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JOCULAR JUDGEMENTS

The Warlord of Barsoom is alive and well and living in Richmond, Virginia! For more on this, see Randall Garrett's "On the Martian Problem", published in Isaac Asimov's Science Fiction Magazine...Winter '77 issue. Mr. Garrett has published a Xerox copy of a letter penned by Uncle Jack, himself! In it he details the efforts of Menz Klaus and the wisest savants of Helium to explain the misinformation distributed by NASA and JPL after the martian landing. I am utterly convinced that they are on the right track. In fact, my Gridley Wave Communicator is on back-order at the Sorcerer's Supply House and Woody can't wait to ask if Ogres play knucklebones in the canals of the red planet.

Now that the great new Basic Dungeons and Dragons has been published...we are chomping at the bit to see the Advanced Dungeons and Dragons. For the few who have not perused the new rewrite and expansion of Basic Dungeons & Dragons, we heartily recommend that you immediately "book out" to your own hobby shop and ask for it...or better yet order it directly from your very own Guild. Although experience points are listed for first through third level fighters, magic users, clerics, and thieves, the finely detailed information contained therein has much to recommend it to all judges.... regardless of the levels of his average players. Magic spells are given especially good treatment and the sprinkling of new spells is welcome also. Poisoned weapons, fire (flasks of oil), holy water, cover, parrying, and abundant examples help the novice and enlighten the veteran D & D fan.

SHREWD SLANTS FROM THE SAGACIOUS SAGE by Maed Makistakator

Hear ye, hear ye, hear ye! : : Terry Tout...an earnest and devout Hyborean Judge of Renown has proclaimed his most ardent desire to scare up or otherwise perpetrate a Wargaming Convention on the whole of western Canada...wherein no such beasties of this nature have so appeared in the memory of Bigfoot himself. Therefore, o Keepers of the Flame, I have volunteered to illucidate the gem for further use by yourselves. Basically, his mission is proposed for July of next year although he wants your ideas for the best date. All ideas and questions should be sent to Terry J. Tout, 13203 Lake Lucerne, Road Southeast, Kalgery, Alberta, Canada T2J3H9...phone..area code 1-403 271-2402. Group packages are being handled by Bill Hartley at the same address. The Con will emphasize D & D and Sci-Fi games. All interested parties are urged to respond as soon as possible!

ITEM! Keep your peepers peeled for more wilderlands wandering in the next installment. Due to an overwhelming response for more & more & more campaign materials versus our usual straight forward dungeon materials...we again bend to the etherial winds. How about you irstwhile dungeon-o-files...do you really want the whole installment to be campaign oriented? We will strike back...but how soon. ...only the Whistler knows for sure. Kidding aside, close on the heels of the next missive will be another blockbuster dungeon type.

ADVISE COLUMN When your players begin to call upon the gods for aid, don't hesitate to limit what the gods, godlings, and demi-gods will or can do for them. Even the gods have their limitations and the more powerful and omnipotent they are, the less likely they are to help every potential devotee. In fact, powerful gods would have very numerous and high-level types of devotees and minions to do their bidding. They might even need a servart for duties such as cupbearer at one of the wild banquets they are wont to throw. Such is life on Mount Olympus and Asgard...says the wreckless wretch who asked Odin to clean his toenails as he slops the All-fathers favorite pigs!

-Bob Bledsaw



THE SORCEROR
Poster #6 from Frank Frazetta's Book I, is available from Judges Guild along with a selection of other posters from both books; see the booty list on page 16.

TIPS FROM THE TOWER

For all asking for another campaign map we gave you two this time! By utilizing both sides of the stock we were able to do this. If you want to color in various features, water based markers or color pencils are best, since the oil based ones sink into the paper and show on the other side. We changed the format for both the booklet and the newsletter, to allow for growth in the future. Each page of the booklet holds more material and is easier to fit some of the more complicated chart/rules into. Several blank numbered hex sheets have been enclosed in addition to the map description and rules on caves, ruins etc. Now, the new expanded Journal will permit us to print more of the material that many of you have sent us. Guildmembers whose material has been accepted for credit include Tom Holsinger, John Cleave, Richard T. Mueller and John Huber. In the old smaller newsletters we gave \$1 of credit for each page used; now with the long columns we'll have to change that to \$1 per 10 columnar inches plus name recognition. Which brings me to an embarrassing task; I must apologize to Gary Jones, a guildmember stationed in Heidelberg with the U.S. Army for referring to him as Gary Adams. The Kellarmeister of Rhone, as he is known, did much of the material and map for the city of Modron, last installment. Since I spend most the time with names like Garish Foresterfiend, I occasionally slip... sorry, Gary!

In talking to a different Gary, namely the wizard of the north, Gary Gygax at GenConX, we found that our level assignments for NPCs fit in with the proper D&D method. We had received several letters telling us that there should be no merchants nor bartenders over first level and some recommending that they be '0' level (as found in Swords & Spells). However, Gary pointed out that the town of Greyhawk has a 7th level blacksmith and other multi-level types. While partially a question of game balance, the rationale is not hard to see. A merchant may have led several caravans, fighting numerous threats along the way; many innkeepers we list are retired sea captains and so on. In becoming an Official Dungeons & Dragons Play Aid service, we'll be receiving more info from TSR. I think this should prove very enlightening, and will try to pass on any and all such guidelines from Gary and the TSR crew. We're very pleased by the overwhelming response to our first year's of service, and think that this closer cooperation with TSR will improve our subsequent service to you!

Now that we've finalized our agreement with TSR and received back this issue, perused and approved by same, we can look to finalizing the next issue- once this newsletter has been pasted down and sent to the printers! We're going to make a monumental effort to get on schedule again. I'm sorry for the delay this time, but I hope you'll understand and agree that the cooperation with TSR and the new, expanded Journal and Guidelines booklet is well worth it. Our plan is to satisfy all those wanting more campaign maps by doing a similar issue next time, before turning to strongly dungeon oriented issue next time. Featured will be the Tarantis and Valon areas, in October/November issue. So you'll know, we plan to recombine Issues K, N & O into the 'Wilderlands of High Fantasy' campaign play aid, \$8.50. Another new item will be the Campaign Hexagon System, \$2.50. Good for many uses, its primary use is for those wanting to map the terrain within a campaign-sized five mile hex. Along with a few blank copies, we've also provided two examples- the City State and Thunderhold (one important note- we were unable to provide grey hexes in this Guidelines Booklet, as is provided in the Campaign Hexagon book; the grey hexes are easier on the eyes when mapping). There are sixty copies of the hex field in the new Hex book, which is a non-sub item.

We have several new Guildmember Subscription options. You can get the next seven issues (only), by ordering the Seven Issue Sub, \$12.00. Since many want a subscription and catch up on some of the issues they have missed, we have instituted the Catch Up Sub (catchy, eh), \$22.00. The Catch Up Sub gives you the next six issues, plus, the last four that were just published- sent upon ordering. As another option, you can get a City State Catch Up Sub- which is as above but also includes a City State Play Aid for \$8 additional (\$30.00). Lastly, the Advanced Guildmember Sub gives you the next 6 bimonthly issues, plus the City State Play Aid- sent upon ordering, \$19.00. Because of the differing sub prices, we've had to state the extra amount for postage that you must add on. Canadians please note, that we are unable to use either United Parcel nor bulk mail, in sending your sub materials, thus the extra charge. US subscribers, pay no more for the bulk mail delivery (third class) of their installments; there is a \$2.50 surcharge for the first class delivery. For more info on the subs, see the booty list.

Our Booty List reveals a larger selection of fantasy and science fiction games, aids and figures. I want to note a few important changes here. Siege is out of print until further notice, as are Dragons Volume I, numbers 1, 2, 3 & 5. However, we have been informed that most of the Dragon material will be reprinted in one form or another- we will let you know when it is available. We have three types of dice now- percentile dice @89¢ a pair, multi sided dice set @1.49 a set and high impact percentage dice which are 75¢ each (high impact dice numbers are unmarked, so you have to fill them in yourself, preferably with a waterproof 'Sharpie' marker). The rewritten Basic D&D Book is now available separately for \$5 or as a part of the Basic set, boxed also including a set of Multi Sided Dice, Dungeon Geomorph Set I and Monster & Treasure Set I. The book itself covers primarily character levels 1 thru 3 and dungeon adventures only, but does update and correct many older sections. There's a few new spells in addition to others from Greyhawk et al. Next in line is the Monster Manual and then the Advanced D&D Judge's and Players' Books. We'll let you know when these are released. Monsters, Monsters is no longer out of print, but is now officially \$5.95, (not \$5, which was their summer price, and not \$7, which was their pre-summer price) so I found by calling Metagaming Concepts; I'm sorry for any confusion that we passed on when the prices were changing. Ythri is now \$8.00. I was also told that MC's 'Warp War' was being sent out, so I'm expecting it soon.

Now available from us is Dave Arneson's 'First Fantasy Campaign' (which will not be sent as a part of the Guildmember subscription). For \$7.98 you get two campaign maps (one for the judge and players each) showing the area around Blackmoor like the evil Egg of Coot and Duchy of Ten, not to forget Loch Gloomen wherein lies the Temple of the Frog, and a ninety-six page book. The book includes the original dungeon and much background material. Especially interesting is the method for locating lairs, a summary of his magic system, chance cards and a system for tying gold to experience points in a reasonable & orderly manner (called Special Character Interests). I like the way his Campaign map terrain is laid out. We appreciate Dave giving us the chance to provide our

-1- Continued 2nd Page, 2nd Column

SCROLLS FROM THE ARCHIVES by Chancellor Seneschal, Archive Archon

As archon, my position frequently brings to my attention interesting chronicles of valor and barbaric spectacle. With considerable editing to shorten the tales, I shall present them here. Should you, o masterful judge of adventurers, find such a record..forward it to me with permission to edit and publish same..and perhaps I can persuade our scribes to immortalize it. The following tale of weal and woe was sent by Sir Robert Gordon of Nedwich for your enlightenment.

Vadi Mackvallen FTR/MU 7LVL AC5 SL9 S17 I17 W13 CON16 DEX15 CHAR15 +3 Sw
Shartra FEM CL 3LVL AC5 SL8 S10 I13 W16 CON15 DEX16 CHAR18 +2 Da
Nori DWARF FTR 5LVL AC3 SL5 S15 I10 W12 CON16 DEX13 CHAR13 +1 Axe
OLD DRUSSUS DR 6LVL AC7 SL12 S9 I12 W17 CON14 DEX13 CHAR14 Staff
Captain Angriff FTR 4LVL AC4 SL8 S17 I9 W12 CON14 DEX12 CHAR12 Sword

Continued 2nd Page, 1st Column

All members of the party are reported to have LG alignments except the Druid N and Captain Angriff CG. Thus begins our tale of long ago.....

Vadi Mackvallen was born prince of the City State during the last year of the previous Overlord Grazonyomonix. Raised by a half-Elvan nanny, Vadi began to show signs of magical abilities. At the age of twelve, he and a small entourage were forced to flee the City State of his half-brother Balaragga. Before his capture by Altanians of the traitor Baron Graccus, young Vadi learned the incantations necessary for locating secret doors from his dying nanny.

After three years in the salt mines of Graccus, Vadi's learned abilities and growing strength and dexterity permitted him to make good an escape plan formulated by a fellow slave; Nori, an armorer from Thunderhold exiled for speaking out against the growing influence of the war party.

As part of the escape, Vadi and Nori freed a young Altanian girl, Shartra, protectress of the Golden Tiger tribe (far to the north, near the Ered Lasthain); who was being held hostage. Vadi married Shartra and after spending five years amongst her people, learning the skills of their nomadic life, he, Nori, and several other companions ventured too near the ruined temple of Silvanus on the steppes of the Cloudwall Mountains. After walking among beautifully carved statues, they began to get apprehensive. Vadi saw a glint of gold through an old broken down arch. Looking closer he saw to his left the hideous form of a Medusea, turned so as only a small fraction of her evil face could be seen. Beyond her to the right lay a beautiful reflecting pond, which contained a small fortune.

Suddenly he became aware of a struggle going on behind him. Vampire vines had hold of all but himself and had already dispatched several of his comrades. Without thinking, Vadi backed through the archway. The Medusea whirled to face this unexpected intruder. Vadi, knowing his fate if he looked upon her face, closed his eyes and charged the Medusea with his javelin. The Medusea easily sidestepped the charging Vadi and he fell headfirst into the pond. Fearing imminent death, Vadi feigned death only to hear a terrifying scream followed by silence. Turning Vadi saw the petrified figure of the grossly ugly Medusea. Remembering his comrades in the other room, Vadi returned in time to save only Nori.

After the death of the Medusea, a wonderous change began to take place in and around the old temple, the statues were in actuality the temple servants and their leader, Druid Markos. To reward Vadi for his heroic deeds, Markos gave to Vadi a +3 sword (LG), a pair of Boots of Travelling and Leaping, and an Elven Cloak, and of course 1500 gold pieces. Vadi retained the lasting friendship of the Druids and his minions.

Now twenty-eight, Vadi is the leader of six hundred fanatically loyal Altanians, who aid him in his fight against the traitor barons and his archenemy, Count Kalidric.



OMNISCIENT OPINIONS

This section allows the guildmembers at large to express their opinions in article length. Continuing the last two issues' forum on D&D Campaigns is talented Tom Holsinger.

DETAILS AND SCENARIOS BY TOM HOLSINGER (This article antedates Tom's previous one on Setting Up Campaigns)

The most important detail is the combination of the D & D magic system with military rules. Fireballs can lay out a large army in seconds and reducing the proportion of SC will result in the importance of individual SC skyrocketing. A first level SC will be up to his ears in politics as of the moment he enters the game, and either the Wilderness will have to be toned down to a pale shadow of what it is or the monsters will overwhelm civilization. In any event, D & D as we know it will be impossible. Magic is the most vital element of D & D but it should not be allowed to dominate massed battles.

My proposal is a super Protection Evil Spell. A unit of 10 SC with 25 experience levels between them can create a circular field 100 yards in diameter in which enemy spells affecting one's own forces are negated. This means no Sleep, Fireball or Slow spells, but the enemy will be able to cast spells upon their own troops outside the field, such as Haste or Strength, and these spells will not be negated by the field. The unit of 10 SC may maintain the Protection field as long as they concentrate upon it. This means no movement and physical attack upon the SC unit will break the concentration. This means that other SC will have to be stationed to protect the SC casting the Protection field.

The diameter of the Protection field may be increased 100 yards for each additional unit of 10 SC creating it. Forty SC "Linked" (adjacent and holding hands, chanting "oommmmm", etc.) can create a Protection field 400 yards in diameter. It is also necessary to maintain mobile units of SC who can move up and extend coverage into odd areas beyond the main field as the battle progresses. Not to mention reserves to cover casualties, additional units of low-level SC to protect the Field projectionists from missile fire, and finally the few high-level SC who actually fire at the enemy when some of their forces are exposed or rude strangers get close enough to exchange words with the Field projectionists.

You can see that the overwhelming majority of SC in battle do nothing more than protect the melee forces from enemy SC and you never have enough for that purpose. On the other hand, the usual horde of barbarians with only one shaman per tribe of 1000 (say 100-200 warriors) would not have a chance against a much smaller force of civilized troops with one SC per 20 men, and the SC organized into disciplined groups capable of fighting as a unit.

