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## JOCULAR JUDGEMENTS



The Makistakator in battle dress

Shades of Robert E. Howard! The fantasy scene is expanding in an ever-expanding line of products and publications. Soon to be released is Gregarious Gary Gygax's latest fireball - a great supplement for novice Dungeonmasters. This long anticipated tome was gratefully forwarded to the Guild Hall for pre-publication perusal. We can endorse it whole-heartedly to our subscribers. It is written primarily to fill the need of DM's not desiring a complex advanced game but a solid, easy to follow set of rules to begin his games.

"Dungeons & Dragons" was reviewed in Games and Puzzles, January issue and Rudolph the Writer pointed out some helpful hints. Strategy & Tactics, May/June issue, did a most welcome and appreciated review of the Guild's initial package. The publishers of National Lampoon have begun publication of an adult-fantasy magazine... definitely rated 'X' (we cannot recommend this one). Phanta Carta, a fanta-zine for the Empire of the Celestial Wizard published monthly, did a regal review of the Guild materials. Inquiries should be directed to Richard S. Krebs, 2020 Forest View Road, Rockford, IL 61108... 75¢/copy. The June issue of The Dragon recommended the Judges Guild to its readers. Timid Tim Kask (talented terror of the typewriter and esteemed editor of T D) has related that he is starting a campaign using the Judges Guild material in the campaign installment (he related to the Junior Guildmaster how he stayed up one night and attacked the Campaign Map with numerous colored markers...). Fans of Red Sonja should pick up the August 77 issue of "The Savage Sword of Conan the Barbarian" which has an excellent article on the Sonja Con at Mt. Laurel, NJ. Ursula K. Le Guin's "Earthsea Trilogy" published by Bantam Books, is an excellent source of material for Judges. The copious maps are great for DM's and the treatment of magic, "A Wizard of Earthsea", is very entertaining. A grateful thanks is due the Iowa City Wargaming Confederation for their hearty endorsement of Judges Guild in The Dungeonmaster, an excellent fanzine of fantastic fun... c/o Richard Mueller, #822 1110 N. Dubuque, Iowa City, IA 52240- 50¢/copy.

## SHREWD SLANTS FROM THE SAGACIOUS SAGE

Special Note From the Olde Chronicler of Check... elsewhere in this selfsame chronometry is the far-promised comments on statistics of the City State. The scroll bears the title "Demented Demography".

Just released by the Chivalrous Captains of Conjecture (TSR) is the first "Monster & Treasure Assortment - Set One: Levels 1 thru 3". This product gives the DM a "ready matrix of encounters, when his players are exploring a dungeon encountered in a wilderness adventure". The most important purpose however, is to aid the DM in "readying the major dungeon in which most of his players' underworld adventures take place". Monsters and treasure are pregenerated on two tables (1-100). Other tables included are one for the treasures' container (1-10), traps guarding treasures (1-16) and treasure hiding (1-10). The useful and worthwhile playaid aid sells for \$2.49 (see the 'Booty List'). The third set in the Dungeon Geomorph series- "The Lower Dungeon" has also just been released. This popular playing aid also sells for \$2.49 and contains ten 5 1/4" square and five 2 1/2"x10 1/2" dungeon level pieces which are semi-geomorphic.

Frequently, questions are directed to us concerning alignments characteristics of Law/Evil and Chaotic/Good. Law/Evil alignment indicates a tendency toward organized, ritualistic and systematic malevolent acts such as J.R.R. Tolkien's Morgoth or Hitler might practice. Chaotic/Good alignment indicates a tendency toward unorganized, sporadic and unplanned benevolent acts such as a 'flower child' might practice. - Bob Bledsaw

## DEMENTED DEMOGRAPHY By BOB BLEDSAW

First, I must state that I approach this subject with mixed emotions. Basically, I think that Fantasy Role Playing campaigns should give the feel of an economic system at work. Then again, I understand that many judges would desire a more highly developed degree of commercial balance in their campaigns. It isn't possible to maintain an economically balanced system in the best of circumstances. Such roads as exist must be protected from robbers, the rivers from pirates; goods must have safe passage and safe storage, must be held in a manner sacred in the territories through which they pass, be insured against accidents, be respected even in the the madness of hostilities; the laws of nations must give a guarantee on which traders can proceed in their operations with reasonable confidence; and the governments, while protecting the commerce of their subjects with foreigners as if it were their own enterprise, must in their fiscal policy, and in their acts, be endued with the highest spirit of commercial honor.

Economic resources fall into three groups: labor, produced resources and natural resources. The geographic distribution of economic resources determines the character of industry, the political power of leaders, and the standard of living of the population. Labor resources vary according to type, customs, education level, ingenuity, versatility, and incentives. Produced resources are roads, harbors and tools. Natural resources include land, mineral deposits, climate and indigenous flora and fauna.

In general, several guidelines are provided to determine the relative adaptability of different types of creatures to various levels of industry. First, the character alignment indicates reliability and organization for LAWFUL creatures and the lack thereof on the part of CHAOTIC creatures. Further, creatures of a good disposition are prone to engage in activities which aid the common well-being of others while evil creatures respond to fear, arrogant pride, and hatred. Neutrals are characterized by an enlightened self-interest and are purely economically motivated in commerce. Intelligence indicates the ingenuity



and adaptability of the type creature. Ranking can be skilled, semi-skilled and unskilled. Hit dice or level indicates roughly the tenacity and physical capacity of the creatures.

