 13 | 10 | 7 | 4 | T | T | D | D | D | D | D | D | D | D | D | | |
| Ghoul or 2 HD | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D | D | D | D | D | D | | |
| Shadow or 3/4 HD | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D | D | D | D | D | | |
| Wight or 3 HD | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D | D | D | D | | |
| Ghost | — | 10 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D | D | D | | |
| Wraith or 4 HD | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D | D | | |
| Mummy or 7 HD | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D | | |
| Specter or 8 HD | — | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | | |
| Vampire or 8 HD | — | — | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | | |
| Cheer or 10 HD | — | — | — | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | | |
| Lich or 11+ HD | — | — | — | — | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | | |
| Special** | — | — | — | — | — | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | | |

*An additional 2d4 creatures of this type are turned.
 **Special creatures include unique undead, free-willed undead of the Negative Material plane, certain Greater and Lesser Powers, and those undead that dwell in the outer planes.
 *Paladins turn undead as priests who are two levels lower.

| Armor Class | Intelligence | Wisdom |
|-------------------|--------------|-------------------|
| None | 10 | Non |
| Shield | 9 | Animal |
| Leather/Padded | 8 | 2-4 Semi- |
| Studded/Ring | 7 | 5-7 Low |
| Scale Mail | 6 | 8-10 Average |
| Chain Mail | 5 | 11-12 Very |
| Splint/Banded/ | 4 | 13-14 Highly |
| Bronze Plate | 4 | 15-16 Exceptional |
| Plate Mail | 3 | 17-18 Genius |
| Field Plate Armor | 2 | 19-20 Supragenius |
| Full Plate Armor | 1 | 21+ Godlike |

| Non-Prof Penalty | Dex. | React. | Def. | Str. | To Hit | Dam |
|------------------|------|--------|------|------|-----------|-----|
| Warrior | -2 | 1 | -6 | +5 | 1 | -5 |
| Wizard | -5 | 2 | -4 | +5 | 2 | -3 |
| Priest | -3 | 3 | -3 | +4 | 3 | -3 |
| Rogue | -3 | 4 | -2 | +3 | 4-5 | -2 |
| Paladnicist | -4 | 5 | -1 | +2 | 6-7 | -1 |
| | | 6 | 0 | +1 | 8-15 | 0 |
| | | 7-14 | 0 | 0 | 16 | 0 |
| | | 15 | 0 | -1 | 17 | +1 |
| | | 16 | +1 | -2 | 18 | +1 |
| | | 17 | +2 | -3 | 18/01-50 | +1 |
| | | 18 | +2 | -4 | 18/51-75 | +2 |
| | | 19-20 | +3 | -4 | 18/76-90 | +2 |
| | | 21-23 | +4 | -5 | 18/91-99 | +2 |
| | | 24-25 | +5 | -6 | 18/00 Ogr | +3 |
| | | | | | 19 Hill | +3 |
| | | | | | 20 Stone | +3 |
| | | | | | 21 Frost | +4 |
| | | | | | 22 Fire | +4 |
| | | | | | 23 Cloud | +5 |
| | | | | | 24 Storm | +6 |
| | | | | | 25 Titan | +7 |

Currency Exchange

| |
|--------------|
| 10 cp = 1 sp |
| 5 sp = 1 ep |
| 2 ep = 1 gp |
| 5 gp = 1 pp |

Combat Modifiers

| | |
|---|----|
| Attacker on higher ground | +1 |
| Defender invisible | -4 |
| Defender off-balance | -2 |
| Defender sleeping or held | +4 |
| Defender stunned or prone | +4 |
| Defender surprised | +1 |
| Missile fire, long range | -2 |
| Missile fire, medium range | -5 |
| Rear attack | +2 |
| Rear attack by Rogue | +4 |
| Elf using bow, short sword or long sword | +1 |
| Dwarf vs orc, half-orc, goblin, hobgoblin | +1 |
| Gnome vs goblin, kobold | +1 |

Creature HD vs Immunity

| | |
|--------------|-----------|
| 4+1 or more | +1 weapon |
| 6+2 or more | +2 weapon |
| 8+3 or more | +3 weapon |
| 10+4 or more | +4 weapon |

Cover vs Missile Fire

| Target | Cover | Concealment |
|------------|-------|-------------|
| 25% hidden | -2 | -1 |
| 50% hidden | -4 | -2 |
| 75% hidden | -7 | -3 |
| 90% hidden | -10 | -4 |

Elf defender attacked during normal melee, hit automatic with normal damage. If no other fighting going on, defender can be slain auto.