One of the great joys in a campaign game is the possibility of random wilderness and tavern adventures but my sad experience is that this can be very easily overdone. A referee's job is not done when the background to his campaign is finally worked out, rather it has just begun. Random adventures cannot substitute for scenarios, especially when characters get up around 7th-8th level and can really do some damage, not to mention the groups they have following them around by then. The best use of random adventures is to link scenarios together and to add color and excitement to a scenario in progress. In one scenario my principal character was involved in, a random tavern encounter with the Priest King of Set occurred and my guy spent the rest of the campaign trying to put as much territory between himself and the Priest King as possible.

The only way to put together enough scenarios is to require each player to create one as a condition of participation in the campaign. The referee should devote his efforts at that point to edit the scenarios, keeping them in tune with the campaign background, and coordinating the scenarios with each other. A ref should try to have a de-

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graphic touch to the project! Another new non-subscription item is Character Chronicle Cards, the front and back of which is shown below. At \$1.98 you get 100 cards which can be used to record NPC's in the game and those not yet arrived. Also, the players find them handy to record their characters on; as an idea, the judge might wish to pre-generate a few characters for those players who always seem to show up when everyone else is ready to start!

Here be	
Title	
History	
Features	
STR	Align
INT	Divinity
WIS	
CON	SL
DEX	Heir
CHA	Relative
GAM	
	Date
	Clan

Front

Origin
Wealth
Equipment
Weapons
AC
Skills
Special

Back

Science fiction fans, note that we now have Traveller, a new role-playing game by Game Designers Workshop. You get three booklets, two dice and a box for \$12.00. The long awaited 2nd part of TSR's space trilogy is now here in the form of Star Empires for \$7.50. Star Trek Fans should note that we carry the Star Fleet Battle Manual and its sister game, Alien Space (\$6 and \$5 respectively) plus Star Trek ships- the Dreadnought and the Romulan are \$2.50 each, and the Scout, Destroyer and Cruiser are \$1.98. We also have Valiant's Stardate 3000 series starships which are \$3.50 per pack, with 1 to 9 ships per pack depending upon size (one exception is the Orion class Heavy Cruiser, which is \$4.50).

With the addition of miniatures and Frazetta posters, we've had to add some new rules on 'how to order'. Whenever your order contains miniatures, it must be for a minimum of \$10; you can make up this minimum with rule books, installments, games or anything else on the booty list. With a minimum of \$10, we can justify absorbing the postage/box charge. If your order does not include miniatures, then the \$1 minimum, no postal charge still applies. In the case of the Frazetta posters, we do charge a one-time \$1 postage fee- for from one to six posters; for seven or more posters there is no postage fee- we pay it.

To domestic subscribers, please give us a street address for orders. With your subscription request, you may send a Post Office box also (the installments are never sent by United Parcel). While the lighter orders go first class, the heavier ones go United Parcel- who doesn't deliver to PO boxes. We still ship the same day that the order has been received. Any wishing to call us, may do so via 217 422-1930. We're usually here during the day and often into the night. You may order COD over the phone, but UP requires an additional charge of 85¢.

Guildmember C.J. Cottle informed us that his team consisting of Carl Olson, Jeff Walker, Gerry Seyppura and Glenn White won the 180 player D&D tournament at Gen Con X. I enjoyed talking to a couple of them between rounds, along with the many other GMs attending the Lake Geneva convention.

Henceforth we will list you or your club, as a Dungeonmaster Listing service. Send your name and address on a postcard, please. And here's the first listing- Illinois Valley Fantasy Wargame Club
c/o Richard Staff
202 Washington Apt 5
Streator, IL 61364

What You Can Submit for Credit- with the expanded size of the newsletter we will be able to accept more material than we have in the past. While we reserve the right to edit and change small portions, we will not be able to complete half-finished items. Therefore it is best to send complete rules, sets of NPCs, combat systems or what have you. However, dungeon levels, castles and other items requiring a graphic touch, will have to be inked and finished by us (we will consider inked drawings, though, which will be worth \$5-10 per project). You get 1¢ credit for each 8 columnar inches used (there's 32 columnar inches per newsletter page), and name recognition.

A NOTE TO NEW SUBSCRIBERS: we are now including the latest newsletter from the last installment in each new subscriber's initial package. This way you don't have to wait for your first installment to hear about the latest news and products. Before you subscribed, we published five installments: Thunderhold, a Dwarven Castle and cavern nearby; the first Campaign Installment with a large area map of the lands around the City State; Tegel Manor, a huge (17x22") haunted house with room descriptions; City of Modron and underwater environs; Barbarian Altanians/ Glow-worm Steppes Campaign Installment- the source of this newsletter. You can save, by buying back issues 3 or more at a time- buy three and deduct \$3 from the regular total, buy four and deduct \$4 from the total or buy five and deduct \$5 from the regular total. Installments are mailed bimonthly.

NEXT ISSUE: due to popular demand, we are doing two more campaign maps for the next issue covering Valon and Tarantis.-Bill Owen



THE POWER BY JOHN CLEAVE

A New Element in Fantasy Wargaming
(Adapted from a concept introduced in Michael Moorcock's series Hawkmoon, and in George Lucas' movie StarWar.)

There is a theory which has been introduced and re-introduced throughout the various ages of man which deals with man and his destinies. This theory states that perhaps men's futures are not decided on their own but planned far in advance by a superior being, so far advanced that it is out of man's comprehension. Emanating from this theory is a belief that certain notorious men have been chosen to serve this being. In Hawkmoon, for example, Dorian Hawkmoon had been chosen to serve a power, called "The Runestaff". In StarWar, this being was called "The Force". I believe that we should add this kind of "Force" to Fantasy Wargaming. This is how I suggest it should be done, though it is quite possible to have many alterations and variations.

There are at least two possible ways to add this "Power" into a campaign. One such way would be to cross the destinies of the role-playing group of adventurers and that of a servant of a force called "The Power". Perhaps fate shall have it so that the group will even come across a character who is out

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Details & Scenarios (continued)

puty he trusts to keep things going when he's busy and to create a scenario which the ref can play in without checking it out and thereby removing the suspense and wonder from it.

I personally distinguish between followers and hirelings. Followers are basically alternate player characters loyal to the principal one, who can resurrect him, turn him back to flesh, rescue him from the evil wizard, pay off his ransom, etc. Hirelings are only in it for the money and they can't enjoy the money unless they survive the getting of it. How a player-character attracts them to his service is up to each referee; variety is fun.

Most campaigns have the player-characters come out of nowhere. This overlooks the vast amount of fun you can have in creating a background for them and all the non-player characters. What I do is figure out where they were born and raised, and then modify my standard social background table (remember the demography statistics?) by an appropriate amount before rolling on it. This can be very useful in determining the kinds of encounters the player and non-player characters are likely to get into in urban situations. Lower class characters will tend to stay in taverns while adventurers of noble birth are more likely to get into trouble over somebody's wife. It is a lot of work creating these tables but having done it you use them with pleasure for the rest of the game.

The player-characters in my campaign start out as younger sons or daughters at experience level "0". Their psychic potential was noted when they were children and they have all received the appropriate training. Nothing at this point indicates that they have the nerve and leadership ability to not only make a success of their own careers but of others as well. The influence of the referee as the gods in general and the present and future patron dieties of the player-characters in particular cannot be underestimated. While adventurers in general are supposed to lead exciting lives, the number of encounters they have cannot be accounted for by mere chance. Rather the gods throw opportunities their way by divine intervention and this goes double for player-characters. While the player-characters are low-level, the power of the referee over every aspect of their existence is enormous and you might as well justify the preposterous things that are going to happen by saying the gods are involved.

There has been some confusion over the distinction between "magic" plate and chainmail armor, and "magic" one-handed and two-handed swords. Magic armor looks like chainmail, weighs as much as leather armor, and defends like plate armor. Magic swords weigh as much as one-handed swords, attack as one-handed swords when used one-handed and attack as two-handed swords when used two-handed. Magic swords count as being the more favorable of either two-handed or one-handed swords when determining weapon length for the purposes of melee.

When characters gain additional hit points as they rise in experience levels, it does not mean that they are physically bigger or that their flesh is tougher. Rather it means that they are faster in evading an opponent's attacks. A blow that would dismember a less experienced character is only a minor wound to a high-level type. Perhaps the gods also play some role, in deflecting magical energies (from

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Illustration by the Sorcerers Guild, all rights reserved.



THE DEATH DEALER

Poster #31 from *Frazetta Book 1*, available from Judges Guild, see booty list on page 16.

THE QUEST OF KLANKOR WILDFOOT BY CATHY BLEDSAW

Continued from the last Journal

This beautiful creature of the sea restored within me such great confidence and so my journey was once more under way. Further and deeper into the wooded countryside I pondered while following my course, as was slated on this map. The terrified cries of an endangered woman began echoing through the woods. Turning aside, I followed the directions of her screams. I found her shortly beyond the border of this wooded land..but, not alone! For she had fell into a camaflagged pit of a Gnome. This is a wild and enormous beast with the body of an ape and the face of a wild boar. There the two were, this poor child and the gnome, fierce and raging upon her being. His growls were loud as he scratched and tore at her soft white flesh.

I knew I didn't stand a chance against this horrible creature. He was too huge and powerful for a warrior my size but, I could not stand by and watch without some attempt to rid her of this monster. I gather-

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PRODIGIOUS PLATEMAIL

Here, we will reprint some of the mail that we get and our answers.

Dear Makistakator,

I hate to be writing you again and bothering you, but I have noticed that you have put spectres and wights different in Tegel Manor.

In A18 on the ground level of Tegel Manor, you have a female wraith chopping meat with a +1 dagger. Does this mean that she looks like a female or what? I run wraiths as an empty cloak, but in the shape of a body. Can you talk to her?

In another room is a chair which walks across the room and flips upside down. If touched it will turn into a wight? What? Wights are supposed to be a cloak also in the form of a human.

No one has given a clear definition of a wight, wraith, or spectre. They have not told the difference between the three or how and why they come into being. Are they people who have been unjustly wronged or murdered? If so, there must be a lot of them, and if they all got together they could wipe out a hamlet or village in a wink of an eye. Are they different level fighters in ghost form or are they just the souls? Do they use weapons, or do they do 1-6 damage just by touching? I know spectres are invisible except for the eyes, but what do shadows look like? Remember in the Barrow Downs when a wight's hand was reaching around the corner for the hobbit, but he was saved by Tom Bombadil?

Also, on the 1-100 wandering monster's/pictures, do they resemble any of the pictures? I mean, if a skeleton or a ghoul comes along or a wight, wraith or spectre, how do you know the name of them? You can't ask them, wights, ghouls, etc. do not talk do they?

This is something I have avoided up until now. I would greatly appreciate it if you would tell me how you run them and clarify me on the subject.

Thank You

Bob Giglio

Dear Bob,

Wraiths (as I run them) can speak...although they are particularly loathe to do so. The female wraith in A18 is indeed visible...with a distinct halo of phorescent-like light surrounding her wavering (as heat distorts the highway in summer) form. The glow is very slight and does not yield an adequate light for surface dwellers. The cloak which so many undead are prone to use, shields this characteristic glimmer and conceals the true identity of the undead's former self...while alive in the usual sense. Wraiths and wights and ghosts exhibit this glow...which fades as their strength ebbs.

The chair mentioned is enchanted with a spell which is similar to polymorph...and is actually a wight without the power to drop levels until the enchantment is removed by the touch of a living creature. No dispell is required in the case of this particular enchantment. The wight is returned to it's normal shape upon being touched.

The justification for undead is a sticky problem which shouldn't affect the playability of your campaign unless you want it to. Here is the breakdown I use...but keep in mind that you should adjust it to fit your campaign as you see fit:

Ghosts...Come back for various reasons...see the ghost of Marlow in A Christmas Carol...although most are driven by passions of hate or vengeance. The power of the ghost is dependent upon the strength of his purpose for returning or his will power while living normally.

Ghouls...A particularly loathsome creature similar to a weak zombie which is created by having been killed by another ghoul...(the class originating from a curse by a god). Ghouls become malignant in very short order even if lawful good before being killed by the ghoul.

Wights...Created by killing by another wight and ditto as to reason. Wights can take on corporeal form and desire to do so frequently as warriors predominate in this class and generally desire to engage in combat. Wights are visible even when not corporeal as a shimmering form (see above) and can be struck in either form with magic weapons. Wights prefer to use weapons and can do damage by weapon type.

Wraiths...Same as above but don't have the overwhelming desire to stay near the earthly remains of their corpse as a wight does. Wraiths roam freely.

Spectres...As wraiths except generally imbued with a great purpose of being other than the protection of burial grounds etc. Spectres are invisible except the eyes and cloak (if worn).

Shadows take the shape of man-like creatures which appear merely as a total absence of light in the shape. They are not solid but translucent and their body shape is exceedingly chilly to touch. Although most undead prefer clammy areas, shadows never venture into brightly lit areas (for obvious reasons), warm areas (uncomfortable), or dry areas (which are less cool). Mummies prefer dry areas (slows the rot) while zombies will go anywhere their master bids them to go.

The pictures in Tegel Manor resemble the living forms of the persons involved (not their undead forms). Speaking an undead's name (in former life) will frequently cause them to pause or startle them. All undead can speak if they so desire although they may have forgotten the language of their former existence...depending on time involved. Some undead speak very rarely due to the immense strain necessary in some instances and due to a slow wit in other cases...such as zombies. The language of spectres sounds very much like the hissing of snakes and a snuffling of a person with a bad cold.

Tegel Manor is designed to permit each judge to personalize it and I hope it is plainly understood that the rooms should be changed around, developed further, and generally redone to suit your particular group. Secret passages, traps, monsters, treasures, teleports, shattering windows, random groans and squeaks, grating traps, and so forth should be added to customize the manor. It is only a starting place for your imagination.

The Makistakator

The Power (continued)

to get the servant. Here is an example of one campaign using the elite and mysterious "Power".

The group of stout-hearted adventurers enter a huge, terrifying dungeon, seeking a certain magical amulet and much-needed wealth. They travel for a while, moving through all sorts of neat little adventures when suddenly they come across...The Door. It is a huge brass double door, tantalizing passers-by with their own curiosity. Naturally the group chooses to enter. They break it open (The only way, of course), and behold a huge suite, complete with velvet and a canopy bed. Their eyes move to a slain corpse of a man lying awkwardly at the foot of a warrior, bloody sword in hand. The stiff is obviously a man of great importance, maybe even a God of some sort. The warrior's gaze lies upon the man he has just slain, though now it moves to the new arrivals. The group becomes battle ready, along with the warrior, while several of the group try to talk him out of it, saying they're just passing by. Suddenly the warrior drops his sword and, sending his hands to his head, becomes terrified. He speaks.

"You...You...You're the ones who seek the amulet! I...I...You are the ones who have come to aid me! I...I even know you're your names! They're (he rattles off everyone's names.)" The group then becomes very puzzled. They ask how he came about this information. He explains that he was told of this in a dream, just before he set out in this dungeon. He saw himself entering this dungeon, slaying a messenger for a Lord of Chaos, and then running across some adventurers who would help him defeat a Lord. After that he saw a vision, one that moved over his bed, go to his scabbard, remove his sword, and replace it with a special sword--one that shone with a black radiance. This he explained, was how he knew.