One copper piece is equivalent to five hours of unskilled labor in the City State. It is customary for the employer to house and feed his employees... although family heads maintain their own quarters and receive double the normal rate. Slaves are permitted to engage in commerce (if their master approves) and can accumulate private property. The right to private property is not common to feudalism and serfs possess only a few personal belongings. Villians are permitted to own property although the huge rents and taxes paid to the fief-holder makes this the exception rather than the rule. Usury and labor is generally condemned by the nobility but many notable (greedy) exceptions are present.

The total population of the City State proper is 80,000 with an additional 6240 living just outside the walls within the 5 mile hex. The City State draws upon resources from 5 villages within 25 miles which have a total population of 3540. Tributary villages which are used for troop levies include Landmarch, Tain and Rockhollow. These villages have augmented the City State force by 248 over the past ten years... being required to send ten able bodied men per year. Mercenaries which number between 2000-12000 strong (depending upon season and situation) bolster the Vasthost. Mercenaries come from the Westlands (beyond Bendigroth), barbarian Altanis, nomads of the Prydon Plains and the remnants of the vanquished migratory peoples. The dwarves of Thunderhold have contributed greatly to the City State's wealth and safety by forwarding gems, marble, arms and silver down the Rorystone Road. The road is maintained and patrolled by dwarf Bounders as far south as Byrny. The dwarves have supplied 100-800 foot to the City State dependant on the level of activity of slavers in the Majestic Mountains adjacent to the Rocky Rapids and the season (they particularly hate to be outdoors in the winter).

The City State attracts sea-farers and adventures from many distant land which more than offsets the desertion and attrition rates of the forces in the field. Ships from as far away as Lenap dock regularly disgorge immigrants and fill their holds with dwarven toys, the rare herbs of Dearthwood and costly pelts. The wealth of the Overlord is fabled (and exaggerated) in Tarsh and the Kingdom of Karak across the great sea. Thus, the City State is not limited by the population base to maintain the war-like policies of the Overlord and fulfill its tribute to the World Emperor. The City State sends 100 Errant Knights, 50 white horses, 100 slaves, and a wagon-load of silk to the Crossings of Quoth during Vineyard Bounty to meet the Emperor's Emissary for the annual tribute.

In the ancient records we see commerce exposed to great risks, subject to constant pillage, hunted down in peace, and utterly extinguished in war. Hence, it became necessary for foreign trade to become an armed force. The naked power of the sword was vivid and terrible as flashes of lightning over the seats of commerce. Trade is too walled in, too much clad in armor, and too incessantly disturbed by wars and tumults, and violation of common right and interest, to exert its full influence over the general society, or even to realize its most direct advantages. Navigation confined to rivers and the shores of inland gulfs and seas, the oceans are terra incognita, without charts, compass and astrolabe. The routes or commerce are interrupted and cut asunder by barriers of transport and the further extended become the more impassable to any considerable quantity or weight of commodities. Diversion of traffic to roads and tracks by the slow and costly carriage of beasts of burden, force only articles of small bulk and rare value to be conveyed with any hope of profit. Grain, beyond the price of those in want, is only transported in a famine. In the absence of money, barter is prevalent. Protection of currency from undue loss by export is generally not practiced.

My references for the sources of my statements regarding farm output, population densities, and so forth are at the end of this article. Populations have been stated in terms of able bodied men in the previous articles. The ratio of females to males in human and human-like populations should be about 115 females per 100 males. The proportion of children under 15 (vary by type) is 17% in villages and 25% in rural areas. About 10% of urban population is homeless. The self-sufficient, pre-literate folk of the countryside are known for secreting away foodstuffs and wealth to avoid the wary eyes of tax collectors, nobles and marauders. They have little use for many of the things which attract the adventurous to urban life which they call the Land of the Rogues. Three field rotation, the heavy plough and draft horses have increased the production many times but several oxen are still found on many farms where the old ways die slowly.

The ratio of special classes or professions to peasants or food producers seems to be a point of particular concern to some judges. I simply don't feel the urgent necessity of maintaining a strict ratio myself. It makes little or no difference unless the magic has been allowed to get way out of balance (which affects other things too!). A typical crowd of players will not imbalance any campaign unless its populace is stated in hundreds. All that is important is to give the necessary 'feel' of a large population base. No experienced DM would literally pack a village with magic users, clerics of fighters (unless it was a very unusual place). In the City State, the assumption was made that any adult had the capabilities of a first level fighter. This is justified because of the war-like nature of the environment the populace grew up in and 'combat ability' is considered a proper part of their education. It goes without saying that combat ability is more attuned to human natural survival instincts than spell casting ability. Some may have noticed that the City State's population density is high (214 sq ft per person), this is because the overlord has depleted the population base time and again to maintain his armies. While the 'paper strength' of a vasthost ranges from 14,000 to 21,000 (the organization is flexible to its mission and terrain to be encountered) the 'actual' strength may drop to half of that in action and require much time to build back up again.

Notable sources: Towns & Cities by Emrys Jones, Oxford University Press 1970  
Western Civilizations by Edward McFalls Baum, W.W. Norton Co. Inc. 1963  
Compensation Management, (no pub details on this one, as it has vanished)



## OMNISCIENT OPINIONS

This section allows the guildmembers at large to express their opinions in article length. Continued from last issue, the Journal again presents Tom Holsinger's slant on setting up a D & D campaign and the many facets involved. While you may not agree with everything, he does present many interesting ideas, that you might start upon.

## RELIGION AND THE JUSTIFICATION FOR MAGIC BY TOM HOLSINGER

You don't have to put much effort into this subject but you should because you can have so much fun in creating and discovering legends, gods & demigods, their lost artifacts, active and ruined temples, etc. EPT is truly outstanding in this regard and should be studied carefully.

