



THE JUDGES GUILD JOURNAL

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Dedicated to SWORDS AND SORCERY Fantasy Gaming
PUBLISHED BY THE CREATORS OF FANTASY GAME AIDS FOR
DUNGEONS & DRAGONS

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Feb/March 1978

★ EXTRA Judges Guild Teleports To EXTRA ★ New Location

Expands Facilities and Staff

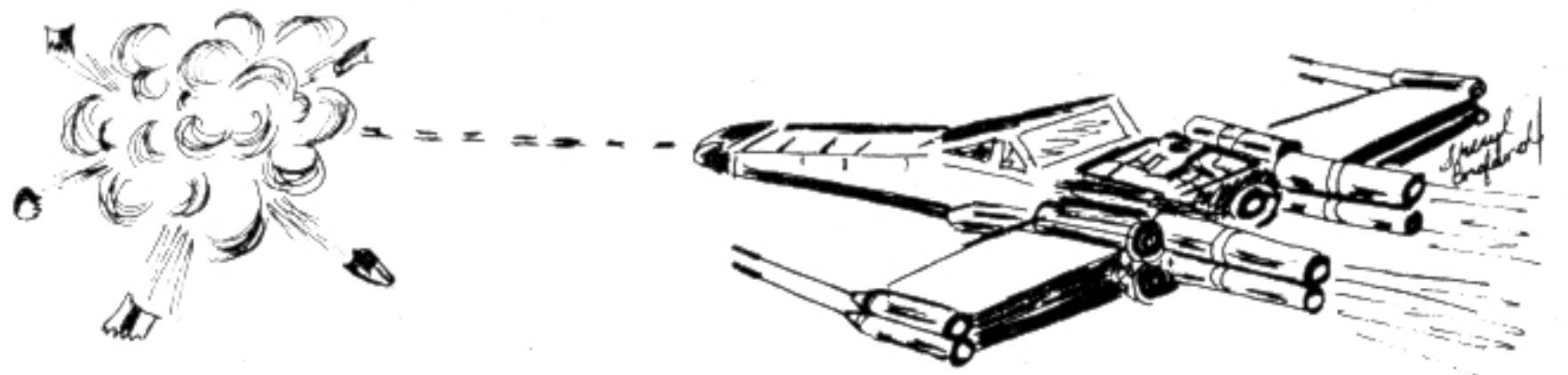
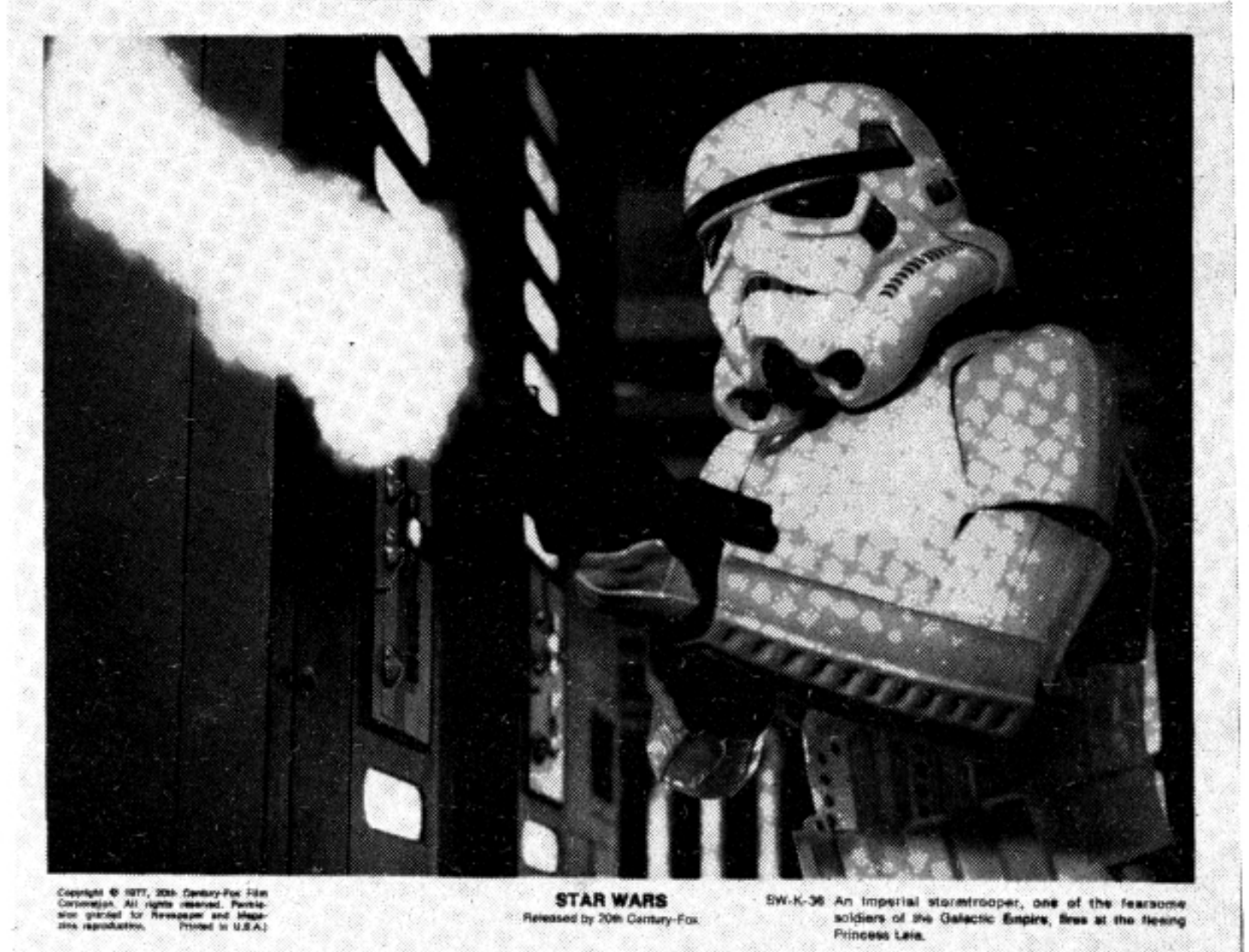
Facing overwhelming odds, the courageous company of Judges Guild was fatefully shackled to overcrowded conditions, with few staff members to serve your needs. Gargantuan boxes of boardgames, miniatures, and play aids have been our captors. There was only one thing our noble leader could do in this dire situation. He mounted his faithful Pegasus, flashed his well-tempered blade, and led his company valiantly after the Monster of Limited Space. After a short period of struggle, our leader, Bob Bledsaw, (trusted Commander in the service of the Invincible Overlord), emerged victorious! The old Monster has been slain!

His devoted troops rallied around their Commander, raising their voices to echo his praise. He silenced them, reminding them that their quest was not yet complete. New office space must still be sought. Onward, ever onward, he pursued a new castle to adequately house his new stock of Heritage, Grenadier, GDW, FGU, TSR, SPI, and other miniature and boardgame producers and distributors. It had been a long and tiring campaign. The troops were weary from the strain of the day-to-day battle, but looked to their leader for reassurance and support. They would not yet give up hope.

Hearing their cries for help, the gods took pity on the company of Judges Guild, and teleported them to the Castle of the True Believers at 1165 North University, Decatur, Illinois. Astonished and amazed at the miracle of deliverance, Bob Bledsaw made the proper sacrifices to the gods and personally vowed to continue serving all fellow Guildmembers and mail order customers to the best of his ability. So also did the rest of his devoted troops.

A new guidepost was erected to direct all feint-hearted wanderers to the unassailable castle fortress of the New JUDGES GUILD. Rejoice! Upon the date of April 10, 1978 A.D. a celebration was called in honor of the quest's end. "Come Ye Noble Citizens and Partake in Our Good Fortune." Enter our most worthy Castle and gaze with pleasure upon the treasures we have carried with us from afar for your delight and amusement!

Now look Ye well upon the faces of our company and know them well.



Bob Bledsaw
President

Bob is a former product designer for General Electric. He has been active in the wargaming field for a number of years. Bob and Bill Owen formed the company of Judges Guild in July of 1976. He is the father of three active boys: Walter, age 9; Bruce, age 10; and Bobby Junior, age 14. Much of his time is spent judging the Middle Earth campaign and attending Millikin University.

Norma Bledsaw
Honorable Wife of Bob Bledsaw
Secretary and Inspiration

Norma participated in all the initial work done to launch Judges Guild...indeed, it couldn't have been done without her. She edited and typed all the materials, colated and packaged all the products, and processed most of the orders. Besides this, she found time to make a home for her three children, attend college in the evenings, and perform charity work in the community. Her beautiful smile and great cooking makes her indispensable!

Mark Holmer
Product Designer, Distributor Sales Manager

Mark has played keyboard guitar, bass guitar, woodwinds, and drums in a professional band. His extensive training in layout design and printing enables this aesthetically talented Gandolf of Middle Earth to develop some terrific designs. Mark also manages our dealer and distributor orders with the same sensitivity and dedication.