Attacks with 2 Weapons

| Dex. | Primary | Second. |
|-------|---------|---------|
| 1 | -8 | -10 |
| 2 | -6 | -8 |
| 3 | -5 | -7 |
| 4 | -4 | -6 |
| 5 | -3 | -5 |
| 6-15 | -2 | -4 |
| 16 | -1 | -3 |
| 17-18 | 0 | -2 |
| 19-20 | 0 | -1 |
| 21-25 | 0 | 0 |

Warrior Att/rds

| | |
|------|---------|
| 1-6 | 1/rd |
| 7-12 | 3/2 rds |
| >12 | 2/rd |

SEMI-LICH
 MONST. 1/1 - VICTIM 1/1 - MODIFIERS

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Print at 8.0 x 8.0 inches

| Dwarf & Gnome Con bonus | |
|----------------------------|-------|
| vs Rod, Staff, Wand, Spell | bonus |
| Con. | 4-6 |
| 4-6 | +1 |
| 7-10 | +2 |
| 11-13 | +3 |
| 14-17 | +4 |
| 18-20 | +5 |

| 1 vs Dose of Insain, Poison | |
|-----------------------------|------------------|
| 6 darts | 1 short sword |
| 4 arrows | 1 scimitar |
| 3 shurikens | 1 broad sword |
| 3 spear heads | 1/2 long sword |
| 2 pole-arms | 1/3 bastard sw. |
| 2 hand axes | 1/2 2-handed sw. |
| 2 daggers | 1/4 sickles |

| Dual-Handed Weapons Usable | |
|---|--|
| Under 5 | 5 and Over |
| A. Secondary: Hand Axe, Dagger | B. Secondary: A, Hammer, Horseman's Mace, Horseman's Pick, Short Sword |
| C. Primary: A, B, Clubs, Scimitars, Longswords only Dwarves | D. Primary: A, B, C, Battle Axe, Horseman's Flail, Footman's Mace, Footman's Pick, Broad Sword |

| Recovery of Spells | |
|--------------------|----------------------------|
| Spell Level | 1 2 3 4 5 6 7 8 9 |
| Rest Time (hrs) | 4 5 6 7 8 9 10 11 12 |
| Memorization Time: | 10 minutes per spell level |

| Saving Throw Table | |
|-----------------------------------|--|
| Level | 0 1-1 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |
| Paralyzation, Poison, Death Magic | |
| Fighter | 16 15 14 14 13 12 11 11 10 9 8 7 6 5 5 4 4 4 3 3 3 3 3 3 3 3 3 3 3 |
| Cleric | 12 11 10 10 10 9 9 8 8 7 7 6 6 6 5 5 4 4 4 3 3 3 3 3 3 3 3 3 3 |
| M-U | 16 15 14 14 14 14 13 13 12 12 11 11 11 11 10 10 10 9 9 8 8 8 8 7 7 7 7 6 |
| Thief | 15 14 13 13 13 12 12 12 11 11 11 11 10 10 10 10 9 9 9 8 8 8 8 7 7 7 7 6 |
| Petrification, Polymorph | |
| Fighter | 17 16 15 15 14 13 12 12 11 10 9 9 8 7 6 6 5 5 4 4 4 3 3 3 3 3 3 3 3 |
| Cleric | 15 14 13 13 12 12 11 11 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 3 3 3 3 3 |
| M-U | 15 14 13 13 13 12 12 11 11 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 3 3 3 3 |
| Thief | 14 13 12 12 12 11 11 11 10 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 3 3 3 3 |
| Rod, Staff, Wand | |
| Fighter | 18 17 16 16 15 14 13 13 12 11 10 10 9 8 7 6 6 5 5 4 4 4 3 3 3 3 3 3 3 |
| Cleric | 16 15 14 14 14 13 13 12 12 11 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 3 3 3 |
| M-U | 13 12 11 11 11 10 10 9 9 8 8 7 7 6 6 5 5 4 4 4 3 3 3 3 3 3 3 3 3 |
| Thief | 16 15 14 14 13 13 12 12 11 10 10 9 8 8 7 7 6 6 5 5 4 4 4 3 3 3 3 3 3 |
| Breath Weapon | |
| Fighter | 20 19 17 17 16 15 14 13 12 11 10 9 8 7 6 5 4 4 4 4 3 3 3 3 3 3 3 3 3 |
| Cleric | 18 17 16 16 15 15 14 14 13 13 12 12 11 11 10 10 9 9 8 8 7 7 7 7 6 6 5 5 |
| M-U | 17 16 15 15 14 14 13 13 12 12 11 11 11 10 10 9 9 8 8 7 7 7 7 6 6 5 5 5 |
| Thief | 18 17 16 16 16 15 15 15 14 14 14 14 13 13 13 13 12 12 12 12 11 11 11 10 10 10 10 |
| Spells | |
| Fighter | 19 18 17 17 16 15 14 14 13 12 11 11 10 9 8 8 7 7 6 6 5 5 4 4 4 3 3 3 3 3 |
| Cleric | 17 16 15 15 14 14 13 13 12 12 11 11 11 10 10 9 9 8 8 7 7 6 6 6 5 5 4 4 |
| M-U | 14 13 12 12 12 11 11 11 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 3 3 3 3 3 |
| Thief | 17 16 15 14 14 13 13 12 12 11 11 10 9 9 8 8 7 7 6 6 5 5 4 4 4 3 3 3 3 |
| Level | 0 1-1 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 |

