



# THE JUDGES GUILD JOURNAL

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**DUNGEONS & DRAGONS**

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Oct/Nov 1977

## World Emperor's Legions Loom Large

### DELIVERS ULTIMATUM FOR INCREASED TRIBUTE



City State Alarm has broken out among the populace as World Emperor's emissaries left the Silver-light palace today with ultimatum requiring increased tribute. Amidst previous rumors of an impending levy from the empire to the southwest, the Overlord had expressed confidence in dealing with the situation diplomatically. However, with one vasthost quelling a minor rebellion near Warwik, the City State's security is in question with word of several imperial legions moving within striking distance. Worst suspicions have been confirmed as both rumors were found to be true. The Overlord is expected to bend to these pressures, but has given no sign of his intentions. Knights of the Black Lotus have been conspicuously absent amidst the growing apprehension.

Judges Guild staff writer, Craighton Hippenhammer, is hard at work compiling data on the City State of the World Emperor for future publication. Projected to be included is city and area cartographies, characters, customs and background. We will keep you apace of the work as it develops!



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### TIPS FROM THE TOWER

In addition to this Journal, Guildmembers also received their third campaign issue (with K & N); the maps and background material of these three issues has been combined into the Wilderlands of High Fantasy game aid available for \$8.50 at your local wargame center. Guild-member subscriptions offer both fantasy material & maps in addition to this Journal; however, you can obtain a subscription to the Journal alone- six bimonthly issues \$4.50/year (sent third class, Canadians and Foreign add \$1, no 1st class or air available).

Inside is what I call Dungeon 'Scratch & Sniff' tables- i.e. charts on random generation of dungeon rooms, areas & details. There's smells, sounds, sizes, colors and much more. It's sure to come in handy when you want to fill up the remainder of a large dungeon after generating the most important areas. My contribution following is an 'arguing with the judge' table. Most of you have probably run into times where there's been more heated discussion over the rules than game playing. One guildmember, C.J. Cottle, suggested what he called a 'Hold Turkey' spell usable only by low level players. His spell allows a player to silence another, whom he feels is slowing down the game... Well, I too have (with tongue firmly in cheek) a system. At any point, that the judge (or player) feels a discussion has become superfluous or excessive, he can move it to the 'Debate Matrix' below. Each contestant picks a 'tactic' and cross-indexes it with the other party's, the result of which will cause 'hit points' on the one or the other (Judge's HTK is considered to be same as the player's or variable- you could roll a random monster or god). Now, there's two ways of viewing the 'damage' taken from losing the argument- very strict sorts will suggest that since the ref is a sort of 'god', then arguing with a god and loosing should be fatal or another way of looking at it is that all such hit points are temporary 'ego' damage. However, in either case the loser of the argument should be held to the winner's interpretation or desire (at least for that game session). The matrixed results below show the number hit points of damage caused, but, if a more exciting bout is desired (especially for those with high HTK- Hits to Kill), than make the result the number of dice of damage inflicted.

### DEBATE MATRIX

MATRIX TACTICS CHOSEN, result is party who takes damage from HTK (J- Judge, P- Player) that round. Continue until one is dead.

| JUDGE'S TACTIC                     | 1. Reiterate Redundantly* | 2. Ascertain Appropriate Analogy | 3. Switch Subject Suavely | 4. Make Up Facts** | 5. Resume Rhythmic Rhetoric | 6. Snide Agreement | 7. Plead Ignorance of Facts | 8. Cite Asceticism/Practicality*** | 9. Exude Significant Silence | 10. Generate Generalization |
|------------------------------------|---------------------------|----------------------------------|---------------------------|--------------------|-----------------------------|--------------------|-----------------------------|------------------------------------|------------------------------|-----------------------------|
| 1. Reiterate Redundantly*          | P1                        | P1                               | P2                        | P2                 | J4                          | J5                 | P3                          | J2                                 | J1                           | P1                          |
| 2. Ascertain Appropriate Analogy   | J1                        | P1                               | P2                        | J3                 | P2                          | J3                 | J1                          | P1                                 | P2                           | J1                          |
| 3. Switch Subject Suavely          | J2                        | J2                               | P1                        | J1                 | P2                          | P4                 | J1                          | J1                                 | J1                           | J2                          |
| 4. Make Up Facts**                 | J2                        | P3                               | P1                        | P1                 | J2                          | P4                 | P1                          | J1                                 | J2                           | P1                          |
| 5. Resume Rhythmic Rhetoric        | P4                        | J2                               | J2                        | P2                 | P1                          | J3                 | P4                          | J1                                 | J3                           | J1                          |
| 6. Snide Agreement                 | P5                        | P3                               | J4                        | J4                 | P3                          | P1                 | J4                          | P2                                 | P2                           | P1                          |
| 7. Plead Ignorance of Facts        | J3                        | P1                               | P1                        | J1                 | J4                          | P4                 | P1                          | P3                                 | P3                           | P2                          |
| 8. Cite Asceticism/Practicality*** | P2                        | J1                               | P1                        | P1                 | P1                          | J2                 | J3                          | P1                                 | P1                           | J1                          |
| 9. Exude Significant Silence       | P1                        | J1                               | P1                        | P2                 | P3                          | J2                 | P2                          | J1                                 | P1                           | J1                          |
| 10. Generate Generalization        | J1                        | P1                               | P2                        | J1                 | P1                          | J1                 | J2                          | P1                                 | P1                           | P1                          |

\*reorganizing sentence structure optional.

\*\*use basis of truth optional.

\*\*\*e.g. realism or playability.

It should be noted that if the judge is 'killed', he automatically regenerates with no minus on CON. Players may use the chart to quickly,

Cont. on page 2, column 1

### JOCULAR JUDGEMENTS

Just when you think it can't happen again, it does! A terrific new work of fantastic literature has burst on the scene... The Silmarillion. Not a few but many answers to the problems generated by the lack of detailed explanations available before in The Lord of the Rings trilogy. The balrogs are indeed demons, some men are wizards, some unseen entities (invisible stalkers) do walk Middle-earth, there are very real and distinct elven types, many entities possess god-like (although finite) powers and are called gods by men, dragons can cast spells such as charm person, and many more facts will expand and justify a more D & D like approach to a Tolkien Campaign. I have hidden my copy away where not even a 17th level thief can find it!

Superhero 2044 was conceived by Mike Ford, a dungeonmaster at Indiana State University. The world of Inguria sets the stage for the never-ending conflict between space-age criminals and the superhero protectors of law and order. Players dice for characteristics and create their own superheroes to combat evil. The crime fighters can join institutions such as the Freedom League, get a job, engage in lawsuits, take out insurance, engage in training, hire assistants, buy a vehicle, and pay his taxes. Science fiction weapons and equipment spice up the game and a unique system of handicapping is used to determine the results of patrolling by the crime-fighters. Donald Saxman, the actual designer of Superhero 2044 has done an excellent job of presenting the rules in a clear manner and we predict a bright future for his Marvelous game. Inguria is an excellent alternate universe for high powered play. The game is intended for expansion into the greater world of the future beyond Inguria and offers the framework for much expansion and extrapolation.

For shipboarding, naval battles, burning ships, naval gunnery, single-ship action rules, and a definitive set of rules for the great age of sail... don't miss Don't Give Up the Ship published by TSR. Triple talents of wargaming fame combined to create the revised and expanded 2nd edition of 1975... Arneson, Gyax, and Carr. Special statistics for nearly every class of sailed ship (including longboats) can be used to advantage by any judge who finds his players setting forth on the high seas. While specifically designed for the French Revolutionary and Napoleonic eras for miniatures, many of the rules can be adapted for incorporation in an existing campaign where the technological level permits these classes of sailed vessels. Fantastic fleet actions are enhanced by the same serious rule set that permits actual historical actions of the Napoleonic period.

A blushing flatterer review of the Judges Guild products available to our fans in Great Britain has just appeared in "White Dwarf"... Oct./Nov. issue. In it, Don Turnbull... originator of the Monstermark System... and famed wargamer of London says "...I have been more impressed by the Judges Guild material than anything else so far." That and his comments on the City State are the kind that we love to hear! The criticism contained in the review are well founded and center primarily on the misdirection we

Cont. on page 2, column 2



Inside This Issue:  
FIGHTING SKILLS FOR WARRIORS & CLERICS page 2  
DETAILING YOUR MINIATURES page 3  
DUNGEON SCRATCHINGS & SNIFFINGS page 4  
DUNGEON FANTASTIC FURNISHINGS page 4  
& OTHER JUDGES GUILD FANTASY FEATURES

NEW: TSR's Monster Manual &  
SPI's Middle Earth Released page 12

*Tips from the Tower Continued*

conveniently settle disputes; player starting argument taking 'P' results and receiver taking 'J' results, however, damage is merely temporary 'ego' damage.

**PRICE CHANGES** Frazetta Prints has just raised their prices to \$4 per poster; postal charges are unchanged, see the back of the Journal for the listing of posters.



35) At the Earth's Core by Frank Frazetta, very fine wall decoration indeed!

Due to the increase in the amount of fantasy material and Journal size (and thus increased weight) we are raising the postal surcharges for Guildmember subscriptions. This will be effective January 1st, 1978 and will not affect subs sent by US bulk mail- see our Booty List in back. Empire of Petal Throne is now \$27.50. Monsters, Monsters is \$5.95 and Ythri is \$8.00.

We've added many new fantasy line-games and figures- but have had to drop a few of our 'spare parts' items from our booty list; these items will still be available as a part of the issue it was published in but not separately. We found it was not feasible to keep some items in stock; this is the reason why we had to discontinue the multiple back issue offer (expires December 1st, 1977).

Guildmember issues will be numbered now instead of lettered. Aside from causing some confusion, the letters also ran out at 'Z' and we've received a few resubscriptions that made their last issue past Z. Now, the letter or number to the right of your name on the address label is the last issue of your

subscription. The following shows the new numbers with their equivalent old letter system plus the deadline for getting the \$1 discount for resubscription (the date shown by your last issue).

|   |    |                    |   |    |                 |              |
|---|----|--------------------|---|----|-----------------|--------------|
| J | #1 | (Dec/Jan 77 issue) | P | #7 | \$1 discount by | Jan 15, 1978 |
| K | 2  | (Feb/Mar issue)    | Q | 8  | "               | Mar 15 "     |
| L | 3  | (Apr/May issue)    | R | 9  | "               | May 15 "     |
| M | 4  | (Jun/Jul issue)    | S | 10 | "               | Jul 15 "     |
| N | 5  | (Aug/Sep issue)    | T | 11 | "               | Sep 15 "     |
| O | 6  | (Oct/Nov issue)    | U | 12 | "               | Nov 15 "     |

etc.

For more information on subscriptions, see the Booty List in the back.

We are now carrying a full line of Garrison's very fine Fantasy and Medieval, in addition to Grenadier's popular Wizards & Warriors, Gunfighters, Star Soldiers, Bunnies & Burrows and Medieval. Our basic policy for orders including miniatures is to require a \$10 minimum order; likewise we will only back order out-of-stock items if the back order totals \$10 or more. Generally we will back order most rule sets and games since they are more readily available and thus require a minimum of waiting time. I'm proud of our record so far on mail order i.e. we fill orders the same day they are received and sent by first class mail or United Parcel; I'd like to make one request though, if at all possible, please include a street address to which UP can deliver in addition to PO Boxes.

I mistakenly reported that issue N's guidelines booklet would include blank hex maps and a map of Thunderhold, in addition to the City State map printed on the back cover. I was wrong. I thought there would be enough space but (as usual) the material crowded them out. There was little explanation for the Ruins & Relics guideline included in last issue. The main intention was to allow the judge to roll up an area at a minute's notice or give a framework to work within if he was setting up an area ahead of time. However, there is nothing given to reflect how often you'll run into a ruins itself- this is up to the judge. Guildmembers who have received the Tarantis & Valon maps and Guideline Booklet, will notice that we have repeated some material from Issue K's Guideline Booklet. This was necessitated by our recombining all of the campaign issues into the Wilderlands of High Fantasy game aid. Have fun! -Bill Owen

*Jocular Judgements Continued*

took in supplying unpopulated dungeons. Of course this is an old horse as far as the Guildmembers are concerned and was based on an inaccurate polling of opinion as to the area of responsibility the judges should assume and how the design could be personalized by the judges so no two would be alike. Players often sit-in on many campaigns and some have even suggested that we buy computer time to supply a different dungeon to each purchaser. This simply is not feasible and even if it were, my basic philosophy is that the genre of fantasy role playing is a great medium of interaction that would suffer greatly if the judge puts little or no input into the dungeons/adventure scenarios himself. Another poll indicated that the average purchaser of our products have been judging games for one to two years and this tells me that they are usually fully aware of the methods available to design a dungeon. Therefore what is needed is a time saving skeletal framework to take some of the effort out of creating an alternate universe and format for the players to adventure in. This is why we have turned to the Guildmembers as regarding to how skeletal this framework should be. Most have written to show their support for the Sunstone Caverns/ Thunderhold method of providing about 50% description i.e. selected areas with principal occupants and treasure. Some have said that Tegel Manor went too far in the other direction and allowed too little room for their own ideas. Presently, we are leaning toward Tegel Manor as a model because it was so well received and judges can merely delete or change the descriptions to suit their group if we leave space for these addenda. -Bob Bledsaw

**ERRATA:** The Campaign Hexagon System contains some (heh! heh!) slight mistakes. On the cover itself, the map showing the City State indicates that the terrain just north of the walls where the Watchtower is located is in a depression when in fact the area is elevated above the tops of the walls themselves. Will Woody never learn that water only flows downhill (at least at this area) and ergo with waterfalls? Only his headshrinker knows for sure! Page four was exchanged in position with page 5 by the printer. The AC-HD-MOVE of Toads listed on page 8 should read 0-0-3. The 'Unusual Herb' column on page 7 should specify 'Rare' on a die roll of 20 and the 'Herb' column should specify 'Unusual' on a die roll of 20. No Rare vegetables or herbs are listed.

**SHREWD SLANTS FROM THE SAGACIOUS SAGE**

Should you allow the players to roll their own dice? There are many pros and cons, but our basic approach is to allow the players to roll for 'hitting' the creatures, encounter die rolls, and saving throws. This involves the players more directly in the game and permits them a more involved interest in controlling the game within their limitations. In most melees more than one creature is present and I have found it is more interesting for the group if I simply tell them the various creature's hit points and armor class. I frequently give them limited information if warranted...i.e. if the encounter is a man-like creature and are not sure what alignment, class, etc. he may be. Never give information on hit points or level unless the players have decided to attack. I might give information on the relative level of the creature if it is logical, although the players are sometimes misdirected by this type of information...a thief in disguise for instance. The net affect of this method is to speed up the melee and permit the judge to give more attention to other details.

Allowing the players to make their own encounter and surprise die rolls adds a little suspense and makes them more aware of dangerous malingering or searching in the dungeon. It is the judge's prerogative to make adjustments to these die rolls by telling the dicer before he rolls. In the wilderness, I make the players set three watches during the night... making those not on watch to sleep and allowing them to wake only if they hear (1-2) a melee or wake only 1 in 6 if they have been pushing themselves too hard. Three encounter rolls are made (1 per watch) when 'holing up for the night' in dungeons also. Otherwise, I religiously follow Dungeons & Dragons book III.

When in a barony, I allow that 50% of any encounters will be with patrols of the ruler. The Barons themselves never encounter monsters in their own barony if it is maintained monster-free by the methods explained in Book III. -Bob Bledsaw

**OMNISCIENT OPINIONS**

This section allows the guildmembers at large to express their opinions in article length.

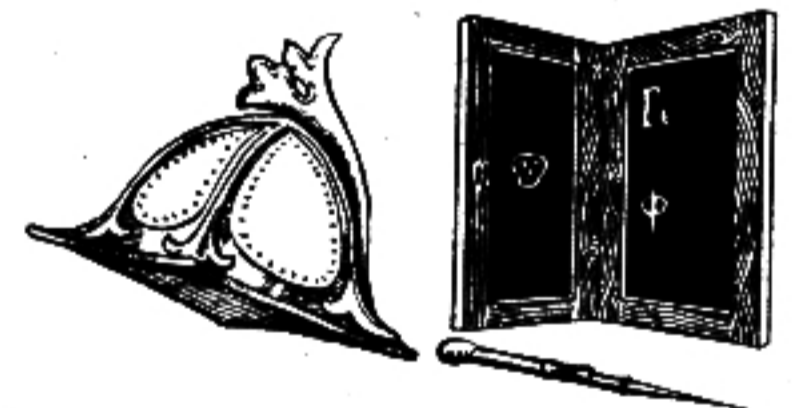
**FIGHTING SKILLS FOR WARRIORS AND CLERICS** by TOM HOLSINGER

Warriors and clerics should not enter the game automatically being skilled in every weapon allowed to their professions. Rather the weapons which they may use should be limited initially and new ones should be allowed only as they rise in experience levels or go to the time, trouble and expense of learning them from a teacher. I propose that a new character requisite be created for warriors and clerics, with three 6-sided dice being rolled as normally and fighting skills being bought from a list on which each skill costs a given number of points.

Magic-users and illusionists enter the game knowing how to use and throw a dagger, and how to ride a horse. Clerics halve the number of fighting skill points nominally allowable to them before choosing skills off the list. All other professions (e.g., those able to use swords) receive the assigned number of points. Characters receive new fighting skill points equal to the number of their new experience level when they go up a level. A 4th level warrior would receive four additional points while a 4th level cleric would receive only two additional points (halved because he's a cleric). First level characters add a point to their initial dice roll because they are 1st level rather than "0" level. Unused points may be accumulated and used when a new experience level is reached.

- 1 Point Skills: Pole Arms, Dagger, Mace or Club, Axe, Basic Infantry Training.
- 2 Point Skills: Thrown Dagger, Javelin, Bolas, Morning Star, Flail, Battle Axe, Advanced Infantry Training.
- 2 Point Skills paid as 3 point skills: Horse Riding, Mounted Lance.
- 3 Point Skills: One-handed Sword, Quarterstaff.
- 3 Point Skill paid as 4 point skill: Crossbow (light and heavy)
- 3 Point Skill paid as 6 point skill: Basic Cavalry Training.
- 4 Point Skills: Two-handed Sword.
- 4 Point Skill paid as 6 point skill: Light Self Bow.
- 6 Point Skill paid as 11 point skill: Advanced Cavalry Training.
- 8 Point Skills paid as 12 point skill: Longbow, Composite Bows, Slings.
- 16 Point Skills paid as 26 point skills: Expert Catapult Operators and Saopers.

Continued on Page 3, 1st Column



**PRODIGIOUS PLATEMAIL**

Here, we will reprint some of the mail we get and our answers. Note that the answers provided are not official D & D rules nor interpretations of even semi-approved nature. They are merely the guidelines followed in our campaigns and as such should not necessarily be adapted to fit your game.

Dear Makistakator,

In Guideline Booklet K you show how much items are sold for and how many are sold...but what you left out is the wholesale cost of items sold. After all, a wine merchant in a village of 200 population would take six weeks to sell his wine and at that rate he would be broke in no time.

Sincerely,  
Jeff Quist

Dear Jeff,

A wine merchant should not base his operation in a village of two hundred population unless he is selling a product of such exceptional quality that he can attract customers from a great distance. The general populace is more or less self-sufficient unless there is a great deal of specialization and the merchant would do better had he not specialized himself and offered a variety of products to fit his market. The cost of inventory items is left to the discretion of the judge because it will vary with season, general political situation, security of the tradesmen and input by the player desiring to bankroll the venture or operate the business himself. In other words, there is no pat answer but in general you might establish a return on investment of about 20% per game year in normal circumstances, 10% in times of turmoil, and depending on the risk of that particular business (are long journeys necessary) the return could fluctuate wildly...say 0-100%. Hostilities are usually disastrous unless the merchant specializes in arms or related stock. I'm sorry if this is not as definitive an answer as your letter deserves but it is only a side action compared to the usual panorama and adventure of most campaigns.

The Makistakator

The basic pay rate is 2 gold pieces per fighting skill point (my currency base is a cost of 1 gold piece to sustain an adult male slave engaged in heavy physical labor for a month). Learning a Fighting Skill of three points or less requires four weeks per point and costs 40 gold pieces per month. Characters who learn Fighting Skills in this fashion fight only as first experience level with them until they gain a new experience level, whereupon they may fight at full effectiveness with all weapons which they may use at that point.

Fighting skills which are presently known count towards upgrading to a similar higher-cost weapon. Characters capable of using a three point one-handed sword need learn only one more point to use a two-handed sword. The higher cost of the new weapon is paid. Characters proficient in short composite or longbows. Likewise proficiency in a higher valued weapon enables a character to use one-handed sword and dagger. Mounted lance enables you to use pole arms. Advanced cavalry training allows you to use advanced infantry training.

- Light Infantry:** Basic infantry training, one-handed sword. 4 points.
- Medium Infantry:** Advanced infantry training, sword, pole arms. 6 points.
- Heavy Infantry:** As Medium, only 1st experience level or higher. 6 points.
- Crossbowmen:** Basic infantry training, crossbow, sword. 7 points. (paid as 9)
- Archers:** Basic infantry training, light self bow, sword. 8 points. (paid as 10)
- Longbowmen:** Basic infantry training, longbow, sword. 12 points. (paid as 16)
- Light Cavalry:** Ride horse, basic cavalry training, short self bow, sword. 12 points (paid as 18)
- Medium Cavalry:** Ride horse, advanced cavalry training, mounted lance, sword. 13 points (paid as 20)
- Heavy Cavalry:** As Medium, only 1st experience level & higher plus barded heavy horses. 13 points (paid as 20)
- Sappers & Catapult Operators:** Basic infantry training, specialty skill, sword. 20 points (paid as 30)

In addition to pay costs, (which does cover food), there are costs for shelter and equipment (including but not limited to weapons & armor), though the equipment costs can be amortized over a period of time. Horses must be fed, sheltered and equipped (this adds quite a bit to the cost of supporting cavalry). Herds of remounts, mares and foals must also be supported.