Marc Summerlott
Design Editor, Publication Technical Advisor

CL	ALIGN	LVL	HTK	AC	SL	ST	I	W
High Elf	CG	20	20	Head	0	5	15	18 Good Days
				Boby	9			3 Bad Days

CON	DEX	CHAR	WPN
17	12	16 Normal	Exacto Knife of Slicing
		3 Hung Over	Beer Can of Success

Marc has ten years of wargaming experience. He ran a print shop, and has played various characters in the Middle Earth campaign since it began in 1974. On a hot summer's night, Marc judges the first Dungeons & Dragons TM in Decatur. The players present at that time were Bill Owen, Bob Bledsaw, David Petrowski, and Mike Petrowski. Marc's college training has been put to excellent use in "The Thieves of Badabaskor" and large campaign map products.

Debi Bledsaw
Retail & Subscription Manager

Debi is one of the Judges Guild's most dedicated members. Up at the crack of dawn to process all of our Guildmember and mail orders, she keeps our supplies in order, performs continual inventory on JG booty, and still has time for keeping the rest of the staff informed and in good humor! Some of her hobbies are bowling and stamp collecting.

Bill Davis
Graphics Director, Layout Specialist

Bill is a recently married collegian with a definite knack for moving any project to completion. He has contributed significantly to all our products involving mapping, original dungeon design, and format of difficult graphics. Bill has played a Dwarven Lord in the Middle Earth campaign since its inception in 1976.

Sheryl England
Art Director and Advertising Manager

Sheryl (Red Sonya of the Art World) has worked as an architectural artist, newspaper advertising specialist, and a model. She has developed an extensive portfolio of fantastic artwork soon to be published, while continuing her training to become a professional artist. Sheryl is the proud mother of two bright-eyed daughters. Her talented pen will add greatly to the quality of all our future releases.

Jim England
Literary Critic

Jim is the newest edition to our staff. He presently works for the Decatur Public Library. In the future Jim hopes to continue his education. He will go for his MLS in the fall. Jim is a very humanistic man, having spent many long hours working with special and handicapped people as a Speech Pathologist. Jim began collecting science fiction and fantasy books before he entered Junior High. His literary interests cover a wide variety of fields, quite naturally. Jim says that his hobbies include reading, writing, and the GREAT OUTDOORS!

Peggy Sue Keith
Editor of Judges Guild Journal and Secretary

New to the field of fantasy and wargaming, Peggy has recently come from Western Illinois University with a degree in English and Education. Her graduate studies include Reading Education and Special Education. She has also worked with an Interior Decorator, has been a legal secretary, and a technical editor for government publications. Peggy enjoys receiving the JG Journal mail, and hopes that you will continue to send in interesting articles and suggestions.

Bill Owen
Consulting Editor

Bill, one of the founding partners of Judges Guild, has decided to concentrate his multi-talented efforts in the consulting capacity on a part-time basis. It is in large part due to Bill's wide wargaming background and advertising experience that the firm has become a resounding success in the hobby field. Bill has some mind-stunning product designs which he is working on, and will continue to contribute to future product plans.

Robert Bledsaw, Jr.
Assistant Artist

Bob is our youngest staff member, being the ripe old age of 15. He has designed all JG Journal cartoons, and also the cover of "The Thieves of Badabaskor". More of this young artist's work will appear in future Judges Guild publications.

Joan Kirkpatrick
Comptroller

Joan has many years of experience in bookkeeping. She is frequently surrounded by many scrolls and tomes enough to frighten the most erstwhile scholar. Joan is also the mother of three bright children. Her suggestions have enabled us to increase our efficiency many-fold.

Mike Petrowski
Assistant Product Designer

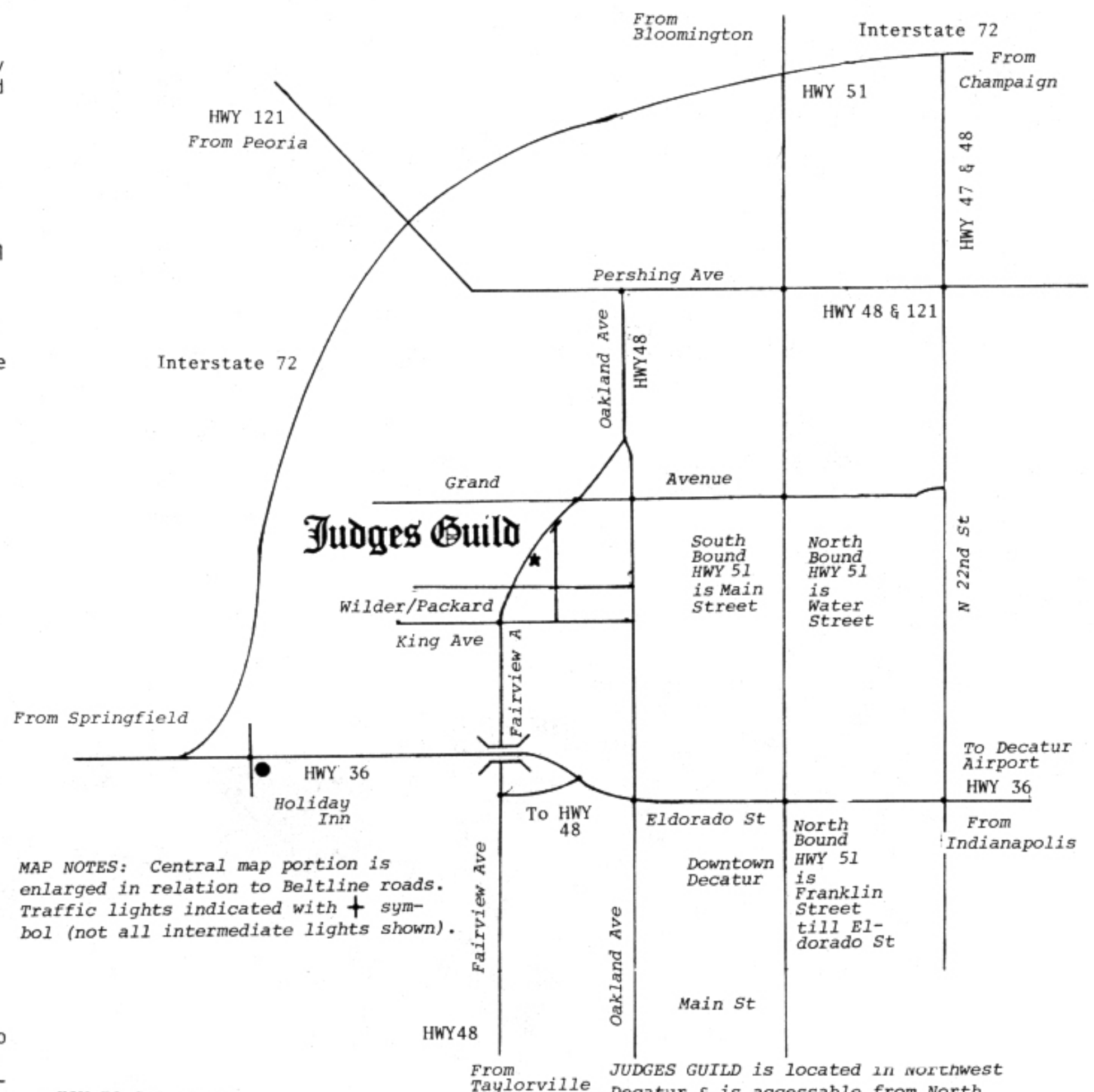
Mike spends all his leisure time playing miniatures boardgames and fantasy role-playing games. "King Balanor of Rhun" is widely known for his prolific and vivid imagination.

Pixie Bledsaw
Consulting Artist

Pixie was the first artist to really turn our products into professional quality items. Her drawings often exceed the copy in quality. Pixie continues to increase our accumulation of artwork to be published. Many complimentary letters dictate that Pixie's fans are growing. She has certainly exceeded her formal college art training.

Tony Floren
Assistant Product Designer

Tony is an avid wargamer currently pursuing his Master's Degree in Business Administration. He augments our designs on a part-time basis from the worthwhile perspective of a fourth year Patriarch of Middle Earth.



MAP NOTES: Central map portion is enlarged in relation to Beltline roads. Traffic lights indicated with + symbol (not all intermediate lights shown).

HOW TO GET THERE:

From Chicago Area, take I55 to HWY51 (at Bloomington) South to Decatur; or take I57 to I72 (at Champaign). (160 miles)
From St. Louis Area, take I55 to I72 (at Springfield) to Decatur; or take I55 to HWY48 (at Raymond) to Decatur. (120 mi)
From Wisconsin, as Chicago; or from Lake Geneva, take HWY47 (in Wis. called HWY120) straight from LGW to Decatur. (200 miles)
From Indianapolis, take HWY36 straight to Decatur. (150 miles)

JUDGES GUILD is located in northwest Decatur & is accessible from North bound lane of Highway 48 or North end of University Ave; we are across from a 'Mr. Quick' Burger Store & a block North of the 'Hobby Corner', a good RR, RC, Model Rockets etc. Hobby Store.