The group had three choices after that. They could say, "No way will we follow you! We're leaving!", or, "O.K., let us make haste and find this Lord of Chaos.", or, "What's in it for us?" They said number three, but if they would have said number one, then all sorts of mystic things would have happened, like winds pushing them toward the warrior, the door closing on them, forces within which compel them toward him, etc. If they would have said number two, then the rest will happen naturally. But they instead said number three. To that statement the warrior says, "Wait!! I...I feel something! Some force inside of me is giving me the answer! I feel that if we somehow defeat this Lord of Chaos and his earthly followers, then around the bodies someplace will be a clue as to the amulets whereabouts, for the "Power" rewards those who help its cause." So, by one way or another, they decide to tag along with this strange servant. They follow him through all sorts of neat adventures, and time and time again he proves his worth by slaying more than his share of monsters. The group notices that when he goes into battle, his laughing face is illuminated by a black radiance from his sword. He seems almost demonic. But they soon learn to have confidence in him.

So this strange warrior leads his followers with a strange sense of direction, which carries them straight to their target. Pretty soon they are lead through a labyrinth and come to the center, a pit. Somehow they get down to the bottom, and find themselves in another labyrinth. Through this they tread, and soon make it to a series of chambers. This last door they come to is a huge gold door, with ancient ruins and drawings deeply inscribed in its surface. It is fifty-foot high, and twenty feet up is a platinum handle. Somehow the band figures out how to pull the handle down, and the door disappears. They face a room eight-hundred feet across and a thousand feet long, with floors of diamonds and emeralds set in a gold base. On the walls are tapestries with strange symbols marked. In the center is a raised platform with steps leading up on four sides, almost like an aztec pyramid. At the top is a temple, with strange colored smoke rising from the midst. At the far end of this huge room is a huge diamond, almost twelve feet high. On the top of this is inscribed a electrum throne, the most lavish throne one could imagine. On this throne sits a beautiful warrior, with a charisma of twenty (if that is possible.) He is also the most terrifying man one could ever see. Beside this lavish throne is a platform on each side made of solid gold. On these are chairs made out of huge rubies--four of them. On top of these are super brave followers. Each is about seventh level. The band of adventurers walks toward this throne, at the brave warriors request. Each man becomes battle-ready. The Lord jumps down. The followers make ready their attack. Soon the sides are at it. The strange warrior and the Lord are the first to meet. They attack savagely, each with a strange grin set on their devilish faces. The band of adventurers suddenly feel a strange sense of power, adding +1 on hit prob. and damage, and adding four pips to their hits to kill. The savage battle begins. All sides fight bravely. The band of adventurers start winning, striking hard at their opponents. Soon one follower's pips go down to zero pips or less. Instead of dieing, he simply disappears, leaving clothing laying on the floor. Another and another follower die, and then disappear. Pretty soon all five are gone, and there are only the group of characters, the warrior, and the Lord left. Soon all are striking against the Lord, though their +1 stuff is gone. After a while, the Lord disappears (he reached 0 pips), and in his place is a wiff of green smoke. The players then rest. They ask how they could of defeated a Lord. The warrior replies that this Lord was void of most strength, and was a very small Lord. They also ask where did the creatures go when they were killed. To this he said said that they do not really die, it is just that they are removed from this plane. Soon the group looks for clues to the amulet. They climb the temple, and after defeating some acolytes while in meditation, they found a silver box, stuck in the bottom of some ashes of an insense burning on the middle of the floor. When they open it, they all must make their saving throw versus poisonous gas, and then they see a map leading to the area to which the amulet is hidden, though the sector is a mile across and two levels down. You would think that the adventurers would get a huge amount of experience, but they only get about 900 apiece, because they didn't really have that much trouble destroying those creatures. The group now wants to set off for the amulet. They bade the warrior to join him, but he instead goes into a trance. He floats down the stairs, and disappears through a solid wall. The group then is off, to seek the special Amulet! The adventure continues.

There is another way in which this "Power" thing is used. Suppose this group is in this dungeon, and have just entered this pitch black room. Even the elves of the party cannot see anything. They then suddenly see a ghostly image far away, and yet at the same time quite near. It does not speak, and yet they can hear it. It tells them that they must do a job for "The Power". If they do it, then they will be allowed to live. If they do not do it, or if they fail, then they will cease to live. This thing could send them to do anything from finding a Godly bracelet to clearing out a special bad God's temple of its clerics and then destroying the temple and its inhabitants. So, they really are serving this "Power".

There is also a variation on having them serve "The Power". The Judge could select one happy-go-lucky person and show only him this vision. He would serve this "Power", receiving special powers and aid in return for performing certain duties. He would only receive the normal amount of experience points and gold. At any time the judge feels that this character is too strong or one-sided to make the game well-rounded, he could say that the character suddenly loses "The Power", and becomes normal again.

I believe that this new element generates more depth into fantasy. It can be used by any dungeonmaster who wants to "unique" his campaign, or possibly to balance it. The judge should also mold it to fit his own game--after all, if the group runs into fifteen servants of "The Power", then something is definately wrong with the judge. It is a great one-of-a-kind thing. But now "Fate" says that this paper has served its purpose and must now come to a close.

WILDERNESS ENCOUNTER SYSTEM

The following tables are the brainstorm of the prolific and talented Judicator, Richard T. Mueller, of the Iowa City Wargaming Confederation. The tables were designed for use with Dungeons & Dragons, Greyhawk, Blackmoor, Eldritch Wizardry, Gods, Demigods, & Heroes, The Strategic Review, The Dragon, and the terrain groupings of the Judges Guild campaign maps. All die rolls are done with percentile dice. First roll on the Grand Table by terrain in which the encounter occurs. This result will give you the creature grouping and you must then go to the grouping table...rolling again by terrain for the creature(s) encountered. The double digit number indicates the highest number possible to roll for that creature type. For example: A percentile roll of 41 on the Grand Table indicates that the creature grouping is "Great Races" because the roll is less than 48 (the maximum for Great Races) while it is more than 40 (the maximum for "Domestic Animals"). The encounter is assumed to be in the forest terrain type for this example. Going to the "Grand Races" table under the FR (Forest) column, a percentile die roll of 62 indicates that the encounter is with Ents. Creatures may be encountered on ships lurking below-decks, caged, boxed, travelling as passengers, and so forth. Officials and Specialists are encountered in parties...the size of the party dependant upon the status of the official or specialists. Merchants are usually encountered with wagons of merchandise (unless on a return trip from a market).

THE GRAND TABLE

OFFICIAL TYPES & OTHER MINIONS

Table listing various official types such as Baliff, Constable, Forester, Hayward, Knight, Messengers, Page, Reeve, Seneschal, Sergeant, Sherrif, Ship Captain, Squire, Steward, and Yeoman, with their respective levels, abilities, and equipment.

Large grid table with columns labeled CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, SE, PS, AE and rows listing creature groups like Adventurers, Officials, Specialists, Tradesman, Troops, Peasants, Domestic Animals, Great Races, True Giants, Undead, Enchanted Monsters, Huornings, Simians, Avians, Saurians, Insectoids, Equines, Rodents, Ursinoids, Oliphantines, Felines, Pisceans, Canines, Scavengers, Dragons, Demonids, Psionics, and Astrals.

Key for terrain types: CT...Cities (1000 plus population), TN...Towns (1000 minus population), RD...Roads, Tracks, Trails, or Paths, CL...Clear, Prairie, Veldt, Grassland, FR...Woods, Forest, Glades, HL...Hills, Barrows, Broken Terrain, MN...Mountains, Peaks, Crags, AE...Aerial Encounters, RV...Rivers, Streams, Estuaries, Channels, SW...Swamps, Marshes, Bogs, Moors, JG...Jungles, Rainforest, DS...Deserts, Arid Plains, Badlands, CO...Dunes, Beaches, Coastal Land, Sm. Islands, SE...Seas, Bays, Gulfs, Large Lakes, PS...Ship Passengers, Caravan Consists.

ADVENTURERS

Table listing adventurer types: Fighters, Paladins, Scoundrels, Rangers, Clerics, Monks, Druids, Illusionists, Thieves, Assassins, Reporters, Charletans, Inventors, Marines, Alchemists, Witches, Magic Users, and Other, along with their levels and party capabilities.

Table listing suggested possible others: Healers, Scribes, Samurai, Berserkers, 1st Level, 2nd Level, 3rd Level, 4th Level, 5th Level, 6th Level, 7th Level, 8th Level, 9th Level, 10th Level.

OFFICIALS

Table listing official types: Bailiff, Constable, Forester, Hayward, Knight, Messenger, Page, Reeve, Sergeant, Seneschal, Sheriff, Ship Captain, Squire, Steward, Yeoman, and Other, with their levels and abilities.

Suggested Others: Ambassadors, Chancellor, Chamberlain, Lady in Waiting, Keeper of the Seal, Advisor, Executioner, Marshal, Major Domo, Chaplain, Secretary, Magistrate, Cardinal

SPECIALISTS

Table listing specialist types: Alchemist*, Animal Trainer, Apprentice, Armorer, Clark, Cook, Courtesan, Engineer, Farrier, Mason, Musician, Player, Sage, Scribe*, Seaman, Ship Captain, Smith, Spy, Trader, Vorloopier, Yeoman, and Other, with their levels and abilities.

Suggested Others: Fortune Tellers, Oracles, Augurs, Soothsayers, Advocates, Bookbinders, Litigation Tricksters, Astrologers, Maids, Bodyservants, Barbers, Butlers, Bloodletters, Bodysnatchers, Herdsmen, Woodcutters

Graft, corruption, hongo, squeeze, bribes, rake-offs, and so forth increase an official's salary many fold. They are met with in organized areas were they are charged with protect- ing the area, collecting taxes, questioning strangers, and other duties. This list is for use with the encounter table and is not complete as many other official types are met in different cultures. Alter or augment as you feel necessary.

THE COMMON FOLK

Pt.1 "Peasants" by Siegfried Nelson & Richard Mueller

Table with columns SERF (Unfree), SOKMAN (Free), and BIRTH, listing various folk types like Thrall, Cottar, Boor, and Churl with their birth order and characteristics.

Notes; acres are for fertile region...increase for poor conditions, kine or cattle count as two animals.

THRALL An abject slave. 30% of all adult males have 1-4 CP. Live in common hovels provided by owners. 50% of encountered will have a yoke or be chained with a master. On a road, only young thralls are alone. No metal weapons and when using tools will be with PROB 16% Sergeant, PROB 30% Baliff, PROB 50% Reeve. Purchased thralls have average loyalty. Freed will gain +1 loyalty. None above teens can be trained for anything beyond foot-fighting, unarmored. -2 INT, -1 STR, -1 DEX, -1 CON, -3 CHAR

COTTAR Lowest villein, unfree since bound to Lord. Serf with 5 acres or less in Villeinage. 50% of males have 1-6 CP. Dwelling is small, one room sod or straw cottage. Own knives but no tools. Sons can be hired as fighters...3rd & 4th at 1-10, 1st & 2nd at 5-30 CP. Older than teens cannot ride or use metal armor. -2 INT, -2 STR, -1 DEX, -2 CON, -4 CHAR

news. They seem to be able to travel the country side with safety trading information for food and safe conduct.

WAYFARER NA 1-40, LVL 1-6 FTR, MU, CL or TH, AC at best Chain and Shield, Random weapons, 10% Class A Treasure, 1-2000 G.P. Roll for age and sex on the slave chart. 40% Light Horse, 15% with wagons.

Pt. 2 "Merchants" by Siegfried Nelson & Richard Mueller

In the pseudo-medieval worlds of fantasy campaigns, merchants and trade lend an aura of reality that most players can identify with. It gives a feel of a societal background at work. Trade is heaviest in areas where specialization are evidenced...ie. armies, cities, ports, and large market towns. Merchants bring items which are not readily available to the otherwise self-sufficient population. Bartered items include luxuries only in the case of rural or migratory folk.

The following classes are by no means complete and must be "fleshed out" to suit your campaign. Merchants are a good source of information because they learn about the ways of the lands they travel through from their customers. Merchants also are always seeking new trade and profitable enterprises. Virtually all PROB 90% merchants can read and many PROB 20% can Read Magic. They travel in pairs or singly with 2-20 servants such as: men-at-arms, clerks, wagon-drivers, scribes, bodyguards, etc. Each merchant has 2-40 followers as: Pilgrims, Peasants, Fellow Travellers, etc. When travelling by sea, omit the wagons. Merchants usually PROB 85% belong to a guild and will not attack another merchant. Most merchants tend to be Neutral...PROB 70%.

MERCHANT CLASS

Table with 5 columns: Merchant, Wagons, Treasure, 1000's of Gold, Other. Rows include Cloth, General, Grain, Jewels, Leather, Lumber, Money, Salt, Slaves, Smith, Spices, Stock, Stone, Wine.

CLOTH MERCHANTS

40% of wagons loaded, 60% empty. Loaded wagons: 1-3 wool (400 G.P.), 4 cotton (500G.P.), 5 burlap (100 G.P.), 6-8 raw wool (200 G.P.), 9 linen (600G.P.) 10 silk (500 G.P.).

GENERAL MERCHANTS

75% of wagons are loaded with general goods, 25% are empty. Loaded wagons are worth 100 to 1000 G.P..

GRAIN MERCHANTS

60% of wagons loaded, 40% of wagons empty. Loaded wagons worth 200 G.P..

JEWEL MERCHANTS

50% of Jewel Merchants are mounted, 50% are in 1 wagon. There will be 5-50 Gems and if in a wagon, a 70% chance that there will be baubles worth 1-500 G.P. and a 30% chance of 1-15 Jewelry.

LEATHER MERCHANT

60% of wagons full, 40% of the wagons empty. Full contain saddles, bridles, armour, hides and shoes worth 600 G.P..

LUMBER MERCHANTS

50% of the wagons full. 1-3 trees worth 10-100 G.P., 4-5 lumber worth 150 G.P., 6 wooden goods worth 250 G.P..

MAGIC MERCHANTS

Magic merchants are usually PROB 80% low level magic users and in any event can throw 1-6 spells of 1-3 level. 25% in wagon, 25% on horse, 50% on foot. Magic items for sale include 1-20 items...PROB of @ 100%-Spell Levelx10% or 100%-Magic Bonusx20%. Minion guards: NA 1-10, LVL 2-8 MU & TH..PROB 10% Magically armed; PROB 25% of 1-10,000 GP if no magical items on wagon PROB 50%.

MONEY MERCHANTS

50% in armored wagon, 50% in normal wagon with outriders; Minions: 50% LVL 1 FTR, 16% LVL 2 MU, CL, or TH...one LVL 2-5 FTR for every ten minions. Five minions for every 1,000 GP carried. PROB 40% empty, PROB 25% pawned items .art, furniture, weapons,lyre PROB 20% of some Magical Item, PROB 15% of 100-10,000 GP in coin, jewelry, or gems.