**Pay Bonuses:** 1st experience level (veteran)-3 gp monthly, 2nd level (elite)-12 gp, 3rd level (veteran elite)-24 gp. Dwarves -4 gp. Elves -12 gp.



# JUDGES GUILD MEMBERS



## DETAILING YOUR MINIATURES

by Bill Owen with Mark Whitehead, John Stonesypher & Marc Summerlott

In response to reader requests, I will attempt to compile some painting techniques for miniatures. Those more accomplished than I might wish to send in their own tips, to be published on an irregular basis. In passing these pointers on, please keep in mind that no explanation can equal dogged experimentation- so try'em out!

I will not try to suggest color schemes, especially as our main emphasis is fantasy; however, there is no substitute for using pleasing color combinations- unless the figure is to be a chaotic/evil, perhaps. In asking for more ideas from the triumvirate listed above, I found it hard to get specifics even though they are grand masters. Each seems to have developed his own styles and techniques, though all share the trait of perusing various reference sources for ideas, fantastic and historic in nature. All favor priming the figure with Imrie Risley's primer, though a primer is not strictly necessary since the modern lead mix has made it optional. However, the primer does give a base on which to paint plus the detail is easier to see. I prefer a coat of ordinary white paint which makes the lighter colors a bit brighter on the first coat, and provides a base. The actual paints to be used are of personal preference; I favor Polly S since it thins with water, is flat and durable. John works with oil colors for the detailing and shading, but then he's had a lot of practice at it (he is the proprietor of Deauville models and occasionally accepts a diorama commission):

Chainmail is best painted a gun metal (which can be approximated by adding some flat black to silver) and once dry can be 'washed' with a black wash (thinner with a small amount of flat black added). The black settles into the cracks and low portions giving a shadow effect and bringing out the detail. With some experimentation a light black wash can be used on plate armor to highlight the joints and cracks of the plates. An unusual technique to achieve the same effect is to paint the chain or plate armor black and then 'dry brush' the silver over the high portions leaving the black in the cracks. Dry brushing requires that you get most of the paint out of the brush by running across of piece of paper or such and then lightly running across the high portions. Dry brushing works well where you want to 'weather' a grizzled monster or catapult- the idea is to use a light neutral color (like tan) on predominantly dark items and a darker one on light colored items. Secondary to the weathering effect is the highlighting of details that otherwise would be less noticeable; therefore the dry brushed color shouldn't clash or stand out too strongly. While dry brushing isn't desirable on brightly colored knights, it can be used on a dragon which doesn't have that much to paint- try painting the a darker overall color and then dry brushing a lightened version across the scales.

Continued on Page 11, 2nd Column

## CREDITS

Guest Authors in This Issue:  
 John Huber, Dungeon Scratchings & Sniffings  
 Tom Zarbock, Fantastic Furnishings  
 Tom Holsinger, Fighting Skills for Warriors & Clerics

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## PUBLISHER'S STATEMENT

Judges Guild Journal is published by the Judges Guild, P O Box 773 (304 S. Franklin St.), Decatur, Illinois, six times a year (bimonthly, starting in February). Subscriptions to the Journal are \$4.50/year or Guildmember subscriptions (\$12 & up) include both the Journal and much fantasy material and maps, bimonthly- see Booty List. Judges Guild Journal is copyrighted 1977 by the Judges Guild, all rights reserved.

Judges Guild would like to acknowledge TSR's help, encouragement and permission to reprint portions from Dungeons & Dragons TM c 1974 Tactical Studies Rules. Judges Guild fantasy game aids are officially approved for use with Dungeons & Dragons TM by TSR. We would like to recommend TSR's very fine Dragon magazine, \$1.50/copy from TSR, POB 756, Lake Geneva, WI 53147.

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

## HOW TO SUBMIT MATERIAL:

We reserve the right to edit and change small portions of submitted material. Material accepted and published allows you credit in the amount of \$1 per 8 columnar inches. It is best to send complete rules, sets of NPCs, combat systems or what have you. Dungeon levels, castles and other items to be inked must be finished by us; however, more credit will be allowed for such items already cleanly inked, approximately \$5 to 10 per project (graph paper with light blue lines may be used for the original inking- do not use a dark grid, square nor hexagonal). In addition, authors will receive name recognition on their material. We can not return unsolicited material, unless a stamped self addressed envelope is included; please write your name on each section submitted.

DUNGEON SCRATCHINGS & SNIFFINGS by John Huber



This article and the next one ought to help fill many a room in your dungeon.

First, some notes:

Using this system I have found that it is best to keep 5x8" cards for each room/chamber/passage section of importance. Spider Silk mentioned in these tables is from Andre Norton's "Spider Silk" in Flashing Swords #3. I use it as a rich, luxurious cloth spun by spiders & woven by a little madman. Sells for 25 GP/sq. ft., merchants usually pay 10-15 GP/sq. ft. "Black Holes" are holes into another dimension. Their size varies as well as their mobility- all are 2 dimensional, some have stretchable edges (you can enlarge it if strong enough, maybe, as well as drag it along, if the DM so allows). They can be found anywhere (on a wall, in the air etc.). You have to reach into them to find contents with the effects as varied as possible- many are empty, some will drag the individual in, etc. In all cases all close up once one has been tried, for 10-40 turns.

In the following examples, all rolls are in parenthesis (); rolls are for choosing columns are on a six sided die (1 or 2 is 1st column, 3,4 is 2nd & 5,6 is 3rd). Accessories: Roll (06%) + (4 = 2) means that in the room entered a fur garment is found (plural is optional). Accessories Modifier chart (4%) (4=2) means that it is medium sized. If a 1-3 were rolled for column section you would have had a transparent fur coat. It could have been a fur hat, socks, etc. and the modifier is optional, this still requires a lot of imagination from the DM.

Smells: (68%) vinegar? what smells like vinegar... coloring easter eggs. How about some orcs dipping a delver into a pot of hot dye, coloring him/her for some ceremony/pagan holiday? Reroll (19%) can you smell fear, why not? Sounds: (33%)/(3=2) = marching. Modifiers (07%)/(6=2) = mournful. Extras = group/female = as an encounter you could have your group meet a party of Amazons, marching in file, carrying the body of one of their comrades, fallen & they are mournfully chanting...

Textures: these generally describe the physical and emotional 'feel' of an area. (16%)/(4=2) the area slants (3) up. (43%) walls of the area, let's say a passage, are ethereal but not transparent & (67%) hot, very hot & the air is too warm for any sort of armor.

General tables: these can be used for any number of things, usually with the special occurrences tables.

Special Occurrences: when filling a dungeon, I roll for each room, chamber, etc. after I fill them my own way.

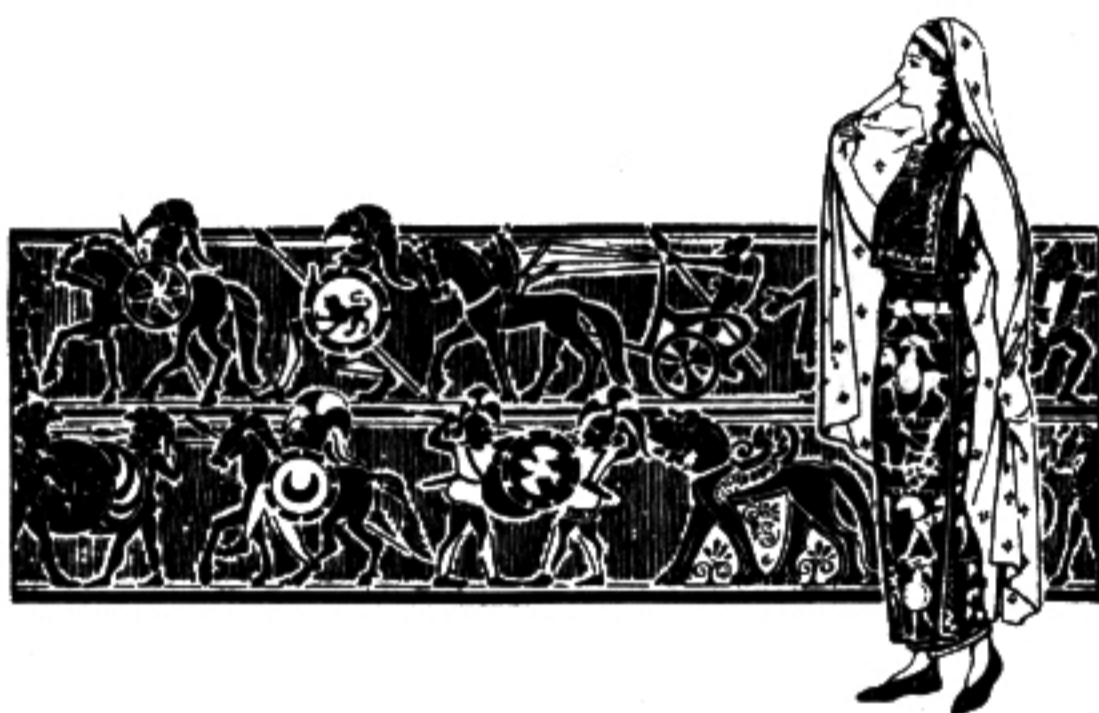
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|-------------------------|----------------------------|
| 01-41 Empty             | 71-88 Tr & Mon             |
| 42-46 Special Occurance | 89-94 Tr & Special Occur.  |
| 47-51 Treasure          | 95-00 Mon & Special Occur. |
| 52-70 Monster           |                            |

Rolls: (2) chart #2, (18) open pit to treasure 30' deep. (5)(16) opening a door will cause someone to become a wereboar.

You may wish to roll on the Specific Player Characteristics chart - a door opens only to a 1/2 orc female, mage, good/law, minimum IQ of 17. This will expand things a bit by allowing only certain types to get into areas (force screens, or rather 'enchantments').

I have redone the treasure hiding table, basically it's just a series of verbs, body parts and location notes. By using this chart as modifiers for the accessory chart you shouldn't have too much trouble surprising your players & keeping them busy.

Lastly my charts are only guidelines for the player and DM and not complete- add your own!



GENERAL TABLES:

|                            |   |  |
|----------------------------|---|--|
| (II) SEX:                  | (III) ALIGNMENTS:   | (IV) RACES:  |
| 01-40 male                 | 01-10 good  | 1-4 human  |
| 41-80 female               | 11-20 evil  | 5-6 elf (50% 1/2 E)  |
| 81-00 neuter               | 21-30 law   | 7-8 dwarf ("")   |
|                            | 31-40 chaos   | 9 hobbit   |
|                            | 41-60 neutral   | 10...  |
|                            | 61-70 LG  | 1-3 orc/gnoll  |
|                            | 71-80 LE  | 4 1/2 orc/1-2 gnoll  |
|                            | 81-90 CG  | 4-7 goblin/hobgoblin   |
|                            | 91-00 CE  | 8 1/2 goblin/1/2 hobgoblin   |
|                            |   | 9 roll per wandering monsters                                      |
|                            |   | 10 roll per EPT non-human table.                                   |
| (V) CLASSES:               | (VI) ABILITIES (to add to, sub from) (min/max required, etc.) | (VII) GASES:   |
| 01 fighter                 | 01 strength   | 01 grow/auto kill  |
| 02 mu                      | 02 iq   | 02 shrink/life leech   |
| 03 cleric                  | 03 wisdom   | 03 blind/trade minds w closest player                              |
| 04 thief                   | 04 dexterity  | 04 enrage/become ethereal  |
| 05 monk                    | 05 constitution   | 05 mineralization  |
| 06 druid                   | 06 charisma   | 06 metalization  |
| 07 assassin                | 07 agility  | 07 fear/pregnancy/males bid clones or divide.                      |
| 08 paladin                 | 08 luck   | 08 sick  |
| 09 ranger                  | 09 size   | 09 sleep   |
| 10 illusionist             | 10 weight   | 10 poison  |
| 11 bard                    | 11 hd   | 11 confuse   |
| 12 alchemist               | 12 htk  | 12 stun  |
| 13 healer                  | 13 bravery  | 13 amnesia   |
| 14 samurai                 | 14 loyalty  | 14 feeblemind  |
| 15 berserker               | 15-20 reroll or designate new abilities.                      | 15 insanity  |
| 16 idiot                   |   | 16 laugh/everything becomes edible                                 |
| 17 jester                  |   | 17 cough & sneeze  |
| 18 witch                   |   | 18 add to abilities  |
| (VIII) DURATION (anything) | (IX) AREA:  | 19 sub from abilities  |
| 01-20 1-4                  | 01-25 individual  | 20 as pipeweed (TD #2)   |
| 21-40 1-6                  | 26-50 10' radius  | 21 form monster  |
| 41-60 2-8                  | 51-75 20' "   | 22 form treasure   |
| 61-80 2-12                 | 76-00 30' "   | 23 act as crystal ball   |
| 81-90 2-16                 |   | 24 form map/chart  |
| 91-92 5-20                 |   | 25 act as dimensional doorway.                                     |
| 93-94 4-32                 |   | 26 sex change  |
| 95-96 4-40                 |   | 27 aphrodisiac   |
| 97-98 reroll x 10          |   | 28 diarrhea  |
| 99-00 permanent            |   | 29 drunkenness   |
|                            |   | 30 itching   |
|                            |   | (01-50= instantaneous effects; 51-00= delayed effects, 1-20 turns. |

Note: reroll when die there is no listing or ad new ones.

FANTASTIC FURNISHINGS by Tom Zarbock



The following tables provide a means to furnish an empty room from floor to ceiling. To use them just start with Table 1- it will direct you to the next table in line. These tables can be used to elaborate on solo dungeon adventures or help the DM furnish his non important rooms.

TABLE # 1

BASIC FLOOR

| PROB          | DESCRIPTION                  |
|---------------|------------------------------|
| 01-25%        | Large slab stone floor       |
| 26-55         | Small slab stone floor       |
| 56-59         | Pine wood floor              |
| 60-64         | Maple wood floor             |
| 65-67         | Oak wood floor               |
| 68-71         | Cedar wood floor             |
| 72-75         | Redwood floor                |
| 76-79         | Birch wood floor             |
| 80-83         | Walnut wood floor            |
| 84-87         | Hard dirt floor*             |
| 88-90         | Soft dirt floor*             |
| 91            | Gray marble floor            |
| 92            | Pink marble floor            |
| 93            | Black and white marble floor |
| 94            | White marble floor           |
| 95            | Black obsidian floor         |
| 96            | Black marble floor           |
| 97-98         | Clay floor*                  |
| 99            | Sand floor*                  |
| 00            | White sand floor*            |
| Go to table 2 |                              |

\* Can not be carpeted.

TABLE # 2

FLOOR COVERING OR CONDITION

| PROB          | DESCRIPTION              |
|---------------|--------------------------|
| 01-25%        | Damp                     |
| 26-50         | Dusty                    |
| 51-55         | Very damp                |
| 56-60         | Slightly damp            |
| 61-65         | Wet                      |
| 66-70         | Slightly wet             |
| 71-75         | Very dusty               |
| 76-77         | Slightly dusty           |
| 78-79         | Very wet                 |
| 80-81         | Rubble, rocks, and stone |
| 82-86         | Cobwebs                  |
| 87-88         | Looped carpet*           |
| 89-90         | Tight weave carpet *     |
| 91            | Loose weave carpet*      |
| 92-93         | Shag carpet*             |
| 94            | 3" layer straw           |
| 95            | 2" layer straw           |
| 96            | 1" layer straw           |
| 97            | 1/2" layer straw         |
| 98-00         | Filthy                   |
| Go to table 3 |                          |

\* Refer to Table 2A



TABLE #2A

COLORING

Matrix the result of a 12 sided die roll with a 10 sided die roll:

| 1-4         | 5-8            | 9-12                    |
|-------------|----------------|-------------------------|
| 1 Beige     | 1 Scarlet      | 1 Brown                 |
| 2 Blue      | 2 Tan          | 2 Salmon                |
| 3 Dark Blue | 3 Light Blue   | 3 Purple                |
| 4 Red       | 4 Blood Red    | 4 Copper                |
| 5 Orange    | 5 Burnt Orange | 5 Light Brown           |
| 6 Yellow    | 6 Gold         | 6 Dark Brown            |
| 7 Green     | 7 Amber        | 7 roll 1 ad'nal color*  |
| 8 White     | 8 Light Green  | 8 roll 2 ad'nal color*  |
| 9 Black     | 9 Olive        | 9 roll 3 ad'nal color*  |
| 10 Gray     | 10 Dark Green  | 10 roll 4 ad'nal color* |

\*Go to table 2A1

TABLE # 2A1

PATTERN OF COLORS

|                    |
|--------------------|
| 1 Checkered        |
| 2 Swirled          |
| 3 Stripped         |
| 4 Random           |
| 5 Speckled         |
| 6 Diamond          |
| 7 Wavy             |
| 8 Elaborate design |

GO TO TABLE 3

TABLE # 3

NUMBER OF OBJECTS ON FLOOR

| PROB   | ITEMS                      |
|--------|----------------------------|
| 01-10% | 5                          |
| 11-20  | 4                          |
| 21-30  | 6                          |
| 31-35  | 3                          |
| 36-37  | 0                          |
| 38-40  | 7                          |
| 41-45  | 2                          |
| 46-50  | 8                          |
| 51-52  | 1                          |
| 53-54  | 9                          |
| 55     | 10                         |
| 56-65  | 3...At least 2 furniture   |
| 66-75  | 4... " " 2 " "             |
| 76-85  | 5... " " 3 " "             |
| 86-90  | 6... " " 3 " "             |
| 91-92  | 7... " " 3 " & 1 Equipment |
| 93-94  | 8... " " 3 " 2 " "         |
| 95-96  | 9... " " 3 " 3 " "         |
| 97-98  | 5...Roll again             |
| 99     | 7... " " "                 |
| 00     | 10.. " " "                 |

Go to table 3A

SPECIAL OCCURENCES (What happens when you- pull a lever, open a door/chest, enter a...)

| #1  | #2  | #3   |
|---|---|--|
| 01 release gas (t. vii)                             | open pit to nothing 10'                     | transports 0-3 levels (L.)                     |
| 02 " rocks 1-3 hits                                 | " 20'                                       | " 0-5 L.                                       |
| 03 " rocks 1-3 hits                                 | " 30'                                       | reduce abilities (t.vi)1-3                     |
| 04  | " spikes (50%p.) 10'                        | " 1-6  |
| 05 release rocks 1-6 hits                           | " spikes (50%p.) 20'                        |  |
| 06 " arrows (50% poison)1-3                         | " 30'                                       | red. experience (per TD#3)                     |
| 07  | " monster (by level) 10'                    |  |
| 08 " 1-6  | " 20'                                       | lose level 1-3                                 |
| 09  | " 30'                                       |  |
| 10 " daggers 1-3 (50%p.)                            | " with treasure 10'                         | 1-6  |
| 11  | " 20'                                       |  |
| 12 " 1-6  | " 30'                                       | gain experience (per TD#3)                     |
| 13  | " to slide to transporter 10'               |  |
| 14 " spears 1-3 ("")                                | " back to a room on same 20'                |  |
| 15  | " level of slide opening 30'                | gain level 1-3                                 |
| 16 " 1-6  | " to treasure 10'                           | 1-6  |
| 17  | " 20'                                       | adu to abilities (t. vi) 1-3                   |
| 18 " cross-bow bolts 1-3("")                        | " 30'                                       |  |
| 19  | " water (pit 10-30')h <sub>2</sub> O 10'    | 1-6  |
| 20 " 1-6  | " 20'                                       | causes pregnancy/males bud a clone, or spirit. |
| #4  | #5  | #6   |
| 01 release monster L. 1-6                           | change class                                | change shape of room/passage                   |
| 02 " L. 1-8   |   |  |
| 03 " L. 1-10  | change alignment                            |  |
| 04 release treasure L. 1-6                          |   |  |
| 05 " L. 1-8   | cause person to vanish                      | changes physical state-gas                     |
| 06  | " become invisible                          | " liquid/gem                                   |
| 07 damage 1-3 hits                                  | " ethereal                                  | " metal/stone                                  |
| 08  |   | becomes monster                                |
| 09 " 1-6 hits                                       |   |  |
| 10 gas  | cause mummy rot                             | life-trapping                                  |
| 11 open slide 1-3 L.                                |   |  |
| 12  | cause lycanthropy-rat                       | drops block of rock                            |
| 13 1-6 L.   | " tiger                                     |  |
| 14  | " wolf                                      | gas  |
| 15 open chute 1-3 L.                                | " boar                                      | creates illusion                               |
| 16 (chimney)  | " bear                                      |  |
| 17 1-6 L.   | " person to stink, char. 0;                 | auto kill                                      |
| 18  | attracts carrion crawlers                   | trade minds with creature/                     |
| 19 elevator U1-3, D4-6 1-3L.                        |   | player   |
| #7  | #8  | #9   |
| 01 causes amnesia                                   | give magic item                             | it disappears (50% with opener)                |
| 02 gas  |   |  |
| 03 midas touch-gold                                 | give map                                    | has ego  |
| 04 "death   |   |  |
| 05 "iron  | gives opener face of gorgon                 | midas touch-tin                                |
| 06 "silver  |   |  |
| 07 "shit  | " life-trapping gaze                        | change of state                                |
| 08 pipeweed-acapulco                                |   |  |
| 09 " stoning  | mind wipe                                   | change size-grow                               |
| 10 " tranquility                                    |   | " shrink                                       |
| 11 set-off alarm                                    | cause person to glow-10'                    | change of sex--opposite                        |
| 12  | " 20' radius                                |  |
| 13 wind that transports                             | " 30' radius                                | " neuter                                       |
| 14  | petrify                                     | gas  |
| 15 ghea   |   | is ethereal-turns solid                        |
| 16  | insanity                                    |  |
| 17 paralyze   |   | causes metalization                            |
| 18  | mineralize                                  |  |
| 19 person becomes edible                            |   | causes massive growth of hair                  |
| 20 " possessions                                    | gas   | opposite alignment clone created               |
| #10   |   |  |
| 01 causes massive growth of                         | (abbreviation note: t. vii = see table vii) |  |
| 02 clothing/armor                                   |   |  |
| 03 " shrink   |   |  |
| 04 grow bald  |   |  |
| 05 paralyze limbs                                   |   |  |
| 06 clothing shrinks                                 |   |  |
| 07 all metal turns to saw dust                      |   |  |
| 08 that is in possession of opener                  |   |  |
| 09 add new body part (TD #5)                        |   |  |
| 10 warts on parts                                   |   |  |
| 11 body part disappears (TD #5)                     |   |  |
| 12 body part crystallizes                           |   |  |
| 13 body part grows                                  |   |  |
| 14 body part loses skin                             |   |  |
| 15 body part shrinks                                |   |  |
| 16 body part shrinks                                |   |  |
| 17 change color                                     |   |  |
| 18 change color                                     |   |  |
| 19 become statuette                                 |   |  |
| 20 become statued (+ petrified, of stone, gem etc.) |   |  |