As I understand it, the basic justification for magic is that you are taking energy from another space-time continuum through a "gate" created either by a spoken spell or a magic item. Only spell-casters can control the energy released through a gate by a spoken spell while non-SC are destroyed by it, in those rare instances when non-SC can evoke a response to a spoken spell. Magic items drew upon and control the energy of these other continuums by virtue of the powers invoked by their makers.

Gods, demigods and demons normally dwell in these other continuums and can draw upon their energies while in this continuum,



which gives them their powers here without the necessity for spoken spells. It could very well be that every use of magic in the D & D universe invokes the powers of a particular god, demigod or super-demon. This has fascinating possibilities and hopefully one of you readers will elaborate upon this in further issues.

There are ten principal gods in EPT, each with a demigod. Half are evil and half are good. They represent five aspects of existence; there is a god and demigod of war, of knowledge, of life & death, of women and a master type. Each god and demigod forms the basis of a religion and each has a church devoted to their worship. All adventurers must worship one or another of them. Each god and demigod is worshipped by members of all three adventurers' professions, warriors, priests and magi as well as the common people.

EPT does have some rather general rules concerning divine intervention on behalf of the adherents of a particular god or demigod. You get into trouble and call for divine intervention, with a lesser or greater chance of celestial aid or retribution depending upon your experience level, sacrifices, etc. The exact powers of each god and demigod are not specified as are those in Supplement 4, Gods, Demigods & Heroes. I hope one of you readers comes up with something better.

The worship of these gods and demigods permeates every aspect of life in EPT. It is vitally important to know what the symbols of the gods are, how their worshippers adorn themselves, the legends surrounding each, etc. Player characters begin as ignorant foreign barbarians and learn these details the hard way. If you're investigating an underworld and there are a lot of markings and sculptures around inscribed with a wavy line ending in a red circle at one end, it would probably be lethal not to know that you're in an area sacred to Sarku, Lord of Worms, Master of the Undead, Guide into Darkness, Demon of Decay. All these details are worthy of emulation in your campaign.

Before you start creating your own gods/demigods or adapting the ones in Sup. 4 to your campaign, you are going to have to give some thought to their philosophic background, e.g., alignment.

The two basic alignments are good and evil, or law and chaos as you prefer. These are the ones used in EPT. Supplement 3, Eldritch Wizardry, gives a marvelous definition of neutrality as growing out of the forces of nature, a different, tough and outright mean (though definitely not evil) kind of neutrality than the one we are used to. The neutrality most of us are used to is basically opportunistic, based pretty much on the attitudes of Conan the Barbarian before he became King of Aquilonia. Conan was a bloody-handed pirate who took what he wanted and his personal code of honor extended only to his immediate circle of friends. He was loyal to those who hired him and didn't approve of the deliberate and unnecessary infliction of suffering; but thought nothing of the horrors his cut-throats brought upon innocents in the sack of a caravan, city or village. I personally like both definitions of neutrality.

So I suggest the following alignment definitions. The forces of good require their adherents to work for the welfare of others, and to advance their own interests only as a means of better serving others. It should be difficult for a character to serve the forces of good. The forces of evil require their adherents to harm others, to inflict pain, suffering, fear, horror and degradation upon others. Possibly the forces of evil require lots of human sacrifices (you get no points for sacrificing orcs). The forces of neutrality just like to be worshipped by as many people as possible, even if the worshippers have to be forced to do so. And they like their adherents to gain positions of power because such honors the gods their adherents serve. And there are the forces of nature, who in their human manifestations are barbarians who constantly strive to destroy civilization and agriculture. Humans who are part of the ecology and who rely principally upon hunting, fishing and horses (like the Mongols, who derived food and even liquor in the form of fermented mares' milk from their horses) are one with nature. But humans who modify their environment instead of adapting to it are enemies of nature. As are the forces of evil, who habitually engage in wanton destruction.

Next comes the problem that all clerics other than druids are supposed to be either good or evil, or lawful and chaotic, depending. If most humans are neutral because being good or evil involves a lot of hard work, shouldn't there be neutral clerics? I say yes, because clerics are the principal intermediaries between humans and the gods. Neutral clerics are simply the priests of a neutral god. Neutral gods, clerics, and other adventurers may lean towards good or evil most of the time but the definition of neutrality should be sufficiently broad to cover most forms of human behavior. However, this definition of neutrality is spiritually empty and therefore weak. When the forces of evil wax strong, men turn to the forces of good in response and the middle ground of neutrality is diminished. Likewise the forces of nature are weakened both when the forces of evil despoil the countryside and when evil is so weakened that the human population expands into and tames the countryside. So both aspects of neutrality seek a rough balance between good and evil to preserve their own power. Thus this definition of alignments carries within it the seeds of all sorts of interesting conflicts which can be developed into scenarios.

You will need to develop certain mechanical rules for the employment of gods and demigods in your campaign. This is a topic which deserves a full article in the Journal & somebody should write one, but here are a few ideas for use now. All gods and demigods should be aware of the prayers of their worshippers at all times and be able to communicate with them. All should be able to freely shapechange into any human or humanoid form, of either sex. All should be able to teleport with no chance of error between their own continuum and most places in your campaign. They should be extremely powerful but not omnipotent, so that an extremely powerful adventurer could take on a god or demigod who has been badly weakened by a struggle with another god or demigod. While they cannot be killed, it should be possible to destroy their earthly forms and banish them to their own continuum for the duration of the campaign. There should be some sort of limitation upon their ability to take revenge upon a character or group who has defeated them. I am considering something like forbidding them to return to a strategic map hex from which they have teleported out of during battle for ten game years plus ten years for every hit point of damage. And defeating them in battle even with the aid of other gods/demigods, should place some sort of geas upon them preventing them from bothering the victor or his descendants while they remain in that strategic hex.