SLAVE MERCHANTS

80% of wagons loaded, 2 extra fighters per wagon of slaves: 1-10 slaves per wagon; Each slave: 1-5 Male, 6-12 Female; Age: 1-2 6 years, 3 7-9 years, 4 10-12 years, 5 13-15 years, 6 16-18 y, 7 19-21 years 8 22-26 y, 9 27-35 years, 10 36-40 y, 11-12 41+years Each male above 12: 01-06 MU, 07-09 Adventurer, 10-14 CL, 15-25 FTR, 26-69 Peasant, 70-95 Slave, 96-00 Of Noble Blood: Noble slaves will give 50-500 SP for freedom...unless destitute PROB 20%. Merchants are Neutral 80% of time, 05% chance of any alignment.

SALT MERCHANTS

50% of wagons loaded. Wagonload value 500 G.P.

SMITH MERCHANTS

70% of wagons are loaded, 30% are empty. 1-5 Tinkers 150 SP, 6-8 Farm Equipment 300 SP, 9 Arms 1000 G.P.10-11 Pewter 1000 SP, 12 Ingots 80% 5000 SP 20% 1500 GP.

THE GREAT RACES

Large table with 17 columns (CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, PS, SE, AE) and 60 rows of creature names and their corresponding values.

TRUE GIANTS

Table with 17 columns (CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, SE, PS, AE) and 20 rows of creature names and their corresponding values.

Suggested Others:

Table listing suggested creatures and their alignment: Light Elves, Dark Elves, Nissies, Black Seers, Pan Tang Warriors, Myyrrhm, Ribhus, Indian Ogres, Hyborean Frost Giants, Greek Cyclopi, Satyrs, Norse Storm, Norse Dwarves, Norse Stone Giants, Norse Rock Giant, Aliens, Mist Giants, Delmains, Chinese Fairies, Homo Superiori

UNDEAD

Table with 3 columns: LAND, SEA, AIR and 12 rows of undead creature names and their corresponding values.

Suggested Others: Ollam Onga Red Shadows Ghouls of Yaniadar



Encounter Charts are continued on next page

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We would like to give credit to Simulations Publications, publishers of Strategy & Tactics, a very good magazine on historical boardgaming, 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. NYC, NY 10010.

SPICE MERCHANTS

50% loaded wagons, Wagonload value 2000 G.P.

STOCK MERCHANTS

10% wagons filled with chickens, 1-3 Herd of 10-100 Cattle, 4-5 10-200 Goats, 6 5-50 Camels or Oxen, 7-10 20-500 Sheep, 11-12 10-1000 Poultry.

STONE MERCHANT

50% loaded wagons, Wagonload value 500 SP.

CARNIVOROUS PLANTS by Greg Jacobs

EGO PHAGE

AC VARIES, MOVE NIL, HD VARIES, NA 1-20, TREAS NONE These are 10" conical blue mushrooms found in woodland areas. 40% release spores that are undetectable. The spores are inhaled by 1 member of the party (roll to determine which) and destroy the brain. The plant then takes over the body, imitating the deceased in every way, and infecting one more member of the party each day until they all succumb. They then find a good place to take root and let the bodies decay, forming a new colony and waiting for a new party of travellers. A clerical cure is effective if given within two hours after the start of the infection.

JACK IN THE PULPIT

AC 2, MOVE 13, HD 7, NA 1-8, TREAS NONE This plant holds a tiny green creature who can move and attack up to 6" high. He uses a tiny dagger that does 1-8. They love to cause mischief and have a 75% success rate with such devices as falling tree limbs. They are also able to use illusions as a 4th level Illusionist. If a party comes within 6" of their plant they will tail them until the party has left the forest.

PEBBLE MOLD

AC 9, MOVE NONE, HD 3, NA 1, TREAS NONE Pebble mold is found in dank dungeons. It has a main body buried 2' under the floor and has 1-100 appendages that grow out of it. They grow up to the floor where they give the appearance of strewn pebbles. Actually, each of these pebble-like buds (within a 10' radius of the main plant) contains acid. When a person passes over the main body, all of the pebbles squirt acid on him, doing 1-3 pips damage. The acid dissolves flesh and metal, the dissolved particles being absorbed through the buds to feed the main body. Only hitting the main body will kill the creature. The pebbles take 3 pips each before dying but will regrow. The pebbles are brownish along with the rest of the mold. The pebbles are 2" in diameter, the stalks 1" and up to 10 feet long and the central body about 3' in diameter.

PITCHER PLANT

AC 6, MOVE NONE, HD 15, NA 1-3, TREAS H INSIDE These plants grow in large pot holes and disguise themselves to look like the normal landscape. They have the ability to charm any level 5% chance per level of breaking the charm. The plant waits for the victim to fall in (35%) or uses the charm (65%). It then digests the victim after sealing him in, digesting flesh only at 3-18 per round. Found in warmer climates.

RAGE EATER

AC 7, MOVE 1, HD 1, NA 4-40, TREAS NONE The Rage eater feeds off of rage or pain but is not psychically endowed. These brown and slimy molds roost on ceilings under doorways in places of medium activity. They strike by falling on people passing under them. They then begin to produce a berserker rage and if there are others in the party the stricken one will attack. If the stricken one is alone, the effect that results is intense pain, enough to cause 80% chance of insanity in the average IQ. 90% for low IQ, 60% for 13-16, 50% for 17, 40% for 18.

SNAP DRAGON

AC 7, MOVE NONE, HD 5, NA 1-20 STALKS, TREAS NONE These plants have flowers about the size of a man's fist. Some can breathe fire like a mature red dragon. The smaller blooms bite for 1-4 and do most of the devouring of flash fried corpus. 1-10 flowers per stalk, 50% chance of one being a fire breather. They strike when the victim is within 5 feet. Found in fields in temperate areas.

SPIDER VINE

AC 7, MOVE 10, HD 1 PER TENT., NA 5-30, TREAS NONE This vine prefers to live in trees overhanging roads and trails. When a creature walks under it the plant releases 5-30 vines that snarl the victim and drain 1-3 pips per melee. If 10 or more are still on the victim in five melee rounds, strangulation begins, doing 1-6 additional pips per round. The range of each vine is 40 feet. The vine plant's main body is actually attached to the tree. The plant is bright green, never flowers and is found in temperate climates.

SPINAFLEX BUSH

AC 7, MOVE 10, HD 5, NA 1-3, TREAS NONE The spinaflex bush is 2/3 shrub and 1/3 trunk with huge gnarly roots curled about it. About it on the ground can be seen 5 main roots. It stands about 3 feet tall. This plant needs a little bit more than it can get from the ground so it snares prey with the huge roots that can grow 10 per turn for 40 feet and are very flexible. This plant waits until a victim falls asleep or stops to rest before attacking. Two of the roots are used to snare the person, the third is used to paralyze the victim after snaring, the fourth draws nutrients out of the prey and the fifth feeds the victim, keeping him alive for 1-20 days before killing him. A snare is 3 above needed to hit. Damage is 1-8 (subdual) per hit until the victim is subdued. The plant dissolves used up corpses.

SUN DEW PLANT

AC 6, MOVE NONE, HD 7, NA 1 (10% 2) TREAS H This plant disguises itself as part of the terrain. When a creature walks over it the rim spores shoot a spray of adhesive (treat as Web Spell). After gluing the victim down it dissolves only animal flesh at 1-12 pips per turn. About 10 feet in diameter. Found anywhere above 50 degrees F.

ENCHANTED MONSTERS

Table with 17 columns (CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, SE, PS, AE) and 17 rows of monster stats including Animus, Clay Golem, Flesh Golem, Stone Golem, Iron Golem, Statue, Homunculus, Infernal Machine, Invisible Stalker, Juggernaut, Efreet, Djinn, Air Elemental, Water Elemental, Fire Elemental, Earth Elemental, Salamander, and Other.

Suggested Others

Demon Warriors, Demon of the Black Hand, Familiars

HUORNINGS

Table with 17 columns (CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, PS) and 6 rows of Huornings stats including Huorns, Dryads, Carnivorous Plants, Ents, Shamblong Mounds, Running Vines, and Others.

Suggested Others:

Vampire Vine, Vampire Tree

Note: Huorns are defined as all semi-aware plant life as might be affected by a speak with plants but otherwise non-communicative, non-mobile and relatively harmless.

SIMIANS

Table with 17 columns (CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, PS, AE) and 11 rows of Simians stats including Apes, Carnivorous Apes, White Apes, Yeti, Baboons, Chimps, Orangutan, Gorillas, and Others.

Suggested Others:

Trogs, Mountain Apes, Clarkers

AVIANS

Table with 17 columns (CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, SE, PS, AE) and 16 rows of Avians stats including Birds, Crows, Eagles, Great Eagles, Harpies, Ravens, Roccs, Stirges, Storks, Swan Mays, Giant Owls, Flightless Birds, Owls, Vultures, Gulls, and Others.

Suggested Others:

Finnish Eagles, Melnibonean Owls

SAURIANS

Table with 17 columns (CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, SE, PS, AE) and 30 rows of Saurians stats including Basilisks, Brontosaurus, Bulette, Cockatrices, Couatls, Crocodiles, Elasmosauri, Frogs, Gargoyles, Giant Crocodiles, Giant Frogs, Giant Lizards, Giant Sea Snake, Giant Snake, Giant Toad, Giant Tortoise, Kopoacinth, Lizards, Lizard Men, Manticoras, Medusae, Monitor Lizards, Mososauri, Mottled Worms, Plesiosauri, Pterodactyls, Purple Worms, Ropers, Salamanders, Sea Ropers, Sea Snakes, Stegosauri, Toads, Tortoises, Triceratops, Trolls, Turtles, Tyrannosauri, Snakes, and Other.

Suggested Others:

Lybits, Remorhazi, Winged Serpents, Ice Worms, Typhoonagators, Finnish Black Snakes



TOUCH-ME-NOT

AC 7, MOVE NONE, HD 3, NA 30 PER SQ. FT., TREAS NONE
Found in temperate climates, these plants have pods that burst when touched. 1-30 buds will pop and release spores. The explosion does 1-6 and victim must get cure disease within 12 days or the spores take root in the lungs and death results.

VENUS FLY TRAP

AC 7, MOVE NONE, HD 3, NA 1 PER 100's, TREAS I
Has 1-3 traps. 15% have 1-6 additional. Found in the tropics. Traps are 3x6 feet and the plants waits until the victim is within 10' before striking. There is a 30% chance of more than 1 trap hitting the victim. Each trap does 1-10.(10% chance of decapitation). After the victim is caught, the plant digests for 2-16 per melee until the victim is unraisable. They make excellent guards for houses and treasures.

MARVELOUS MONSTERS by Dennis Waltman

CRONKS

AC 5, MOVE 9"/15", HD 4+1, NA 1-20, TREAS None
DAMAGE 1-4/CLAW 1-4/BITE, ALGN N
Cronks appear similiar to adult red dragons, are not carnivorous, and normally leave all other creatures alone. There is a separate probability of 1-8 young...Kits"...per every two adults appearing...PROB 30%. If the young are threatened, Cronks will attack without morale checks until the danger has passed.

RABANTLERS

AC 3, MOVE 18", HD 1+1, NA 1-4, TREAS "C"
DAMAGE 1-2 HORN, ALGN N
Rabantlers have the body of a rabbit with a short pair of antlers on their heads. It is often the pet of Leprechauns, being a magical beast. If treated very nice, they have been known to reveal the leprechaun's hoard location PROB 20%+CHAR of Player. They can blink as a blink dog 3 times a day. Rabantlers bring twice the luck of pixies to their owners.

BROWN MOLT

AC 7, MOVE 9"/15", HD 1-1, NA 20-100, TREAS None
DAMAGE 1-2/BITE 1-2 BREATH, ALGN N, TREAS None
The Brown Molt is a fox-like creature with bat-like wings and four legs. It has the intelligence of a rat and a breath weapon of lightning. Their favorite food is grey ooze though they will prey on small animals when ooze is scarce. Their breath weapon has a range of five feet and they are only able to use it once a day.

SILVER MOLT

AC 5, MOVE 12/24, HD 1-1, NA 4-20, TREAS "I"
DAMAGE 1-4/BITE/ 1-2 CLAW 1-6 BREATH, ALGN N
The Silver Molt resembles a Brown Molt only in shape. The Silver Molt is twice the size of a Brown Molt. The Silver Molt has the intelligence of a dwarf and has fire as its breath weapon. It may breathe once a day. It's favorite foods are ocre jelly and black pudding. The Silver Molt has the ability to immolate like a Balrog when angry, and the breath has a range of 10 feet. If its favorite food is not available it will not hesitate to attack any creature that it thinks it can kill.

SLIME WORM

AC 8, MOVE 9, HD 2+2, NA 1-3, TREAS NIL
DAMAGE 3-18 BREATH, ALGN N
The Slime Worm resembles earthworm-sized boa constrictors. It has a weapon of cold and less intelligence than a Brown Molt. Its favorite foods are green slime and yellow mold. It is extremely sensitive to fire but immune to the defensive systems of its prey. Blunt weapons will not damage Slime Worms and they are immune to cold or paralysis. The Slime Worm lays eggs in corpses and carrion it finds. These eggs may be eaten by any number of different monsters. If the eggs are eaten they will still hatch and infest the monster until it dies. If the carrion is absorbed by a pudding the eggs are kept dormant by the juices of the pudding. They do not dissolve. When the pudding is killed and eaten by silver molts, the eggs are eaten too and digested by the molts, which poisons the molts. For this reason molts attack slime worms on sight. When short of food, slime worms will often attack molts.

LYBIT

AC 7, MOVE 90'-200, HD 1+1, NA 2-200, TREAS D
DAMAGE 1-4 or by WEAPON TYPE, ALIGN N
The Lybit is similar to a Goblin with wings. They are short and ugly and usually have a Gargoyle for their King, but are easily swayed by any grossly evil creature. Lybits are cowardly and will flee if the battle is going against them. They are often sent to steal and kidnap but may, on occasion attack small parties and caravans. Their lair is normally a cave but they will also be found in their master's castle. Their favorite weapons are the axe and net or the mace.

MORE MONSTERS by Phil Benz

DEMON WARRIOR

AC -6, MOVE 12", HD 1+1, NA 3-18 Normally, TREAS NONE
DAMAGE 1-10, ALIGN N, MAGIC RESISTANCE: 65%
The Demon Warrior is 6' tall, jet black, neutered and totally obedient. His sword is also black and his eyes are flaming red. He can sneak up on someone without notice, even in bright moon and firelight. His one magic ability is to cause any light source to go out. He will normally be under the control of some evil person such as an anti-cleric.

NITE

AC 9/3, MOVE 15", HD 1 pip, NA 10 (in Lair 100-200)
TREAS D, DAMAGE Bite at 1 pip, ALIGN N
Timid Nites are relatives of Carrion Crawlers, but only about the size of a sewer rat. When surprised or stationary their AC is 9 but otherwise is 3 due to their

INSECTOIDS

Table with columns CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, SE, PS, AE and rows for various insects like Ants, Beetles, Centipedes, etc.

Suggested Others:

Bees Fleas Ankhhegs Earwigs

EQUINES

Table with columns CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, PS, AE and rows for various equine animals like Asses, Buffalo, Camels, etc.

Suggested Others:

Nihrain Horses

RODENTS

Table with columns CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, PS, AE and rows for various rodent species like Badgers, Bats, Boars, etc.