ACCESSORY MODIFIERS

|                        |                       | EXTRA:(location)             |
|------------------------|-----------------------|------------------------------|
| 01 animate             | leather, of...        | vegetation, of... walls      |
| 02 artificial          | liquified             | wax, of... ceiling           |
| 03 clay, of...         | loose                 | wood, of... floor            |
| 04 clear (transparent) | medium                | glass of covers all surfaces |
| 05 colored (choice)    | metal, of...          | blood & __, of               |
| 06 coming from hole    | mud, of...            | hollow                       |
| 07 complete            | natural               | out of phase-time/physical   |
| 08 disembodied         | other material, of... | written on..                 |
| 09 ethereal            | parts of...           | floating in air              |
| 10 feather, of...      | plies of...           |                              |
| 11 flesh-dead, of...   | resin, of...          |                              |
| 12 flesh-alive, of...  | rolled-up             |                              |
| 13 fused               | short                 |                              |
| 14 gassified           | small                 |                              |
| 15 gem, of...          | soap, of              |                              |
| 16 inanimate           | solid                 |                              |
| 17 incense, of...      | squat                 |                              |
| 18 incomplete          | star stone, of...     |                              |
| 19 invisible           | stone, of...          |                              |
| 20 large               | tall                  |                              |

TABLE #3A

OBJECTS ON FLOOR

| PROB  | OBJECT         | SEE TABLE |
|-------|----------------|-----------|
| 01-02 | Table          | 3B        |
| 03-04 | Chair          | 3C        |
| 05-06 | Desk           | 3D        |
| 07-08 | Cabinet        | 3E        |
| 09-10 | Bed            | 3G        |
| 11-12 | Bunk           | S         |
| 13-14 | Bench          | S         |
| 15-16 | Stone          | S2        |
| 17-18 | Rock           | S3        |
| 19-20 | Sticks         | S4        |
| 21-22 | Puddle         | S2        |
| 23-24 | Broken glass   | S4        |
| 25-26 | Brocken pots   | S4        |
| 27-28 | Pots           | 3H        |
| 29-30 | Tub            | 3F        |
| 31-32 | Spikes         | S1        |
| 33-34 | Logs           | S1        |
| 35-36 | Pick           | 3I        |
| 37-38 | Shovel         | 3I        |
| 39-40 | Rake           | 3I        |
| 41-42 | Hoe            | 3I        |
| 43-44 | Sword          | 3I        |
| 45-46 | Shield         | 3I        |
| 47-48 | Armor          | 3I        |
| 49-50 | Helmet         | 3I        |
| 51-52 | Pitchfork      | 3I        |
| 53-54 | Hammer         | 3I        |
| 55-56 | Axe            | 3I        |
| 57-58 | 2 Handed sword | 3I        |
| 59-60 | Cracks         | 3J        |
| 61-62 | Chest          | 3K        |
| 63-64 | Mattox         | 3I        |
| 65-66 | Clothes        | 3L        |
| 67-68 | Candlebra      | 3M        |
| 69-70 | Statue         | 3N        |
| 71-72 | Chains         | 3O        |
| 73-74 | Refuse         | 3P        |
| 75-76 | Skeletons      | 3Q        |
| 77-78 | Stone slab     | 3R        |
| 79-80 | Sofa           | S1        |
| 81-82 | Box            | 3T        |
| 83-84 | Basket         | 3U        |
| 85-86 | Feathers       | 3U        |
| 87-88 | Bellows        | 3W        |
| 89-90 | Mallet         | S1        |
| 91-92 | Stakes         | S         |
| 93-94 | Bricks         | S         |
| 95-96 | Stool          | S1        |
| 97-98 | Ashes          | S4        |
| 99-00 | Latern         | 3X        |

TABLE # 3B4

TABLE DIMENSIONS

| PROB  | DIMENSION |
|-------|-----------|
| 1-8   | 4' Side   |
| 9-11  | 3' Side   |
| 12-15 | 5' Side   |
| 16    | 6' Side   |
| 17    | 7' Side   |
| 18    | 8' Side   |
| 19    | 9' Side   |
| 20    | 10' Side  |

GO TO TABLE # 3B5

TABLE # 3B5

TABLE HEIGHT

| PROB | HEIGHT |
|------|--------|
| 1-5  | 2      |
| 6-7  | 2.5    |
| 8-9  | 3      |
| 10   | 4      |
| 11   | 5      |
| 12   | 5.5    |

GO TO TABLE # 3B6

TABLE # 3B6

TABLE DRAWERS

| PROB  | # of DRAWERS |
|-------|--------------|
| 1-5   | 0            |
| 6-10  | 1            |
| 11-12 | 2            |
| 13-14 | 3            |
| 15-17 | 4            |
| 18    | 5            |
| 19    | 6            |
| 20    | 7            |

GO TO TABLE # 4

TABLE # 3C

CHAIR MATERIAL

|    |          |
|----|----------|
| 1  | Oak      |
| 2  | Pine     |
| 3  | Birch    |
| 4  | Walnut   |
| 5  | Cedar    |
| 6  | Redwood  |
| 7  | Maple    |
| 8  | Mahagony |
| 9  | Steel    |
| 10 | Stone    |

GO TO TABLE # 3C1

TABLE #3B

TABLE MATERIAL

|   |         |
|---|---------|
| 1 | Steel   |
| 2 | Redwood |
| 3 | Cedar   |
| 4 | Pine    |
| 5 | Birch   |
| 6 | Maple   |
| 7 | Walnut  |
| 8 | Oak     |

GO TO TABLE 3B1

TABLE # 3B1

TABLE SHAPE

| PROB  | SHAPE       | SEE TABLE |
|-------|-------------|-----------|
| 1-5   | Square      | 3B2       |
| 6-10  | Round       | 3B2       |
| 11-15 | Rectangular | 3B2       |
| 16    | Oval        | 3B3       |
| 17    | Hexagonal   | 3B2       |
| 18    | Octagonal   | 3B2       |
| 19    | Triangular  | 3B4       |
| 20    | Pentagonal  | 3B2       |

TABLE # 3B2

TABLE DIMENSIONS

PROB DIAMETER

|       |     |
|-------|-----|
| 1-5   | 4'  |
| 6-8   | 5'  |
| 9-14  | 3'  |
| 15-16 | 6'  |
| 17    | 7'  |
| 18    | 8'  |
| 19    | 9'  |
| 20    | 10' |

GO TO TABLE 3B5

TABLE # 3B3

TABLE DIMENSIONS

PROB DIMENSION

|       |       |
|-------|-------|
| 01-20 | 3x2   |
| 21-40 | 3x4   |
| 41-45 | 3x5   |
| 46-47 | 3x6   |
| 48    | 3x7   |
| 49    | 3x8   |
| 50    | 3x9   |
| 51    | 3x10  |
| 52-55 | 4x2   |
| 56-60 | 4x5   |
| 61-65 | 4x6   |
| 66-67 | 4x7   |
| 68    | 4x8   |
| 69    | 4x9   |
| 70    | 4x10  |
| 71    | 5x2   |
| 72-75 | 5x6   |
| 76    | 5x7   |
| 77    | 5x8   |
| 78    | 5x9   |
| 79    | 5x10  |
| 80    | 6x7   |
| 81-82 | 6x8   |
| 83    | 6x9   |
| 84    | 6x10  |
| 85-87 | 7x8   |
| 88-89 | 7x9   |
| 90    | 7x10  |
| 91-93 | 8x9   |
| 94-95 | 8x10  |
| 96-99 | 9x10  |
| 00    | 10x11 |

GO TO TABLE # 3B5





- 01 altar
- 02 amphorae
- 03 animal waste
- 04 arches, golden
- 05 armor
- 06 bars
- 07 bed(s)
- 08 " brass
- 09 " 4 poster
- 10 'black holes'
- 11 blackjacks (leather mugs)
- 12 blankets
- 13 blast marks
- 14 blocks-loose
- 15 bolts of cloth
- 16 " silk
- 17 " spider silk
- 18 books
- 19 book shelves
- 20 bottles
- 21 brazier
- 22 bricks
- 23 busts
- 24 candles
- 25 candleholders
- 26 canvas
- 27 carpets
- 28 carvings
- 29 caverns
- 30 chair-arm
- 31 " rocking
- 32 " straightback
- 33 chains
- 34 chalices
- 35 chests
- 36 chisel marks
- 37 claws protruding from walls
- 38 clocks
- 39 clouds of gas
- 40 coals-cold
- 41 " hot
- 42 cobblestones
- 43 cob webs
- 44 coffins
- 45 coins
- 46 coming from hole-flame
- 47 creature
- 48 treasure
- 49 sound
- 50 odor
- 51 thing(?)
- 52 cots
- 53 crates
- 54 creatures-frozen
- 55 " mounted
- 56 " stuffed
- 57 cubby holes
- 58 curtains-chain
- 59 " cloth
- 60 " other
- 61 damsel/hero being ravished
- 62 'dark'
- 63 death trees
- 64 desks
- 65 " roll top
- 66 display cases
- 67 distorting material
- 68 doors
- 69 drawers
- 70 dried plants stored
- 71 eating utensils
- 72 everything wavers as if seen in water
- 73 eyes
- 74 face-in wall, etc.
- 75 " disembodied
- 76 fans-feather
- 77 " reed
- 78 feast in progress
- 79 fences
- 80 fire-escape type stairs
- 81 fire-lit
- 82 " pits
- 83 " place
- 84 " unlit
- 85 fish swimming in air as if in water
- 86 flagons
- 87 flasks
- 88 floating-on guard (weapon, etc.)
- 89 floating on water (item)
- 90 flooring is ceiling
- 91 floor is illusion (real beneath)
- 92 food-dungeon
- 93 " elvin
- 94 " poison
- 95 footstool
- 96 forge
- 97 fountain-blood
- 98 " coins
- 99 " creatures
- 00 " gems

ACCESSORIES

- fountain-poison
- " potion
- " water
- " wine (potent)
- garments-finery
- " fur
- " rags
- " silks
- " spider silk
- gate-iron
- " bones
- " etc.
- gems
- gem-encrusted
- ghosts
- glass
- glowing-anything
- grass-black
- " carpet of
- " snake
- gravity-higher
- " lower
- " none
- " reverse
- guard room
- holes (25% invisible)
- idols
- illusions
- incense-stick (50% lit)
- " cone
- " powder
- iron rings in-
- jugs-clay
- " gourd
- lamps-oil
- lava-molten
- light
- " golden
- " colored
- " wizard
- manacles
- maps
- " carpets as
- " painting as
- " picture as
- " tapestry as
- " rolled-up
- markers
- meal-fresh
- " old
- mouth in wall with mud
- prehensile tongue
- musical instruments
- nets
- niches
- out house (1/4 moon)
- paintings
- paraphanalia-
- roll per class
- parts of animals
- " player types
- pedestals
- picture-rolled up
- pile of bones
- " coins
- " clothing
- " food
- " garbage
- " other accessories
- " skulls
- " weapons, usually rusty
- pillars
- pillars-flaming
- pillows
- pits
- plants
- pots & pans
- pouches
- pumps
- puzzles
- pylons
- rags-pile of
- reflective material
- religious paraphanalia
- remains of unfortunate delver
- resins
- river
- rocks-loose
- room dividers
- ropes
- rubble
- runes
- sacks
- sanitary facilities
- sarcophagi
- scroll-rolled up
- scroll
- signs
- signs of a meal
- skins out to dry-animal
- " delver-type

- skins
- " water/wine (50% full)
- snakes
- smoke-black
- " colored
- " white
- smooth surface (frictionless)
- soap
- spanish moss
- spheres
- spikes
- statues
- " parts of
- straw-bunches of
- " mats
- stream
- sundial
- table-card
- " feasting
- " regular
- tablets
- tapestry(ies)
- " rolled-up
- tent
- torches-unlit
- " lit
- torture equipment
- treasure chest
- trees
- tubes
- urns
- vials
- vines
- walls-short
- waterfall
- watering trough
- weapon
- wells
- wickerbaskets
- windows
- " barred
- " glass
- " stained glass
- " crystal
- " gem
- wood beams
- " loose
- writing instruments
- writing-print
- " script
- slides
- chutes
- stairs
- mirrors
- " cover all surfaces
- pools
- furs
- throne
- scatter rugs
- toad stools
- archers-golden
- codex
- quipu
- boat
- raft
- aranather
- bas-reliefs
- gelatinous cube
- force field (invisible)
- dung
- golem(s)
- life-trapping mirror
- torch handles on...



TABLE # 3D

DESK MATERIAL

- 1 Oak
- 2 Pine
- 3 Cedar
- 4 Steel
- 5 Birch
- 6 Maple

GO TO TABLE # 3D1

TABLE # 3D1

DESK DIMENSIONS

- 1 4x5'
- 2 4x6'
- 3 5x6'
- 4 6x7'

GO TO TABLE # 3D2

TABLE # 3D2

DESK HEIGHT

- 1 2'
- 2 2.5'
- 3 3'
- 4 4.5'

GO TO TABLE # 3D3

TABLE # 3D3

DESK DRAWERS

- | PROB | # |
|------|---|
| 1-2  | 3 |
| 3-4  | 5 |
| 5    | 7 |
| 6    | 9 |

GO TO TABLE # 4

TABLE # 3F

TUB MATERIAL

- | PROB | MATERIAL |
|------|----------|
| 1-2  | Wood     |
| 3    | Stone    |
| 4    | Metal    |

GO TO TABLE # 3F1

TABLE # 3F1

TUB SHAPE

SHAPE SEE TABLE

- |          |     |
|----------|-----|
| 1 Round  | 3F2 |
| 2 Oval   | 3F3 |
| 3 Square | 3F2 |
| 4 Rect.  | 3F3 |

TABLE # 3F2

TUB SIZE

- | PROB | DIAMETER |
|------|----------|
| 1    | 3'       |
| 2-3  | 3.5'     |
| 4-5  | 4'       |
| 6    | 4.5'     |
| 7    | 5'       |
| 8    | 6'       |

GO TO TABLE # 3F4

TABLE # 3F3

TUB SIZE

- | PROB | SIZE |
|------|------|
| 1-2  | 3x4' |
| 3    | 3x5' |
| 4-5  | 4x5' |
| 6    | 4x6' |
| 7    | 5x6' |
| 8    | 6x7' |

GO TO TABLE # 3F4

TABLE # 3F4

TUB HEIGHT

- | PROB | HEIGHT |
|------|--------|
| 1    | 2.5'   |
| 2-3  | 3'     |
| 4-5  | 3.5'   |
| 6    | 4'     |

GO TO TABLE # 4

TABLE # 3E

CABINET MATERIAL

- 1 Oak
- 2 Pine
- 3 Maple
- 4 Mahogany
- 5 Cedar
- 6 Redwood

GO TO TABLE # 3E1

TABLE # 3E1

STYLE

PROB STYLE

- |     |                           |
|-----|---------------------------|
| 1-2 | 4 door, 2 upper, 2 lower  |
| 3   | 2 door, 1 upper, 1 lower  |
| 4   | 2 door, right & left side |
| 5   | 6 door, 4 upper, 2 lower  |
| 6   | 6 door, 4 lower, 2 upper  |

GO TO TABLE # 3E2

TABLE # 3E2

SIZE

PROB SIZE

- |       |     |
|-------|-----|
| 1-4   | 4x4 |
| 5-6   | 5x5 |
| 7-10  | 4x5 |
| 11    | 5x6 |
| 12-14 | 3x4 |
| 15-16 | 3x5 |
| 17    | 4x6 |
| 18    | 5x7 |
| 19    | 6x7 |
| 20    | 7x7 |

GO TO TABLE # 3E3

TABLE # 3E3

CABINET HEIGHT

PROB HEIGHT

- |     |      |
|-----|------|
| 1-2 | 4'   |
| 3-5 | 4.5' |
| 6-7 | 5'   |
| 8   | 5.5' |
| 9   | 6'   |
| 10  | 6.5' |