It has been my experience that gods and demigods can be separated into several major categories: adventurers' gods, gods of a particular geographic area, specialty gods (light, fertility, the sea) and generalized gods (good, evil, the dead or nothing in particular). When we think of gods, we generally mean the last two definitions. EPT includes 12 adventurers gods/demigods (of warriors, clerics and magi), 4 specialty gods/demigods (of women) and 4 generalized g/dg (the master types).

Gods of a particular geographic area can be broken down into two further categories, those associating with men and those of nature. Most of the gods and demigods Conan encountered were of the former variety. They were evil and demanded human sacrifices. For the purposes of a D & D campaign game, these types should be considered to provide services in the form of protection from the perils of the wilderness. By that I mean war parties of orcs, nomads and barbarians, dragons, demons, etc, all the things a strong group of adventurers and armed nobility normally protect civilized areas from. Perhaps the population receiving these services kidnap people from other areas to feed to their local god. You can see all sorts of interesting possibilities for scenarios here. The g/dg of nature restricted to a particular area in my campaign represent the forces of nature in a given strategic map hex or a river, forest or the like extending through or over sev-



eral strategic hexes. Those adventurers wishing to set up a new barony in the wilderness must first defeat the neutral demigod of that strategic map hex.

The adventurers' gods are the patron dieties of a particular adventurers' profession. The powers of and limitations upon each adventurers' profession are derived from their particular diety. It is not uncommon for an adventurer to serve more than one adventurers' god, the basic one of their profession and alignment and the one that they have a particular affinity for (sometimes of a different though never an opposite alignment). Conan's tutelary diety was Crom of the Cimmerians (barbarians) but he was the servant of Mitra and had a working relationship with Asura. Mitra was the particular "good" god of the Hyborean race and even though Conan engaged in wholesale massacre and pillage, Mitra selected him as Mitra's personal representative on Earth against the forces of evil.

This results in the adventurers' dieties numbering members of all professions among their worshippers, though naturally there would be more of their particular profession. It would also be a good idea if the adventurers' g/dg you create are worshipped by non-adventurers as in EPT, to create more opportunities for scenarios. This can be done by having each adventurers' g/dg represent some aspect of normal human life. My demigoddess of bards is the patron of culture and the arts, not to mention gypsies, hookers and all those who part fools from their money. The demigod of rangers is the patron diety of hunters and woodsmen.

Campaign games do require certain changes in basic magic. Point systems for spell-casters make those professions far too powerful relative to the others in a campaign game. I strongly recommend that you adopt the Gyax spell system given in the final issue of the Strategic Review with no automatic regeneration of spells. Rather it should take one hour per level of the spell in continous study to memorize a spell. And the rule that combination characters of more than one profession, such as elves, may only be one or the other during any given adventure should be changed. A combination character should be allowed to function in both professions at the same time, subject to certain restrictions as the referee sees fit (like no armored gauntlets or plate armor, etc).

Use of some of the 7th level and higher spells should be restricted. I personally find the 7th-Simulacrum spell to be too powerful and simply don't allow it. The 9th level Gate spell must of course be modified and extended to clerics given the inclusion of Gods and Demigods as non-player characters into a campaign. And use of a 7th level wish to decree that an unpleasant adventure had never occurred makes absolute hash of game reality, so it should be limited by allowing its use in this fashion only as the undesired encounter is actually taking place. "I wish we had never met these dudes" as the Sahuagin are swarming over the rail or the covey of green dragons are wiping out the caravan.

The longevity of elves and dwarves causes problems in this regard also. Elves are immortal and have a very low birth rate (or we'd be up to our ears in elves). Almost all elvish adventurers will have been around long enough to reach the top experience levels allowable to them (the lowest Noldor would be at least 15th level) and the few young ones will be carefully protected until they are experienced enough to fend for themselves (say 3rd F and 4th M). Elvish soldiers who are not adventurers will be as powerful as the referee lets them (veteran elite/3rd level). Dwarves will be almost as bad but it should be possible to run into at least some relatively low-level ones (say 2nd) as adventurers or soldiers. The biggest hassle is that dwarves and elves will have been around long enough to accumulate lots of magic items and form favorable and potent relationships with their gods. You'll need special tables for the numbers and types of magic items in their possession, depending upon their age. If you're going to be a generous referee, consider what long-lived non-player characters should have of those things you're being so generous with.

Some thought should also be given to the nature of the professions allowed in your campaign and their relationship with the gods. For instance, I do not allow assassins in my campaign and monks do not have the thieving abilities of picking locks and pockets, or removing traps. Just because something has been printed in a D & D volume or supplement, or in the Dragon/Strategic Review is no reason why it has to be that way in your campaign.

You should decide what role a profession is to play in your campaign and assign it powers accordingly. I don't feel like doing all the work that would be involved in developing a niche for sages in my campaign so I don't allow them, preferring bards instead. Yet if a D & D supplement or Dragon article on the subject of sages did most of the work, I would be glad to make a few changes and introduce sages into my campaign. What are the magic powers of sages? What weapons/armor are they allowed? What is their background, and the justification for their existence? They are obviously a special order of those who worship the gods of knowledge (who are mostly spell-casters) but in what way? Etc.