1165 N. University Ave. (Box 773)
Decatur, Ill. 62525
Phone (217) 422-1930

CHIVALRY & SORCERY--Fantasy Games Unlimited

CS is a combination of miniature armies and role-playing rules. It has extensive rules for social interactions and magic use. The intention of FGU was to develop an "all-encompassing campaign game in which dungeon and wilderness adventures were just a part of the action." The Feudalistic system includes legendary beasts, courtly love, secret orders, Guild societies, and magic systems all depicting authentic medieval life and ideas. The game apparently is the Canadian reaction to D & D's free-for-all playability, utilizing realistic simulation of the medieval culture (far more complex than D & D) rather than willful chaos of player independence. Rules are clear and super concise.

Text Comments

Honor is deemed all important. Loss of honor will negate political and social influence. Furthermore, success in the campaigns is dependent upon having "friends", not attaining high EX levels or winning battles. Loss of honor will therefore cause "friends" to depart, leaving one at the game's mercy.

Struggle in the social order exists at all times. Church and State influence all the activities of characters, and are constantly attempting to gain control. Indiscriminate use of one's magic might easily cause excommunication or worse. The King faces resistance from all in his endeavor to form a strong centralized government. Barons are aligned against themselves. Commanders must deal with the group desires of their men, maintenance of their men, armor, horses, etc., as well as deal with political powers and jealousy from others. At the same time, the notorious may find themselves declared "Outlaws", and face death upon sight from an entire society--indeed overwhelming odds.

No man is invincible in "The Great Chain of Being". Mankind is the dominant race in this medieval setting. Dwarves, hobbits, elves and monsters hold their own class though, as foreigners are not fully accepted in medieval society. The status of women is relatively subordinant, dependent again upon social level. Bastard children are readily accepted, even among royalty. Because social class is a very important deciding factor in the armor limitations of the individual, knights have a definite armor advantage over the irregular or peasant.

Though coinage is scarce, the economy rests upon money not barter. Great wealth might consist of only 2,000 silver pieces! A list of common costs and service fees is included. The cost of taxes to the King, and necessary expenses to feed, clothe, shelter, arm, and placate officials can be quite an inconvenience. One must constantly seek ways to replenish the coffers.

The game time has a seasonal basis, somewhat re-adjusted to allow greater combat capability and less frustration to War Lords during the quiet winter months.

CS has a fantastic magic system--20 different levels. Magic spells are less powerful than in D & D. Based upon difficulty of learning new spells and expenditure of fatigue points, Magic requires long periods for research and practice. With increased magic power of the MU, the less time is required for learning the spells and incantations. A Magician's sole interest is in learning ALL MAGIC, and not being the sole "armament" for an army. Mastery of the art is of far greater importance for the MU than untold adventures which waste his time and energy. A list of cost/availability of materials for the MU is included for the convenience of the overworked Magician. Types of magic include: Primitive, Drug trance, Dance/Chant, Shaman, Alchemist, Astrologer, Divine, Hex Magic, Artificer, Necromancer, Conjurer, Thaumaturgist, Cabbalist, Power word, Sacred square and Enchanter. The Great White Lodge, the most secret of magic orders, dislikes the use of magic for worldly purposes and will take steps to "neutralize" magic used in warfare. Misuse of magic by other greedy magicians is also dealt with.

Rules of the game include extensive use of dice rolls. For example: players must roll a 20 sided die to determine their race (human, monster, elf, dwarf, hobbit), age, size, sex, strength, intelligence, charisma, dexterity, alignment, social class, personal appearance, bardic voice, mental health, life horoscope, etc. Fewer monsters exist, but they are of greater intensity than those in the D & D analogues. Some character types, facing very real limitations, are beyond the reach of some of the social classes. Gaining levels are of lesser import, but easier accomplished than D & D. The accent on realism has the effect in CS of severely limiting the player's will. He just can't go off on that impossible quest for treasure and fame. Winning the love of a fair maiden will take precedence. This factor makes it difficult at times to deal and identify with one's own character(s).

The balance tends toward LAW. Even the monsters are held to some aspects of the Code of Chivalry. Yet, though the combat system is new and realistic, the complexity of the game allows the player more range for individual skill, less luck involved. Damage is not variable. Fatigue points decrease until damage is sustained, a clever new development over D & D. A player may dodge and perry opponent's blows, another definite advantage. Weapon and character ratings determine the number of actions in any melee round; rounds being considerably longer than in D & D. More special missions (not necessarily for treasure hordes) are expected for one or two players. Crossover of characters should be avoided.

Conclusion

The game is great for the experienced player. CS is far too complicated for the novice player by assuming too much game knowledge. The revised version of D & D would be better suited to the beginning player. However, the game is full of realism, imagination and incredible detail. Many CS ideas can be adapted to a variety of role-playing games. For the designing Judge, CS is a great source of creative potential.

Peggy Sue Keith
Editor

ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL (\$9.95) by TSR author Gary Gygax, copyright 1977.

A unique reference in all respects, even its cover creeps, crawls, prances, hobbles and flies! This hardbound edition contains all of the 350 monsters found in Advanced Dungeons & Dragons. Of course this includes all the monsters formerly listed in Greyhawk, Blackmoor, and Monsters & Treasure (Vol. 2) plus more. Ninety-seven actual pages of monster specifications, physical and background description is alphabetically listed and profusely illustrated. The Manual has its own alphabetical Table of Contents, Index, and an Appendix of treasure Types which provide a handy reference for Dungeon Masters who have turned old and grey thumbing aimlessly through some of the above mentioned sources. For each and every monster listed the following statistical information is given: Frequency, Number Appearing, Armor Class, Move, Hit Dice, % in Lair, Treasure Type, Number of Attacks, Damage/Attacks, Special Attacks, Special Defenses, Magic Resistance, Intelligence, Alignment, Size, and Psionic Ability. Why be lost in a Dungeon without it?

Peggy Sue Keith
Editor

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/yr. 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 yr. (6 issues) is \$14--from Simulations Publications, 44 East 23rd St., NYC, NY 10010.

Hargrave, David. The Arduin Grimoire. Vol. I, Richmond, 1977. (Illustrated, pp. 94, \$9.95)

A playable game with many detailed charts on the typical character classes, monsters, magic spells and treasures. Included are the 21 Planes of Hell and the Multiuniversal Trading Company Price List. Some of Hargrave's character types are: Psychic, Barbarian, Rune Weaver, Techno (scientifically orientated), Medicine Man, Witch Hunter, and a variety of "familiars". Magic requires both time and concentration on the part of the Mage, and is somewhat indiscriminate and unpredictable. Another phase, the "Phumble Phactor" has been added for those who enjoy grabbing the wrong end of the Wand.

Hargrave, David. Welcome to Skull Tower, Arduin Grimoire. Vol. II, Richmond, 1978. (Illustrated, pp. 99, \$8.95)

This work is far more interesting and elaborate than its predecessor. Check out the new rules! This edition's character types include: Star Powered Mages (may their cosmic lights forever shine!), Rune Singers, Normals, Outlaws, Slavers, and Courtesans, etc. Hargrave has further compiled detailed lists of new monsters, treasure and spells. For the observant, "dungeon sign posts" will assist the weary traveler on his way. The final pages of the book contain a capsulized history of Arduin's troubled, yet noble past. Quite an accomplishment for a year's research and effort.

Peggy Sue Keith
Editor

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). Neatly typed and proofread material will receive first consideration for publication. Please indicate whether your material is or is not submitted for publication. Authors will receive name recognition on their material. We cannot return unsolicited material unless a stamped self-addressed envelope is included. Please write your name on each section submitted.



Sagas of the Sagacious Sage

Jim England

Hello there! My name is Jim England and I like to read. This gives us something in common, doesn't it! Every couple of months I'm going to share with you some of the books that I have read and enjoyed (or sometimes did not enjoy). I'll also throw in some opinions on the science fiction and fantasy books in general.

I'm 31 years old and have worked in libraries since receiving my BA in 1973. I'm the lucky man married to Red Sonya...Oops, I mean Sheryl England, who is the Art Director of the Judges Guild.

Now, where did I put that soap box? Ah! Here it is...

Since science fiction and fantasy has become more acceptable to the mainstream of American literature, there has been a deplorable increase in the amount of snobbery encountered in the field. Some people judge a book by how "literary" it is. I don't. I couldn't care less whether the author used (or didn't use) this or that literary device. I look for a rousing story that keeps me interested. In a nonfiction book, I look for information in a form that I can absorb without too much pain or boredom. Many "literary" books fit within the above criteria. Some do not, and are tossed in a pile seldom finished. Now, on to the books.

Brooks, Terry. The Sword of Shannara. New York. Random House, 1977. (Illustrated, 726 pp., \$12.95).

This is a book that in part stimulated the above tirade. A co-worker informed me that no librarian should be "allowed" to recommend this book because it is a "mere" copy of Tolkien. I must somewhat agree. The first third of the book is very much a copy of the Tolkienian style. Thereafter, Mr. Brooks' story took on a life of its own. I loved it, and was unable to put it down.