GO TO TABLE # 4

TABLE # 3G

TYPE OF MATTRESS

- 1 Straw
- 2 Feather
- 3 Cotton
- 4 Hay

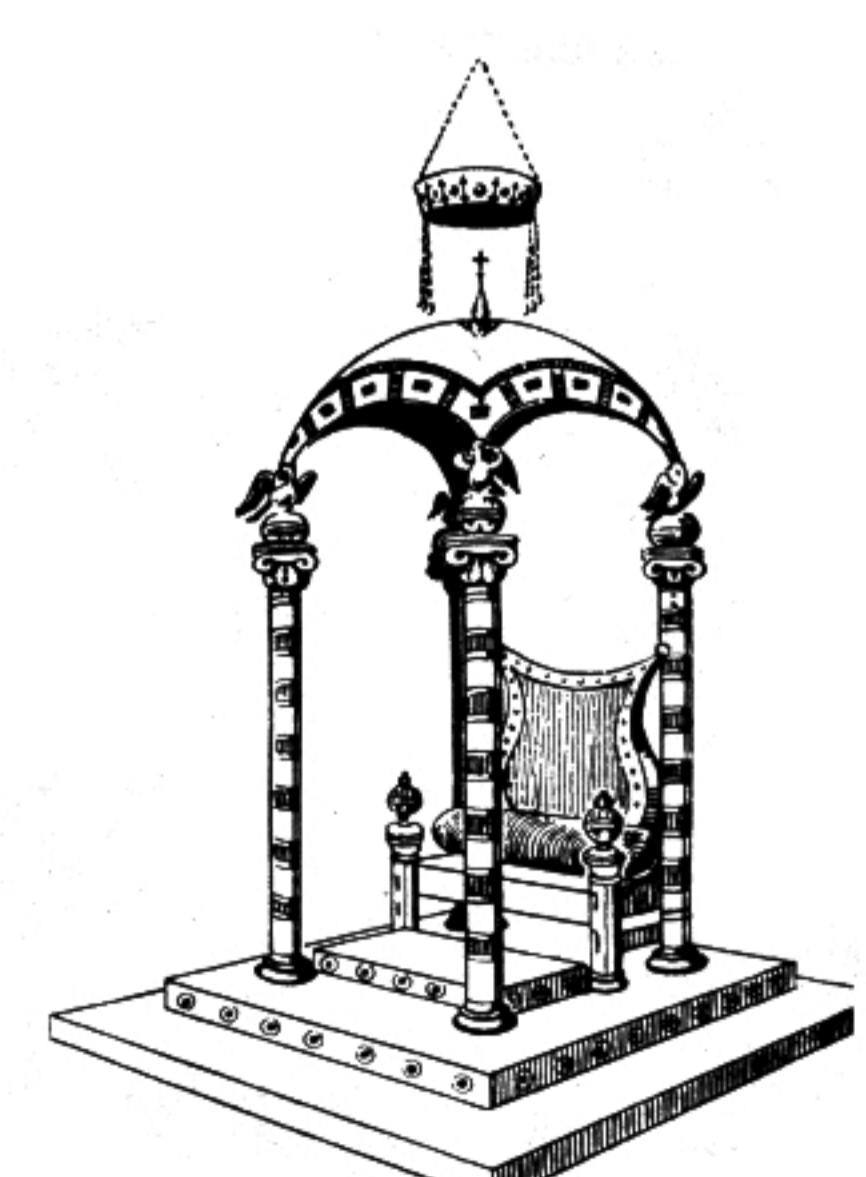
GO TO TABLE # 3G1

TABLE # 3G1

SIZE OF BED

- 1 Single
- 2 Double
- 3 Queen
- 4 King

GO TO TABLE # 4



SOUNDS

|   |                                  |  |
|---|----------------------------------|--|
| 01 arguing                                      | gong                             | snarling                                     |
| 02 bag-pipes                                    | grating as-steel-on-metal        | sneezing                                     |
| 03 bang   | grinding                         | snickering                                   |
| 04 bark   | groan                            | sniffing                                     |
| 05 bay  | growling                         | sniggering                                   |
| 06 beating                                      | grumbling                        | snoring                                      |
| 07 belch  | grunting                         | snorting                                     |
| 08 bellows being worked                         | gulping                          | sobbing                                      |
| 09 bellowing                                    | guffaws                          | spanking                                     |
| 10 bells tolling                                | gurgling                         | speaking                                     |
| 11 bi-labial fricative                          | hacking                          | spell being cast                             |
| 12 bleat  | hammering                        | spider(s) weaving (good hearing/big spiders) |
| 13 boiling                                      | heart(s) beating                 | splashing                                    |
| 14 boom   | harp(s)                          | splintering                                  |
| 15 bouncing                                     | hissing-gas                      | spouting                                     |
| 16 breathing                                    | " snake(s)                       | sqwaking                                     |
| 17 breeze                                       | hollering                        | static crackling                             |
| 18 brushing                                     | honoring of metal on--strap      | steaming-something heated                    |
| 19 bubbling                                     | " stone                          | plunged into water                           |
| 20 burrowing                                    | " grind wheel                    | stirring                                     |
| 21 buzzing                                      | hoof beats                       | stomach rumbling                             |
| 22 cackling                                     | hooting                          | stone cutting                                |
| 23 caroling                                     | howling                          | struggling                                   |
| 24 carving                                      | huffing & puffing                | stumbling                                    |
| 25 chain(s) (drawn, released, dragged)          | humming                          | swarm  |
| 26 chanting                                     | jingling                         | swearing                                     |
| 27 chase  | lapping                          | swirling                                     |
| 28 cheeping                                     | laughing                         | swishing                                     |
| 29 cheering                                     | lecturing                        | talking                                      |
| 30 chewing                                      | licking                          | tearing cloth                                |
| 31 chimes                                       | lightening bolt being cast       | " paper                                      |
| 32 chirping                                     | 'machinery' being run            | thud!  |
| 33 choking                                      | marching                         | thumping                                     |
| 34 chopping                                     | meowing                          | thunder                                      |
| 35 clamoring                                    | moaning                          | ticking +/-or tocking                        |
| 36 clanging                                     | mocking                          | tinkering                                    |
| 37 clanking                                     | moving about of items (shifting) | trampling                                    |
| 38 clashing of weapons                          | mumbling                         | trotting                                     |
| 39 clatter                                      | murmuring                        | trumpet(s)                                   |
| 40 clearing of throat                           | music                            | twang(bowstring)                             |
| 41 clicking                                     | organ music                      | vomiting                                     |
| 42 climbing                                     | orgy                             | wagon wheels                                 |
| 43 clinking-armor & weapons                     | pacing                           | wailing                                      |
| 44 clinking-coins                               | pan pipe(s)                      | warbling                                     |
| 45 clinking-gems                                | percolating                      | waterfall                                    |
| 46 clicking of claws on hard surface            | pecking                          | water flowing                                |
| 47 clunk  | picking                          | " sluggish                                   |
| 48 cooing                                       | plop into liquid                 | " trickling                                  |
| 49 coughing                                     | " onto solid surface             | waves  |
| 50 crackling                                    | plucking                         | weaving (loom)                               |
| 51 cranking                                     | popping                          | wheezing                                     |
| 52 crashing                                     | pounding                         | whimpering                                   |
| 53 creaking                                     | pouring                          | whine  |
| 54 creeping                                     | praying                          | whip   |
| 55 croaking                                     | prisoner-someone                 | whirling                                     |
| 56 crooning                                     | " something                      | whispering                                   |
| 57 crowing                                      | prying                           | whistling                                    |
| 58 crumbling                                    | purring                          | work gang                                    |
| 59 crumpling                                    | quack                            | writhing                                     |
| 60 crunching                                    | rattling-metallic                | writing                                      |
| 61 crying                                       | " non-metallic                   | yelling                                      |
| 62 cursing                                      | roaring                          | yelp   |
| 63 curtain rings being drawn across curtain rod | rocks falling                    | patter                                       |
| 64 cutting                                      | rolling                          |  |
| 65 dancing                                      | rowing                           |  |
| 66 death knell                                  | rumbling                         |  |
| 67 death rattle                                 | running                          |  |
| 68 death throes                                 | rustling-cloth                   |  |
| 69 digging                                      | " leaves                         |  |
| 70 dirge  | " paper/pages                    |  |
| 71 doors-closing                                | scampering                       |  |
| 72 door(s)-opening                              | sawing                           |  |
| 73 door(s)-slamming                             | scolding                         |  |
| 74 dragging                                     | scratching                       |  |
| 75 drinking                                     | scream(s)                        |  |
| 76 dripping                                     | socking/punching                 |  |
| 77 dropping                                     | something being screwed          |  |
| 78 drum(s)                                      | " unscrewed                      |  |
| 79 drunk(s)                                     | scurrying                        |  |
| 80 earthquake                                   | shattering                       |  |
| 81 eating                                       | shouting                         |  |
| 82 entreating                                   | shrieking                        |  |
| 83 explosion(s)                                 | shuffling                        |  |
| 84 falling                                      | shushing                         |  |
| 85 fanfare                                      | sigh                             |  |
| 86 fart   | silence!                         |  |
| 87 fighting-melee                               | singing                          |  |
| 88 fire (snap crackle, pop)                     | sipping                          |  |
| 89 fizzing                                      | skin being stretched             |  |
| 90 flopping                                     | slapping                         |  |
| 91 flowing                                      | slashing                         |  |
| 92 flushing                                     | sliding                          |  |
| 93 fluttering-leather (wings)                   | slinking                         |  |
| 94 " feathers                                   | slithering                       |  |
| 95 foot steps                                   | slushing                         |  |
| 96 gale   | smaking                          |  |
| 97 gargling                                     | smashing                         |  |
| 98 giggling                                     | snapping-bone(s)                 |  |
| 99 gnashing of teeth                            | " jaws                           |  |
| 00 gnawing                                      | " wood                           |  |

SOUND MODIFIERS

EXTRA:(Directions)

|                |            |           |                                       |
|----------------|------------|-----------|---------------------------------------|
| 01 agitated    | joyous     | sweet     | ahead                                 |
| 02 angry       | light      | tortured  | behind                                |
| 03 barber shop | loud       | wistful   | above                                 |
| 04 bored       | majestic   | wild      | below                                 |
|                |            | EXTRA:    |                                       |
| 05 bouncy      | memorizing | race      | near                                  |
| 06 cacophany   | mild       | sex       | far                                   |
| 07 chaotic     | mournful   | alignment | among                                 |
| 08 commanding  | piercing   | age       | following (stops & begins with group) |
| 09 demonic     | muffled    | class     |                                       |
| 10 disembodied | orderly    | unread    |                                       |

TABLE # 3H

| NUMBER OF POTS |                           |  |
|----------------|---------------------------|--|
| 1.             | 2                         |  |
| 2.             | 4                         |  |
| 3.             | 7                         |  |
| 4.             | 9                         |  |
| 5.             | 12                        |  |
| 6.             | roll again, adding result |  |

GO TO TABLE # 3H1

TABLE # 3H1

| TYPE OF POT |            |           |
|-------------|------------|-----------|
| PROB        | TYPE       | SEE TABLE |
| 1           | Flower     | 3H2       |
| 2-3         | Cooking    | 3H3       |
| 4           | Decorative | 3H4       |

TABLE # 3H2

POT SIZE

| PROB | DIAMETER |
|------|----------|
| 1    | 2"       |
| 2    | 4"       |
| 3    | 6"       |
| 4    | 7"       |

GO TO TABLE # 4

TABLE # 3H3

POT SIZE

| PROB | DIAMETER                  |
|------|---------------------------|
| 1    | 4"                        |
| 2    | 6"                        |
| 3    | 8"                        |
| 4    | 9"                        |
| 5    | 13"                       |
| 6    | 2"                        |
| 7    | 3"                        |
| 8    | 10"                       |
| 9    | 12"                       |
| 10   | roll again, adding result |

GO TABLE # 4

TABLE # 3H4

POT SHAPE

|   |                          |
|---|--------------------------|
| 1 | contoured                |
| 2 | V-Shaped                 |
| 3 | Tube Shaped              |
| 4 | Wide Bottom, Small Mouth |

GO TO TABLE # 3H5

TABLE # 3H5

POT SIZE

| PROB | HEIGHT |
|------|--------|
| 1    | 6"     |
| 2    | 8"     |
| 3    | 9"     |
| 4    | 11"    |
| 5    | 10"    |
| 6    | 12"    |
| 7    | 13"    |
| 8    | 14"    |
| 9    | 7"     |
| 10   | 15"    |
| 11   | 16"    |
| 12   | 17"    |

GO TO TABLE # 4

TABLE # 3I

CONDITION OF ITEM

| PROB  | CONDITION         |
|-------|-------------------|
| 01-45 | Rusted            |
| 46-55 | Fair              |
| 56-60 | Good              |
| 61-80 | Bent or dented    |
| 81-00 | Damaged or broken |

GO TO TABLE # 4

TABLE # 3K

CHEST MATERIAL

| PROB  | MATERIAL |
|-------|----------|
| 01-75 | Wood     |
| 76-00 | Metal    |

GO TO TABLE # 3K1

TABLE # 3K1

CHEST SIZE

| PROB  | SIZE |
|-------|------|
| 01-40 | 3x4' |
| 41-50 | 4x5' |
| 51-65 | 2x3' |
| 66-70 | 1x2' |
| 71-80 | 2x4' |
| 81-90 | 3x5' |
| 91-96 | 4x6' |
| 97-00 | 5x6' |

GO TO TABLE # 3K2

TABLE # 3K2

CHEST HEIGHT

| PROB  | HEIGHT |
|-------|--------|
| 01-50 | 2.5'   |
| 51-70 | 2.7'   |
| 71-80 | 2.3'   |
| 81-85 | 2'     |
| 86-90 | 3'     |
| 91-95 | 3.3'   |
| 96-98 | 3.5'   |
| 99-00 | 3.7'   |

GO TO TABLE # 4

TABLE # 3J

NUMBER OF CRACKS

| PROB  | #                         |
|-------|---------------------------|
| 01-20 | 1                         |
| 21-40 | 2                         |
| 41-55 | 3                         |
| 56-70 | 4                         |
| 71-80 | 5                         |
| 81-90 | 6                         |
| 91-96 | 7                         |
| 97-00 | Roll again, adding result |

GO TO TABLE # 3J1

TABLE # 3J1

CRACK WIDTH

| PROB | WIDTH  |
|------|--------|
| 1    | 1/16"  |
| 2    | 1/12"  |
| 3    | 1/8"   |
| 4    | 1/6"   |
| 5    | 1/4"   |
| 6    | 1/3"   |
| 7    | 1/2"   |
| 8    | 2/3"   |
| 9    | 3/4"   |
| 10   | 1"     |
| 11   | 1 1/2" |
| 12   | 2"     |

GO TO TABLE # 3J2

TABLE # 3J2

CRACK LOCATION

| PROB      | DIRECTION* |
|-----------|------------|
| 1 Floor   | 1 N        |
| 2 "       | 2 NE       |
| 3 Walls   | 3 SE       |
| 4 "       | 4 S        |
| 5 Ceiling | 5 SW       |
| 6 "       | 6 NW       |
|           | 7 E        |
|           | 8 W        |

\*Roll once for start of crack and once for end.

GO TO TABLE # 4



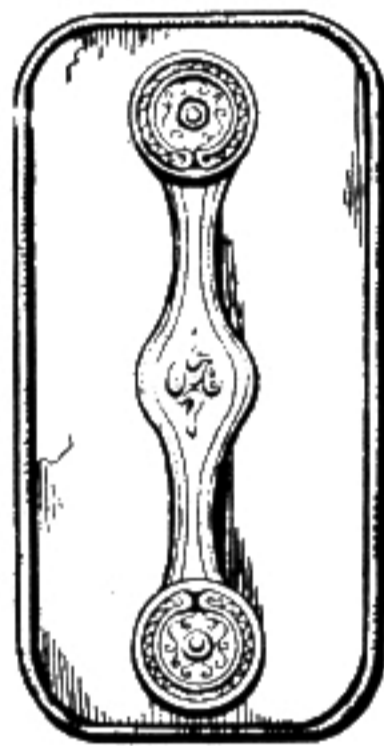
Scratchings & Sniffings Cont.

|    |            |                |
|----|------------|----------------|
| 11 | doleful    | outraged       |
| 12 | dying      | painful        |
| 13 | earthy     | panicky        |
| 14 | entreating | pleading       |
| 15 | gagged     | religious      |
| 16 | happy      | rythmic        |
| 17 | haunting   | sacred         |
| 18 | heavy      | self-indulgent |
| 19 | hollow     | soft           |
| 20 | jarring    | sporadic       |
| 21 | uproar     | hubbub         |
| 22 | crash      | rattle         |
| 23 | din        | grind          |
| 24 | echoes     | snap           |
| 25 | boom       | throbbing      |
| 26 | pounding   | pulsating      |
| 27 | crunching  | shouting       |
| 28 | cursing    | chanting       |
| 29 | creaking   | thump          |
| 30 | plop       | gurgling       |

|                                    |
|------------------------------------|
| animal (roll per wandering moster) |
| individual                         |
| group                              |
| large (item)                       |
| medium                             |
| small                              |
| loud/soft (materials)              |
| stone                              |
| metal                              |
| gem/crystalline                    |
| bone                               |
| wood                               |
| other                              |
| irrational (as in music)           |
| rational                           |
| percussion instruments             |
| string                             |
| wind                               |
| practiced (for 26-28)              |
| amateurish                         |

HIDING TREASURES: (or rather--what to do with them) & various nasties.

|    |  |                                    |
|----|--|------------------------------------|
| 01 | animated (anything) (dis.)   | visible but not in this phase (v.) |
| 02 | appears when (anyone) slain (a.w.)   | v. force field                     |
| 03 | a.w. character approaches within 10-60 ft.   | v. only to..                       |
| 04 | a.w. character enters room/chamber   | " with infra vision                |
| 05 | a.w. character touches...  | v. to all                          |
| 06 | a.w. guardian slain  | v. only under natural/wizard light |
| 07 | a.w. item is closed  | wall panel--secret                 |
| 08 | a.w. item is moved   | weapons--man/monster               |
| 09 | a.w. item is removed   |                                    |
| 10 | a.w. item is opened  |                                    |
| 11 | a.w. near a particular item (50 weight gold, +3 sword, etc.)   |                                    |
| 12 | armor  |                                    |
| 13 | bags   |                                    |
| 14 | 'black hole'--inside (dimensional hole)  |                                    |
| 15 | blood of creature  |                                    |
| 16 | bones of creature  |                                    |
| 17 | book   |                                    |
| 18 | books--hollow  |                                    |
| 19 | bricks--hollow   |                                    |
| 20 | candles--hollow  |                                    |
| 21 | ceiling with trap door   |                                    |
| 22 | chain is/in  |                                    |
| 23 | claws of creature  |                                    |
| 24 | coals of brazier (beneath/are)   |                                    |
| 25 | comes from melting wax of candle   |                                    |
| 27 | crystal material   |                                    |
| 28 | drum is beaten   |                                    |
| 29 | exoskeleton of creature  |                                    |
| 30 | eyes   |                                    |
| 31 | floor with trap door   |                                    |
| 32 | furniture  |                                    |
| 33 | garbage  |                                    |
| 34 | gelatinous cube--in  |                                    |
| 35 | gem material   |                                    |
| 36 | gift to anyone/leader/class/etc.   |                                    |
| 37 | glass  |                                    |
| 38 | golem  |                                    |
| 39 | guts of monster  |                                    |
| 40 | hide/fur of creature   |                                    |
| 41 | horn is blown  |                                    |
| 42 | horns of creature  |                                    |
| 43 | illusion becomes real if believed by all   |                                    |
| 44 | issues forth from a fountain   |                                    |
| 45 | imbedded in...   |                                    |
| 46 | imbedded in rocks & other items  |                                    |
| 47 | invisible and not in this phase (i.; visible = v.)   |                                    |
| 48 | i. hole, like black hole--inside of  |                                    |
| 49 | i. to all  |                                    |
| 50 | i. to all but/..   |                                    |
| 51 | i. to all with infra vision  |                                    |
| 52 | killed creature polymorphs into it/another creature, then into treasure, etc.--any number of repeats |                                    |
| 53 | life-trapping mirror, is/in  |                                    |
| 54 | manacles--are/in   |                                    |
| 55 | metal  |                                    |
| 56 | other part of monster (roll per hit location--Greyhawk)  |                                    |
| 57 | painting   |                                    |
| 58 | part of--larger treasure   |                                    |
| 59 | p.o.--other possessions  |                                    |
| 60 | pillars, hollow  |                                    |
| 61 | pool   |                                    |
| 62 | pots   |                                    |
| 63 | rains out of cloud released by burning--resin  |                                    |
| 64 | #63--candles   |                                    |
| 65 | #63--anything else (furs, wood, etc.)  |                                    |
| 66 | ring (not jewelry-type) in wall  |                                    |
| 67 | river  |                                    |
| 68 | rocks  |                                    |
| 69 | room (gold bricks, etc.)   |                                    |
| 70 | rope--is/in  |                                    |
| 71 | rug  |                                    |
| 72 | scripture in smoke from burning-candles  |                                    |
| 73 | #73--resins  |                                    |
| 74 | #73--anything else   |                                    |
| 75 | scripture on wall  |                                    |
| 76 | scroll   |                                    |
| 77 | sensed by all but...   |                                    |
| 78 | sensed by only...  |                                    |
| 79 | sitting out in plain view in room totally unprotected  |                                    |
| 80 | skull of creature  |                                    |
| 81 | sold to--anyone/leader/class, etc.   |                                    |
| 82 | sliding panel  |                                    |
| 83 | statue   |                                    |
| 84 | statue--base of  |                                    |
| 85 | stream   |                                    |
| 86 | stream--buried /hidden in  |                                    |
| 87 | tapestry   |                                    |
| 88 | teeth of creature  |                                    |
| 89 | torch handles (wall bracket)   |                                    |
| 90 | traded to--anyone/leader/classes, etc.   |                                    |
| 91 | transports--only into open space, anywhere, in-phase   |                                    |
| 92 | " within confines of room/chamber  |                                    |
| 93 | " remains out-of-phase   |                                    |
| 94 | trap door opened   |                                    |
| 95 | treasure chest   |                                    |
| 96 | treasures of monsters  |                                    |
| 97 | two dimensional  |                                    |
| 98 | upholstery of furniture  |                                    |
| 99 | urns   |                                    |
| 00 | vases  |                                    |



Fantastic Furnishings Cont.

TABLE #3L  
NUMBER & TYPE  
OF CLOTHING  
Number is 1-10; then  
roll for types-

|                |          |
|----------------|----------|
| 1              | Hauberk  |
| 2              | Boot     |
| 3              | Clock    |
| 4              | Scarf    |
| 5              | Tunic    |
| 6              | Mask     |
| 7              | Breeches |
| 8              | Belt     |
| Go to TABLE #4 |          |

TABLE #3M

| CANDELABRA MATERIAL |          |
|---------------------|----------|
| PROB                | MATERIAL |
| 01-50               | Steel    |
| 51-70               | Iron     |
| 71-90               | Copper   |
| 91-97               | Bronze   |
| 98-99               | Silver   |
| 00                  | Gold     |

GO TO TABLE #3M1

TABLE # 3M1

CANDLE CAPACITY

| PROB  | #  |
|-------|----|
| 1-5   | 3  |
| 6-15  | 5  |
| 16-17 | 7  |
| 18    | 9  |
| 19    | 11 |
| 20    | 13 |

GO TO TABLE # 3M2

TABLE # 3M2

CANDELABRA HEIGHT

| PROB | HEIGHT |
|------|--------|
| 1    | 6"     |
| 2    | 8"     |
| 3    | 1'     |
| 4    | 1'4"   |
| 5    | 1'6"   |
| 6    | 2'     |
| 7    | 3'     |
| 8    | 4'     |
| 9    | 5'     |
| 10   | 6'     |
| 11   | 7'     |
| 12   | 8'     |

GO TO TABLE # 3M3

TABLE # 3M3

CANDLES IN CANDELABRA

| PROB | #        |
|------|----------|
| 1    | 1        |
| 2    | 2        |
| 3    | 3        |
| 4    | 1/2 full |
| 5    | 2/3 full |
| 6    | Full     |

GO TO TABLE # 4

TABLE # 3N

STATUES MATERIAL

| PROB  | MATERIAL |
|-------|----------|
| 01-50 | Granite  |
| 51-70 | Iron     |
| 71-80 | Marble   |
| 81-90 | Copper   |
| 91-99 | Glass    |
| 00    | Bronze   |

GO TO TABLE # 3N1

TABLE # 3N1

STATUES SIZE

| PROB  | SIZE       |
|-------|------------|
| 01-05 | Life Size  |
| 06-10 | Small      |
| 11-15 | Half Size  |
| 16-18 | Miniature  |
| 19    | Giant Size |
| 20    | Gigantic   |

GO TO TABLE # 4



TABLE # 30

CHAINS POSITION

| PROB  | POSITION     |
|-------|--------------|
| 01-50 | Piled        |
| 51-00 | Spread About |

GO TO TABLE # 301

TABLE # 301

NUMBER OF CHAINS

| PROB  | #                     |
|-------|-----------------------|
| 01-20 | 1                     |
| 21-40 | 2                     |
| 41-50 | 3                     |
| 51-80 | 4                     |
| 81-90 | 5                     |
| 91-00 | Roll again add result |

GO TO TABLE # 302

TABLE # 302

LENGTH OF CHAINS

Roll 12 sided die to find # of feet, if 12 comes up, roll again adding two results together.