Don't hesitate to create professions that are not subject to the normal experience level system. Each tribe of 1000 nomads, barbarians or Picts in my campaign has a "shaman" who combines the most powerful elements of 9th level magi and clerics. If a shaman is killed, the neutral gods simply anoint a new one who automatically has those powers of a full shaman with no gradual climb in experience levels. Approximately the same goes for druids in my campaign. You should feel free to use your powers as referee to do similar things. And don't always tell the players about it. Let them instead discover these professions for themselves, either through legends (Legend Lore) or bitter personal experience. It adds to the wonder and excitement of a campaign if the players don't know everything that is going on or the backgrounds of everything they run into.

## ECONOMICS & TECHNOLOGY BY TOM HOLSINGER

Money is extremely important in a campaign game, unlike the usual series of loosely connected dungeon adventures. Money does many more things than simply provide a character with experience points. It pays for food, shelter, mercenaries, bribes, fines, essential services and equipment and maybe even magic items. No person or company has yet devised a coherent economic system for a fantasy campaign game and so you will have to create your own with maybe a little guidance from this article. You may think you can ignore this problem, but believe me, your campaign will fall apart without a reasonable economic background to it.

Developing an economic system entails not just price lists and pay scales but also treasure tables, experience point levels and probably your own experience point system. Doing all this is beyond a doubt the most boring and time-consuming aspect to creating a campaign game. It is truly horrible.

Furthermore, a proper economic system entails matters other than money. How people live is determined by what is economically feasible, and what is economically feasible is usually determined by the level of technology available. Military operations are obviously affected by the level of technology but few of you readers and still fewer fantasy writers have given much thought to how economic feasibility affects the supply problems of armies and restricts their operations.

It is not economically feasible to transport bulk goods such as food for great distances by land using animal or human transport. The animals or men will eat food more than equal in value or weight to their loads. Therefore water transport will be the only means of moving bulk goods long distances and the centers of agriculture and population will be clustered around navigable rivers and harbors.



There are many implications to this importance of water transport. With the exception of land-locked areas, the Seamen & Soldiers class will contain mostly seamen. The kingdoms and duchies will have developed from exceptionally good natural harbors or the intersection of major rivers. There will be a lot more pirates and far fewer bandits. Navies will be more important than armies in the coastal states. Referees will have to spend more time and care developing the sea gods and demigods and there will be more of them.

Most importantly, military operations will be dominated by seapower if your campaign is based mostly on Tolkien's Rings Trilogy with its vast uninhabited areas. Armies have to be fed, and in a populated area they can steal food from the civilian population. But armies have to bring their own food with them in uninhabited areas and their supply lines are limited by the pack and draft animals eating the food they are carrying. Consider what the scorched earth policy of the Russians did to Napoleon in 1812.

So armies on any lengthy campaign will have to stick close to the coast so they can be supplied by sea. The armies of the Crusaders on their way to the Holy Land periodically marched to the sea for resupply when advancing through Asia Minor. This means that the seapower of Byzantium was the dominant factor in the Crusades for without it, the Crusades would not have been possible. And the same goes for military operations in a fantasy campaign game.

EPT resolves this problem by having a very high population just about everywhere. The Hyborean campaigns of Conan do overlook this point. Many of the military operations Conan took part in were in wastelands and no mention is made of supply problems. An inland campaign was dominated by the limitations inherent in animal and human transport as late as the Russo-Japanese War of 1904-05. Superior seapower got the Japanese into Manchuria but they were unable to decisively defeat the Russians on land because Manchuria was then a largely uninhabited and mountainous wilderness. The Japanese armies time and time again outflanked the Russians but lacked the punch to completely surround and annihilate the Russian main body because they could not adequately supply their flanking forces with human and animal pack teams. The supply lines ate the supplies before they could get to the front.

I personally like the idea of vast uninhabited areas and so concentrate the populated areas along the coasts or the single large continent in my campaign with a large evil area in the south center which is now broken down into 6-10 feuding small kingdoms/large duchies. There are four contending kingdoms along one coast which are nestled against each other. Most of the formal wars and battles in my campaign occur in these two areas where there are enough food-producers and the combatants are close enough to allow me to ignore supply problems. The battles in the wilderness consist mostly of skirmishes and raids. The only way there can be struggles between rival baronies is if both are in the same strategic hex.

It should be noted that horse barbarians such as the Mongols, who derive almost all their needs from their horses, are excepted from the supply problems I have mentioned. This and their normal mobility allows them to concentrate in great force against isolated settlements in the wilderness on very short notice, assuming that the political problems of uniting the tribes are overcome (probably by supernatural means).

One point which should not be overlooked is maritime technology. The sailing vessels of the 19th century were the product of 3500 years of continuous development (marine technology did not all back during the Dark Ages) and were as advanced as they could be absent steam power. Unless the cycles in your campaign involve the simultaneous collapse of all the civilizations in it, some will remain and keep marine technology from falling back. And a catastrophe so vast as to destroy all the civilizations in your campaign would of necessity take all those dungeons and ruined cities we hold dear with it. If you can think of a reason why not, let me know.

Naval actions from the Armada onwards were dominated by gunpowder and gunpowder technology is more or less forbidden in fantasy campaigns. Looking at sailing ship designs just before gunpowder became dominant, the most advanced is obviously the galleon. The galleon has a caravel type hull and this basic hull design was carried into the 18th and 19th centuries, as was the basic mast and sail layout of the galleon. The most striking difference between the galleon and later designs is the high fore-castle and poopdeck, which inhibited the maneuverability of the galleons. They had these high fore and aft structures because a height advantage is very important in a melee action. High fore-castles and poopdecks served as "mini-castles". Galleons by virtue of their design were very resistant to boarding actions and boarding actions are about the only way pirates can capture a ship absent gunpowder. Catapults and rams can sink ships but that doesn't earn pirates any loot.