Suggested Others:

Gremlins Tapirs Guinea Pigs Kangaroos

URSINOIDS

Table with columns CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, PS and rows for bear species like Bear, Cavebear, Owlbear, etc.

Suggested Others:

Great Brown Bears Great Black Bears Panda Bears
Kodiak Bears Giant Bears Koala Bears
Honey Bears Pooh Bears

OLIPHANTINES

Table with columns CT, TN, RD, CL, FR, HL, MN, RV, SW, JG, DS, CO, PS and rows for elephant species like Hippopotamus, Mammoth, Mastodon, etc.

Suggested Others:

Black Rhinoceros



agility. Their tentacular snout has a weak paralyzation ability, paralyzing at -4. It's lair is a cave and parties found outside the lair will flee if threatened.

TROGS

AC 5, MOVE 9", HD 3+1, NA 4-24, TREAS B, DAMAGE 1-10
ALIGN N
Ever go rolling up a wandering beastie and stop to take a look at what's in the charts? Especially the straight fighting type, like orcs and ogres? Chart 1 has goblins and orcs, Chart 2 has its gnolls, Chart 4 has its ogres. What about Chart 3? Wights? Wererats? Beetles? Something is lacking and that is the Trog. Trogs are about seven feet tall, covered with hair and have tusks curving up to their foreheads. They swing long straight swords with great speed. They love to eat men and usually travel in twos (solo for small parties). Intelligence is medial, 8 to 10 on the human scale. Have fun!

STILL MORE MONSTERS by Wayne Patton

GREMLINS

AC -2, MOVE 15", HD 1/2, NA -3-10, TREAS NONE
MAGIC RESIST: 75%
Gremlins are about 2' tall in height but towering in their capacity for mischief. If they are not favorably disposed to those whom they encounter, (They hardly ever are) their victims will find their dexterity cut in half, their hirelings morale dropped 2 points, and two points subtracted from all savings throws. They will also find themselves dropping things, running into doors and discovering faults in their equipment at critical times. These handicaps will cease as soon as the Gremlins leave. Gremlins also teleport like Blink Dogs, which is why they are so hard to hit. They can pick pockets and open locks like sixth level Thieves. If anyone should be so rash as to attack them, they can cast a confusion spell as a seventh level Magic User, Slow, or Darkness 5" radius, once per turn.

STILL MORE MONSTERS by John Chalupsky

TYPHOONAGATORS

AC 1, MOVE with Wind, HD 10+, NA 1-20, TREAS NONE,
DAMAGE 4-24 wind plus drowning water spout 20' diameter per hit dice. ALIGN N
This huge beast is found floating over large bodies of water and is often mistaken for a dark storm cloud or squall, for only sharp eyes can spot its proboscis and mole-like limbs. Typhoonagators feed by filtering out fish from the water they suck up with their strong tornado-like wind. The beasts are neutral, gregarious and bovine-like. However, this unconcern does not hide their danger to seafarers for even the smallest can break and sink a sail ship, and large typhoonagators can sink large fleets. One of the more notorious typhoonagators was named Kkamikaze."

FELINES

CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	PS	AE
Cheetah	01	02	03	10	05	05	05	04	05	07	03	01	--
Chimera	02	03	05	12	08	09	09	09	10	10	12	06	02
Displacer Beasts	03	04	07	14	11	13	13	14	15	15	09	03	--
Fox	06	09	37	33	21	21	21	24	30	30	35	19	05
Lamasu	08	11	39	36	24	24	24	29	35	35	40	24	08
Lion	09	13	42	46	27	27	28	33	40	40	57	31	09
Sabre-Toothed Tiger	10	14	43	47	29	30	30	35	50	50	58	33	10
Spotted Lion	11	16	45	50	39	33	33	39	53	53	63	38	11
True Cat	81	75	72	55	44	40	40	65	55	55	66	61	69
Giant Lynx	82	76	74	57	53	42	42	67	58	58	68	64	70
Mountain Lion	83	78	76	59	55	62	62	69	60	60	73	69	71
Leopard	84	80	79	69	58	65	65	72	65	65	78	74	72
Tiger	85	82	81	79	68	68	67	75	70	70	80	76	73
Jaguar	86	83	83	82	78	71	71	80	80	80	82	78	74
Lynx	88	65	85	85	88	88	88	85	85	85	85	83	75
Weretiger	95	95	95	95	95	95	95	95	95	95	95	95	95
Other	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Onai	Vulture Lions	Snow Leopards	Panthers
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CANINES

CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	PS	AE
Blink Dogs	05	07	10	10	07	10	10	10	10	10	15	29	90
Dire Wolves	08	12	20	25	24	35	35	20	20	20	25	31	--
Hellhounds	11	17	27	35	29	45	45	35	35	35	25	30	32
Werewolves	46	38	38	45	39	55	55	50	50	50	30	40	92
Wolves	53	48	48	60	80	70	70	80	70	70	45	80	93
Wild Dogs	60	58	58	85	90	80	80	90	90	90	65	90	94
Hyenas	65	65	65	95	95	95	95	95	95	95	95	95	95
Others	70	70	70	00	00	00	00	00	00	00	00	00	00
S.T.	00	00	00										

Suggested Others:
Dharai Hunting Dogs

PISCICANS

CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS
Fish	--	--	--	--	--	--	17	48	--	--	31	35	--
Floating eyes	--	--	--	--	--	--	18	49	--	--	32	37	--
Giant Crabs	--	--	--	--	--	--	19	50	--	--	33	38	--
Giant Eels	--	--	--	--	--	--	20	--	--	--	34	39	--
Giant Fish	--	--	--	--	--	--	22	--	--	--	35	40	--
Giant Leeches	--	--	--	--	--	--	23	52	--	--	36	41	--
Giant Octopi	--	--	--	--	--	--	24	--	--	--	37	42	--
Giant Sea Snakes	--	--	--	--	--	--	--	--	--	--	38	43	--
Giant Sharks	--	--	--	--	--	--	--	--	--	--	39	44	--
Giant Squids	--	--	--	--	--	--	--	--	--	--	40	45	--
Lamprey Eels	--	--	--	--	--	--	25	54	--	--	41	46	--
Manta Rays	--	--	--	--	--	--	--	--	--	--	42	47	--
Mashers	--	--	--	--	--	--	--	--	--	--	43	48	--
Nymphs	--	--	--	--	--	--	--	--	--	--	44	49	--
Pikes	--	--	--	--	--	--	27	--	--	--	45	51	--
Piranhas	--	--	--	--	--	--	29	57	--	--	46	--	--
Portuguese Men o War	--	--	--	--	--	--	30	--	--	--	47	52	--
Pungi Rays	--	--	--	--	--	--	31	--	--	--	48	--	--
Sea Hags	--	--	--	--	--	--	32	--	--	--	49	53	--
Sea Horses	--	--	--	--	--	--	34	--	--	--	50	55	--
Sirens	--	--	--	--	--	--	35	--	--	--	51	--	--
Strangleweed	--	--	--	--	--	--	36	58	--	--	52	56	--
Tritons	01	01	--	--	--	--	39	59	--	--	54	58	01
Giant Sea Spiders	--	--	--	--	--	--	40	--	--	--	55	59	--
Weed Eels	--	--	--	--	--	--	--	--	--	--	57	60	--
Whales	--	--	--	--	--	--	--	--	--	--	58	61	--
Nixies	02	02	01	01	01	01	45	61	01	01	60	63	02
Mermen	04	04	03	02	02	02	50	64	02	02	62	65	04
Lizard Men	06	06	05	03	03	03	55	67	03	03	64	67	06
Leeches	--	--	--	--	--	--	60	70	--	--	65	68	--
Eels	--	--	--	--	--	--	62	71	--	--	67	70	--
Octopi	--	--	--	--	--	--	63	--	--	--	69	72	--
Sea Snakes	--	--	--	--	--	--	--	--	--	--	70	73	--
Sharks	--	--	--	--	--	--	64	--	--	--	72	76	--
Squids	--	--	--	--	--	--	--	--	--	--	74	78	--
Crabs	--	--	--	--	--	--	67	73	--	--	77	79	--
Aquatic Elves	58	58	70	90	90	90	72	78	90	81	82	84	78
Dolphins	--	--	--	--	--	--	77	--	--	--	84	89	--
Ixitxachitls	--	--	--	--	--	--	79	--	--	--	85	90	--
Koalinths	59	59	71	91	91	91	80	83	91	82	87	91	80
Locathahs	60	60	72	92	92	92	82	88	92	83	89	92	82
Sahuagins	65	65	73	93	93	93	85	93	93	84	91	93	85
Sea Gnomes	70	70	74	94	94	94	90	94	94	94	93	94	90
Sea Kobolds	75	75	75	95	95	95	95	95	95	95	95	95	95
Others	80	80	80	00	00	00	00	00	00	00	00	00	00

Suggested Others:

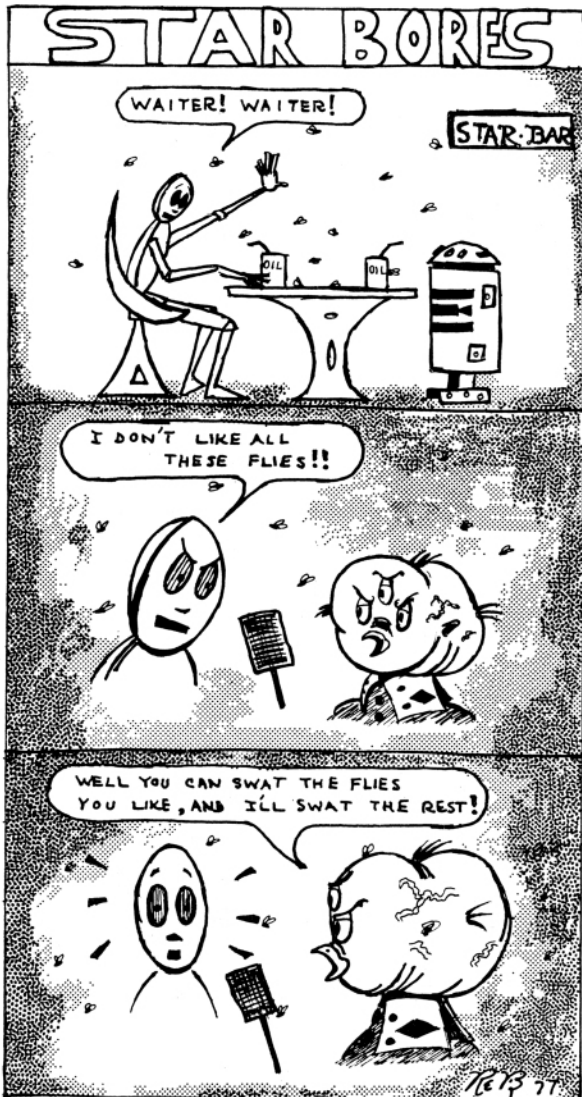
Neck	Sea Serpents	Fossergrims	Water Monsters
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SCAVENGERS

	LAND	WATER	AERIAL	PASS.
Carrion Crawlers	05	--	--	20
Gelatinous Cubes	20	15	75	--
Ochre Jelly	25	20	--	30
Lurkers Above	30	25	--	--
Black Ooze	35	30	--	35
Gray Ooze	40	35	--	45
Piercers	45	40	--	--
Black Puddings	50	50	--	50
Gray Puddings	55	60	--	55
Rice Puddings	*	--	--	--
White Puddings	*	--	--	--
Rust Monsters	70	--	--	--
Shriekers	75	--	--	75
Green Slimes	80	80	--	80
Gray Slimes	85	85	--	85
Trappers	90	90	--	90
Yellow Molds	95	95	95	95
Others	00	00	00	00

Suggested Others:

Curse of Larsha Brown Molt Silver Molt Slime Worms
* 60 is chance of meeting one of these; Rice in rocky or white in snowy terrain.



DUNGEON ENCOUNTER MATRIX By Richard T. Mueller

FIRST ROLL: DUNGEON LEVEL MODIFIER

LEVEL	LAWFUL	NEUTRAL	CHAOTIC
1	1 1 1 1 2 3	1 1 1 1 2 3	1 1 1 2 3 4
2	1 2 2 2 3 4	1 2 2 3 3 4	1 2 2 3 4 5
3	2 3 3 3 4 5	2 3 3 4 4 5	2 3 3 4 5 6
4	3 4 4 4 5 6	3 4 4 5 5 6	3 4 4 5 6 7
5	4 5 5 5 6 7	4 5 5 6 6 7	4 5 5 6 7 8
6	5 6 6 6 7 8	5 6 6 7 8 9	5 6 7 8 9 10
7	6 7 7 7 8 9	6 7 7 8 9 10	6 7 8 9 10 11
8	7 8 8 8 9 10	7 8 8 9 10 11	7 8 9 10 11 12
9	8 9 9 9 10 11	8 9 9 10 11 12	8 9 10 11 12 13
10	9 10 10 10 11 12	9 10 10 11 12 13	9 10 11 12 13 14
11	10 11 11 12 13 14	10 11 12 13 14 15	11 12 13 14 15 17
12	11 12 12 13 14 15	11 12 13 14 15 16	12 13 14 15 16 18
13	12 13 13 14 15 16	12 13 14 15 16 17	13 14 15 16 17 19
14	13 14 14 15 16 17	13 14 15 16 17 18	14 15 16 17 18 20
15	14 15 15 16 17 18	14 15 16 17 18 19	15 16 17 18 19 20
16	15 16 16 17 18 19	15 16 17 18 19 20	16 17 18 19 20 20
17	16 17 17 18 19 20	16 17 18 19 20 20	17 18 19 20 20 20
18	17 18 18 19 20 20	17 18 19 20 20 20	18 19 20 20 20 20
19	18 19 19 20 20 20	18 19 20 20 20 20	19 20 20 20 20 20
20	19 20 20 20 20 20	19 20 20 20 20 20	20 20 20 20 20 20

The tables are simple to use: first determine whether the dungeon in question is Lawful, Neutral or Chaotic in nature. If the dungeon is Unaligned rate it Neutral. Roll a six-sided die and cross-index it with the Dungeon Level concerned. This will give you the number of the Table on which to roll up the monster.