TABLE # 3P

REFUSE COMPONENTS

| COMPONENTS | SEE TABLE |
|------------|-----------|
| 1 Offal    | 3P1       |
| 2 Fuel     | 3P2       |
| 3 Parts    | 3P3       |
| 4 Sewage   | 3P4       |
| 5 Food     | 3P5       |
| 6 Discards | 3P6       |

TABLE # 3P1

OFFAL

|   |         |
|---|---------|
| 1 | Viscera |
| 2 | Bones   |
| 3 | Teeth   |
| 4 | Gore    |
| 5 | Fat     |
| 6 | Talons  |

GO TO TABLE # 4

TABLE # 3P2

FUEL

|   |           |
|---|-----------|
| 1 | Wood      |
| 2 | Coal      |
| 3 | Wax       |
| 4 | Dung      |
| 5 | Petroleum |
| 6 | Peat      |

GO TO TABLE # 4

TABLE # 3P3

PARTS

|   |           |
|---|-----------|
| 1 | String    |
| 2 | Lacing    |
| 3 | Stick     |
| 4 | Buckle    |
| 5 | Arrowhead |
| 6 | Spike     |

GO TO TABLE # 4

TABLE # 3P4

SEWAGE

|   |             |
|---|-------------|
| 1 | Body wastes |
| 2 | Oils        |
| 3 | Grease      |
| 4 | Lint        |
| 5 | Chemicals   |
| 6 | Slop        |

GO TO TABLE # 4

TABLE # 3P5

FOOD

|   |            |
|---|------------|
| 1 | Fat        |
| 2 | Fruit      |
| 3 | Seeds      |
| 4 | Nuts       |
| 5 | Vegetables |
| 6 | Meat       |

GO TO TABLE # 4

TABLE # 3P6

DISCARDS

|   |                |
|---|----------------|
| 1 | Cloth scraps   |
| 2 | Leather scraps |
| 3 | Papyrus scraps |
| 4 | Pole           |
| 5 | Handle         |
| 6 | Pad            |

GO TO TABLE #4



| TREASURE MODIFIERS                                 |                 |                            |
|--|-----------------|----------------------------|
| 01 appears when opened/read/exposed to light, etc. |                 | 1 any                      |
| 02 at bottom of...                                 |                 | 2 sex                      |
| 03 behind  |                 | 3 class                    |
| 04 ceiling   |                 | 4 level                    |
| 05 doors   | 13 inside...    | 5 ability min/max          |
| 06 encased in...                                   | 14 is           | 6 align.                   |
| 07 enlarged  | 15 liquified    | 7 race                     |
| 08 floating in                                     | 16 miniaturized | 8 any                      |
| 09 floor   | 17 opaque       |                            |
| 10 gassified                                       | 18 part of...   |                            |
| 11 hollow  | 19 petrified    |                            |
| 12 in  | 20 surrounding  |                            |
|  |                 | 01 transparent             |
|  |                 | 02 under                   |
|  |                 | 03 walls--solid            |
|  |                 | 04 " invis.                |
|  |                 | 05 " secret                |
|  |                 | 06 " ethereal/out-of-phase |
|  |                 | 07 secret                  |

| SMELLS                  |                           |                             |
|-------------------------|---------------------------|-----------------------------|
| 01 after a rain         | 26 foul odor-general      | 51 salty                    |
| 02 animal(s)            | 27 foul odor--offal       | 52 sewer                    |
| 03 antiseptic           | 28 foul odor--rotting     |                             |
|                         |                           | 53 smoke                    |
| 04 baking               | 29 fresh                  | 54 smouldering              |
| 05 blood                | 30 fruit                  | 55 soap                     |
| 06 books(paper)-old     | 31 garbage                | 56 spice(s)                 |
| 07 breakfast            | 32 garlic                 | 57 stagnant water(brackish) |
| 08 brimstone            | 33 glue                   | 58 stable                   |
| 09 cave                 | 34 good                   | 59 stale                    |
| 10 chicken soup         | 35 incense                | 60 stinky                   |
| 11 cinnamon             | 36 medicinal              | 61 stone                    |
| 12 city                 | 37 metallic               | 62 strawberry               |
| 13 cooking--bad         | 38 mildew                 | 63 sulphur                  |
| 14 cooking--good        | 39 moldy--books           | 64 swamp                    |
| 15 death                | 40 moldy-vegetation       | 65 sweat                    |
| 16 desert               | 41 musk                   | 66 sweet                    |
| 17 evil                 | 42 musty                  | 67 tar                      |
| 18 fart                 | 43 new                    | 68 vinegar                  |
| 19 fear                 | 44 oil                    | 69 wet fur                  |
| 20 fish--fresh          | 45 old                    | 70 wet leather              |
| 21 fish--old            | 46 onion                  | 71 wine                     |
| 22 flesh--burning       | 47 peppermint             | 72 wood-burning             |
| 23 flower(s)            | 48 perfume(s)             | 73 wood-fresh cut           |
| 24 food (your choice)   | 49 petroleum              | 74 woods                    |
| 25 foul odor--chemicals | 50 polish, wax-as on wood |                             |
|                         |                           | 75 jungle                   |

| SMELL MODIFIERS |                 |             |
|-----------------|-----------------|-------------|
| sharp 01        | hypnotic 03     | pungent 09  |
| faint 02        | sweet 06        | trace 10    |
| exotic 03       | sickly sweet 07 | clingy 11   |
| heady 04        | acrid 08        | pleasant 12 |

TEXTURES  
(01-50 - normal, 51-00 - roll texture)

|                        |                             |
|------------------------|-----------------------------|
| 01 accursed            | rising                      |
| 02 aging               | rocky                       |
| 03 alive               | rough                       |
| 04 ancient             | rubbery                     |
| 05 at ease             | rugged                      |
| 06 at peace            | rusty                       |
| 07 attractive          | scaly                       |
| 08 attracting          | scorching                   |
| 09 bitter taste        | serrated                    |
| in the air             | sewn                        |
| 10 bony                | sharp                       |
| 11 bravura             | shocking                    |
| 12 breezy              | sickening                   |
| 13 carved              | sinky                       |
| 14 charged             | skin                        |
| 15 chilly              | slanting (1-3 up, 4-6 down) |
| 16 chipped             | slimy                       |
| 17 clammy              | slippery                    |
| 18 clay                | smokey                      |
| 19 coarse              | smoothed                    |
| 20 cobbled             | soft                        |
| 21 cobwebby            | solid                       |
| 22 cold                | sooty                       |
| 23 cold & wet          | spanish mossy               |
| 24 cracked             | splintered                  |
| 25 crumbling           | steamy                      |
| 26 crystalline         | sticky                      |
| 27 curving             | stiff                       |
| 28 damp                | stale                       |
| 29 dead                | thin air                    |
| 30 distrust            | warm                        |
| 31 dizzy               | wet                         |
| 32 doomed              | windy                       |
| 33 dormant             | wooden                      |
| 34 dreamy              | young                       |
| 35 dour                | gem encrusted               |
| 36 drowsy              | glowing                     |
| 37 dry                 | transparent                 |
| 38 dull                | spongy                      |
| 39 dusty               | edible                      |
| 40 energy emanating    |                             |
| 41 invigorating        |                             |
| 42 etched              |                             |
| 43 ethereal            |                             |
| 44 evil                |                             |
| 45 falling             |                             |
| 46 fearful             |                             |
| 47 feathery            |                             |
| 48 flabby              |                             |
| 49 flesh searing       |                             |
| 50 fleshy              |                             |
| 51 floating            |                             |
| 52 foggy               |                             |
| 53 forgotten           |                             |
| 54 freezing            |                             |
| 55 frigid              |                             |
| 56 furry               |                             |
| 57 fuzzy               |                             |
| 58 gooey               |                             |
| 59 gravity-higher      |                             |
| 60 " lower             |                             |
| 61 " none              |                             |
| 62                     |                             |
| 63 hand hewn           |                             |
| 64 hoary               |                             |
| 65 hollow              |                             |
| 66 holy                |                             |
| 67 hot                 |                             |
| 68 hot & dry           |                             |
| 69 humid               |                             |
| 70 icy (ice encrusted) |                             |
| 71 jagged              |                             |



|                        |
|------------------------|
| 72 jealousy            |
| 73 knitted             |
| 74 leathery            |
| 75 loose               |
| 76 lowering            |
| 77 magnetic            |
| 78 metallic            |
| 79 mildewy             |
| 80 misty               |
| 81 moldy               |
| 82 mushy               |
| 83 musky               |
| 84 musty               |
| 85 neutral temperature |
| 86 numbing cold        |
| 87 old                 |
| 88 oppressive          |
| 89 paper thin          |
| 90 petrified           |
| 91 polished            |
| 92 pulsating           |
| 93 putrified           |
| 94 ragged              |
| 95 refreshing          |
| 96 relaxing            |
| 97 repelling           |
| 98 repulsive           |
| 99 raised              |
| 00 rickety             |



TABLE # 3Q

SKELETONS

SIZE

|           |
|-----------|
| 1 Small   |
| 2 Man     |
| 3 Giant   |
| 4 Unusual |
| 5 Huge    |
| 6 Strange |

TABLE # 3R

LENGTH OF ONE SIDE OF SLAB

|       |
|-------|
| 1 5'  |
| 2 6'  |
| 3 7'  |
| 4 8'  |
| 5 9'  |
| 6 10' |
| 7 11' |
| 8 12' |

GO TO TABLE # 3R1

TABLE # 3R1

HEIGHT OF SLAB

|       |
|-------|
| 1 3'  |
| 2 4'  |
| 3 5'  |
| 4 6'  |
| 5 7'  |
| 6 9'  |
| 7 9'  |
| 8 10' |

GO TO TABLE # 4

TABLE # 3T

BOX MATERIAL

| PROB  | MATERIAL |
|-------|----------|
| 01-50 | Wood     |
| 51-70 | Tin      |
| 71-80 | Lead     |
| 81-00 | Iron     |

GO TO TABLE # 3T1

TABLE # 3T1

LENGTH OF ONE SIDE OF BOX

|        |
|--------|
| 1 6"   |
| 2 8"   |
| 3 1'   |
| 4 1'6" |
| 5 2'   |
| 6 3'   |

GO TO TABLE # 3T2

TABLE # 3T2

HEIGHT OF BOX

|        |
|--------|
| 1 6"   |
| 2 7"   |
| 3 9"   |
| 4 1'   |
| 5 1'3" |
| 6 1'6" |
| 7 2'   |
| 8 3'   |

GO TO TABLE # 4

TABLE # 3U

BASKET SHAPE

|             |
|-------------|
| 1 Round     |
| 2 Square    |
| 3 Rectangle |
| 4 Funnel    |

GO TO TABLE # 3U1

TABLE # 3U1

BASKET LID

|              |
|--------------|
| 01-50 Lid    |
| 51-00 No Lid |

GO TO TABLE # 3U2

TABLE # 3U2

BASKET SIZE

| PROB | DIAMETER |
|------|----------|
| 1    | 8"       |
| 2    | 10"      |
| 3    | 1'       |
| 4    | 1'6"     |
| 5    | 2'       |
| 6    | 3'       |

GO TO TABLE # 3U3

TABLE # 3U3

BASKET HEIGHT

|       |
|-------|
| 1 6"  |
| 2 8"  |
| 3 10" |
| 4 1'  |
| 5 2'  |
| 6 3'  |

GO TO TABLE # 4

TABLE # 3V

AMOUNT OF FEATHERS

PROB #

|   |            |
|---|------------|
| 1 | 1          |
| 2 | 5-10       |
| 3 | 11-30      |
| 4 | 31-50      |
| 5 | 51-80      |
| 6 | 81-100     |
| 7 | 101-200    |
| 8 | Roll again |

GO TO TABLE #3V1

TABLE # 3V1

TYPE OF FEATHERS

| PROB | TYPE    |
|------|---------|
| 1    | Chicken |
| 2    | Turkey  |
| 3    | Crow    |
| 4    | Eagle   |
| 5    | Goose   |
| 6    | Duck    |
| 7    | Sparrow |
| 8    | Other   |

GO TO TABLE # 4

TABLE # 3W

CONDITION OF BELLOWS

| PROB | CONDITION |
|------|-----------|
| 1    | Rotted    |
| 2    | Broken    |
| 3-4  | Workable  |
| 5    | Excellent |

GO TO TABLE # 4

TABLE # 3X

LANTERNS

|            |
|------------|
| 1 Kerosene |
| 2 Oil      |
| 3 Wax      |
| 4 Fat      |

GO TO TABLE # 4

TABLE # 4

BASIC WALL

|                      |
|----------------------|
| 1 Smooth stone       |
| 2 Small stone blocks |
| 3 Large stone blocks |
| 4 Rough stone        |

GO TO TABLE # 4A

TABLE # 4A

NUMBER OF OBJECTS ON WALL

| PROB  | #                      |
|-------|------------------------|
| 01-40 | 0                      |
| 41-60 | 1                      |
| 61-70 | 2                      |
| 71-80 | 3                      |
| 81-85 | 4                      |
| 86-89 | 5                      |
| 90-93 | 6                      |
| 94-96 | 7                      |
| 97-99 | 8                      |
| 00    | Roll again, add result |

GO TO TABLE # 4B

TABLE # 4B

DISTANCE OBJECTS ARE FROM FLOOR

| PROB  | DISTANCE UP THE WALL |
|-------|----------------------|
| 01-50 | 1/2                  |
| 51-70 | 2/3                  |
| 71-85 | 3/4                  |
| 86-95 | 1/3                  |
| 96-00 | 1/4                  |

GO TO TABLE # 4C

TABLE # 4C

OBJECTS ON WALL

| OBJECT       | SEE TABLE |
|--------------|-----------|
| 1 Shelf      | 4D        |
| 2 Curtain    | 4E**      |
| 3 Chains     | 4F        |
| 4 Picture    | 4G        |
| 5 Torch Hld  | 5         |
| 6 Cracks     | 3J1       |
| 7 Cabinet    | 4H        |
| 8 Mirror     | 4I        |
| 9 Lantern    | 4J        |
| 10 Clock     | 5         |
| 11 Plaque*   | S2        |
| 12 Coat Hook | 5         |

\* Referees decision as to nature of plaque.  
 \*\* If wall has curtain there is no other objects on that wall unless there is only 1/2 covered or less.

TABLE # 4D

SHELF SIZE

| PROB  | SIZE    |
|-------|---------|
| 01-10 | 1'x2'   |
| 11-20 | 1'x3'   |
| 21-30 | 1'x4'   |
| 31-40 | 1'x5'   |
| 41-50 | 1'x6'   |
| 51-60 | 1'x7'   |
| 61-70 | 1'x8'   |
| 71    | 6"x2'   |
| 72    | 8"x2'   |
| 73    | 10"x2'  |
| 74    | 1.5'x2' |
| 75    | 6"x3'   |
| 76    | 8"x3'   |
| 77    | 10"x3'  |
| 78    | 1.5'x3' |
| 79    | 6"x4'   |
| 80    | 8"x4'   |
| 81    | 10"x4'  |
| 82-83 | 1.5'x4' |
| 84    | 6"x5'   |
| 85    | 8"x5'   |
| 86    | 10"x5'  |
| 87    | 1.5'x5' |
| 88    | 6"x6'   |
| 89    | 8"x6'   |
| 90    | 10"x6'  |
| 91-92 | 1.5'x6' |
| 93    | 6"x7'   |
| 94    | 8"x7'   |
| 95    | 10"x7'  |
| 96    | 1.5'x7' |
| 97    | 6"x8'   |
| 98    | 8"x8'   |
| 99    | 10"x8'  |
| 00    | 1.5'x8' |

TABLE # 4D1

SHELF THICKNESS

| PROB | THICKNESS |
|------|-----------|
| 1    | 1/2"      |
| 2-3  | 3/4"      |
| 4    | 1"        |

GO TO TABLE # 4D2

TABLE # 4D2

SHELF MATERIAL

|   |         |
|---|---------|
| 1 | Redwood |
| 2 | Cedar   |
| 3 | Pine    |
| 4 | Maple   |
| 5 | Walnut  |
| 6 | Oak     |

GO TO TABLE # 5

TABLE # 4E

CURTAIN COVERAGE

| PROB | COVERAGE    |
|------|-------------|
| 1    | 1/2 wall    |
| 2    | 1/3 wall    |
| 3    | 1/4 wall    |
| 4    | 1/5 wall    |
| 5    | 2/3 wall    |
| 6    | 3/4 wall    |
| 7    | 2/5 wall    |
| 8    | All of wall |

GO TO TABLE # 4E1

TABLE # 4E1

| CURTAIN COLOR | Crossindex twelve-sided die roll with ten-sided |
|---------------|---|
| 1-4           | 5-8   |
| 1             | Beige   |
| 2             | Blue  |
| 3             | Dark Blue                                       |
| 4             | Red   |
| 5             | Orange  |
| 6             | Yellow  |
| 7             | Green   |
| 8             | White   |
| 9             | Black   |
| 10            | Gray  |
| 1             | Scarlet   |
| 2             | Tan   |
| 3             | Light Blue                                      |
| 4             | Blood Red                                       |
| 5             | Burnt Orange                                    |
| 6             | Gold  |
| 7             | Amber   |
| 8             | Light Green                                     |
| 9             | Olive   |
| 10            | Dark Green                                      |
| 1             | Brown   |
| 2             | Salmon  |
| 3             | Purple  |
| 4             | Copper  |
| 5             | Light Brown                                     |
| 6             | Dark Brown                                      |
| 7             | Roll 1 ad'nal*                                  |
| 8             | Roll 2 ad'nal*                                  |
| 9             | Roll 3 Ad'nal*                                  |
| 10            | Roll 4 Ad'nal*                                  |

Go to Table 5



TABLE # 4E2

PATTERN OF COLORS

|   |                  |
|---|------------------|
| 1 | Checkered        |
| 2 | Swirled          |
| 3 | Stripped         |
| 4 | Random           |
| 5 | Speckled         |
| 6 | Diamond          |
| 7 | Wavy             |
| 8 | Elaborate design |

GO TO TABLE # 5

TABLE # 4F

LENGTH OF CHAIN

Roll a ten sided die to find number of feet in chain.

GO TO TABLE # 5

TABLE # 4G

SIZE OF PICTURE

Roll a six sided die to find the length and width of the picture. Referee's decision as to picture.

GO TO TABLE # 5

TABLE # 4H

CABINET MATERIAL

| PROB | MATERIAL |
|------|----------|
| 1    | Oak      |
| 2    | Pine     |
| 3    | Maple    |
| 4    | Mahogany |
| 5    | Cedar    |
| 6    | Redwood  |

GO TO TABLE # 4H1

TABLE # 4H1

STYLE

| PROB | STYLE           |
|------|-----------------|
| 1    | 4 door across   |
| 2-3  | 2 door across   |
| 4    | 2 door vertical |

GO TO TABLE # 4H2

TABLE # 4H2

CABINET SIZE

| PROB  | SIZE |
|-------|------|
| 1-4   | 2x2  |
| 5-6   | 3x3  |
| 7-10  | 2x3  |
| 11    | 3x4  |
| 12-14 | 1x2  |
| 15-16 | 1x4  |
| 17    | 2x4  |
| 18    | 3x5  |
| 19    | 4x5  |
| 20    | 5x5  |

GO TO TABLE # 4H3

TABLE # 4H3

CABINET HEIGHT

| PROB | HEIGHT |
|------|--------|
| 1-2  | 2'     |
| 3-5  | 2.5'   |
| 6-7  | 3'     |
| 8    | 3.5'   |
| 9    | 4'     |
| 10   | 4.5'   |

GO TO TABLE # 5

TABLE # 4I

MIRROR SHAPE

| SHAPE | SEE TABLE  |
|-------|------------|
| 1     | Round 4I1  |
| 2     | Square 4I1 |
| 3     | Rect. 4I2  |
| 4     | Oval 4I2   |

TABLE # 4I1

DIAMETER OF MIRROR

Roll twelve-sided die for number of feet.

GO TO TABLE # 5

TABLE # 4I2

DIMENSIONS OF MIRROR

Roll a twelve-sided die for length and width in feet.

GO TO TABLE # 5



TABLE # 4J

LANTERNS

|   |          |
|---|----------|
| 1 | Kerosene |
| 2 | Oil      |
| 3 | Wax      |
| 4 | Fat      |

GO TO TABLE # 5

TABLE # 5

OBJECTS ON CEILING

| PROB | OBJECT            |
|------|-------------------|
| 1    | Lantern see 4J    |
| 2    | Cracks see 3J     |
| 3-5  | Cobwebs           |
| 6    | Chandelier see S2 |
| 7-12 | Nothing           |

Go to object app. location table to find location of all objects in room.