Piracy will therefore not be profitable against galleons and merchants will restrict major cargoes, and all long-distance ventures, to galleons. This will result in pirates seeking most of their loot by raiding the shore a la the Vikings, and re-ashore of a feudal social structure. Not to mention other implications which someone else can go into.

Developing an economic system is not conceptually too difficult, it just involves lots of boring detail work. What is difficult is trying to tie an experience point system into it. An experience point system based upon money of necessity involves lots of money, money acquired in the ruins of past civilizations and not derived from the growth of goods and services in civilized areas. If there are lots of adventurers bringing in lots of money from the wilderness, even if the adventurers are relatively few compared to the total population, their treasure will cause rampant inflation, especially in isolated baronies. Suppose the per capita income of a barony of 10,000 people is 100 gold pieces yearly, for a GNP of 1 million gold pieces. The double "H" treasure of a dragons' lair could easily amount to 400,000-500,000 gp. Imagine what that kind of loot would do to the economy of that barony. The experience point system and levels used in my campaign is an unsatisfactory mish-mash of money, monster points and referee's discretion carefully separated from my economic system. We desperately need an experience level system based on something other than money for these fantasy role-playing games. Somebody please develop one.

It would take too long to explain how to develop an economic system, so I'll just run through mine and include a few comments. My system is based upon food. One gold piece is the cost of subsistence level rations for one month for an adult male slave engaged in heavy physical labor. Children and women need less food so the cost per family unit would average slightly lower. A poor urban family could feed itself adequately, though with no luxuries, for an average per person of 1 1/2 gp monthly. Other expenses such as clothing and shelter would come to an equal amount, for a subtotal of 36 gp yearly. Add on 12 gp yearly in taxes and church tithes for a tax rate of 25% of income and you have the minimum per capita income for the urban poor of 48 gp yearly. Figuring that one person in four (the proportion of all mature males) would be working in the money economy, I multiplied 48 gp by 4 to determine the yearly earnings of four people, then divided that 192 by 12 to get the 16 gp monthly wage of the poorest urban proletariat.

The per capita income for each social class in my campaign is: nobility-870 gp, bourgeoisie-500 gp, proletariat & artisans-60 gp, yeomanry-72 gp, seamen & soldiers-60 gp and peasants-20 gp. Urban and galley slaves would require 18 gp yearly to support, and there would be a high deathrate due to their wretched living conditions. There is considerable variation in per capita income within most classes. The overall average per capita income is 80 gp.

Those living in rural areas, especially the food-producers, have a higher standard of living than indicated by their money income because the food they grow for themselves and the items they produce for their own use do not enter the money economy. Barter is fairly common too. The peasantry produce about 50 gp per capita of products yearly for the money economy, of which



60% goes to the nobility for their protection.

I got my average per capita income from D & D v.3 oddly enough. It says governmental revenue is 10 gp per person annually. I upped that to 12 gp for a monthly average of 1 gp. From somewhere I got the idea that the total tax and church tithe revenue should be 25% of the average per capita income, decreed that the govt/church split of that 25% should be 3/2 and got church revenue of 8 gp per person annually. 12 plus 8, times 4 (or divided by 25%) is 80 gp annually. Then I allocated this average per capita income among the various social classes more or less by trial and error. I don't recommend that method.

The next order of business is to devise a price list for everything from rations to clothes to horses, based upon the cost of food and with constant references to the average pay of the poorest city dwellers being 16 gp monthly. This will take you some time and you will doubtless have to do it over several times.

Next comes pay scales. I suggest that you devise those of non-adventurers first. I pay light foot 8 gp monthly, crossbowmen get 16 and longbowmen get 32 gp. A good smith would get 25 gp monthly and an experienced galleon captain would get upwards of 200 gp monthly plus a share of the cargo. It should be noted that my pay scales and basic per capita incomes are deliberately designed so as to adhere sort of to the figures given in the original volumes of D & D. My price lists are wholly different.

Having devised pay scales for normal folk, you should create some for the adventurers' professions for each experience level, going up to the 18th level for spell-casters. Don't think you can do it right without a lot of work. I've been working on mine for over a year and I'm still revising them because I don't know what role money should play in an experience level system. Try to use the pay scales you have devised for non-adventurers as a guide, especially for the higher levels. The wealthiest merchants in my campaign have incomes of 1000-2000 gp monthly and a kingdom of 400,000 might have 2-3 of them. An 18th level mage (maybe 1 in a kingdom of 400,000) might demand 3000 gp monthly for his full-time services and double or triple that if he is to stir from his residence. The rates for adventurers of lesser experience and different professions should be in proportion.

There are several reasons for drawing up these pay scales. Your character might be in great need of money sometime, or called upon for mandatory service for his guild at the going rates. Hirelings demand to be paid. And maybe you will want an established market for magic items in your campaign, in which case pay scales for spell-casters will be important.

I use the tables in D & D v. 2 to determine the number of monsters or non-player characters encountered in the wilderness, which means that the wilderness in my campaign is incredibly lethal. Small groups have some chance of evading the hostiles but large groups such as merchant caravans simply can't and have to slug it out with whatever jumps them. For this reason I allow lots of relatively powerful (but standard) magic items such as fireball wands, rings and magic arms/armor in my campaign (though usable only by adventurers with their psychic potential).