The story takes place on an Earth ruined by war. Mankind lives in pastoral isolation. Other races have risen, now dominating the Earth. Shea Ohmsford, a half-human, half-elf, lives in the Vale with his adopted father and brother. The Druid Allanon then arrives to tell Shea that he alone can defeat the Warlock Lord newly risen in the Skull Kingdom far to the north by taking up the Sword of Shannara. The Sword was forged and used by Shannara, King of the Elves, years before when the Warlock Lord last made attempt to dominate the world. Shea is the last living descendent of Shannara. The only problem is that no one, including Allanon, knows how to use the Sword. Sounds a lot like The Lord of the Rings, doesn't it? You'll have to read it to find out what the secret is.

The worst flaw in the book is the abruptness of the ending. It seemingly lacks the conviction of the rest of the book; however, I understand that Mr. Brooks is working on a sequel which may make up for this problem.

Dunsany, Lord. The Food of Death: Fifty-one Tales. Hollywood: New-castle Publishing Company, Inc., 1974. (138 pp., \$2.45)

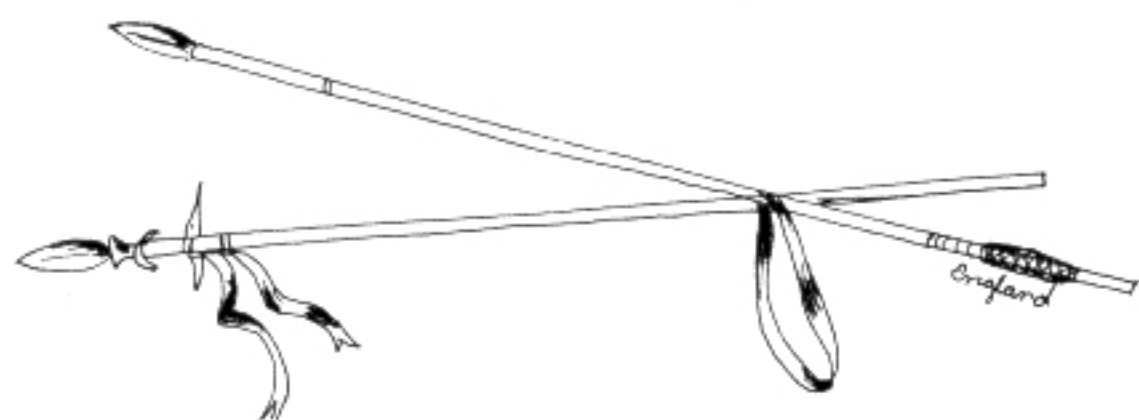
Lord Dunsany is a man with a command of the English language that all should envy. None of these stories is more than four or five pages long, yet all of them capture the imagination. His prose is poetry. This book is great for fantasy fans or anyone who enjoys a fine turn of a phrase.

Schmitz, James H. The Witches of Karres. New York: Ace Publishing Corporation, 1966. (286 pp., check local price listing)

When Captain Pausert of Nikkeldepain rescued three little girls from slavery, little did he know what was in store for him. The girls were witches from the interdicted planet of Karres. Because no one knew where the planet Karres was, he could not take them home. (They move the planet around, you see.) The Captain becomes involved in a war that no one knew was going on, as well as in piracy, espionage, and various other surprising events. Highly recommended.

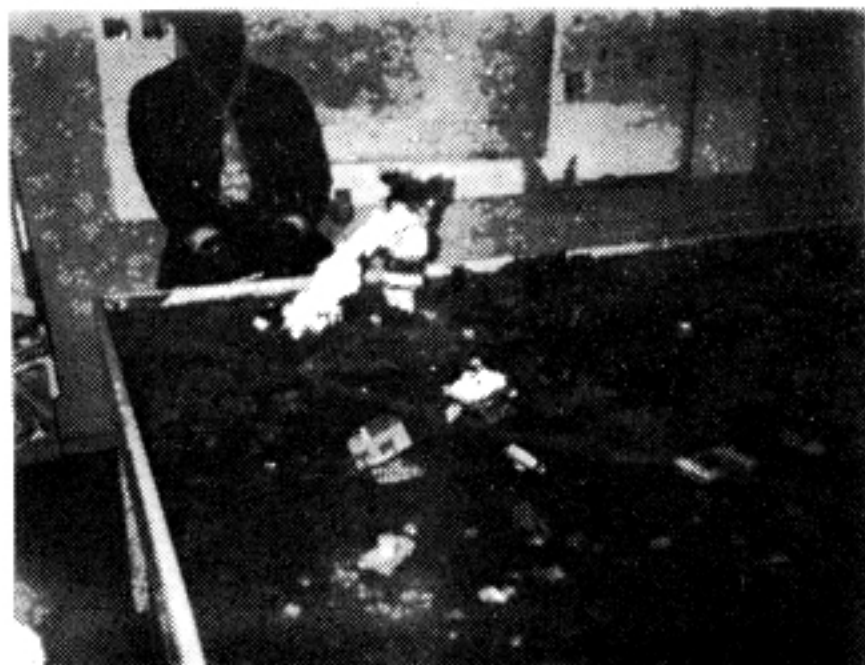
Stasheff, Christopher. The Warlock in Spite of Himself. New York: Ace Publishing Corporation, 1969. (285 pp., check local price list.)

Rod Gallowglass' mission on Gramarye was to save the people of this planet for Democracy. Rod was an agent of SCENT (Society for the Conversion of Extraterrestrial Nascent Totalitarianism). To help him, he has an epileptic robot that looks like a horse, which passes out with disgusting regularity. Rod also has to deal with a banshee and his girl friend who keeps turning into a bird. How our hero gets himself out of this one is great fun and good reading.



OUR FIRST FANTASY GAME

In 1971 we sneaked in a different sort of wargame into the usual routine of armor & civil war miniature games. Sending one player out of the room, we told him that he was up against something 'big'. He had set up his first move on the board- a reinforced panzer division rolled in. His first clue that something was off was when we told him that his lead Tiger was hit by a house. A desperate battle between the supposed Tyrannasaurus Rex (actually an Indian Kachina doll) and the panic stricken Germans ensued. The basic situation was taken from an article by Lenard Lakofka. Incidentally, the Germans won a pyrric victory, over the monster.



Dungeonmaster's Listing

As a service, we will list you or your club here to allow others in your area to know about your interest in fantasy gaming. Please send your listing on a separate card from orders and other correspondence.

Sean Bonazzola
14735 Ardis Avenue
Bellflower, CA 90706

Paul J. Tursa
239 E. 15th Avenue
Homestead, PA 15120

Rhine Confederation
Wargames Society
c/o David J. Rolfe
2nd General Hospital
P.O. Box 14
APO New York 09180

Sam Winkelmeyer
9325 Ladue Road
St. Louis, MO 63124

Rhine Con '78
Columbus Day Weekend
Kaiserslautern
West Germany
c/o Alan Dowd
7102 Cduss Box 7476
APO New York 09012

Riders of the Heavenly Wind
c/o Kevin J. Dautremont
P.O. Box 177
Alida, Saskatchewan
Canada
SOC OBO

SP/4 Karl Gaarsoe
HHC V Corps (GZ)
APO New York 09079

Doug Traversa
077 Valley Hill Drive
Brandon, FL 33511

Dennis DeJarnette
Rt. 1
Box 221
Miller, MO 65707

Military History Club
SMSU in CU Bldg. Mon. 6 p.m.
Springfield, MO.

Larry Fries
7904 W. Lisbon Avenue
Milwaukee, WI 53222

Hobbitronic's LTD.
Office of the Guildmaster
Thieves and Assassins Guild
c/o SP/4 Mack H. Murray
C co. 3rd Biv., 33rd Armor
APO New York 09045

Hobbitronic's LTD.
Office of the Imperial Scribe
c/o Lana M. Briggs
431-C Monroe Street
Monterey, CA 93940

Northeastern University
Tactical Society
c/o Gary Fontaine, Treas.
103 Parkton Drive
Jamaica Plain, MA 02130

Christopher Buck
152 A. Spruce Hill Lane
Ashville, NC 28805

JOURNEY INTO TEGEL MANOR

by Kathy Henderson

What is this strange and darkened place
Where human form hold not a trace?
The windows caressed with rotted lace,
That I might find it during chase.

There's cobwebs stretched upon it's walls
And breathing sounds throughout the halls.
Is it my name the Spectre calls
As outside the evening falls?

This formless creature laughed with pride
As if it had me caught and tied.
I raised my Dagger to my side,
And realized I could not hide.

My footage caught an old trap door
Which slid me far beneath the floor.
Outside I landed, filled with horror,
To leave and to return no more.



Judges Guild Staff

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Joan Kirkpatrick
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Mark Holmer
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Manager of Distributor Sales
Product Designer

Norma Bledsaw
Secretary & Inspiration

Jim England
Literary Critic

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 as such, and should not necessarily be adapted to fit your game.

Dear Maed Makistakator:

Mr. Holsinger's article entitled "Setting Up a D & D Campaign" was very interesting, and I'm looking forward to reading the rest of it in a future issue. I do not have time to offer a complete comment. However, regarding the first section of this article on a unifying theme, I would offer this comment: the main purpose for such a theme (if you want to call it that) is to propel the players into another fantastic world.