TABLE S

| PROB  | SIZE                         |
|-------|------------------------------|
| 1-10  | Average                      |
| 11-14 | Large (1/2x normal size)     |
| 15-18 | Small (1/2 normal size)      |
| 19    | Very small (1/4 normal size) |
| 20    | Very large (2x normal size)  |

TABLE S1

| PROB | SIZE   |
|------|--------|
| 1    | Large  |
| 2-3  | Medium |
| 4    | Small  |

TABLE S2

| PROB | APPROXIMATE DIAMETER |
|------|----------------------|
| 1    | 2'                   |
| 2    | 3'                   |
| 3    | 4'                   |
| 4    | 5'                   |

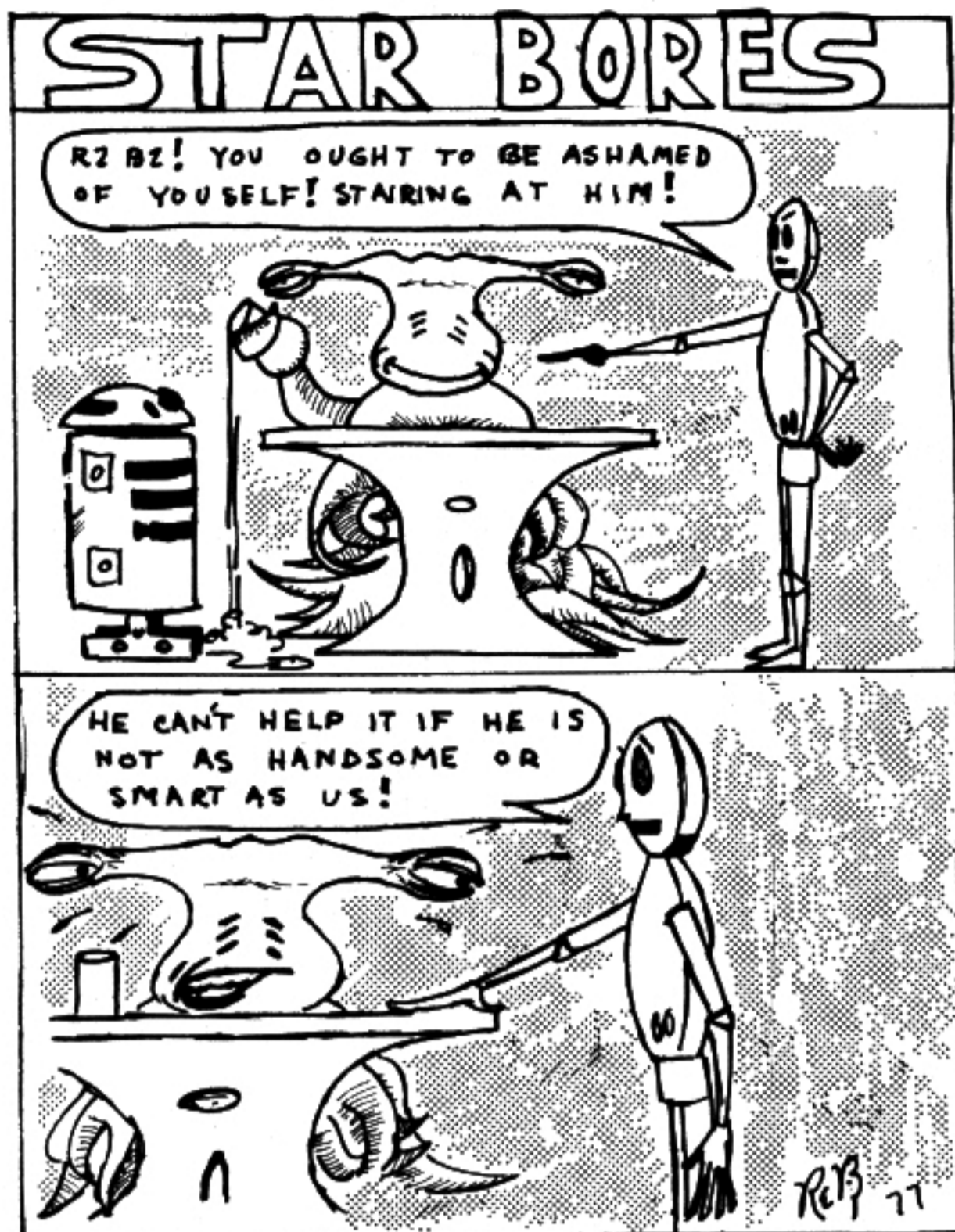
TABLE S3

| PROB | APPROXIMATE DIAMETER |
|------|----------------------|
| 1    | 6'                   |
| 2    | 7'                   |
| 3    | 8'                   |
| 4    | 9'                   |

TABLE S4

| PROB  | CONDITION                        |
|-------|----------------------------------|
| 1-6   | Strewn about                     |
| 7-8   | Small heap (roughly 6" across)   |
| 9-10  | Small pile (roughly 2' across)   |
| 11-12 | Medium pile (roughly 4' across)  |
| 13-15 | Medium heap (roughly 1' across)  |
| 16-19 | Large heap (roughly 1.5' across) |
| 20    | Large pile (roughly 6' across)   |





### ADVICE COLUMN



None of the guidelines we publish are official D&D and as such should be viewed as aids to be adapted after careful consideration by your group. The new Basic and Advanced Dungeons & Dragons editions have gone far to eliminate any ambiguities in the original rule set and all of our guidelines were developed before Basic Dungeons & Dragons was released (the Advanced D&D is as yet not released). We will adapt all future guidelines to conform to the rule set as soon as possible but bear in mind that while our publication is approved for use with Dungeons & Dragons it is not Official D&D... only a Variant in respect to Guidelines and interpretations. Closer relationships with the great folk of TSR should amplify and improve the value of your Guild many-fold. The latitude to publish Variant materials will permit us to use many of the ideas submitted by the Guildmembers and some of the more divergent brainstormers.



ABBREVIATIONS that are commonly used by our authors in the journal and in our guidelines booklets are listed below.

SL- Social Level (status as in the Guide to the City State)  
 HTK- Hits to Kill (damage points able to sustain before killed; hit points; accumulative hits)  
 LVL- Experience Level (fighting level)  
 HD- Hit Dice (which roughly relates to experience level)  
 HP- Hit Probability bonus to hit (if plus number stated)  
 NA- Number Appearing (number of monsters encountered)  
 FEM- Female character  
 FTR- Fighter class  
 MU- Magic user class  
 CL- Cleric class  
 TH- Thief class (1st mentioned in Greyhawk, page 4)  
 IL- Illusionist class (1st mentioned in Strategic Review, Vol I, #4, page 5)  
 BA- Bard class (1st mentioned in Strategic Review, Vol II, #1, page 11)  
 RGR- Ranger class (1st mentioned in Strategic Review, Vol I, #1, page 4)  
 DR- Druid (1st mentioned in Greyhawk, page 35 & Eldritch Wizardry, page 4)  
 MNK- Monk class (1st mentioned in Blackmoor)  
 AS- Alchemist class (1st mentioned in The Dragon, Vol I, #2- out of print)  
 SG- Sage class (1st mentioned in Blackmoor)  
 ExPt- Experience Points. WPN- Weapon. r- Melee Round.  
 t- Turn. PROB- Probability of occurrence. S- Strength.  
 I- Intelligence. W- Wisdom. CON- Constitution. DEX- Dexterity. CHAR- Charisma. PSY- Psionic Ability (from Eldritch Wizardry. AC- Armor Class. @- each. ALIGN- Alignment.  
 HO %- House Odds, GAM- Gambling Skill characteristic (both explained in Guide to the City State). CE- Chaotic-Evil, LG- Lawful-Good (& combinations thereof), N- Neutral. HALFL- Halflings. PP- Platinum Pieces. EP- Electrum Pieces. GP- Gold Pieces. CP- Copper Pieces. SP- Silver Pieces. NPC- Non Played Character. ST- Saving Throw.

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### Detailing Your Miniatures Cont.

Shading the clothing of figures is not as hard as with 54mm figures where the colors must be blended. The thing to keep in mind is that the figures are fairly small (especially considering that they spend much of the time out in the middle of the table) and thus require stronger, bolder details- to be seen at all. Therefore, after the basic color has been applied, a darker shade (a little black or blue added) can be added in the 'shadows' of the folds and a lighter shade (a little white or yellow added) applied on the highlights. Mark uses this basic technique with the flesh tones by painting the flesh areas a darker flesh tone first (usually the flesh paints are too light and a color must be added to darken it), and then painting the highlights with the basic tone. Try looking at photographs for the areas to be left dark and which to highlight.

On the subject of faces, some people like to paint mustaches and beards only since these are the most noticeable. And then others paint the eyebrows and the eyes in addition. The eyes look best if you keep them symmetrical and looking in the same direction. Before painting the flesh paint two large white areas and then add two small black dots in the centers. When painting in the flesh it's important to 'close' the eyes down to a fairly small bit of white showing- too much white and the figure looks starry-eyed or not just a little frightened! For details like this a triple '0' or quintuple '0' brush can be very handy. However, the bulk of your painting is best done with a '1' or '0' brush- if it's a good one. A good, large brush should be able to keep a point and handle many details; the big advantage of a larger brush is that it holds more paint and reduces the need to keep dipping for more paint and thus speeding up the process.

One of Marc's suggestions was to try using metallic colors on basic cloth colors; this embroidery of gold or silver stands out well against a brightly colored hauberk- the difficulty is in making eagles look like eagles and so forth! Flags (or lance pennants) can be fashioned from aluminum foil. Just wrap it around the standard with a bit of glue in the fold and press. Before the paint is dry, try adding some wind-blown folds; the result will be quite durable. Another use for the foil is adding of clothes or animal skins to a fighter. I took an Airfix zoo animal set and cut the head and paws off a leopard and glued these on an amazon so that foil could be spliced on cut like an animal skin. After adding a golden brown color and countless little black spots- a splendidly barbaric amazon with leopard skin 'coat'!

After spending so much time on the figure, some time is well spent finishing the bases. If you are not mounting the figure onto a multi-figure base (for use as a military unit), it is still a good idea to mount single figures on individual bases- 3/4" or 1" square- so that they won't fall over when the table is bumped. Rather than just painting the base green, try putting the paint on thicker and then adding heaps of model railroad grass. Shake off any excess grass after the paint has dried. With thicker model grass, Elmer's glue can be used instead of paint, giving you more time to work with it. For the bases, thin brass, aluminum or plastic strips looks best; cardboard & balsa wood is cheaper but warps if Elmer's glue is used (use a sticky weatherstrip-type glue). All of this, really sets it off.

That's about it for now. I hope at least a few of the ideas sparked your imagination whether you're an old timer or apprentice painter. I'd like to hear about any techniques that you think might be helpful -Bill Owen.



### ALL THAT WAS LEFT, AFTER HE WENT ETHEREAL



### WAS HIS JUDGES GUILD T-SHIRT...

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!

# Judges Guild BOOTY LIST

## WHAT IS A BOOTY LIST?

It is a listing of fantasy & science fiction games and accessories that you can order from Judges Guild. The next pages (12-16) have a detailed listing of various types of games and companies' products. We ship your order the same day it is received and by 1st Class Mail or by United Parcel. To holders of PO Boxes- please give us your street address also, in case the weight necessitates UP. We have attempted to give a short synopsis of each product so you'll know what you're buying. If you have any questions, don't hesitate to write.

## MINIMUM ORDER:

Minimum order for games, rules & aids is \$1.00. Minimum order for any order that includes miniatures is \$10.00, however other items may be ordered in addition to the miniatures to make the \$10 minimum.

## POSTAGE CHARGES:

Following is for orders other than subscriptions (see section on subs for their postage charges). There is no postal charge for U.S., Canada, APO & FPO. Exception: Frazetta prints require a \$1 per order (up thru 6 posters) postage charge.

## Foreign:

Foreign orders will be sent surface mail unless following Foreign Air Mail surcharge is added- you must include \$3 of postage for \$5 of merchandise ordered- we will refund any excess postage (for example: an order totalling \$14.99 would require \$6 postage additional).

## TAX:

Orders from Illinois must include 5% sales tax on all items except subscriptions & magazines.

## SUBSCRIPTION ITEMS VS.

### NON SUBSCRIPTION ITEMS

Subscription items are items originally sent out as a part of the Guildmember subscription. Non-Subscription items are optional and must be ordered separately; also subs may not be back-dated- issues become back issues as they are published.

Subscribers to the Journal receive only the Journal. Guildmembers receive the Journal and fantasy material (including guideline booklets and/or maps).

## BACK ORDERS:

Rulebooks, games and aids will be back ordered if out of stock and we are expecting more in soon. Miniatures will be back ordered only if the total out of stock miniatures add up to a \$10 or more. If we are unable to back order, a credit memo will be issued usable for a future order or cash refund if requested.

## DISCONTINUED ITEMS:

Certain items have been discontinued and their numbers will not appear below when no longer available.

## JUDGES GUILD FANTASY GAME AIDS:

We produce game aids for added depth of play for DUNGEONS & DRAGONS TM Reg App For, and usable for other fantasy game systems. Most of our retail game aids found in stores are made up of previous Guildmember subscription issues. Since many have asked for a description of what has been published, we have provided that below- with the numbers of the issues that made them up.

## PAYMENT:

Please send a check or money order, don't send cash!

## JUDGES GUILDMEMBER SUBSCRIPTION ISSUES PUBLISHED THUS FAR:

- 1 THUNDERHOLD ISSUE a castle of a dwarven King and extensive Cavern with guidelines on poison, metal/coin values, beggars, buffoons, special encounters (originally 'J') 3.00
  - 2 CITY STATE CAMPAIGN ISSUE a wilderness map (1 each for Judge & Players) for the area around the City State with villages, castles etc.; guidelines on Baronies, technological level, trade guide, wishes, morale, NPCs & negotiations ('K') 4.50
  - 3 TEGEL MANOR ISSUE a huge haunted house with room & monster descriptions and guidelines on magic statues and resurrection results ('L') 4.50
  - 4 MODRON ISSUE a town map and an underwater map with descriptions of town inhabitants and guidelines on swimming, sharks and monster compendium of D&D monster statistics ('M') 3.50
  - 5 BARBARIAN ALTANIS/GLOW WORM STEPPES CAMPAIGN ISSUE a wilderness map of both areas above (with 1 each for Judge & Players), with villages, castles etc.; guidelines on ruins, caves, searching, rivers ('N') 5.50
  - 6 VALON/TARANTIS CAMPAIGN ISSUE a wilderness map of both areas above (with 1 each for Judge & Players), with villages, castles etc.; with guidelines reprinted from the 2nd issue on Baronies, technological level etc. (current issue 'O') 5.50
- JUDGES GUILD RETAIL STORE LINE (WITH ORIGINAL ISSUE(S) SHOWN):
- #2 DUNGEON TAC CARDS- 140 weapon & action cards showing Greyhawk & Chainmail 'to hit' scores and stats (originally as a part of Basic Sub) 3.95
  - 10 GUIDE TO THE CITY STATE- 56 page street by street, shop by shop listing of City State's NPC's and guidelines on women, background, calender (available separately, comes as a part of following CITY STATE GAME AID) 3.50
  - 12 CITY STATE OF THE INVINCIBLE OVERLORD GAME AID- huge ref's aid to a large, fantastic medieval city with large city map, guidelines on NPCs and back ground plus Thunderhold/Sunstone Caverns (originally from Basic Sub and 1st issue) 9.00
  - 14 READY REF PACKAGE- combines many quick reference sheets for D&D from many of the guildmember issues (from Basic Sub and Issues 1, 2 and 3) 2.99
  - 27 TEGEL MANOR- a huge haunted house with large map of manor and area plus room descriptions and guidelines- a good, basic dungeon-type scenario (issue 3) 4.50
  - 28 JUDGES SHIELD- a reference screen for D&D monster stats, Hit matrixes, experience points and much more; three cardboard pieces fit together, also serves as a screen to hide ref's secret material (originally part of Associate Sub) 1.98
  - 36 CHARACTER CHRONICLE CARDS- a compact character reference for players or NPC listings. Room for stats, armor and background, 100 cards. 1.98
  - 37 FIRST FANTASY CAMPAIGN by DAVE ARNESON 92 page book & large wilderness campaign map (1 each for Judge & Players) trace history & development of the original fantasy role-playing campaign by the originator of the dungeon adventure concept. Many new rule guidelines on lair generation, character interests, army make-ups etc. 7.98
  - 46 BLANK CAMPAIGN MAP- 17x22" numbered hex grid (printed both sides) for mapping new wilderness areas or other purposes .80
  - 45 JUDGES GUILD JOURNAL N- 16 large pages on wilderness encounters, dungeon en-

counters and regular features .80

47 CAMPAIGN HEXAGON SYSTEM- 55 small, numbered hex grids plus terrain generation guidelines for mapping wilderness hexes and many other uses 2.50

48 WILDERLANDS OF HIGH FANTASY- combines five different 17x22" maps (with 1 each for judge and players) plus two sixteen page guidelines booklets on villages and campaign guidelines (originally issues 2, 5 & 6) 8.50

## MASTER LIST

All Judges Guild items are listed below including parts of issues in case you have lost a certain map or booklet.

## SPECIAL BACK ISSUE OFFER (replaces original offer in previous issues):

When buying three or more back issues deduct \$1 per issue ordered. For example: Ordering issue 1, 2 & 3 would be \$3 + 4.50 + 4.50 = \$12 - 3 = \$9.00. Applies to orders of three or more only.

- #1. 34x44" City Map (4 sections) \$4.50
- 2. 135 Dungeon Tac Cards 3.95
- 4. 17x22" City State Players Map .50

## NON SUBSCRIPTION ITEMS:

9. 17x22" Small City State Judges Map 1 section .50
10. Guide to the City State 56 pages of more NPCs and guidelines 3.50
11. Special Starter Package- D&D plus Associate Guildmember Subscription (add required postage) 20.00
12. City State of the Invincible Overlord Play Aid- 9.00
13. Deluxe Fantasy Package- Item #12 PLUS D & D PLUS Multi Sided Dice Set 19.95
14. Ready Ref Sheets Package- 20 pages of seven different RR charts published through Installment L 2.99

## SUBSCRIPTION ITEMS:

15. Thunderhold/Sunstone Caverns 11x17" map and Players map of Thunderhold Thunderhold Installment 3.00
18. 17 x22" City State Campaign Map One with all names shown 1.50
19. 17x22" City State Campaign Map One without names shown 1.50
- Campaign Installment 4.50
21. Newsletters I, J & K, all 3 for .25
22. Newsletter L (4 pages) .30
23. 17x22" Judges Map of Tegel Manor and area 2.00
24. 11x17" Players Map of Tegel Manor and area 1.00
25. GL Booklet L- 24 pages & Character Checklist RR chart 2.50
27. Tegel Manor Installment- items 22-25 4.50

## NON SUBSCRIPTION ITEMS:

28. Judges Shield- cardboard screen with reference material like to hit charts & monster compendium of statistics 1.98
29. Six Character Checklists (RR from Installment L) .50
30. 11x17" Reduced Judge's Map of Tegel Manor and Area .75

## SUBSCRIPTION ITEMS:

31. City of Modron/Underwater Adventure 11x17" Judges' Map & 8 1/2 x 11" Players Map 1.00
  32. GL Booklet M- 16 pages & RR chart listing all monster statistics 2.50
  33. Newsletter M (8 pages) .60
  34. Modron Installment- items 31-33 3.50
- NON SUBSCRIPTION ITEMS:
35. Three Monster Statistics Compendium Sheets (printed both sides) .50
  36. Character Chronicle Cards- new NPC and player character cards for recording characteristics, weapons, magic items etc. 100 cards for 1.98
  37. First Fantasy Campaign by Dave Arneson- 92 page booklet and two campaign maps describe the development and background of the original dungeon game 7.98

38. Judge's First Fantasy Campaign Map 17x22" 1.50
39. Players' First Fantasy Campaign Map 17x22" 1.50
40. Judges Guild T-Shirt, adult sizes 3.75
41. Judges Guild T-Shirt, children sizes 3.25
42. Judges Guildmember Button .25

## SUBSCRIPTION ITEMS:

43. Barbarian Altanis/Glow Worm Steppes Issue (N) 5.50
  44. Wilderlands Campaign map from issue N 17x22", specify which you want- Judge's or Players' (printed both sides) each 1.80
  45. Judges Guild Journal N .80
- NON SUBSCRIPTION ITEMS:
46. Blank Wilderlands Hex Grid 17x22" printed both sides on same paper as other maps .80
  47. Campaign Hexagon System, a booklet of 55 light grey hex fields (hexes are numbered & .3" in size- making them .2 mile for the standard D&D 5 mile Wilderness hex) 8 1/2 x 11" 2.50
  48. Wilderlands of High Fantasy includes two sets of five different campaign maps and campaign guidelines 8.50

## SUBSCRIPTION ITEMS:

49. Valon/Tarantis Issue (O) 5.50
50. Wilderlands Campaign Map from issue O 17x22", specify which you want- Judge's or Players' (printed both sides) each 1.80
51. Judges Guild Journal O .80

## JOURNAL SUBSCRIPTIONS:

Six bimonthly issues \$4.50 (Canada & Foreign add \$1, for 3rd class/ sea mail- no 1st/air service).

## GUILDMEMBER SUBSCRIPTIONS:

See postal surcharges at end of list.

ASSOCIATE SUB, \$12, includes Judges Shield as 1st sent item plus the next 6 issues.

SEVEN ISSUE SUB, \$12, includes the next 7 issues.

CATCH UP SUB, \$22, includes the last 4 issues, just published, plus the next 6 issues.

CITY STATE CATCH UP SUB, \$30, includes the last 4 issues, just published and a City State Play Aid plus the next 6 issues.

ADVANCED GUILDMEMBER SUB, \$19, includes the City State Play Aid as the first sent item, plus the next 6 issues.

## POSTAL SURCHARGES:

Effective Jan. 1, 1978

- US/APO/FPO\* 1st Class +3.50
- 3rd Class + .00
- CANADA\* 1st Class +4.50
- 3rd Class +3.80
- FOREIGN\* Air Mail +14.00
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\*this surcharge is levied for the extra cost of sending the issues- any items to be sent out as '1st sent' items will go the best way, regardless- UP, 1st Class or Air, respectively.

SUBSCRIBERS, IF YOUR ADDRESS LABEL has an 'O' next to your name, re-subscribe today so you won't miss an issue! If it has a 'P' next to your name, you may get \$1 'early resub' discount if you resub by January 15, 1978. Don't Delay!

## CHANGE OF ADDRESS:

Please enclose old address and effective date in addition to new address.

# Stop Press!

LATEST NEW RELEASES AVAILABLE FROM JUDGES GUILD



I learned of many new products while attending Metro Detroit Gamer's WinterCon VI in Pontiac, Michigan. Incidentally, it was very good con for game players with numerous and continuous tournaments and spontaneous events. MDG did a fine job of booming forth on the PA system whenever an event was imminent; over 700 gamers took advantage of the good weather (in between our chain of midwestern blizzards) to attend. With MDG's well-organized association, I'm really looking forward to Origins (July 14-16, 1978) in Ann Arbor, Michigan for added summer-convention spice!