There aren't enough wizards to create all these things and I certainly don't leave them just lying around in the wilderness, so I allow any spell-caster capable of using a related spell who is two experience levels higher than the minimum necessary to cast the spell to create a magic item. A 7th level mage can make a fireball wand given the ingredients and the time. However, I do require the creation of a magic item to take lots of time (not necessarily that given in D & D v.1) and it is common for spell-casters to take a year off to make a wand or ring. The temples impose a tax upon the sale of any magic item equal to 4 times the combined materials and pay cost of the item. Magic items given away (say by a follower to his player-character leader) are not subject to this tax. You can see the value of a home-base where a cleric follower is turning out the healing potions and scrolls. Magic items are available for sale but at a price which low-level adventurers can rarely afford. And with certain exceptions, only adventurers can use them.

If there is a sort of market for magic items in your campaign, you should also develop a table whereby adventurers selling magic items to the temples can only do so at a substantial discount depending on the area. Adventurers will come across items that they can't use, say a sword of the wrong alignment, and will seek to exchange or sell them. What percentage of the standard price the item would cost off the shelf which they receive in a sale or exchange should be fairly high in a good area and rather low in an evil one (with a chance of being robbed as well). And of course a lot would depend on who you sold it to. An evil temple would probably give a good price for an evil sword and very little for a good one though they could always exchange swords with a good temple so there would be some use for a good sword).

The biggest hassle I have with my economic system is what role adventurers should play in it. I don't want an area's economy to be dominated by adventurers. The use of gold pieces as the principal means of gaining experience obviously has to go, but what about high pay scales for adventurers if there are a lot of them? If magic items are to cost a phenomenal amount, say 100,000 gp for a fireball wand, how can a merchant caravan afford them? And how much money would be tied up in the market for magic items relative to the rest of the economy? If a baron has an armory of ten plus one swords costing 8000 gp each while his annual tax revenue from 10,000 subjects is only 120,000 gp, wouldn't he be better off selling those swords to hire mercenaries or spell-casters in the event of a war? For that matter, could the baron find buyers for 80,000 gp worth of ordinary plus one swords on short notice? The money value of anything is the price you sell it for and if there aren't enough takers at 8000 gp per sword, maybe those swords aren't really worth 8000 gp.

What this means for you is many long and frustrating hours developing adventurers' pay scales and price lists for magic items which are in line with everything else in your economy. I see no other way than trial & error. And when you've done that, only then can you start work on an experience point system and treasure tables.

The final problem is the cost of active military operations and the construction of fortifications (castles, town walls, etc). In peacetime it is possible to simply assign a flat percentage of the total payroll as the routine incidental cost (equipment, castle maintenance, etc). In wartime there are a lot of other costs which really cannot be abstractly handled without a lot of detailed research. Not to mention the problems of the routine upkeep and special wartime costs of a navy. And the fortification costs given in D & D v.3 are totally inadequate for a campaign game. My idea is for Judges Guild to do all this work for us and publish their findings in the military affairs section of a new installment. All of you who agree please write to R. Bledsaw, POB 773, Decatur, IL 62525 requesting this. Editor's note: the base value that Judges Guild uses is similar to Mr. Holsinger's; 1 copper piece for 5 hours of unskilled labor & housed and fed at employer's expense. Figuring 15 hours per day, that's 90 coppers per month (no time off) or 18 silvers.

More from Tom  
Holsinger Next  
Issue

THE QUEST OF  
KLANKER WILDFOOT  
by CATHY BLEDSAW

As I walked down the wooded roads of this peaceful town called Modron, I became aware of an absolute silence that filled this road beyond the walls. Suddenly from a tree limb just above me hopped a most frightening creature with protruding eyes which sparkled like pure crystals. His face was that of a man badly blistered and burned, but his body was like that of a dire wolf. My hair stood on end and I could feel my insides shake as it began to speak, "Do not fear me. I am called Alleroid. There are few of us, but we are the friends of you little folk. It is only the humans which we fear and despise. They are the reason we grow extinct." With that I began to calm





SONNIBOOT the PIRATE  
by Robert Bledsaw Jr.

down while he continued to tell me how he had just witnessed the killing of a human warrior outside a tavern called the Bottomless Barrel. He went on to say that on this person was a map to some great treasure near the waterfront. With that he tugged at some sort of container dangling from his neck. "Here..take it! It is the map I speak of. Find the treasure, for it is yours to keep. The humans dwell little on the killing of we Alleroids."

"But," I replied, "have you no desire for such riches for your people?"

"My desire," the Alleroid retorted,"is to stay in this peaceful place, safe and unnoticed by the human warrior. I have no yearnings for such foolishness as metals and stones. Now, be gone with you..hurry and take care. Many a man and beast would kill for the promise of wealth in your possession."

With that, I bid my farewell and went on my search for the treasure. I followed the map exactly to the last squiggle whereupon I discovered the corpse of a human warrior whose eyes were white as crystals..just as the Alleroid's had seemed. This sight shook me to the soles of my feet..panic seized my heart and doubts filled my head. Not knowing what to do, I sat upon the water-bank in the tall reeds. Reflecting on my course of action, I perceived a stirring in the water and suddenly a beautiful woman emerged from the center of the rippling wavelets. Lithe and fair, she stood on the water, with delicate movements and hair of spun gold. The sunlight danced in her eyes as she peered down at me, "Why do you hide my little one?" she said softly. "One as lovely as yourself was not meant to be hid amongst the wild weeds. Come, sit closer to the banks in this bed of pretty flowers."

I stood, but observed no such bed and so began to be seated once more. The sea-lady began to laugh, "One only sees what one's eyes are looking for. Now believe and you shall see more clearly." I did as she said for it was difficult to look into her eyes and believe she could speak falsely. As I stood, I saw the bright red flowers no more than six feet before me, so I moved to the spot. "My small one, of all you have to fear, I shall be the least of these. Believe this and it shall be true. You have wavered in your search for the treasure. Does the warrior's body frighten you so?"