It is not necessary for the purposes of playing D & D to construct an entire cultural matrix. Those elements wherein the other fantastic world differs from the known world must be made credible, though this does not imply explanation. This must be done through mythology, which alone can answer such questions as:

Where do monsters come from?
Where does magic come from?
Why is there a difference between regular magical spells and Clerical spells?
What is the origin of Psionic powers and the powers of Monks?

By way of example, I have typed down the mythology which is used in my campaign. This is, of course, the "bare bones" of the mythology, an historical outline without the inclusion of the legends, and stories concerning particular people and events.

Paul Cob

THE FIRST AGE

In the beginning God created the world, and all the plants and animals inhabiting it. And the world consisted of five regions of dominion. The rule of each domain was given to a specific race, created in His image. Forests were ruled by Ents; Hills were ruled by Entwives; Mountains were ruled by Dragons; Seas were ruled by Tritons; and Plains were ruled by Giants. Each of these races were distinct in some ways. All lived in Peace and all were Immortal.

After a long, long time had passed, an Angel who was cast out from Heaven for being disobedient came to the world to seek revenge on God. This Angel, which we call the Devil, sought to destroy the Paradise which God had created. The Devil came in the guise of a Counselor. He had long discussions with the children of God. They listened to their minds and not their hearts, and were turned from God.

Gradually the Devil instilled in them all the qualities which we now associate with evil--laziness, dishonesty, greed and lust. None could resist the tempting of the Devil except the Entwives, who would have nothing to do with the Counselor. However, the Entwives did nothing to stop the Devil, or to help those who resisted him. Entwives were particularly known for the quality (among others) of going their own way, unconcerned with the affairs of others.

Finally, driven by insatiable desires, the children of God began to fight among themselves for rule of all dominions--most of which they were not suited to. They began to take more from the earth and the labors of one another than they could use. They wasted a great deal for the sake of possessing an overabundance. They began to procreate with animals, begetting monsters who did not know God.

And God was angry at the fallen Angel and with His children who had turned from Him, their Creator. And God sent the Devil to Hell, where he might torment forever lesser evil beings. And God took from His children two precious gifts--their Immortality and their ability to reproduce. The five eldest races have enormous life spans, but they are Mortal and cannot have children.

Then God created five new races in some likeness of the eldest ones. He gave them the ability to procreate and to rule over the dominions of the world. The eldest races continued to live in the places where they had once ruled.

And God created new dominions for the monsters to rule. These were the Deserts, the Jungles, and the Swamps.

But for the sins of their forefathers, God also created a race inimical to each of the new races, with whom they would have to struggle in their domains. In the Forests there were also Trolls; in the Mountains there were also Moltechs; in the Plains there were also Ghouls; in the Seas there were also Shaugins. But because the Entwives had not submitted to the Will of the Devil, but rather had failed to oppose him, they shared the fate of the eldest races but were not so burdened with a blood enemy.

And the five new races which God created were Elves to rule the Forests; Halflings to rule the Hills; Dwarves to rule the Mountains; Mermen to rule the Seas; and Humans to rule the Plains.

Since evil had entered the world, God made all the beings in it Mortal. Even the world itself would now have an end. When the end of the world came, God promised there would be a Judgment. To the good He would return the gift of Everlasting Life. The evil He would cast into Hell.

THE SECOND AGE

The second age chronicles the rise, fall, and rebirth of the Human race. One of the unique gifts God gave to men was that of curiosity. Sometime after the close of the first age when men began to push their minds and bodies to the limits of their abilities, two groups began to evolve having logically consistent, but contradictory philosophies.

One group focused on the body. They discovered ways to control the senses, both sharpening them and blocking sensual impressions at will. They practiced a method of teaching, which through exercise, enabled them to achieve previously impossible levels of precision and power in physical activity. Membership in this group was open to anyone dedicated enough to follow the regimen of their order. Leadership was under the authority of the most learned. Members of this order believed in the spiritual pursuit of God through the evaporation of self into the Cosmos, and the achievement of an egoless state of existence, oblivious to the world of the senses.

The second group focused on the mind. They discovered ways of utilizing the ninety percent of the Human brain which men do not normally use. They also discovered ways to control powers latent in the Human mind which are not used by most people, and are only used in situations of extreme stress. They practiced a method of teaching which, in certain responsive individuals, enabled them to exercise mental powers and perform activities which are not normally possible. Membership in this group was limited to those people with Psychic potential. Leadership was provided by an elite of those with the greatest natural mental powers. Members of this order believed in the spiritual understanding of God through full development of your God-given abilities to become actively and decisively involved with the world--defeating evil and monsters, protecting the good.

As these groups achieved more and more powers, they became more fanatical and antagonistic toward one another. Eventually most of the Human race was forced into one of the two camps. Then an open, massive war erupted.

The other races were hard pressed to remain neutral. In their suspicion, the two groups trusted the other races little more than the other group. More and more Elves and Dwarves were forced to choose sides or be destroyed by the powers of the Humans. Even those Elves and Dwarves who did join one group or the other were not completely trusted. Often they were misued in battle to their detriment and woe.

The Elves and Dwarves prayed to God for deliverance from the hands of the Humans. God sent them an Angel with a gift of Magic. This Angel taught them the ways to tap natural unseen powers in the world by incantations, rituals, etc. Particularly to the Elves he taught the ways of spell casting. Particularly to the Dwarves he taught the ways of enchantment to infuse objects with magical power.

The Elves and Dwarves used this gift wisely to defeat the powerful, but divided Human race in a final terrible battle.

All five descendant races were badly weakened by the struggle, particularly the human race, whose only survivors were the small number who had belonged to neither group. Small, scattered sects in hiding kept alive the secrets of power belonging to their groups.

The inimical races and the monsters could no longer be contained by the remaining men, Elves, Dwarves, Halflings, and Mermen. Barbarism and anarchy swept over the world. The Elves and Dwarves were able to hold their own because of the great gift of Magic, but they were reluctant to share it with the other races, particularly with men. In some cases Half-Elf Sorcerers would take on a Human apprentice magician.

Humans suffered a great deal in the hands of the monsters. They were almost extinct, but God had mercy upon them. When they prayed for deliverance from their oppressors, He sent them an Angel with a gift of Magic. The Angel gave to good and lawful men the power of Angelic magic, which comes not from nature, but from calling on the power of the Angels themselves.

The Human race was saved from obliteration by this magic. After many long, hard battles filled with heroic deeds, the monsters and the inimical races were turned by the descendant races acting together. Balance and order were again restored to the world.

THE THIRD AGE

Though the Devil can never again enter the world until the last day after the forces of evil and chaos have been defeated, the end of the second age brought one of his Servants, a Demon, into the world to tempt the children of God and corrupt the descendant races. The first to be tempted and defiled was the race of Humans. The Demon taught them Demonic magic, which comes from calling on the power of evil spirits.

The Demon enslaved some of the descendant races. He used them to construct the Dark Tower at a place called the Skull. There he forged the true Rings of Power with which he bound the corrupted men and the enemies of man to him. He comes to defeat all magic, both natural and Angelic, and to destroy the protectors of the Godly, binding the children of God to him in sin.

Dear Maed Makistakator:

Upon using and working with The City State of the Invincible Overlord, I have found much disagreement and varying of opinion on arrival at different Social Levels. This problem is remedied the easiest after several minutes of rapid-fire debate between player and Judge. Fortunately, most are fairly easy to figure out. The only Social Level that is still basically a mystery as to how to obtain it is SL 20 of the Noble Hierarchy. In other words, how does one get beyond a King to become a God?

One erroneous judgment was made by a friend who suggested that one becomes a God by marrying a Goddess. After much research and debate, this has proven false. A good example of this can be taken from The Iliad, Homer's epic poem of the Trojan War. In it we learn that Achilles' parents were King Peleus of Phthia, and Thetis, a Sea Nymph. Even though Peleus wedded Thetis, a minor Goddess, he still remained mortal. Even Achilles himself was a mortal.

After much consideration and thought, I have come up with what I think is a proper way of becoming a God. In examining this story it is good to keep in mind just how all Gods became what they are; they had enough people believe that they did exist.

Altair: God of the Majestic Mountains

It happened on Midyear's Day that a son was born to Groth II in the village of Carnage. Groth was extremely proud of his heir, so he named him Altair after the star that blesses the Winter skies. Altair was the last of a long line of Rangers of the North. Groth II and his ancestors are of direct lineage from the royal family of the Kingdom of Kardon, a small state that was located around the base of Phantom Peak in the Majestic Mountains. About three hundred years ago, a host of Orcs and Hobgoblins came from the West and destroyed the Kingdom. The last King, Aldeb III, escaped with his son to Carnage, which was then a large and prosperous town. Ever since, the descendants of Aldeb have committed themselves to the defeat of Evil.

Altair grew up fast, and he was noted in Carnage for his superior Strength and Wisdom. He loved to study ancient maps and hear ancient legends, especially the story of the Sacking of Kardon.