Chances of Viewing Potentially Hazardous Visual Phenomena

| Character is: | Chance |
|----------------------|---------|
| Completely surprised | 9 in 10 |
| Surprised | 7 in 10 |
| Viewing monster | 9 in 10 |
| Attacking normally | 3 in 10 |
| Avoiding gaze | 1 in 10 |

| Thief Backstab | |
|----------------|----|
| Lvl 1-4 | x2 |
| Lvl 5-8 | x3 |
| Lvl 9-12 | x4 |
| Lvl 13+ | x5 |

Calendar Conversion from Sulotse

| | | | |
|-----------|-------|---------|-------|
| Common Yr | -5515 | Flaanae | -3365 |
| Olve | -1053 | Oerid | -4871 |
| Bakuni | -2856 | | |

Critical Hit Table

| | |
|---|---|
| On a Natural 20 | |
| 01-80 Not Critical | 01-55 Left Side |
| 81-90 Good Hit (1 1/2 x dam) | 56-00 Right Side |
| 91-95 Severe Hit (2 x dam) | Note: A single weaponed, right-handed character will usually check for location and effects |
| 96-00 Critical Hit (2 x dam and check for location and effects) | (90%) hit left side |



| Location | Severity | S | B | E | D | U | I | U |
|-----------------|--|---|---|---|---|---|---|---|
| 01-02 Foot | 1-3 Broken - will heal in d4+2 weeks | | | | | | | |
| 03-07 Shin | | | | | | | | |
| 08-10 knee | | | | | | | | |
| 11-20 Thigh | 4-5 Maimed - can only be completely healed magically | | | | | | | |
| 21-22 Groin (a) | | | | | | | | |
| 23-33 Gut (b) | | | | | | | | |
| 34-40 Hip | 6 Severed - immediate loss of 10% of original hps | | | | | | | |
| 41-50 Shoulder | | | | | | | | |
| 51-70 Chest (c) | S - Stunned | | | | | | | |
| 71-73 Hand | U - Effectively Unconscious | | | | | | | |
| 74-78 Lower Arm | U - Unconscious, possible loss of eye, ear, nose, broken jaw, etc. | | | | | | | |
| 79-81 Elbow | | | | | | | | |
| 82-91 Upper Arm | P - Pain from broken ribs, -2 to hit and dam | | | | | | | |
| 92-93 Neck (d) | L - Punctured Lung, severe pain, -8 to hit and dam, extreme difficulty breathing | | | | | | | |
| 94-96 Face (e) | B - Massive Bleeding, Death in 66 turns without magical aid | | | | | | | |
| 97-00 Head (f) | D - Ruptured Organs, internal bleeding, Death in 65 turns | | | | | | | |
| | D - Death in 66 rounds | | | | | | | |
| | I - Instant Death | | | | | | | |

Creatures Affected by Charm and Hold Person

| | | | | |
|--------------|------------|-------------|------------|--------------|
| Aarakocra | Dryad | Grimlock | Men | Sind |
| Aasir | Duerger | Halfing | Rite | Syrine |
| Alcor | Dwarf | Half Elf | Mongrelman | Snyad |
| Amitok | Elf | Half Ogre | Nereid | Spriggon |
| Andaman | Firenewt | Half Orc | Nethermen | (size S) |
| Atomie | Flind | Hobgoblin | Nixie | Sprite |
| Azer | Forlarren | Jermaine | Norker | Svirfneblin |
| Booka | Frostman | Kender | Oprillon | Swanmay |
| Brownie | Gibberling | kenku | Orc | Taer |
| Buckawn | Githyanki | Killmoulis | Pech | Taxloi |
| Bullywug | Githzerai | Kobold | Pixie | Thendar |
| Dark Creeper | Gnoll | Korred | Quaggaroth | Troglodyte |
| Dark Stalker | Grig | Lizard King | Quickling | Wind Thrower |
| Derro | Gnome | Lizard Man | Gullian | Kvart |
| Druid | Goblin | Meazel | Shade | Zephyr |

Locals

| AD&L | Morn | Horn |
|-----------|------|-------|
| Wretched | +30 | 1 +50 |
| Poor | +15 | 2 +25 |
| Good | 0 | 3 +10 |
| Excellent | -20 | 4 +5 |
| Superior | -40 | 5 0 |
| Masterful | -60 | 6 -10 |
| | | 7 -25 |
| | | 8 -50 |
| | | 9 -75 |

Phantasm Saving Throws

| Intell. | Phantasmal Force | Improved Phant. F. Force | Spectral Force |
|---------|------------------|--------------------------|----------------|
| 0 | na | na | na |
| 1 | +4 | +3 | +2 |
| 2-4 | +3 | +2 | +1 |
| 5-7 | +3 | +2 | 0 |
| 8-10 | +2 | +1 | 0 |
| 11-12 | +3 | +1 | 0 |
| 13-14 | +3 | +2 | 0 |
| 15-16 | +4 | +2 | +1 |
| 17-18 | +4 | +3 | +1 |
| 19 | na | +3 | +2 |
| 20 | na | na | +3 |
| 21-25 | na | na | na |

+5 if cast by a magic-user