"How did you?" I began to question. "I need only cast my eyes upon anyone to know what burdens heart or mind", she answered. "You, tiny one are in doubt because of the appearance of the Alleroid's eyes. His eyes are as the appear due to the way he has had to live. In the darkest of caverns, the Alleroids hide from their predators. He did not make the warrior's eyes as you saw them. They would not have changed had the warrior not destroyed an Alleroid in such a manner as would be too unbearable to relate. Take your map, continue onward, and remember that you shall find only what you look for at your search-ending." With that, she turned and descended into the waters quietly. I stood up amid reeds and moved into the treeline.

*To be continued next issue.*

#### TIPS FROM THE TOWER

Here we are again, Hyboreans. Very notable is Gary Adams' contribution to this installment- namely the Modron city map and most of the shop descriptions. As we could use much of us material as it stood, he has received a goodly sum of credit. Also receiving credit this time is Tom Holsinger for his epic length article on the art of DMing. Illustrators credited are Chris Zahller and our very own Pixie Bledsaw.



Llangewellen with +1 Wizard's  
Sword

Fifty seven of our 1217 Guildmembers are from far flung foreign fields like France, Germany, Australia and Northern Ireland. As we get foreign outlets for our products, we'll let you know. British subscribers should note that Games Workshop, 97 Uxbridge Road, London W12 8NL now carries the Guild's retail line. Walter Luc Haas, Postfach 7, CH-4024 Basel 24, Switzerland, is manning the Guild hedgehog. Phlanx Wargames, 1 Park Street, Harbord, Sydney, Australia 2096, has sent for Tegel Manor and probably more soon. One note for those paying for foreign air mail, is that we will credit you for postage unused- however it can be very expensive. One Saskatoonian known as the Devious Detailer has written us the following... "I have decided to suggest to you the use of the metric system, and I admit it is getting ridiculous working out the metric (or vice versa) equivalents continually. You yanks will soon be going metric, so why not beat the change?" What do you think of it Stalwart Statisticians?

Included this time is the long awaited Monster Compendium, with all pertinent statistics. This item should help speed up your games when before everything had to stop as everyone feverishly looks for a Rakashasa. This same Compendium is found on the Judges Shield- which also has both attack matrices (both with minus armor classes), various character classes, experience points needed plus spells if any. All printed on a high visibility yellow cardboard, especially handy when the games go past midnight. One guildmember asked if he could re-subscribe before his sub was up, and the answer is yes (see Booty List), we'll send the Judges Shield right away and change your last installment letter to six more (ask for Associate Sub).

We've just gotten word from TSR that they're revising the D & D system for both a beginners' edition and an advanced version. We've only seen the draft of the beginners' edition and will let you know about the other as soon as it is available (by GenCon in August is the projection).

**What You Can Submit for Credit-** due to pace that our operation must move to keep us, we must ask that any material you send be fairly complete. The material itself can be dungeon levels, town plans & shopkeepers, new rules, combat systems or any other unique & useful ideas. As a guideline, we'll give \$1 credit per page (or picture) used plus name recognition. Larger maps and projects should be worth proportionately more and maps that are inked already will be worth at least \$5 to \$10 per project (if you're going to ink the map don't draw it on hexes- we use an overly for this). One person has suggested that we get away from doing much more strictly dungeon level type material, on the basis that the more general material gets crowded out and the DLs and their use are to much personal interpretation to start with. Let us know what you think about it.

**A NOTE TO NEW SUBSCRIBERS:** we are now including the latest newsletter from the last installment in each new sub'ber's initial package. This way you don't have to wait for the next installment to hear about the latest news and products. Before you subscribed, we published four installments: Thunderhold, a Dwarven castle and Cavern nearby; the Campaign Installment with a large area map of the lands around the City State, including villages plus rules on baronies and NPCs and the castle of Huberic of Haghill; Tegel Manor, a huge (17x22") haunted house, with room descriptions, rules on Magic Statues and the Burnt Crisp table; the city of Modron and underwater environs- the source of this newsletter. You can save by buy-



ing more than one installment at once (see Special Offer on Booty List). Therefor if you got this in your initial package, your first installment will be 'N' and your last will be 'R' ('S' if associate sub). Installments are mailed bimonthly in the months of June, August, October, December, February & April; however the men in gray will probably assure that you get it the following month. - Bill Owen

### ACKNOWLEDGEMENTS

We would like to acknowledge TSR's help, encouragement and permission to reprint certain charts from Dungeons & Dragons Copyright c 1974 Tactical Studies Rules. Our Judges Guild service provides playing aids and commentary to the D & D system. We'd like to recommend TSR's very fine Dragon magazine, \$1.50/copy from TSR, POB 756, Lake Geneva, WI 53147.

We would like to give credit to Simulations Publications, publishers of Strategy & Tactics, a very good magazine on historical boardgames, for the hex grid numbering system used on our maps. Subscribers to S&T get a game in each issue- 1 year (6 issues) is \$14- from Simulations Publications, 44 East 23rd St., New York, NY 10010.

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- 21. Newsletters I, J & K, all 3 for .25
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- 23. 17x22" Judges Map of Tegel Manor and area 2.00
- 24. 11x17" Players Map of Tegel Manor and area 1.00
- 25. GL Booklet L- 24 pages & Character Checklist RR chart 2.50

26. No item.

27. Tegel Manor Installment- items 22-25 4.50

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- 28. Judges Shield- cardboard screen with reference material like to hit charts & monster compendium of statistics 1.98
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- 30. 11x17" Reduced Judge's Map of Tegel Manor and Area .75

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