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



stardate: 3000™ Federation Starfleet

Pursuit Ships

SD-1 "Intruder" IID Scout (9) SD-2 "Vigilante" IIC Interceptor (6)

Battlecruisers

SD-7 "Aries" class Escort Cruiser (1)

SD-8 "Perseus" class Cruiser (1)

SD-9 "Orion" class Heavy Cruiser (1) \$4.50

\$3.50 per pack (quantity each shown)
SD-1 'Intruder' IID Scout (9)
SD-2 'Vigilante' IIC 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 Batteline, designed to be usable with the Stardate 3000 ships \$13.00

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

Alien Starfleet

SD-4 Alien "Banshee" scout (6) SD-5 Alien "Vampire" interceptor (4)

SD-10 Alien "Sadr" class Destroyer (2)

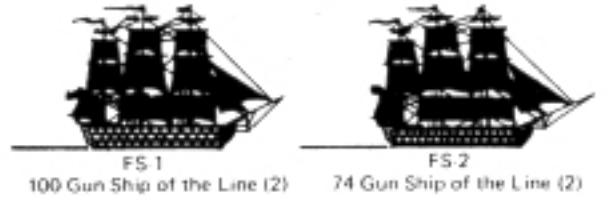
SD-11 Alien "Phardos" class Escort Cruiser (2)

SD-12 Alien "Murazh" class Battle Cruiser (1)

SD-13 Alien "Merak" class Heavy Battle Cruiser (1) \$3.50

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)



FS-14 Floating Batteries (6)
FS-15 Land Fortifications (3)

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
Imperium, NEW strategic interstellar war with hard-backed map of the near region of the galaxy, die cut counters and box. 11.98

*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
Alien Space, sister game to Star Fleet Battle Manual with many new ship types. 5.00
Star Command, tactical level rules. 5.00
Superhero 2000, role playing of the future with players constructing their characters into an optimum crime fighter to battle terrorists

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
Destroyer 1.98
Scout 1.98
Romulan 2.50

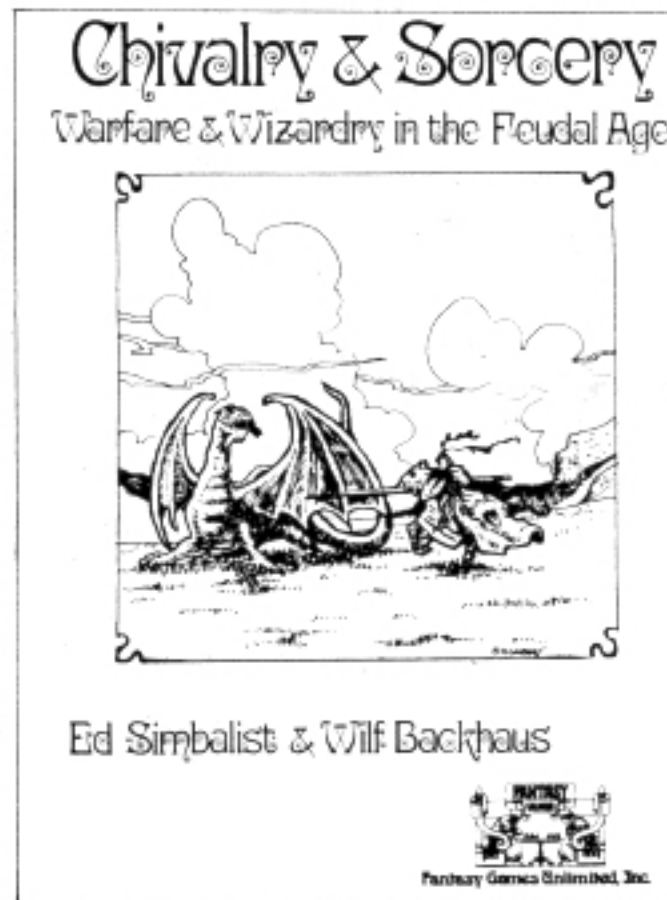
(Orders including miniatures must total \$10, minimum; rules/games may be included to make the minimum.)

*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 Paul 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. 2.95

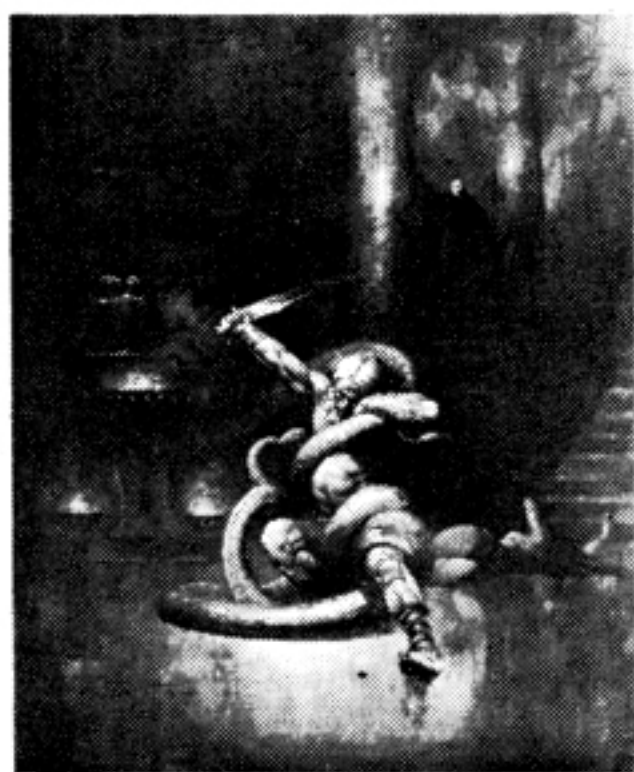
Wizard, the second mini-game in Metagaming's Swords & Sorcery trilogy- not available. 3.95

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 useable 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. \$6.00



12) Green Death

Frank Frazetta's Amazing Art

Currently Available from JUDGES GUILD

Frazetta prints are \$4.00 each, full color, each approx. 18" x 24", add \$1 postal charge for each order of posters.

- | | |
|------------------------|------------------------------------|
| 5 Wolfmoon | 48 The Moonmaid |
| 10 Spiderman | 49 The Destroyer |
| 12 Green Death | 52 The Norseman |
| 17 Snow Giants | 53 Escape on Venus |
| 20 Tyrannosaurus Rex | 54 A princess of Mars |
| 21 Egyptian Queen | 55 John Carter and the Savage Apes |
| 22 Sun Goddess | 56 Thuvia, Maid of Mars |
| 23 Atlantis | 63 Gulliver of Mars |
| 35 At the Earth's Core | 70 Ghoul Queen |
| 38 Savage Pellucidar | 71 Downward to the Earth |
| 39 Chained | 81 Dark Kingdom |
| 42 Sea Witch | |
| 43 Flying Reptiles | |
| 44 Jongar Fights Back | |
| 45 Pony Tail | |
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NO POSTAGE CHARGED ON THE FOLLOWING BOOKS!
"The Fantastic Art of Frank Frazetta", Book I, 42 plates, most in color. (\$7.95)
"Frank Frazetta", Book II, 39 plates, most in color. (\$7.95)



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

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, 5. pair 2.00
NEW six sided-die from Zocchi. 6 . \$1.00
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

players with scenarios for Napoleonic through World War I eras. 11.00
Kingmaker, another good game for wheeling and dealing with each player/baron attempting to crown his own royal piece king. Expandable complexity for 2 players and up. 10.00
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 adaptation 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



The Dragon is a colorful, glossy magazine with emphasis on D&D material (with some on EPT and others). Vol. I #1-6 is out of print. Vol. II, #1, 2, 3, 4, 5, 6, and 7. each 1.50
 Monster Manual now available. 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). 5.00

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,

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

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. 2.49

Metamorphosis Alpha, a role playing game system for a giant, lost space ship where the players can choose characteristics via strange mutations. War of the Wizards, a game of magic designed as an adjunct to EPT. Very detailed spells. Includes dice and a set of 4 unpainted miniatures. Boxed. \$9.95
 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



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

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
 Warlocks & 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

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 with a star.

Foot Figures are 40¢ each (almost all 'SS' and 'ME' numbers are foot except as noted). Cavalry Figures are 85¢ 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.