TABLE I DUNGEON ENCOUNTERS

- 001 Peasant Alchemist
- 002 Animal Trainer
- 007 Apprentice
- 008 Armorer
- 009 Courtesan
- 010 Engineer
- 011 Mason
- 012 Sage
- 013 Spy
- 015 Yeoman
- 017 Constable
- 018 Knight
- 020 Messenger
- 022 Page
- 024 Squire
- 026 Archer
- 028 Berserker
- 030 Crossbowman
- 032 Heavy Foot
- 037 Light Foot
- 038 Beggar
- 040 Friar
- 041 Madman
- 042 Nun
- 044 Pilgrim
- 046 Serf
- 047 Slave
- 049 Sokman
- 050 Strumpet
- 051 Vagabond
- 071 1-2 Skeletons
- 091 1-2 Zombies
- 121 Gnome
- 151 Dwarf
- 156 Elf
- 176 1-2 Kobolds
- 196 Goblin
- 216 Orc
- 236 Hobgoblin
- 237 Leprechaun
- 242 Half Elf
- 252 Hobbit
- 262 Human
- 312 Veteran Fighter
- 317 Rhymer Bard
- 322 Veteran Paladin
- 327 Veteran Scoundrel
- 332 Runner Ranger
- 347 Acolyte Cleric
- 357 Novice Monk
- 362 Aspirant Druid
- 387 Med. Magic User
- 402 Minor Trickster Illusionist
- 422 Apprentice Thief
- 432 Cub Reporter
- 437 Apprentice Assassin
- 442 Apprentice Charletan
- 447 Neophyte Inventor
- 452 Statue
- 457 Chimpanzee
- 462 Orang-outang
- 482 Piercer
- 487 1-2 Crows
- 502 Raven
- 512 Stirge
- 513 Swan May
- 528 Owl
- 529 Frog
- 532 Giant Frog
- 535 Giant Toad
- 538 1-2 Lizards
- 543 Snake
- 548 1-2 Toads
- 553 Turtle
- 558 Tortoise
- 608 1-100 Ants
- 632 1-20 Beetles
- 681 1-20 Centipedes
- 686 Giant Fire Beetle
- 691 Giant Spider
- 700 Scorpion
- 705 1-2 Snails
- 735 1-10 Spiders
- 745 1-10 Slugs
- 750 1-10 Ticks
- 751 Faun
- 752 Badger
- 822 1-10 Bats
- 842 Giant Rat
- 888 Porcupine
- 903 1-6 Rats
- 906 Skunk

- 908 Weasel
- 909 Brain Mole
- 929 True Cat
- 939 Carnivorous Plants
- 969 Wolf
- 000 Other
- Other List
- Recruit Marine
- Demon Warrior
- Lybit
- 1-4 Nites
- Student Alchemist
- 1-4 Gremlins
- Rabantler
- 1-2 Brown Molts
- Silver Molt
- Student Witch

TABLE II DUNGEON ENCOUNTERS

- 001 Peasant Alchemist
- 002 Animal Trainer
- 005 2 Apprentices
- 006 Armorer
- 007 Courtesan
- 008 Engineer
- 010 2 Masons
- 011 Sage
- 012 Spy
- 013 Knight
- 014 Messenger
- 016 2 Archers
- 018 2 Berserkers
- 023 Caveman
- 025 2 Crossbowmen
- 027 2 Heavy Foot
- 032 2 Light Foot
- 034 Elite Trooper
- 036 2 Beggars
- 038 2 Friars
- 039 Madman
- 041 2 Nuns
- 043 1-10 Pilgrims
- 045 2 Serfs
- 047 1-10 Slaves
- 048 1-8 Strumpets
- 049 Vagabond
- 059 Ghoul
- 069 Shadow
- 089 4 Skeletons
- 109 4 Zombies
- 119 Cyclops
- 139 2 Gnomes
- 159 2 Dwarves
- 164 2 Elves
- 184 4 Kobolds
- 204 2 Goblins
- 224 2 Orcs
- 244 2 Hobgoblins
- 254 Gnoil
- 255 2 Leprechauns
- 257 2 Half Elves
- 267 2 Hobbits
- 277 2 Humans
- 327 Warrior Fighter
- 332 Lyrst Bard
- 337 Warrior Paladin
- 342 Warrior Scoundrel
- 347 Strider Ranger
- 362 Adept Cleric
- 372 Initiate Monk
- 377 Initiate First Circle Druid
- 402 Seer Magic User
- 417 Trickster Illusionist
- 437 Footpad Thief
- 447 Chaser Reporter
- 452 Killer Assassin
- 457 Footpad Charletan
- 462 Student Inventor
- 467 Statue
- 472 Ape
- 477 Baboon
- 482 2 Chimpanzees
- 487 2 Orang-outangs
- 497 Grey Ooze
- 512 2 Piercers
- 522 Green Slime
- 532 Yellow Mold
- 537 4 Crows
- 547 Raven
- 567 2 Stirges
- 568 Swan May
- 578 Owl

- 580 4 Frogs
- 583 Giant Frog
- 586 Giant Toad
- 589 4 Lizards
- 599 Snake
- 601 4 Toads
- 603 2 Turtles
- 605 2 Tortoises
- 650 1-100 Centipedes
- 660 2 Giant Fire Beetles
- 670 2 Giant Spiders
- 680 2 Scorpions
- 685 4 Snails
- 725 1-100 Spiders
- 740 1-20 Slugs
- 750 1-20 Ticks
- 751 2 Fauns
- 752 Mule
- 753 2 Badgers
- 823 1-20 Bats
- 838 2 Giant Rats
- 839 Porcupine
- 889 1-10 Rats
- 890 2 Skunks
- 891 Weasel
- 916 2 True Cats
- 926 Carnivorous Plants
- 976 2 Wolves
- 000 Other

Other List

- 2 Demon Warriors
- 2 Lybits
- Screw-up Marine
- Cleric Alchemist
- Trog
- 2 Rabantlers
- 4 Brown Molts
- 2 Silver Molts
- Slime Worm
- Witch Witch

TABLE III DUNGEON ENCOUNTERS

- 001 Party of Peasant Alchemists
- 002 Animal Trainer
- 004 4 Apprentices
- 005 Armorer
- 007 Courtesan
- 008 2 Engineers
- 009 Party of Sages
- 010 Party of Knights
- 011 4 Archers
- 021 2 Cavemen
- 022 4 Crossbowmen
- 023 4 Heavy Foot
- 024 4 Light Foot
- 025 2 Elite Troopers
- 028 4 Friars
- 029 4 Nuns
- 030 1-100 Pilgrims
- 035 Slaving Party
- 036 1-20 Strumpets
- 037 Vagabond
- 062 2 Ghouls
- 077 2 Shadows
- 092 Wight
- 097 Bugbear
- 107 2 Cyclops
- 117 4 Gnomes
- 127 4 Dwarves
- 129 4 Elves
- 139 4 Goblins
- 149 4 Orcs
- 159 4 Hobgoblins
- 169 2 Gnoils
- 170 4 Leprechauns
- 172 4 Half Elves
- 182 4
- 192 4 Humans
- 242 Swordsman Fighter
- 247 Sonateer Bard
- 252 Swordsman Paladin
- 257 Swordsman Scoundrel
- 262 Scout Ranger
- 277 Village Priest Cleric
- 287 Disciple Monk
- 292 Initiate Second Circle Druid
- 317 Conjurer Magic User
- 332 Master Trickster Illusionist
- 362 Robber Thief
- 367 Murderer Assassin
- 372 Robber Charletan
- 377 Freshman Inventor
- 382 Statue
- 392 Homunculus
- 397 2 Apes
- 412 Carnivorous Ape
- 427 White Ape
- 432 2 Baboons
- 437 4 Chimpanzees
- 442 4 Orang-outangs
- 452 Carrion Crawler
- 472 Black Ooze
- 492 Grey Ooze
- 512 3 Piercers
- 522 Shrieker
- 542 Grey Slime
- 562 Green Slime
- 572 Yellow Mold
- 582 Harpy
- 592 Raven
- 607 4 Stirges
- 608 Swan May
- 613 2 Owls
- 616 Crocodile
- 619 Giant Frog
- 621 2 Giant Toads
- 631 Snake
- 632 4 Turtles
- 633 4 Tortoises
- 652 Giant Ant
- 658 4 Giant Fire Beetles
- 678 Giant Tick
- 688 4 Scorpions
- 689 4 Fauns



- 690 2 Mules
- 691 4 Badgers
- 791 1-100 Bats
- 792 Giant Otter
- 807 4 Giant Rats
- 809 Giant Weasel
- 810 2 Porcupines
- 880 1-20 Rats
- 881 4 Skunks
- 882 2 Weasels
- 887 Wererat
- 888 Brain Mole
- 898 Bear
- 918 4 True Cats
- 923 Mountain Lion
- 928 Carnivorous Plants
- 938 Hellhound
- 968 4 Werewolves
- 000 Other

Other List

- 4 Demon Warriors
- 4 Lybits
- Lance Marine
- Scribe Alchemist
- Trog
- 4 Rabantlers
- 4 Silver Molts
- 2 Slime Worms
- Yellow Witch

TABLE IV DUNGEON ENCOUNTERS

- 001 Animal Trainer
- 002 Double Knight Party
- 027 4 Cavemen
- 028 4 Elite Troopers
- 058 4 Ghouls
- 083 4 Shadows
- 108 2 Wights
- 118 Wraith
- 123 2 Bugbears
- 128 4 Cyclops
- 138 Ogre
- 158 4 Gnoils
- 163 Yeti
- 208 Hero Fighter
- 212 Skald Bard
- 216 Hero Paladin
- 220 Hero Scoundrel
- 224 Guide Ranger
- 236 Vicar Cleric
- 246 Immaculate Monk
- 250 Initiate Third Circle Druid
- 270 Theurgist Magic User
- 282 Cabalist Illusionist
- 297 Burglar Thief
- 307 Correspondant Reporter
- 311 Slayer Assassin
- 315 Burglar Charletan
- 319 Sophomore Inventor
- 324 Statue
- 329 Juggernaut
- 339 Doppelganger
- 364 Gargoyle
- 369 Su Monster
- 373 4 Apes
- 398 2 Carnivorous Apes
- 413 2 White Apes
- 418 4 Baboons
- 448 2 Carrion Crawlers
- 473 Gelatinous Cube
- 493 Black Ooze
- 513 Grey Ooze
- 533 4 Piercers
- 543 2 Shriekers
- 563 Grey Slime
- 583 Green Slime
- 593 Yellow Mold
- 613 2 Harpies
- 623 Raven
- 627 2 Crocodiles
- 630 2 Giant Frogs
- 635 Giant Lizard
- 640 Giant Snake
- 642 4 Giant Toads
- 668 Medusae
- 698 2 Snakes
- 748 2 Giant Ants
- 768 Giant Centipede
- 793 Giant Scorpion
- 795 2 Giant Ticks
- 796 4 Mules
- 797 2 Giant Otters
- 798 2 Giant Weasels
- 800 Wereboar
- 825 2 Wererats
- 828 Giant Sloth
- 848 2 Bears
- 858 Sabre Toothed Tiger
- 863 Giant Lynx
- 873 2 Mountain Lions
- 888 Carnivorous Plants
- 908 Hellhound
- 958 Werewolf
- 000 Other

Other List

- Corporal Marine
- Pedant Alchemist
- 2 Trogs
- 4 Slime Worms
- Green Witch

TABLE V DUNGEON ENCOUNTERS

- 001 Animal Trainer Party
- 021 Mummy
- 051 4 Wights
- 066 Wraith
- 076 4 Bugbears
- 086 Ogre
- 091 Yeti
- 131 Swashbuckler Fighter
- 134 Racaraid Bard
- 137 Swashbuckler Paladin

DEMONIDS

Great Demons	39
Beholders	49
Doppelgangers	54
Efreets	56
Djinn	58
Air Elementals	59
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Guardian Nagas	76
Water Nagas	77
Ogre Magi	79
Slithering Trackers	80
Will o' Wisps	83
Windwalkers	85
Catoblebas	87
Intellect Devourers	88
Brain Moles	91
Su Monsters	93
Cerebral Parasites	94
Thought Eaters	95
Others	00

Vampire Gorgon of Ahklat
Elenoin
Spirits of the Air
Death Angels

ASTRALS

Blink Dogs	03
Lammasu	05
Cockatrices	08
Basilisks	11
Medusae	14
Gorgons	17
Invisible Stalkers	18
Shedu	19
Intellect Devourers	20
Thought Eaters	21
Cerebral Parasites	22
Liches	23
Psionic Table	43
Phase Spiders	45
Magic Users	47
Clerics	49
Coatls	50
Ki Rin	51
Cataplebas	52
Demons	95
Others	00

DRAGONS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS	AE
Black Dragons	02	02	03	05	05	01	01	05	08	08	05	05	05	07	05
Blue Dragons	04	04	06	10	10	02	02	10	13	13	13	10	10	14	10
Brass Dragons	06	06	09	15	15	03	03	15	15	15	15	15	15	21	15
Bronze Dragons	08	08	12	20	20	04	04	20	20	20	26	23	20	28	20
Chromatic Dragons	09	09	13	21	21	05	05	21	21	21	27	24	21	29	21
Copper Dragons	11	11	16	26	26	15	15	26	26	26	32	29	26	36	26
Fire Lizards	12	12	17	28	27	25	25	27	27	27	34	30	--	37	--
Golden Dragons	13	13	19	32	31	28	28	28	28	28	37	33	29	44	31
Green Dragons	15	15	22	37	51	29	29	33	33	33	42	38	34	51	36
Hydras	47	47	44	54	64	44	44	48	48	48	51	50	39	56	--
Platinum Dragons	48	48	45	55	65	45	45	49	49	49	52	51	40	57	37
Red Dragons	50	50	48	60	70	55	55	54	54	54	60	59	45	64	42
Silver Dragons	52	52	51	65	75	65	65	59	59	59	65	64	50	71	84
Dragon Turtles	--	--	--	--	--	--	--	62	--	--	--	68	69	--	--
White Dragons	54	54	54	70	80	69	69	67	64	64	70	73	74	78	89
Wyverns	94	94	94	94	94	94	94	94	94	94	94	94	94	94	94
Mithril Dragons	95	95	95	95	95	95	95	95	95	95	95	95	95	95	95
Others	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Cronks Dragons of the Dragon Isle

GREAT DEMONS

I	39
II	59
III	74
IV	84
V	89
VI	92
Succubi	97
Demogorgon	99
Orcus	00

Suggested Others:

Minions of Set	Sphinx
Phoenix	Indra's Elephant
Brahama's Goose	Yama's Buffalo
Peacock of Karttekeza	Maruts
Yakshas	Hugin
Munin	Freke
Geire	Sleipnir
Tanngjost	Tanngrisner
Gulltop	Valkyrs
Einheriar	Brylukas
Thaug the Demon	Khosatral Khel the Demon
Octopus Demon	Yahg Khosha
Grahluk	Water Women
Chinese Demons	Evil Spirits



PSIONICS

Titans	03
Liches	05
Demons	45
Shedu	47
Intellect Devourers	49
Mind Flayers	52
Su Monsters	54
Brain Moles	56
Cerebral Parasites	58
Thought Eaters	60
Humans	79
Yellow Mold	82
Gray Ooze	85
Coatls	87
Tritons	90
White Apes	93
Ki Rin	95
Others	00



SCHOLARLY SCROLLS

To the left is an example of the 'homemade scrolls' we've given out in the game. At first, the name of the spell was written on same, but was later replaced by undecipherable runes (and an ingenious code on the reverse)- get out your Read Languages, boys. I learned the hard way the stay away from the ones with runes like backward swastikas- usually curses; this one was a demon scroll- who is released upon reading & attacks by surprise!

Details & Scenarios (continued)

a destructive attack such as fireballs or cold) from a high-level target. Otherwise it makes no sense that a lightning bolt which makes a square hit should totally crisp a 5th level character while merely scorching the hide of a 10th level. The physical ability to take damage is basically the same for both.