As advance notice, MDG asked me to let you know that many DMs are needed for their monster D&D tournament at Origins. They would like to have experienced DMs, so if you think you would be able to fill the bill please write them a letter

explaining your qualifications and any pertinent data to the following address- Origins D&D Tourney, 2616 Kenwick, Troy, MI 48098.

Now, on to the new fantasy items! TSR was in the process of binding their long-awaited MONSTER MANUAL when I spoke to them at the con. This will be in the form of a hard-bound book, about 112 pages long. With over 350 monsters listed (and over 200 illustrations) there will be many new monsters listed along with the old ones from the rules, supplements, Strategic Reviews and Dragons. The book will list the monsters alphabetically and in a standard format. The price will be \$9.95.

I saw MIDDLE EARTH by SPI at the con and it looks very impressive. It is a \$20 game and is made up by actually four different games- two mini-games (Sauron & Gondor) and WAR OF THE RING (which is a character game and a campaign game). The WAR OF THE RING portion is available by itself for \$15. The designers, Howard Barasch & Richard Berg, have made great efforts to retain as much of Tolkien's basic theme, but allow the numerous options that might have occurred. More on this on page 15, upper 1st column.

Battleline is releasing MACHIAVELLI, a game of diplomacy for 2-8 players (best for 4-6). Bribery and assassinations play a part too. Full color box and map plus die cut counters, \$12.95.

ARCHWORLD is Fantasy Game Unlimited's latest release. It is a rules booklet for fantasy miniatures battles with an emphasis on the ordinary soldiers as opposed to the more common 'powerful magic' syndrome. Magic is relegated to behind the scenes activities and protecting leaders in a tight spot. The booklet is \$6.00.

RIVETS is Metagaming Concepts' latest mini-game, \$2.95. The game hypothesizes a future war of robot vehicles 'with the intelligence of electric can openers', still fighting it out without human supervision. Metagaming's WIZARD has not yet been released- we do have them on order and have been advised to look for it in January '78. This will be the second part with MELEE of their Swords & Sorcery trilogy.

We have all of these items on order and should have them available for mail order by the time you read this -*Bill Owen*

# DUNGEONS & DRAGONS\*



\* T.M. Reg. App. for.

Monster Manual now available, see Stop Press, page 12 9.95

**Supplements to D&D:**

The following Supplements are not strictly necessary to play D&D, but do add much depth of play once your campaign has been established.

- Greyhawk, Supplement 1 5.00
- Blackmoor, Supplement 2 5.00
- Eldritch Wizardry, Supplement 3 5.00
- Gods, Demi-Gods & Heroes, Supplement 4 5.00

**Battle Rules for Miniatures:**

Chainmail, the original medieval battle rules with man to man section recommended for use in D&D 5.00

Swords & Spells, battle rules designed for use with the D&D game system, very detailed 5.00

Legions of the Petal Throne, battle rules designed for use with the EPT game system (listed below) 6.00

**Aids for D&D:**

Monster & Treasure Assortment #1, gives tables for random treasures and monster encounters for levels one through three 2.49

Monster & Treasure Assortment #2,

tables for levels four through six 2.49

Dungeon Geomorph 1- Basic Dungeon, geomorphic pieces of a dungeon floor plan designed to fit together many different ways 2.49

Dungeon Geomorph 2- Caves & Caverns, pieces of a cavern-type floor plans 2.49

Dungeon Geomorph 3- Lower Dungeon, (For Listing of Dice, see back page) 2.49

**Publications on D&D:**

Strategic Review is a small newsletter with new monsters, character classes and other D&D material. Strategic Review later became The Dragon which is a colorful, glossy magazine with emphasis on D&D material (with some on EPT and others).

Strategic Review Vol. I, #1, 2, & 3 each .50

Vol. I, #4, 5, Vol. II, #1 each .75

Vol. II #2 1.00

The Dragon (Vol. I #1-6 is out of print) Vol II, #1, 2, 3, 4 each 1.50

**Other Role Playing Titles:**

Empire of the Petal Throne, a huge game system, world maps and capital city map, boxed. The theme is a complete fantasy mythos of the world of Tekumel developed by Prof. M.A.R. Barker. Exotic peoples, monsters, gods, background and language abound. 27.50

Metamorphosis Alpha, a role playing game system for a giant, lost space ship where the players can choose characteristics via strange mutations 5.00

War of the Wizards, a game magic in the arena designed as adjunct to EPT. Very detailed spells and interactions 7.50

Boot Hill, relives the wild west in a role playing game system allowing players such characteristics as gambling skill, throwing, marksmanship etc. 5.00

Star Probe, the first part in a Sci-fi trilogy game, includes star map 6.00

Star Empires, the second and very detailed part of the Sci fi trilogy, with star map 7.50

Don't Give Up the Ship, miniature rules for the age of sail 5.00

Classic Warfare, ancient miniature rules by Gary Gygax 10.00

Tractics, very detailed rules for armored miniatures from World War II to the present. Includes three volumes, charts & box 11.95

Wizards & Warriors, simple fantasy quest game of escorting a princess past monsters to the castle. Pieces, colorful map and box 6.95

Dungeon!, simple game of players entering different parts and levels of a dungeon to win treasure from the menaces therein. Includes colorful board, monster & treasure cards and pieces 9.95

Dungeons & Dragons, the original fantasy role playing game system. Includes three booklets, boxed (polyhedra dice required). More extensive than the D&D Basic Book which is an updated low level game system. Includes information on all phases of adventuring- dungeon, wilderness, sea and air \$10.00

Dungeons & Dragons Basic Book, a good start into fantasy gaming including all of the basic information for lower level of play (1st three levels). As a note, an advanced version will be released, also rewritten and expanded, to add on to this basic system 5.00

Dungeons & Dragons Basic Set, includes the D&D Basic Book, a Monster & Treasure Assortment, a Dungeon Geomorph and a polyhedra dice set 9.95

GARRISON MINIATURES Available from Judges Guild, order including miniatures must total at least \$10.00 (other items may be ordered for minimum).

Garrison miniatures are very well done and may be purchased 1 figure at a time, if desired. However, since the figures are imported from England, we will be out of some numbers until another shipment arrives; each newsletter we will list the figures that we are out of at that time-these will be marked at a star.



**Royal Armies of The Hyborean Age**



Foot Figures are 35¢ each (almost all 'SS' and 'ME' numbers are foot except as noted) Cavalry Figures are 75¢ each (and are listed as 'SSM' and 'MEC')

Special Figures and Sets are marked to side of the figures' name.

These figures are highly recommended.

**MEDIEVAL**

**Knights on Foot @35¢ each**

- ME1 Short spear closed plumed basinet
- ME2 Sword Basinet open
- ME3 Battle axe chapeau de fer
- ME4 Two Handed sword crested helmet
- ME5 Knight with mace and chain

**Men At Arms on Foot @35¢ each**

- ME6 Short spear and shield
- ME7 Glave no shield
- ME8 Battle axe and shield
- ME9 Footman w/military flail
- ME10 Longbowman firing bow
- ME11 Longbowman taking arrow from belt
- ME12 Genoese Crossbowman
- ME13 Genoese Crossbowman readying crossbow
- ME14 Foot Soldier w/spear & shield
- ME15 Foot Soldier w/Pavise & Spear
- ME12A Pavis for use with Crossbowman
- ME16 Scot with claymore
- ME17 Scot w/lochaber axe
- ME18 Footman w/halberd
- ME19 Scots Spearman
- ME20 Foot Knight w/poleaxe
- ME21 Scots Pikeman, advancing c.1320

**SWORDS & SORCERY** Designed especially for the Hyborean age of the 'Conan' series (See Fantasy Games Unlimited rulebook on Hyborean battles)

**AQUILAND**

- SS19 Bosnian Archer
- \* SS20 Pikeman
- SS21 Infantryman
- SS22 Standard Bearer
- SS23 Dark Legion
- SSM24 Mounted Knight
- \* SSM25 Black Guard @75¢
- SSM26 Mounted Standard Bearer @75¢

**NIMIDIA**

- SS27 Archer
- SS28 Infantryman
- SS29 Royal Guard
- SS30 Standard Bearer
- SSM31 Mounted Knight @75¢
- SSM32 Mounted Guard @75¢
- SSM33 Mounted Standard Bearer @75¢

**NORTHMEN**

- SS4 Infantryman w/mace
- SS7 Archer
- SS8 Infantryman w/spear
- SS9 Infantryman w/axe
- SS10 Standard Bearer

**CORINTHIAN**

- SS34 Infantryman

**HYKAN**

- SSM35 Horse Archer @75¢
- SSM67 Cavalry w/glaive @75¢

**PICT**

- SS36 Infantryman

**SHIM**

- SS3 Guard
- SS38 Archer

**AMAZON**

- SS37 Archer
- STYGIA
- SS39 Infantryman
- SS40 Archer
- SS41 Standard Bearer
- SSS1 Chariot & Crew @\$3.50

**TARUN**

- SS42 Infantryman
- SS43 Immortal
- SS44 Archer
- SS45 Standard Bearer
- SSM46 Heavy Cavalryman @75¢
- SSM47 Horse Archer @75¢
- SSM48 Mounted Standard Bearer @75¢



ME6

ME7

ME8

**VANHA**

- SS49 Infantryman
- SS50 Archer
- SS51 Guard
- SS52 Standard Bearer
- SSS2 Mamoth and Crew @\$4.00

**HERO'S**

- SS1 Barbarian on Foot
- SSM58 Barbarian Mounted @75¢

**WIZARDS**

- SS53 Order of The Pale Hand
- SS54 Wizard of The Dark Ring
- SS55 Druid
- SS56 Priest of Matri
- SS57 Follower of SET
- SS2 White Magician
- SS61 Enchantress

**MISCELLANEOUS**

- SS59 Queen with Tiger @88¢ (per set)
- SS62 Attendant
- SS63 Attendant
- SS64 Temple Dancer
- SSM60 Mounted King @75¢
- SSM68 Mounted Sultan @75¢
- SSM69 Enchantress Riding Tiger @75¢

**DEMONS & MONSTERS**

- SS5 Troll
- SS6 Frost Giant @88¢
- SS11 Snow Ape @88¢
- SS12 Demon
- SS13 Winged Demon @88¢
- \* SS14 Winged Dragon
- SS15 Hawkman @88¢
- SS16 Two Headed Troll Giant @88¢
- SS17 Eastern Giant @88¢
- SS18 Winged Serpent @\$1.17
- SS65 Griffon @88¢
- SS66 Centaur @88¢
- SS71 Goblin (Orc) Chief w/std.
- SS72 " " w/glaive
- SS73 " " w/mace
- SS74 Armored Frost Giant @88¢
- SS70 Tree Demon @88¢

\*items marked with a star are out of stock at time (check cover date)



MEC1

MEC4

MEC5

**Knights Mounted @75¢ each**

- \* MEC1 Lance crested helmet barded horse
- MEC2 Mounted Knight w/sword
- MEC3 Battle axe closed plumed basinet unbarded
- MEC4 Mace crested helmet unbarded horse
- MEC5 Squire open basinet carrying forked banner
- MEC6 Mounted Knight w/small banner
- MEC7 Mounted Knight w/standard
- MEC9 Man at Arms, Mtd. w/spear
- MEC10 Mounted Crossbowman

\*unavailable at this time



ME1

ME2

ME3

ME4

MEDIEVAL WARRIORS

25mm

GLADIATOR SET:  
6 Gladiators in different positions  
Lights, Mediums, Heavy and Tridentman  
Price...\$1.98



1066

- M 1 Viking Swordsman
- M 2 Viking Axeman
- M 3 Viking w/spear
- M 4 Viking Archers
- M 5 Viking Berserkers
- M 6 AngloSaxon Housecarl w/axe
- M 7 AngloSaxon Housecarl w/sword
- M 8 AngloSaxon Archers
- M 9 AngloSaxon Fyrd Spearman
- M 10 AngloSaxon Fyrd Clubman
- M 11 Norman Swordsman
- M 12 Norman Spearman
- M 13 Norman Maceman
- M 14 Norman Archers
- M 15 Norman Crossbowmen
- M 16 Mounted, Norman w/Lance
- M 17 Mounted, Norman w/Sword
- M 18 Mounted, Norman w/Mace

1400 - 1550

- M 19 Man-at-Arms, Sword\*
- M 20 Man-at-Arms, Axe\*
- M 21 Man-at-Arms, Battle Axe
- M 22 Man-at-Arms, Poleaxe
- M 23 Man-at-Arms, Bills & Halberds

- M 24 Man-at-Arms, Crossbow firing
- M 25 Man-at-Arms, Crossbow loading
- M 26 Man-at-Arms, Longbow firing\*
- M 27 Man-at-Arms, Handcannon
- M 28 Peasant levies, Spears & Gleaves
- M 29 Knights w/Swords\*
- M 30 Knights w/Maces or Axes
- M 31 Knights w/Morning Star & Warhammers
- M 32 Mounted, Man-at-Arms w/Bills
- M 33 Mounted, Man-at-Arms w/Axe
- M 34 Mounted, Man-at-Arms w/Crossbow
- M 35 Mounted, Knights Charging Lance
- M 36 Mounted, Knights w/Sword
- M 37 Mounted, Knights w/Axe
- M 38 Mounted, Knights w/Mace
- M 39 Mounted, Knights w/Lance
- M 40 Mounted, Knights w/Morning Star
- M 41 Bow Shields (6) \$2.98
- M 42 Medium Gun w/crew \$2.98
- M 43 Heavy Siege Gun w/crew \$3.98
- M 44 Hussite Warwagon \$4.98



PRICES:

All Footmen Packs \$1.98 (6 figs)  
All Mounted Packs \$2.40 (3 figs)  
All Others As Marked



Unless Marked Otherwise  
\$1.98 Packs- W1-26 W28-31 W33-36  
\$2.40 Packs- W27 & W32

WIZZARDS AND WARRIORS

25mm

- |   |  |
|---|--|
| W 1 Hobbits w/bow, spear & Swordsman (8)  | W 21 Goblins of the Misty Mount            |
| W 2 Mountain Dwarves w/Swordsman and Warhammermen (6)                             | W 22 Kobolds                               |
| W 3 Mountain Dwarves Axemen & Bowmen (6)  | W 23 Trolls                                |
| W 4 Elves of the Forrest Swordsman & Bowmen (6)                                   | W 24 Mordor Command pack                   |
| W 5 Elves of the Forrest Spearman   | W 25 Chaotic Warriors of the East          |
| W 6 Gnomes of the Rune Shield Swordsman, Axemen & Spearman (8)                    | W 26 Berserkers                            |
| W 7 Ents of the Great Wood Two different Ents                                     | W 27 Mounted Black Riders (3)              |
| W 8 Good men of the West Bowmen   | W 28 Monsters #1                           |
| W 9 Good men of the West Swordsman, 3 types (6)                                   | W 29 Monsters #2                           |
| W 10 Good men of the West Spearman & Axemen (6)                                   | W 30 Monsters #3                           |
| W 11 Female Characters Fighting Woman, sword, spear, bow, 2 sorceress & thief (6) | W 31 Monsters #4                           |
| W 12 Northern Barbarians Swordsman & Axemen (6)                                   | W 32 Monsters #5                           |
| W 13 Sorcerors 6 different types of Magic users                                   | W 33 Monsters #6                           |
| W 14 Specialists Thief, Assassin, Bard, Cleric Ranger (6)                         | W 34 Monsters #7                           |
| W 15 Orcs of the Red Eye Swordsman & Axemen (6)                                   | W 35 Monsters #8                           |
| W 16 Orcs of the Red Eye Bowmen & Spearman (6)                                    | W 36 Monsters #9                           |
| W 17 Orcs of the White Hand Swordsman & Battleaxemen (6)                          | W 37 Large Monster #1 - Hydra \$4.00       |
| W 18 Orcs of the White Hand Polearms & Bowmen (6)                                 | W 38 Large Monster #2 - Red Dragon \$4.00  |
| W 19 Goblins of the Misty Mount Swordsman (6)                                     | W 39 Large Monster #3 - Blue Dragon \$3.00 |
| W 20 Goblins of the Misty Mount Axemen & Spearman (6)                             | W 40 Large Monster #4 - Wyverin \$3.00     |

GAMERS' NOTES:

Wizards and Warriors broad range and highly imaginative designs has rapidly made it the most popular line in America. The line contains everything you need to stock a dungeon, organize legions of warriors or create your own fantasy world. Unlike our competitors we do not force you to buy more figures of one type than you can use. We package both our creatures and warriors in careful multi-packed proportions for your convenience and enjoyment. Our special sets have proven to be popular with dungeoners and diorama builders alike. If you need a temple scene, wizards quarters or dungeon room, we have it. Mix and match them to serve your special needs. Grenadier Medieval and Ancient lines are ideal for supplementing your Fantasy ranks. Many of these figures have recently been used by Professor M.A.R. Barker for his fantasy temple based on the Empire of the Petal Throne.



WESTERN GUNFIGHTER

25mm

- |   |  |
|---|--|
| C 1 LAWREN & COWBOYS PACK Sheriff Deputy Sheriff 2 cowboys with rifle 2 cowboys with pistol                 | C 6 TOWN CHARACTERS PACK Undertaker w/tombstone Mountainman Barber Dude Doctor Town drunk                              |
| C 2 BANDITS & BADMEN PACK 2 Mexican Banditos 3 Holdup men 1 Gunslinger All poses different                  | C 7 CAVALRYMEN PACK Officer 2 Troopers firing 2 Troopers charging Trooper loading carbine                              |
| C 3 SALOON FIGHT PACK Saloonkeeper w/scattergun Gambler Saloon Girl 3 fighting cowboys                      | C 8 INDIANS PACK Chief 2 Indians firing bows 2 Indians firing rifles Indian w/war club                                 |
| C 4 TOWNSPEOPLE SET 1 Bankguard w/carbine Cowboy w/sack Towns lady Old veteran Gold miner Townsman & child  | C 9 PERSONALITIES PACK Wyatt Earp Doc Holliday Bat Masterson John Slaughter Shootist, Wes Harding Squirrel Tooth Alice |
| C 5 TOWNSPEOPLE SET 2 Store owner w/rifle Lady shopkeeper Depot agent Prisoner in irons Town Judge Townsman | C 10 MOUNTED COWBOYS 3 different mounted cowboys w/pistols and rifles  |

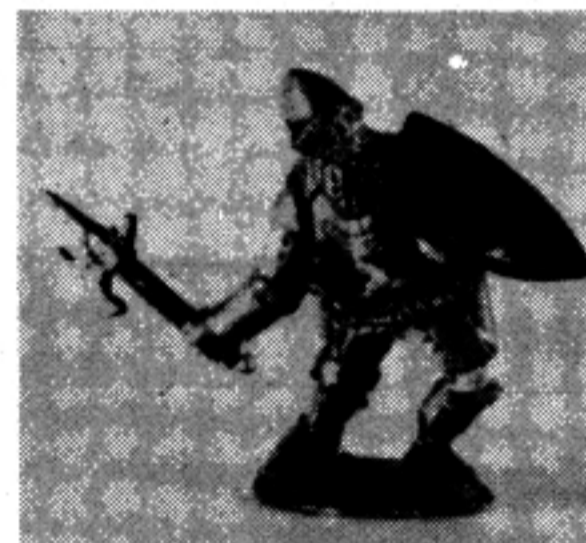
ALL PACKS: \$1.98 each

WIZZARDS AND WARRIORS

25mm

SPECIAL FANTASY SETS

- SET 1 TREASURE Large treasure chest, small jewel chest, pot of gems, 2 mounds of coins, mound of coins and gems and a pile of massed gems, jewelry, coins and treasure, 2 sacks of coins.....\$2.00
- SET 2 MAGICAL ITEMS 4 potion bottles, 4 scrolls, 2 skulls, wand, staff, barrel, crystal ball, scabbard, brazier, boots, 2 effret bottles and 2 books of spells.....\$2.00
- SET 3 WEAPONS Round shield, goblin shield, elf shield, man shield, orc shield, 2 helms, chain mail, 2 swords, 2 crossbows, hammer, axe, battle axe, spear and mace.....\$2.00
- SET 4 DUNGEON ITEMS Talking door, Rune Throne, crypt, dead warriors, stone chair and table, idol, 2 stone urns, small altar, trap door, 2 wall torches.....\$4.00
- SET 5 TORTURE CHAMBER Hooded executioner, torturer w/hot iron, The Rack, The Iron Maiden, table with Torture devices, Brazier with hot irons, The stocks, and the Victim .....\$4.00
- SET 6 THE SORCERERS ROOM Table w/open book, scroll, candle on skull, lizard and amulet, shelves with books, bottles, skull and snake, conjuring sorcerer seated on stool, stone urn, barrel, jug, effret bottle, sack and chest and boiling couldron...\$4.00
- SET 7 THE TEMPLE LARGE! Altar with sacrificial victim and stone statue. High Priest holding up heart and knife. 2 Priests, 2 statues, 2 temple braziers....\$4.98
- SET 8 THE TREASURE VAULT Stack of large chests, 3 piles of gold bars, 2 pots of gems, 2 urns of coins and gems, open chest of coins, stack of bags of coins, pile of various treasure items, counting table w/treasure, stool w/scribe....\$4.98
- SET 9 THE GUARD ROOM Two bunk beds with hanging weapons, stack of weapons, table w/mugs, food, lantern, knife, and bottle, two stools, chest, barrel and couldron....\$4.00
- SET 10 THE SORCERERS CHARIOT Sorcerer with familiar riding in wildest fantasy chariot drawn by two Unicorns.....\$4.00



STAR SOLDIER

25mm

POWERED ARMOR TROOPS

- S- 1 Troopers\*
- S- 2 Troopers with Bomb Racks
- S- 3 4 Recon troopers, 1 Commander

INFANTRY, NONHOSTILE ENVIRONMENT

- S- 4 Troopers with Laser rifles\*
- S- 5 Grenadiers and Rocketeers

INSURGENT INFANTRY

- S- 6 Insurgent with needle rifle
- S- 7 Insurgent with Coneguns and Rocketgun
- S- 8 Command Pack, Infantry and Insurgent

(\* = Pkg. contains 2 different positions)

ANDROMEDA ALIENS

- S- 9 Photon Rifleman
- S-10 Bombardier and Rocketeers
- S-11 Statis Fieldmen and Officer

GALAXY ALIENS

- S-12 Rayrifleman
- S-13 Rocketeer and Grenadiers
- S-14 Statis Fieldmen and Officer

HEAVY WEAPONS

- S-15 Laser Cannon w/crewman for Humans and Aliens
- S-16 Statis Generators and Mortars (4)
- S-17 Rocket Pods (2) and Mines (5)
- S-18 Antigrav Sled w/Detachable Rocket Pod



Starguard, Sci-fi miniature rules \$3.50

MILGAMEX RULEBOOKS Available from Judges Guild.