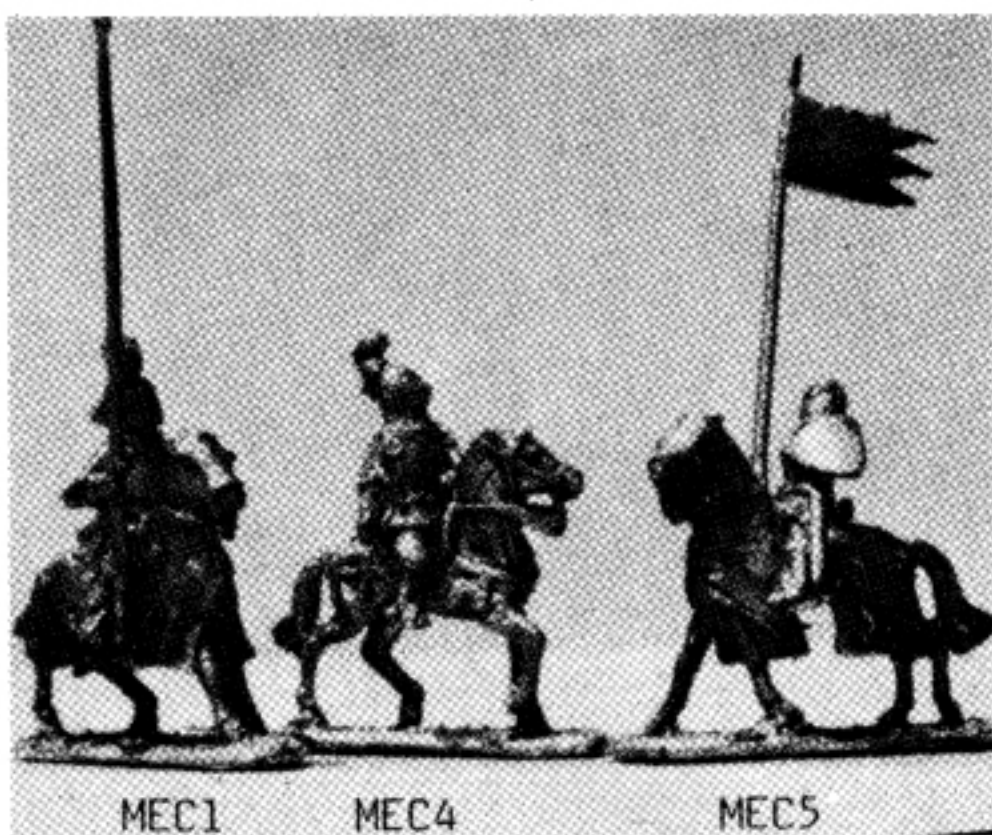
Royal Armies of The Hyborean Age



MEDIEVAL

- Knights on Foot @40¢ 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 @40¢ 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
 *unavailable at this time.



MEC1 MEC4 MEC5

- Knights Mounted @85¢ 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

SWARDS & 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 @85¢
 *SSM26 Mounted Standard Bearer @85¢

NIMIDIA

- SS27 Archer
 SS28 Infantryman
 SS29 Royal Guard
 SS30 Standard Bearer
 SSM31 Mounted Knight @85¢
 SSM32 Mounted Guard @85¢
 SSM33 Mounted Standard Bearer @85¢

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 @85¢
 SSM67 Cavalry w/glaive @85¢

PICT

- SS36 Infantryman

SHIM

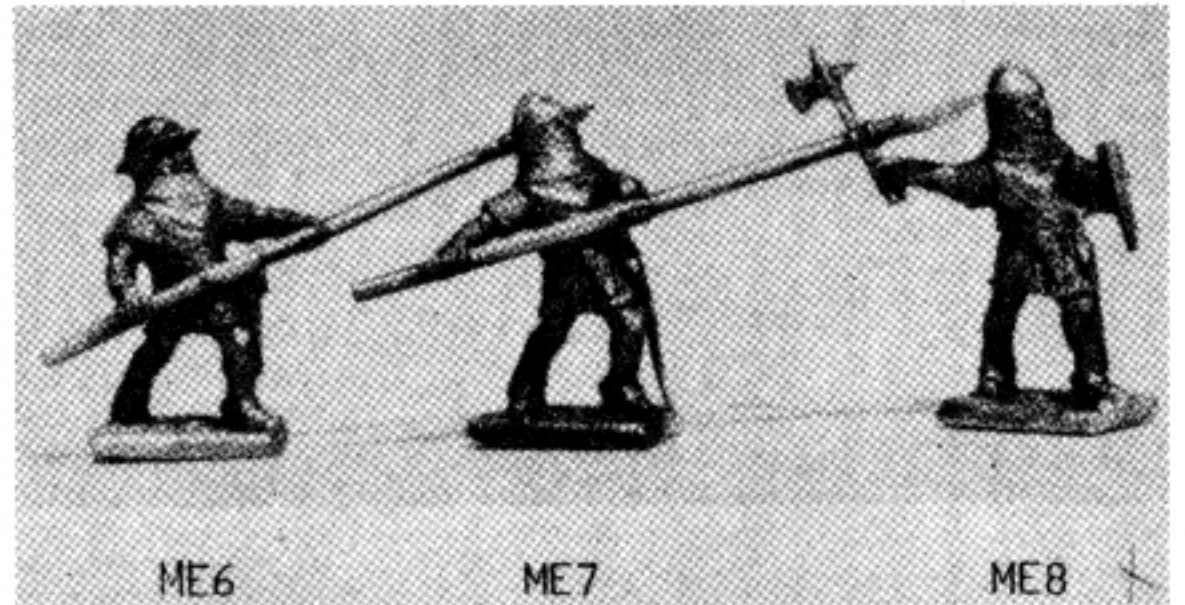
- SS3 Guard
 SS38 Archer

AMAZON

- SS37 Archer
 SSM35 Horse Archer @85¢
 SSM67 Cavalry w/glaive @85¢

TARUN

- SS42 Infantryman
 SS43 Immortal
 SS44 Archer
 SS45 Standard Bearer
 SSM46 Heavy Cavalryman @85¢
 SSM47 Horse Archer @85¢
 SSM48 Mounted Standard Bearer @85¢



ME6 ME7 ME8

VANHA

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

HERO'S

- SS1 Barbarian on Foot
 SSM58 Barbarian Mounted @85¢

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 @\$1.00 per set
 SS62 Attendant
 SS63 Attendant
 SS64 Temple Dancer
 SSM60 Mounted King @85¢
 SSM68 Mounted Sultan @85¢
 SSM69 Enchantress Riding Tiger @85¢

DEMONS & MONSTERS

- SS5 Troll
 SS6 Frost Giant @\$1.00
 SS11 Snow Ape @\$1.00
 SS12 Demon
 SS13 Winged Demon @\$1.00
 *SS14 Winged Dragon
 SS15 Hawkman @\$1.00
 SS16 Two Headed Troll Giant @\$1.00
 SS17 Eastern Giant @\$1.00
 SS18 Winged Serpent @\$1.33
 SS65 Griffon @\$1.00
 SS66 Centaur @\$1.00
 SS71 Goblin (Orc) Chief w/std.
 SS72 " " w/glaive
 SS73 " " w/mace
 SS74 Armored Frost Giant @\$1.00
 SS70 Tree Demon @\$1.00

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

Note: We've held these price raises between Journals but are raising them effective Feb. 7.

POLLY S FLAT PAINTS THINS WITH WATER

- 5/8 oz. bottle- 65¢
 #6 Metal Primer
 10 Night Black
 11 White
 12 Equip. Light Gray
 20 Fire Red
 23 Flesh
 24 Int'l Orange
 25 Royal Purple
 26 Federal Blue
 30 Blue
 32 Sky Blue
 40 Yellow Out of Stock
 41 Earth Yellow
 50 Jungle Green Out
 52 Olive Drab
 53 Dark Wpn. Olive

- 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.



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.

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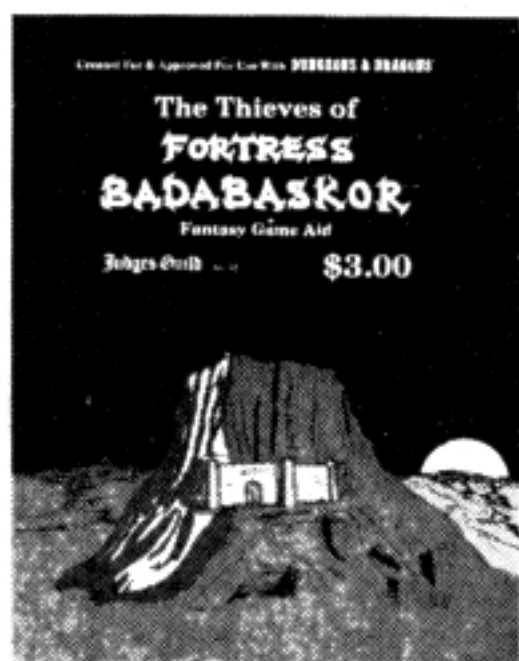
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New Releases from Heritage

To bring you up to date from last issue, we do have the following items in stock!

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The Trouble with Tribbles, David Gerrold (Ballantine)	1.95
The World of Star Trek, David Gerrold (Ballantine)	1.95
The Making of Star Trek, Stephen Whitefield & Gene Roddenberry (Del Rey)	2.25
Letters to Star Trek, Susan Sackett (Ballantine)	1.95

Star Trek TM, Adventure Gaming in the Final Frontier, a new game manual from Heritage 5.95

Star Wars TM, George Lucas (Del Rey) 1.95

Judges Guild will carry STAR WARS MINIATURES TM as they are produced!

Heritage Models Also Receives Rights to Edgar Rice Burroughs' John Carter, Warlord of Mars TM

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EDGAR RICE BURROUGHS TM, a paperback series printed by Ballantine, released for use with the above miniatures.