This train of thought leads to interesting implications for healing spells. A "Cure Wounds" spell should have relatively the same effect upon high-level types as upon low-level ones. So I propose that a "Cure Light Wounds" spell cure 10-35% of a character's total hit points (2-7 points times 5%) regardless of the number of hit points possessed by that character of damage taken. "Cure Serious Wounds" should cure 20-70% of a character's hit points. This applies only to man-sized and smaller types. Wounds should heal at the rate of 1% per day in the absence of magical cures. This makes clerics much more important, even low-level ones.

Characters may take hits below their unconsciousness level equal to their number of hit dice plus any bonuses due to constitution. A 7th level mage with a constitution of 15 could take 4 (4 hit dice) plus 1 for 5 hits in addition to his regular number of hit points, before dying. Characters below their unconsciousness level sink towards death at the rate of 1/2 hit point per melee turn. Medical attention (non-magical first aid) will arrest this decline if one melee turn of one minute per hit point below the unconsciousness level is spent on the medical attention. A character having taken three hit points beyond his total must receive first aid for five minutes (melee turns) for the bleeding to be stopped. Three minutes for the three hit points, during which time he sank another 1 1/2 hit points, so another 1 1/2 minutes rounded up to two to fully bind the wounds.

Creatures larger than man-sized may be magically cured. Figure out their body weight and make that a ratio compared to human normal. It appears that each hit point is comparable to 30 pounds weight, with numerous exceptions. Taking a human normal of 150 pounds, reduce the percentage cured by a like ratio. A lammasu with 30 hit points comes out as 900 pounds, for a ratio of 1/6. Divide the percentage magically cured by 6 to determine the percentage of 30 hit points which is actually cured.



A BRIEF HISTORY OF JUDGES GUILD

During August of 1974, I played my first D & D game judged by Marc Summerlott. I was introduced to Marc and Bill Owen by my cousin, David Petrowsky. David and his brother, Mike, had become increasingly interested in miniatures and were introduced to Bill Owen through his ad in Wargamer's Digest. Always having been an avid reader, I was fascinated by the 'Pulp Era' of science fiction and developed many a game of that genre for David, Mike, my brother Bill, and myself to while away the hours of the middle 1950's. Naturally we became avid S & T fans, and vacillated between purchased board games and my WWII miniatures and sci-fi games on a weekly basis. We literally played to exhaustion: 1914, Africa Korps, Winter War, Blitzkrieg, Kriegspiel, Risk, and other purchased games (after modifying the rules for play balance). Besides original games of stellar empire, our game variants became increasingly sophisticated and highly playable. My avid reading background on the World Wars permitted me to interject the necessary 'feel' into many of our games while 'time of play' and the player's span of interest held in check my tendency for complexities. Most of our games lasted 1-4 hours, while some of the more exciting ones (such as one as-yet un-named sci-fi game) lasted up to 12 hours. Thus past the '50's and '60's.

One week after my first D & D game, I began to judge a campaign based on JRR Tolkien's Middle Earth. We held many open discussions on the rule-set, developing during the course of play-reams of interesting and original rules and extrapolations. The number of players mushroomed and our play became much more sophisticated as we experimented with many combat systems, and extrapolations. While I still maintained an active interest in board games, I found most of my spare time (3-5 nights per week) used up by actual D & D play, not to mention the hours of preparation for each session. The sessions became longer but, thanks to my natural insomnia, didn't overbalance my life too much. Even insomniacs must sleep a bit though. When the six p.m. to dawn sessions became the rule rather than the exception, I proposed that Bill Owen (by then, a highly knowledgeable wizard in the game) become a secondary judge of an adjacent territory from the Misty Mountain to Esgaroth. Meanwhile, other campaigns developed with attendant rule-sets. Bill showed real finesse in his judging.

When General Electric closed its' plant in December 1975, I found myself with more time to devote my alternate ego-the Supreme Judicator of Middle Earth. Prior to the closing, I had a long discussion with Bill Owen and Marc Summerlott in which I proposed that Marc's printing skills, Bill's layout skills, and my experience as a designer would naturally equip us for a venture in the War Gaming field. New rule sets were being published repeating similar material developed as much as 14 months in advance by our group. I felt that the reams of material developed by countless hours of generation and playtesting was extremely valuable to new judges. I was also interested in the exchange of rule sets developed by the thousands of competent judges throughout the U.S. The others felt the venture was too risky at that time and I must admit that they were right as I saw how quickly my \$4800 in savings went after General Electric closed its' doors.

I decided to try again in April 1976, on a much less ambitious scale. One of the new campaigns entailed the huge City State map and I hoped it would satisfy the needs of the burgeoning ranks of judges. Marc opted out again but Bill expressed interest and proposed that we trip up to Lake Geneva. Bill had developed a very excellent set of Civil War miniature rules which he wanted to interest TSR in publishing for him.

141 Swashbuckler Scoundrel
 144 Pathfinder Ranger
 150 Curate Cleric
 152 Master Monk
 155 Initiate Fourth Circle Druid
 172 Thaumaturgist Magic User
 182 Visionist Illusionist
 194 Cutpurse Thief
 201 Bierce Reporter
 204 Cutthroat Assassin
 207 Cutpurse Charletan
 210 Junior Inventor
 220 5 Headed Hydra
 235 Flesh Golem
 240 Statue
 255 Doppelganger
 275 Gargoyle
 285 Ogre Mage
 295 Slithering Tracker
 300 Su Monster
 320 4 Carnivorous Apes
 340 4 White Apes
 375 4 Carrion Crawlers
 400 Gelatinous Cube
 420 Ochre Jelly
 440 Black Ooze
 460 5 Piercers
 500 Rust Monster
 520 4 Shriekers
 540 Grey Slime
 555 Yellow Mold
 575 4 Harpies
 585 Raven
 595 Giant Owl
 610 Cockatrice
 615 4 Giant Frogs
 625 Giant Lizard
 635 Giant Snake
 660 Medusae
 680 4 Snakes
 720 4 Giant Ants
 740 2 Giant Centipedes
 765 Giant Scorpion
 775 4 Giant Ticks
 790 Phase Spider
 792 4 Giant Otters
 794 4 Giant Weasels
 799 Wereboar
 819 4 Wererats
 824 Brain Mole
 829 Giant Sloth
 844 4 Bears
 859 Cavebear
 874 Owl Bear
 884 Sabre Toothed Tiger
 894 Giant Lynx
 904 4 Mountain Lions
 914 Carnivorous Plants
 929 Hellhound
 959 Werewolf
 000 Other

Other List
 Sergeant Marine
 Savant Alchemist
 Small Remorhaz
 Blue Witch

TABLE VI DUNGEON ENCOUNTERS

030 Mummy
 060 Spectre
 085 2 Wraiths
 100 2 Ogres
 105 2 Yetis
 120 Troll
 155 Myrmidon Fighter
 158 Jongleur Bard
 161 Myrmidon Paladin
 164 Myrmidon Scoundrel
 167 Warder Ranger
 176 Bishop Cleric
 181 Grand Master Monk
 184 Initiate Fifth Circle Druid
 199 Magician Magic User
 208 Phantasmist Illusionist
 218 Sharper Thief
 223 Stanley Reporter
 226 Dacoit Assassin
 229 Sharper Charletan
 232 Senior Inventor
 247 5 Headed Hydra
 257 6 Headed Hydra
 262 Clay Golem
 272 Flesh Golem
 277 Statue
 302 2 Doppelgangers
 327 2 Gargoyles
 337 Ogre Mage
 347 Slithering Tracker
 352 Wind Walker
 357 Succubus
 362 Intellect Devourer
 367 2 Su Monsters
 402 2 Gelatinous Cubes
 422 6 Piercers
 462 Rice Pudding
 512 Rust Monster
 527 Yellow Mold
 537 Raven
 557 Roc
 562 Giant Owl
 577 Basilisk
 597 Cockatrice
 602 Giant Crocodile
 622 2 Giant Lizards
 642 Giant Snake
 662 Manticora
 682 2 Medusae
 687 Pterodactyl
 692 Giant Tortoise
 722 4 Giant Centipedes
 752 2 Giant Scorpions
 772 Phase Spider
 792 Minotaur
 812 2 Wereboars
 822 2 Giant Sloth

837 Cavebear
 852 Owl Bear
 867 Werebear
 887 Lammasu
 907 2 Sabre Toothed Tigers
 917 2 Giant Lynxes
 927 Carnivorous Plants
 942 Hellhound
 967 2 Werewolves
 000 Other

Other List
 Sergeant Master Marine
 Scholar Alchemist
 Small Remorhaz
 Purple Witch

TABLE VII DUNGEON ENCOUNTERS

030 2 Mummies
 045 Asbestos Mummy
 075 Spectre
 095 Vampire
 120 Troll
 150 Champion Fighter
 153 Troubadour Bard
 156 Champion Paladin
 159 Champion Scoundrel
 162 Guardian Ranger
 170 Lama Cleric
 175 Monk Grandmaster of Dragons
 178 Initiate Sixth Circle Druid
 190 Enchanter Magic User
 198 Apparitionist Illusionist
 207 Pilferer Thief
 212 Mauldin Reporter
 215 Thug Assassin
 218 Pilferer Charletan
 221 Bachelor Inventor
 226 Copper Dragon
 241 2 5-Headed Hydras
 256 6 Headed Hydra
 266 7 Headed Hydra
 291 Wyvern
 311 Clay Golem
 326 Flesh Golem
 351 Stone Golem
 356 Statue
 366 Djinn
 376 Salamander
 391 Rakshasha
 396 Water Naga
 416 2 Ogre Magis
 436 2 Slithering Trackers
 446 Wind Walker
 457 Succubus
 461 Intellect Devourer
 491 2 Ochre Jellies
 516 Rice Pudding
 566 2 Rust Monsters
 591 Yellow Mold
 616 Roc
 641 2 Giant Owls
 671 Basilisk
 696 2 Cockatrices
 706 Giant Crocodile
 731 Giant Snake
 756 Manticora
 766 Pterodactyl
 776 Giant Tortoise
 806 2 Phase Spiders
 836 Minotaur
 846 Brain Mole
 866 2 Cavebears
 886 2 Owl Bears
 906 Werebear
 936 Lammasu
 946 Carnivorous Plants
 966 Hellhound
 000 Other

Other List
 Sergeant Major Marine
 Philosopher Alchemist
 2 Small Remorhazi
 Red Witch

TABLE VIII DUNGEON ENCOUNTERS

030 2 Spectres
 060 Vampire
 080 Hill Giant
 105 Umber Hulk
 155 Ent
 180 2 Trolls
 205 Superhero Fighter
 207 Minstrel Bard
 209 Superhero Paladin
 211 Superhero Scoundrel
 213 Ranger Knight
 219 Patriarch Cleric
 223 Monk Grandmaster of the North
 225 Initiate Seventh Circle Druid
 235 Warlock Magic User
 241 Spellbinder Illusionist
 249 Master Pilferer Thief
 253 Anderson Reporter
 255 Executioner Assassin
 257 Master Pilferer Charletan
 259 Graduate Inventor
 279 Copper Dragon
 294 2 6-Headed Hydras
 309 7 Headed Hydra
 329 8 Headed Hydra
 354 Wyvern
 384 Clay Golem
 414 Stone Golem
 419 Statue
 424 Invisible Stalker
 429 Djinn
 434 Vulture Demon I
 459 Mindflayer
 464 Rakshasha
 469 Water Naga
 489 2 Wind Walkers
 509 2 Succubi
 514 2 Su Monsters

544 Rice Pudding
 574 2 Rocs
 604 2 Basilisks
 619 2 Giant Crocodiles
 644 2 Giant Snakes
 669 2 Manticores
 694 Monitor Lizard
 714 2 Pterodactyls
 734 2 Giant Tortoises
 764 Gorgon
 794 2 Minotaurs
 829 2 Werebears
 869 2 Lammasu
 879 Carnivorous Plants
 904 Shambling Mound
 939 Hellhound
 000 Other

Other List
 Sergeant General Marine
 Magnus Alchemist
 4 Small Remorhazi
 Black Witch

TABLE IX DUNGEON ENCOUNTERS

020 Ghost
 065 Vampire
 095 Hill Giant
 125 Stone Giant
 150 Umber Hulk
 180 Lord Fighter
 183 Muse Bard
 186 Lord Paladin
 189 Lord Scoundrel
 192 Ranger Lord
 198 Patriarch of District
 202 Monk Grandmaster of the West Wind
 205 Initiate Eighth Circle Druid
 217 Sorcerer Magic User
 223 Illusionist Illusionist
 232 Thief Thief
 236 Sheehan Reporter
 239 Assassin Assassin
 242 Thief Charletan
 245 Master Inventor
 275 Copper Dragon
 300 2 7-Headed Hydras
 330 8 Headed Hydra
 360 9 Headed Hydra
 390 Red Dragon
 420 Silver Dragon
 465 2 Wyverns
 472 Statue
 479 Invisible Stalker
 486 Djinn
 506 Vulture Demon I
 513 Frog Demon II
 558 Mindflayer
 564 2 Rakshashas
 572 Water Naga
 602 Will o Wisp
 647 Monitor Lizard
 697 Gorgon
 717 Shedu
 742 Brain Mole
 792 Chimera
 817 Carnivorous Plants
 847 Shambling Mound
 927 Hellhound
 000 Other

Other List
 Commandant of Marine Corps
 Alchemist Alchemist
 Remorhaz
 Sorceress Witch

TABLE X DUNGEON ENCOUNTERS

030 Ghost
 075 2 Vampires
 105 2 Hill Giants
 135 Stone Giant
 155 Frost Giant
 180 2 Umber Hulks
 205 Ford Sargent Fighter
 207 Lord Master Bard
 209 Lord Sargent Paladin
 211 Lord Sargent Scoundrel
 213 Ranger Wood Lord
 219 Patriarch of State
 223 Monk Grandmaster of the South
 226 Initiate Ninth Circle Druid
 236 Necromancer Magic User
 242 Patternmaster Illusionist
 250 Master Thief Thief
 254 Kolchak Reporter
 256 Senior Assassin Assassin
 258 Master Thief Charletan
 260 Doctor Inventor
 295 Copper Dragon
 300 Golden Dragon
 320 2 8-Headed Hydras
 355 9 Headed Hydra
 390 10 Headed Hydra
 425 Red Dragon
 460 Silver Dragon
 480 Animus
 510 Iron Golem
 515 Statue
 520 Infernal Machine
 525 Invisible Stalker
 530 Efreet
 550 2 Vulture Demon I's
 560 Frog Demon II
 565 Ythri Beast III
 575 Beholder
 605 2 Mindflayers
 610 Spirit Naga
 615 Water Naga
 650 Will o Wisp
 651 Demogorgon
 651 Cerebral Parasite
 701 Lurker Above
 781 Black Pudding
 811 2 Monitor Lizards
 821 Roper

842 2 Gorgons
 862 Shedu
 892 Chimera
 902 Carnivorous Plants
 932 Shambling Mound
 972 2 Hellhounds
 000 Other