Sword & Spear, a very interesting matrix system for blow by blow melee combat with basic and advanced versions. Dozens of weapon classes (7 sword types alone) along with a fantasy supplement are included \$3.95

Ancient Warfare, a very detailed rule set for large ancient battles (utilizing the WRG stand sizes). Many interesting concepts on generalship, scouting, melee and a middle earth supplement in addition 3.95

Tactical Ancient Armies, a large and comprehensive source for organizing ancient armies appropriate for WRG type rules plus middle earth supplement 5.00



The following games, by the publishers of Strategy & Tactics Magazine, have been long in the making- and are now available! Each makes use of S&T's colorful maps and die cut counters and is enclosed in a large plastic box (with compartmented counter storage).

Middle Earth, the Wars of Middle Earth S.R. 1419, is the complete game with the double-map campaign game (WotR below) and two smaller battle games (Assault on Gondor & Battle for the Ring) \$20.00

War of the Ring, a campaign game with double map of Middle Earth covering the quest of the Ringbearer's party and the war itself. The major part of the Middle Earth game, above, available separately 15.00

**NEW!**



Eric, of Michael Moorcock's series is the subject of this medium-complexity campaign type game. Accent is on the characters and magic of this Melnibonean epic, for which colorful cards and die cut counters are provided. The playing map is 22x28" and quite beautiful in four colors \$12.50  
 All the World's Monsters, 120 8 1/2x11" loose leaf (three-hole punched) pages of at least 265 new monsters usable for D&D adventures. Characteristics, attacks, descriptions and occasional illustrations are included. Also included is a Monster Creation table to allow you to roll up a unique monster 8.00  
 White Bear and Red Moon, is a complete fantasy boardgame with die cut counters and map-board. Colorful 70 page booklet includes background, heroes, tribes and rules 9.95  
 Nomad Gods, second in a series with WB&RM, is similar with colorful map, counters and background/rules booklet, 72 pages 9.95  
 Troy, is a complete boardgame with die-cut counters, colorful mapboard and 44 page booklet of rules & background of the siege of Troy. Also included is cards allowing intervention by the residents of Mount Olympus in this recreation of Homer's Iliad 9.95

FANTASY MINIATURES AVAILABLE FROM JUDGES GUILD

FANTASY MINIATURES

Packs that are starred (\*) have not been released at this time.

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- 1058 The Hobb 3.98
- 1056 The Friends 3.98
- 1059 The Supporting Cast 3.98
- 1054 The Characters 3.98
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- 1087 Ring Wraith on winged beast 3.98
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- 1002 Lesser Orcs w/hammers & bills (6) 1.98
- 1003 Lesser Orc Comd. - Leader & Standards (4) 1.98
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- 1008 Great Orcs w/short swords & bills (4) 1.98
- 1009 Great Orcs Comd.-Ldr. & Standard (4) 2.49
- \*1021 Great Orcs w/bows & siths (4) 1.98
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- 1060 Citadel Grds. w/spears & swords (6) 1.98
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- 1066 Swordsmen of Pinggel (6) 1.98
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- \*1072 Goodly Men Command (4) 2.49
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- 1094 Men of the Mark w/spears & bows (6) 1.98
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**Heritage Models**

**25mm FANTASY FIGURINES**

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- 1334 Legion of the Dead w/spear 2.95
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- \*1352 Classic Gargoyle 2.95
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- 1357 Warrior Maiden w/bow and sword 2.95
- \*1358 Mounted Warrior Maiden w/sword and lance 2.95
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**NEW**

**GOBBLES AND BOOGERS**

- 1150 Mini Handbook (Grds) 12 \$2.98
- 1151 Skeleton Man 12 \$2.98
- 1152 Skeleton Devil 31 \$2.98
- 1153 Rat-Like Thing 14 \$2.98
- 1154 Amazons 61 \$2.98
- 1155 Skeleton Man 18 \$2.98
- 1156 Pikes 81 \$1.98
- 1157 Stone Troll 121 \$3.98
- 1158 Hero-Nude Thing 61 \$2.98

Ordering Instructions:  
 These figures are available direct from Judges Guild. There is a \$10 minimum on orders including miniatures (other items from the Booty List on the back page may be ordered to make this minimum). There is no postal charge, orders are sent via United Parcel, the same day that they are received.

**GOTHIC MEDIEVAL PERIOD**

- 1425 English billman w/felt hat advancing (FF-25) 2.95
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- 1452 Mounted French knight w/lance on comparisoned horse (FFC-3) 2.95
- 1453 Mounted French knight w/lance on fully barded horse (FFC-3) 2.95
- 1454 Mounted Gendarme on charging horse (FFC-3) 2.95
- 1455 Mounted German knight w/axe on fully barded horse 2.95
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- 1404 Peasant w/pole sling 2.95
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- \*1410 Man-at-arms w/pole mace attacking 2.95
- \*1411 Man-at-arms w/two handed axe 2.95
- \*1412 Crossbowman in plate armor firing 2.95
- \*1413 Early Period command pack w/mounted herald, standard bearer, foot standard bearer, and commander w/pole axe 2.95
- 1414 Mounted knight w/lance and shield on comparisoned horse (FFC-2) 2.95
- 1415 Mounted man-at-arms w/lance charging 2.95

**TEKA FINE LINE BRUSHES**

00000- \$1.60; 000 - \$1.40; 0 - \$1.65

**POLLY S FLAT PAINTS**

- 60 Khaki
- 62 Sahara Sand
- 64 Dk. Earth Brown
- 73 Midstone (tan/olive)
- 83 RLM Gray (light green/gray)
- 702 Panzer Gray
- 703 Panzer Dk. Yellow
- 704 Panzer Dk. Green
- 705 Panzer Red-Brown
- 810 Desert Pink (a deeper fleshtone)
- Note: Orders including paint must total at least \$10 (may include other items to make the \$10 minimum). Orders will be sent post-free via United Parcel

VALIANT MINIATURES Available from Judges Guild, see requirements for ordering miniatures on the Booty List.

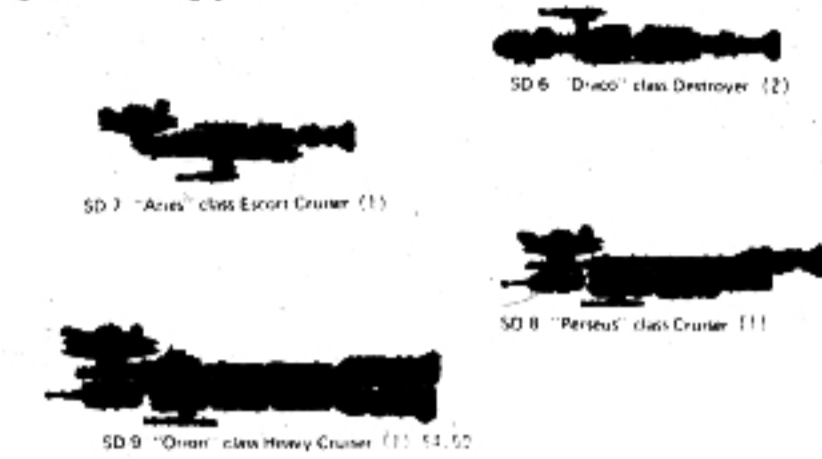
# stardate: 3000

## Federation Starfleet

### Perseid Ships



### battlecruisers

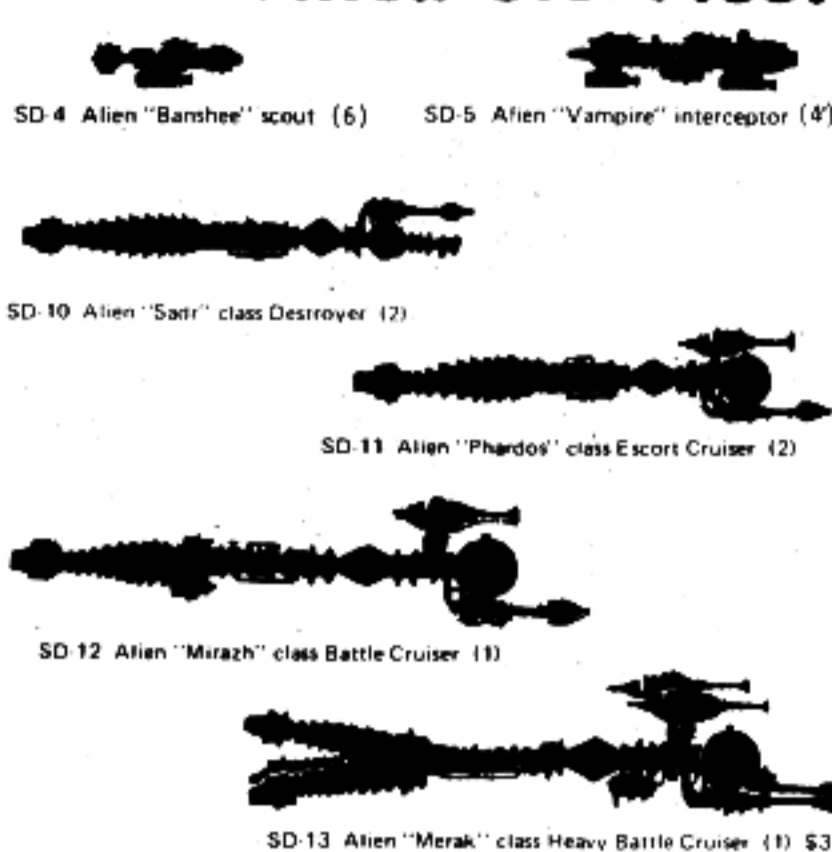


- \$3.50 per pack (quantity each shown)
- SD-1 'Intruder' IID Scout (9)
- SD-2 'Vigilante' IIIC Interceptor (6)
- SD-3 'Phantom' VB Assault Ship (4)
- SD-4 Alien 'Banshee' Scout (6)
- SD-5 Alien 'Vampire' Interceptor (4)
- SD-6 'Draco' Class Destroyer (2)
- SD-7 'Aries' Class Escort Cruiser (1)
- SD-8 'Perseus' Class Cruiser (1)
- SD-9 'Orion' Class Heavy Cruiser (1)\*
- SD-10 Alien 'Sadr' Class Destroyer (2)
- SD-11 Alien 'Phardos' Escort CA (2)
- SD-12 Alien 'Murazh' Battle CA (1)
- SD-13 Alien 'Merak' Hvy Battle CA (1)
- SD-14 Small Movement Stands (9)
- SD-15 Large Movement Stands (6)
- \*'Orion' Class is \$4.50 each

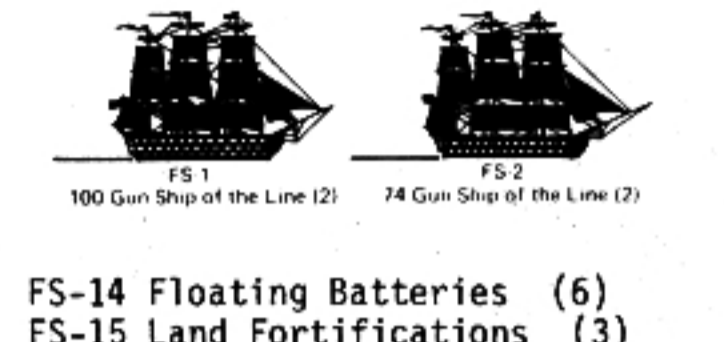
Alpha Omega, sci-fi boardgame by Battleline, designed to be usable with the Stardate 3000 ships \$13.00

See Sci-fi section below for other tactical space games.

## Alien Starfleet



- Wooden Ships & Iron Men, boardgame usable with Fighting Sail series ships below 9.00
- Don't Give up the Ship, miniature rules for sailing ships 5.00
- VALIANT FIGHTING SAIL MINIATURES \$3.50 per pack (quantity each shown)
- FS-1 100 Gun Ship of the Line (2)
- FS-2 74 Gun Ship of the Line (2)
- FS-3 44 Gun Frigate (2)
- FS-4 36 Gun Frigate (2)
- FS-5 20 Gun Sloop of War (3)
- FS-6 18 Gun Brig of War (3)
- FS-7 16 Gun Schooner (3)
- FS-8 12 Gun Cutter (3)
- FS-9 Bomb Ketch (3)
- FS-10 Mediterranean Galley (3)
- FS-11 Algerian Xebec (3)
- FS-12 Ships' Boats (15)
- FS-13 Masts Under Full Sail (12)



SCIENCE FICTION GAMES & MINIATURES RULES Available from Judges Guild, other Sci-fi titles listed in TSR's section. See order requirements for miniatures.

Game Designers Workshop: Traveller, three volume sci-fi role playing, boxed. Detailed character generation, space-ship building and movement, & worlds and adventures \$12.00

\*Zocchi & Associates: Star Fleet Battle Manual, ship to ship combat for Star Trek-based battles utilizing energy allocation to shields, phasers, warp drive etc. Cut-out ship silhouettes are included; designed for use with miniatures listed \$6.00

and other criminals 6.00  
Space Patrol, extensive sci-fi role playing booklet with accent on adventures on alien planets. Includes roll-your-own alien charts 5.00

STAR TREK SHIP MINIATURES-  
Dreadnought 2.50  
Cruiser 1.98  
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Scout 1.98  
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(Orders including miniatures must total \$10, minimum; rules/games may be included to make the minimum.)

\*Avalon Hill: Starship Troopers, man to man sci-fi board game with hard backed map and die cut counters based on Robert Heinlein's book 10.00

\*Metagaming Concepts: Monsters Monsters, fantasy role playing with the players being the monsters 5.95

Ythri, sci-fi game of Poul Anderson's Avalon 8.00

Ogre, mini-game on future supertanks 2.95

Chitin, mini-game on war between races of intelligent insects 2.95

Melee, mini-game on man to man combat 2.95

Warpwar, mini-game on tactical spaceship design and combat NEW 2.95

Rivets, a mini-game of war between unintelligent robot vehicles (see Stop Press, page 12, for more details) 2.95

Wizard, the second mini-game in Metagaming's Swords & Sorcery trilogy- not available until January '78 2.95

FANTASY GAMES UNLIMITED Available from Judges Guild

Chivalry & Sorcery, NEW role playing medieval fantasy rules, 129 pages \$10.00

Gladiators, man to man contest in the arena suitable for use with Grenadier's gladiator miniatures 5.00

Royal Armies of the Hyborean Age, battle rules and miniatures organization for the Conan era 6.00

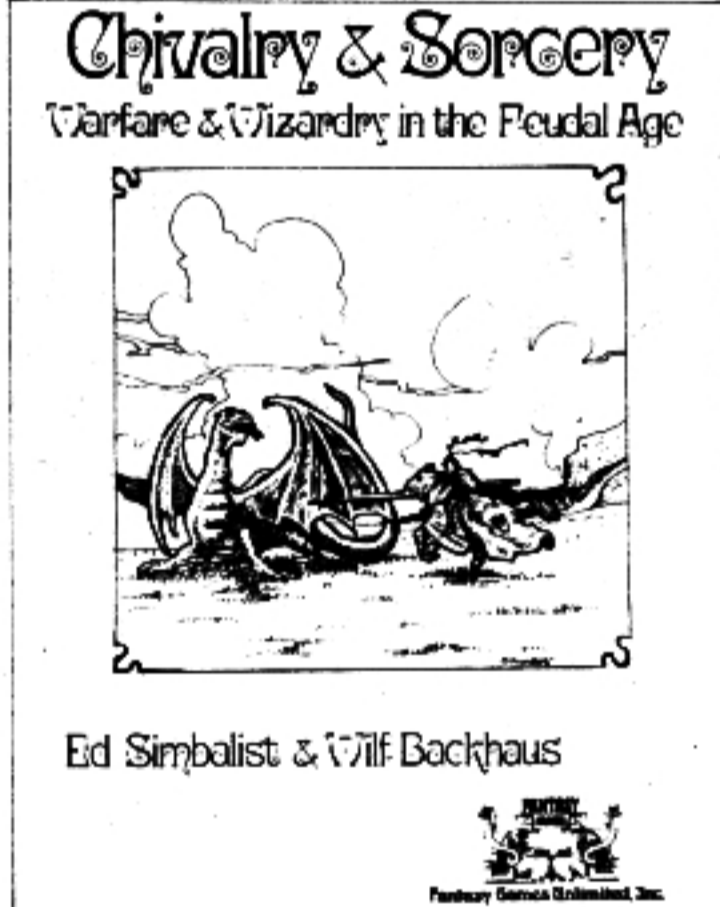
Down Styphon, musket & pike era battle rules and figure organizations, uniform guide. Based on Lord Kalvan of Otherwhen, fantasy action on an alternate earth 4.00

Flash Gordon & the Warriors of Mongo, role playing adventure rule system 6.00

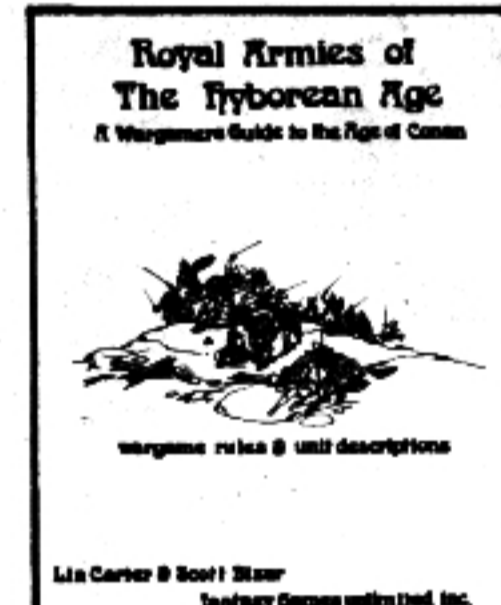
Bunnies & Burrows, role playing system inspired by Watership Down usable with Grenadier miniatures of the same name 6.00

Lords & Wizards, fantasy boardgame with die-cut counters, 22x28" three-color map 12.00

Citadel, mini-game of the quest recover the long-gone wizard's talisman; includes rules cut-apart counters and 12 floor plans 4.00



NEW- Archworld is a fantasy world with lesser emphasis on magic (see Stop Press, page 12 for further description), booklet \$6.00.



81)

FRANK FRAZETTA'S FANTASTIC ART Available from Judges Guild.

FRAZETTA PRINTS \$4.00 each, full color, each approx. 18x24", add \$1 postal charge for each order of poster(s). Numbers (from Book I & II) available are shown below:

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- 24) Silver Warrior
- 31) Death Dealer
- 35) Core
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- 39) Chained
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- 43) Flying Reptiles
- 44) Jongar Fights Back
- 45) Pony Tail
- 46) Stranded
- 48) The Moonmaid
- 49) The Destroyer
- 52) The Norseman
- 53) Escape on Venus
- 54) A Princess of Mars
- 55) John Carter and the Savage Apes
- 56) Thuvia, Maid of Mars
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24)

FRAZETTA PRINTS have raised their poster price to \$4 each effective December 1, 1977.

GAMES AND ACCESSORIES Available from Judges Guild.

DICE:  
High Impact Polyhedra Dice Set, including 4, 8, 12 & 20 sided \$2.25

High Impact Twenty Sided Die, orange plastic each .75

Polyhedra Dice, including 4, 6, 8, 12 & 20 sided 1.49

Twenty Sided Dice, one red and one white plastic pair .89

Average Dice, six-sided dice numbered 2, 3, 3, 4, 4, 5 pair 2.00

Note: High Impact dice numbers are not filled in; a permanent Sharpie

marker is recommended- with two colors for the 20-sided, one for the teens and another color for ones.

GDW: En Garde, swashbuckling role playing in the era of the Three Musketeers with emphasis on maintaining social level, dueling and military campaigning. Forty-six page booklet 4.00

Avalon Hill: Diplomacy, one of the best games on Diplomacy which is simple to learn but hard to master. Best with 5-7

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Outdoor Survival, game of survival in the wilderness. Many scenarios featuring lost parties, hunting and more. Allows gradual expiration of life levels 10.00

Heritage Models: D&D Index by Dave Arneson, indexes the original volumes of D&D 5.00

Ancient 3000 BC to 1250 AD, rules by Wargames Research Group in England. The most widely played rules here and in England 5.00

Wargames Guide to Ancients, painting tips and organization 4.00

Renaissance 1490-1660 AD, rules by WRG for full plate & arquebusier. An adaption of the their popular Ancients rule system 5.00

Creative Wargames Workshop: Emerald Tablet, very detailed rules for fantasy miniature battles with an emphasis on medieval type magic (which is risky!) 6.95