Other List
 Master Alchemist
 Remorhaz
 Demoness Witch

TABLE XI DUNGEON ENCOUNTERS

040 2 Ghosts
 060 Lich
 090 2 Stone Giants
 120 Frost Giant
 140 Fire Giant
 160 Lord Leftenant Fighter
 162 Bard Bard
 164 Lord Leftenant Paladin
 166 Lord Leftenant Scoundrel
 168 Ranger Water Lord
 172 Patriarch of Kingdom
 175 Monk Grandmaster of the East Wind
 177 Druid Druid
 185 Wizard Magic User
 189 Shapemaster Illusionist
 195 Master Thief of Copper
 198 The Tenth Kolchak Reporter
 200 Expert Assassin Assassin
 202 Master Charletan of Copper
 204 Scholar Inventor
 234 2 Copper Dragons
 254 Golden Dragon
 289 2 9-Headed Hydras
 324 10 Headed Hydra
 374 11 Headed Hydra
 409 Red Dragon
 444 Silver Dragon
 474 Iron Golem
 484 Statue
 494 Efreet
 524 2 Frog Demon IIs
 534 Ythri Beast III
 539 Ape Demon IV
 564 Beholder
 569 Spirit Naga
 574 Guardian Naga
 609 2 Will o Wisps
 610 Demogorgon
 645 Lurker Above
 745 Black Pudding
 805 Grey Pudding
 830 Roper
 860 2 Shedu
 880 Brain Mole
 925 2 Chimeras
 965 Shambling Mound
 000 Other



Other List
 Grandmaster Alchemist
 2 Remorhazi
 Hag Witch

TABLE XII DUNGEON ENCOUNTERS

050 2 Ghosts
 080 Lich
 110 2 Frost Giants
 140 Fire Giant
 160 Cloud Giant
 165 Titan
 180 Lord Captain Fighter
 182 Masterbard Black
 184 Lord Captain Paladin
 186 Lord Captain Scoundrel
 188 Ranger Sky Lord
 191 Archpatriarch Cleric
 193 Monk Grandmaster of Winter
 195 Archdruid Druid
 201 Wizard of the Pentacle Magic User
 204 Materializer Illusionist
 210 Master Thief of Silver
 212 The Ninth Kolchak Reporter
 214 Chief Assassin Assassin
 216 Master Charletan of Silver
 218 Scientist Inventor
 268 Fire Lizard
 298 Golden Dragon
 333 2 10-Headed Hydras
 373 11 Headed Hydra
 413 12 Headed Hydra
 453 Red Dragon
 493 Silver Dragon
 533 Iron Golem
 543 Statue
 553 Efreet
 573 2 Ythri Beast IIIs
 583 Ape Demon IV
 588 Kali Snake V
 613 2 Beholders
 618 Spirit Naga
 623 Guardian Naga
 625 Demogorgon
 660 2 Lurkers Above
 780 Black Pudding
 840 Grey Pudding
 890 Trapper
 925 Roper
 950 Giant Slug
 000 Other

Other List
 Linguistmaster Alchemist
 4 Remorhazi
 Warlock Witch

TABLE XIII DUNGEON ENCOUNTERS

070 Lich
 100 2 Fire Giants
 130 Cloud Giant
 150 Titan
 160 Lord Major Fighter

161 Masterbard Grey
 162 Lord Major Paladin
 163 Lord Major Scoundrel
 164 Ranger Earth Lord
 166 Archpatriarch of Council Cleric
 167 Monk Grandmaster of Autumn
 168 The Great Druid
 172 Wizard of the Rebus Magic User
 174 Creator Illusionist
 177 Master Thief of Gold
 178 The Eighth Kolchak Reporter
 179 Prime Assassin Assassin
 180 Master Charletan of Gold
 181 Genius Inventor
 281 Fire Lizard
 331 Golden Dragon
 371 2 11-Headed Hydras
 421 12 Headed Hydra
 471 2 Red Dragons
 521 2 Silver Dragons
 541 Statue
 571 2 Ape Demon IVs
 591 Kali Snake V
 601 Balrog VI
 611 Guardian Naga
 711 Grey Pudding
 791 Trapper
 861 Roper
 911 Giant Slug
 961 Brain Mole
 000 Other

Other List
 Poisonmaster Alchemist
 Large Remorhaz
 Priestess Witch

TABLE XIV DUNGEON ENCOUNTERS

100 Lich
 140 2 Cloud Giants
 190 Titan
 198 Lord Commander Fighter
 199 Masterbard Brown
 200 Lord Commander Paladin
 201 Lord Commander Scoundrel
 202 Archpatriarch of Rule Cleric
 203 Monk Grandmaster of Summer
 206 Wizard of the Rune Magic User
 208 Master Thief of Mithril
 209 The Seventh Kolchak Reporter
 210 Guildmaster of Assassins
 211 Master Charletan of Mithril
 212 Mentor of Clay Inventor
 312 2 Fire Lizards
 362 2 Golden Dragons
 422 2 12-Headed Hydras
 452 Statue
 502 2 Kali Snake Vs
 552 Balrog VI
 572 Guardian Naga
 672 Trapper
 772 2 Ropers
 832 2 Giant Slugs
 892 Giant Snail
 000 Other

Other List
 Drugmaster Alchemist
 Large Remorhaz
 High Priestess Witch

TABLE XV DUNGEON ENCOUNTERS

120 Lich
 200 Storm Giant
 206 Lord Colonel Fighter
 207 Masterbard Red
 208 Lord Colonel Paladin
 209 Lord Colonel Scoundrel
 210 Archpatriarch of Kingdom Cleric
 211 Monk Grandmaster of Spring
 213 Wizard of the Sphere Magic User
 214 The Sixth Kolchak Reporter
 215 Mentor of Stone Inventor
 275 Statue
 365 2 Balrog VIs
 465 Thought Eater
 565 Purple Worm
 715 Giant Snail
 865 Brain Mole
 000 Other

Other List
 Potionmaster Alchemist
 2 Large Remorhazi
 Black Priestess Witch

TABLE XVI DUNGEON ENCOUNTERS

120 Lich
 170 Storm Giant
 174 Lord General Fighter
 175 Masterbard Orange
 176 Lord General Paladin
 177 Lord General Scoundrel
 178 Highpatriarch Cleric
 179 Monk Grandmaster of Flowers
 180 Wizard of the Word Magic User
 181 The Fifth Kolchak Reporter
 182 Mentor of Wood Inventor
 183 Chromatic Dragon
 283 Statue
 383 Purple Worm
 483 2 Giant Snails
 000 Other

Other List
 Acidmaster Alchemist
 4 Large Remorhazi
 Demon Priestess Witch

TABLE XVII DUNGEON ENCOUNTERS

100 Lich
 103 Lord Marshall Fighter
 104 Masterbard Yellow
 105 Lord Marshall Paladin
 106 Lord Marshall Scoundrel
 107 Highpatriarch of Vision Cleric
 108 Wizard of the Key Magic User
 109 The Fourth Kolchak Reporter
 110 Mentor of Bronze Inventor
 180 2 Storm Giants
 270 Statue
 350 2 Purple Worms
 000 Other

Other List
 Venommaster Alchemist
 Emelkartha Witch

TABLE XVIII DUNGEON ENCOUNTERS

090 Lich
 092 Lord Viscount Fighter
 093 Masterbard Green
 094 Lord Viscount Paladin
 095 Lord Viscount Scoundrel
 096 Highpatriarch of Action Cleric
 097 Wizard of the Symbol Magic User
 098 The Third Kolchak Reporter
 099 Mentor of Iron Inventor
 179 Statue
 000 Other

Other List
 Herbmaster Alchemist

TABLE XIX DUNGEON ENCOUNTERS

080 Lich
 081 Lord Commandant Fighter
 082 Masterbard Blue
 083 Lord Commandant Paladin
 084 Lord Commandant Scoundrel
 085 Highpatriarch of Kingdom
 086 Wizard of the Centre Magic User
 087 The Second Kolchak Reporter
 088 Mentor of Coal Inventor
 158 Statue
 160 Orcus
 000 Other

Other List
 Scrollmaster Alchemist

TABLE XX DUNGEON ENCOUNTERS

070 Lich
 071 Lord Godling Fighter
 072 Masterbard Indigo
 073 Lord Godling Paladin
 074 Lord Godling Scoundrel
 075 Pope Cleric
 076 Wizard of the Light Magic User
 077 The First Kolchak Reporter
 078 Mentor of Steel Inventor
 138 Statue
 141 Orcus
 143 Platinum Dragon
 144 Mithril Dragon
 000 Other

Other List
 Masterbard Purple
 Masterbard White
 Masterbard Bronze
 Masterbard Silver
 Masterbard Gold
 Wizard of the World
 Wizard of the Universe
 Mentor of Gas
 Mentor of Powder
 Mentor of Electricity
 Mentor of the Air
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 That which is not Named
 Lordmaster Alchemist
 Lord of the Philosophers Stone
 Various Gods

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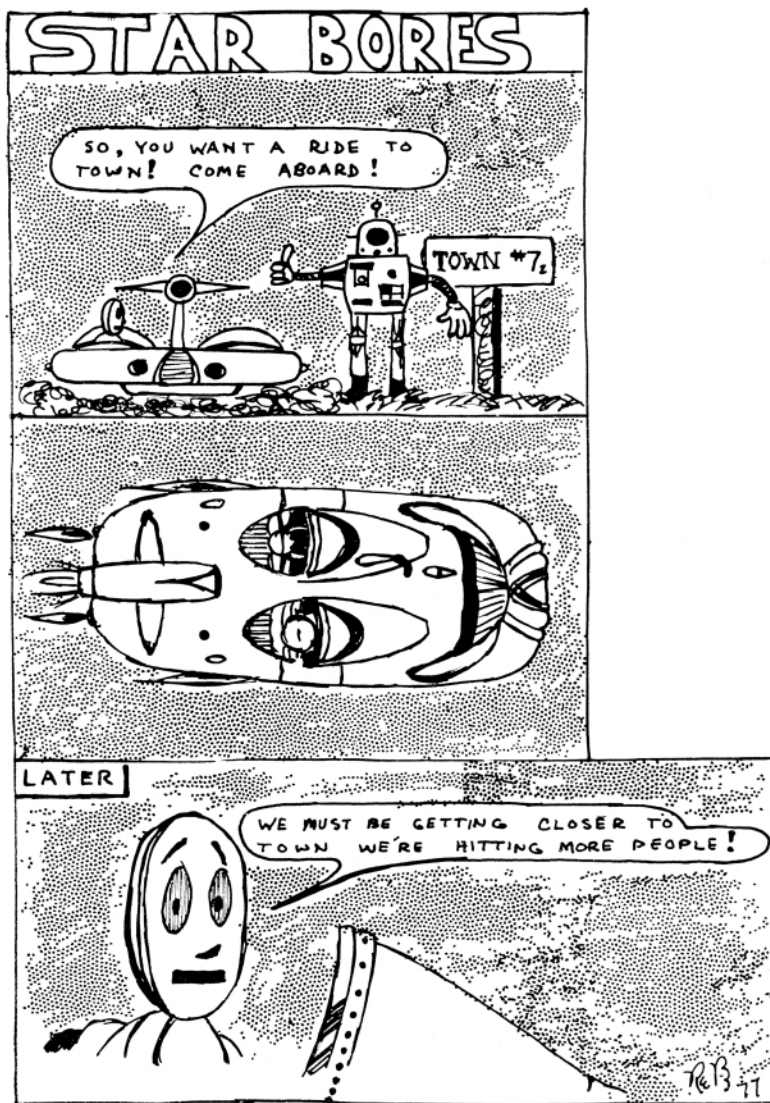


ALL THAT WAS LEFT, AFTER HE WENT ETHEREAL



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relates Woody, our pet ogre. You, too, can acquire the hauberk pictured, in almost as mystical a manner via the U.S. Postal Service! Small, Medium, Large & Extra Large Adventurers need only send \$3.75 to the Guildhall; corresponding child's sizes (except small) at a hobbit-size price- \$3.25. Comes in either tan or light blue, each with royal purple lettering- state your first choice- first come, first served!



We arrived at Lake Geneva in July 1976 and, no doubt, overwhelmed them with the bulk of our rule sets and campaign maps of Middle Earth and the City State. The good folks at TSR gave us much encouragement and with the upcoming convention in mind, Bill had the City State map printed. Gen-Con was our real launching pad and, due to the terrific response, I turned over my notebooks and maps to the company. The partnership wasn't really in full operation until December of 1977 and our first employee, Norma Bledsaw, was paid that same month. In January, I began to work full-time while continuing full-time on my engineering degree. My sister, Debi Bledsaw, began working for the company on a part-time basis in April. Bill Owen began working full-time in March. Most of the material we had used (and continue to use) was developed in the early days of continual play-testing.

We feel that we owe our very existence to the many thousands of players and judges in the fantasy role playing field. It is our purpose to provide integrity, value, and service at the lowest possible costs, within the bounds of reasonable quality. While it took thousands of hours of preparation to reach this stage, Bill and I can maintain this policy by our diligent efforts and devotion to this new concept in the War Gaming hobby. We continue to judge and test every idea that is conceived or submitted. Our greatest thrills come from the enthusiastic comments of players and customers. -Bob Bledsaw

ed large stones and pieces of wood, and began hurling them at the gnome one after another I tossed the debris towards the beast, but his blows upon the girl continued.

Soon, I spotted my only hope in saving her...a large slender piece of wood that's end was sharp as that of a spear. I grabbed it and with careful aim hurled it at the beast. With such force that the shaft lodged into his back. With a fierce cry of anguish the beast hurled himself towards me landing at my feet while reaching upward with his long claws to grab me. He fell back down and lay still.

I then lowered a vine into the pit, instructing the girl to hold on so that I could pull her out. She scooted her blood-stained body towards the vine. With hands bleeding, she clung to it as I raised her to the surface.

She wrapped her arms around me and held tightly...as if for life. She was a lovely young lady with long black hair. She looked into my eyes with deep gratitude when she began to calm, I helped her to a nearby stream where she could bathe her wounds.

I realized that I could not leave her to roam this country side-abandoned as she was. We lit a small fire to ward off the chilling evening breeze. An inadequate but invigorating meal of my last hotcross buns cheered us both. Thus, my searching was to be shared by a new partner. Although wounded, she seemed quite happy and secure that night. If we had known what dangers lie in waiting beyond the hill, we would not have slept so soundly.

To be continued

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The rumors listed are leads that may be either true or false (or in

between), depending upon the Judge's discretion. These rumors are intended to spark the Judge's imagination, so that he can work on developing the true portion of the rumor into a game scenario. The treasure listed in the various levels, shops and other locales has been intentionally kept low. We didn't want to imbalance anyone's game, so you'll have to add that which you deem proper (or deduct). It would be obviously inappropriate for us to put important items into other people's games.

A SPECIAL NOTE: Sources noted for the article by Bob Bledsaw in Last Installment's Journal...Demented Demography...noted that the reference Compensation Management was lost. In full, it is Compensation Management by Richard I. Henderson, 1976... A New Theory of Human Evolution by Sir Arthur Keith, Gloucester Mass., Peter Smith, 1968.

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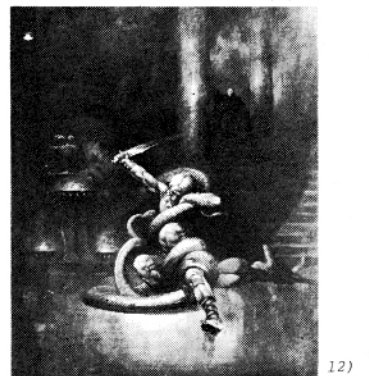
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