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10	Llana of Gathol	1.50

A Guide to Barsoom, John Flint Roy, illus. (Ballantine) 1.75
Adventure Gaming Book by Heritage Models, Inc., a painting guide (Shep Paine's techniques) fictional ethnic descriptions, man-to-man action rules. 6.95

Barsoomian Battle Manual, by Heritage Models, Inc., rules for adventure gaming. 5.95

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.



SPI

Up Scope!, an historical simulation game of tactical submarine warfare in the 20th Century. 9.00

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Gambler
Saloon Girl
3 Fighting Cowboys
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Cowboy w/sack
Townslady
Old veteran
Gold miner
Townsmen & child
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Lady shopkeeper
Depot agent
Prisoner in irons
Town Judge
Townsmen
- C 6 **TOWN CHARACTERS PACK**
Undertaker w/tombstone
Mountain man
Barber
Dude
Doctor
Town drunk
- C 7 **CAVALRYMEN PACK**
Officer
2 Troopers firing
2 Troopers charging
Trooper loading carbine
- C 8 **INDIANS PACK**
Chief
2 Indians firing bows
2 Indians firing rifles
Indian w/war club
- C 9 **PERSONALITIES PACK**
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Doc Holliday
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Shootist, Wes Harding
Squirrel Tooth Alice
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3 different mounted
Cowboys w/pistols
and rifles

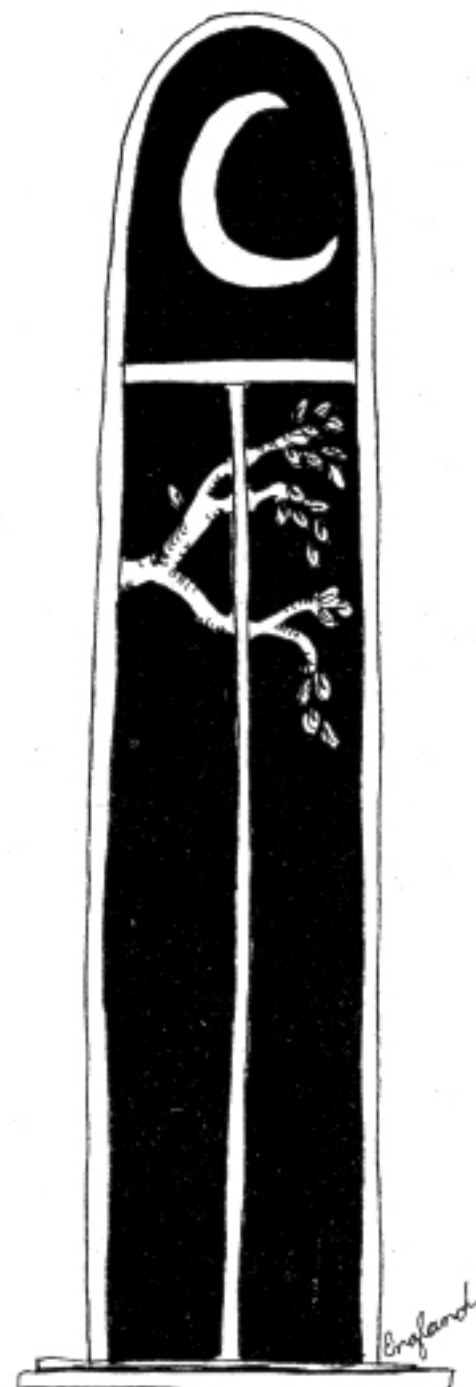
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- IMPORTANT NOTE:** All of Grenadier's \$1.98 packs will become \$2.29 effective March 21st! Orders received then will be sent at the higher price.
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 - Wizard Special #2-Great Griffon huge lead model about 8" high! 24.95
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1 Throne with Seated Overlord (who has three interchangeable heads-1 human, 1 demon & 1 skeleton), 2 Braziers, 2 Reclining Lion Statues, Couch, Feast Table loaded with food, 2 Fan Bearers & 1 Queen with Leopard. 4.98
 - Fantasy Set #12-Drunken Dragon Inn
1 Bar, 1 Innkeeper, Serving Wench, Wine Rack, Wine Barrel with Spigots, 2 Tables, 4 Stools, 1 Bench, 5 Barrels. 4.98



ORILLA, 1st Starguard Supplement, to be used with Starguard, below 3.50



Starguard, Sci-fi miniature rules \$3.50

Wizards and Warriors 25mm

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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. \$4.00
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- Set 8 **THE TREASURE VAULT**
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Two bunk beds with hanging weapons, stack of weapons, table w/mugs, food, lantern, knife, and bottle, two stools, chest, barrel and cauldron. 4.00
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- S 5 Grenadiers and Rocketeers

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- S 8 Command Pack, Infantry and Insurgent

ANDROMEDA ALIENS

- S 9 Photon Riflemen
- S 10 Bombadier and Rocketeers
- S 11 Stasis Fieldmen and Officer

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- S 12 Rayriflemen
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*Pkg. contains 2 different positions

All Packs 2.29

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Sword & Spear, a very interesting matrix for blow by blow melee combat with basic a Temporarily e) sions. Dozens of weapon classes (7 swor Out of Print)5 along with a fantasy supplement are included

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



When he was twenty-one he set off with his father to Thunderhold to get a supply of Battle-Axes and Shields for the town militia. On the return journey, they were surprised by a Minotaur, which fatally injured Groth. Altair slew the monster and then tended to his dying father. As he lay near the brink of life and death, Groth reached into his tunic and brought forth a crystalline orb of a brilliant lustre. He placed it in his son's hands and spoke his dying words. "Take this, my son, for this is the Holy Sphere of Kardon, a gift from Hephaestus to the Kings of Kardon. It has long protected the Rangers of the North, and as long as it is, their seed shall never die. You will know what to do with it when the time comes." Before he could explain, he passed from this earth and was ferried across the River Styx. Altair vowed from then on to avenge the Destruction of Kardon.

The next ten years of his life he spent in accumulating wealth in pursuit of his goal. He returned successfully from three dungeons and managed to amass a tidy fortune. When he was thirty-two he set off from Carnage to Phantom Peak, where he proceeded, with the aid of a few friends, to build a stronghold on the ruins of Kardon and acquire an army of five hundred men. He lived peacefully for five years, but this peace was interrupted when an army of Goblins went on a rampage East through the Majestic Mountains. Altair took his army along with some local volunteers and a company of Dwarves from Thunderhold. He met the Invaders just five miles from Phantom Peak. There he defeated the Goblins, and his army drove them from the Mountains.

All was peace and contentment and Altair had little to worry him for the next twelve years. But trouble was brewing to the North. Rend, an Evil High Priest, was raising an army to invade Thunderhold. When Altair defeated the Goblin Host he made a pact with the Dwarvish King to always aid each other. So when news reached him that a large host of men and Orcs were marching on Thunderhold, Altair gathered up his army and marched to their aid.

The two armies met at the foot of Nimbus Tor. Altair's five hundred men and the fifteen hundred Dwarves, badly outnumbered by the evil host of Rend, battled against the enemy. The battle raged back and forth for three days with the corpses piling thick and fast. Many a brave Dwarf and Man laid in the dust. Finally on the fourth day, Altair led a company of heavily armed men to attack the rear flank of the Orcs. It was a stunning success, and Rend's army was losing ground. Fearing defeat, Rend pulled his last trump card. He summoned forth from the Black Pit a Balor. When the Lawful Host saw this, they faltered. All hope was lost. But Altair, seeing his chance to avenge his ancestors, challenged the Balor to a duel that would decide the final victory.

The Balor laughed at him, but because of his ego he had to accept. The two hosts cleared aside to let the two battle. The fighting began. Altair armed himself with Mithril Chainmail and a +4 Sword. The Balor knocked him to his knees three times, but Altair kept at him. After three successive blows, he finally managed to sever the left arm of the Demon. Balor lashed out with his deadly Flail, striking Altair in the temple and knocking him unconscious. The Balor roared and made ready to finish off his victim.

Just as the Fates were writing off his doom, Altair heard his father calling him. He kept repeating the same three words over and over again. "Anui I Eanorien." In a flash Altair awoke from his trance and drew out the Holy Sphere. He held it to the sun and repeated his father's words, "Anui I Eanorien." There was a blinding flash and an explosion that could be heard for twenty miles around. The Balor and Altair were gone. The army drew new hope and the Invaders were routed. Rend climbed to the top of Nimbus Tor and threw himself onto the crags below.

To this day the people of the Magestic Mountains worship Altair as a God. They turned his stronghold into a Holy Shrine that has been manned by several Patriarchs down through the ages. It is said that any true worshipper of Altair will be blessed with good fortune in battle. He will also aide a Lawful army with his host of two hundred undead 4th level fighters.

Altair, God of the Majestic Mountains

AC: 0 (+1 Plate, +1 Shield) Fighting Level: 20th Level Lord
 Movement: 24 inches Psionic Abilities: 5th Level
 Hit Points: 200 Alignment: Lawful/Good

The battle between Altair and the Balor took place over two hundred years ago. The Kingdom of Kardon was sacked over five hundred years ago, so as not to alter any present day facts on the map.

This is just one example on how a person can pass from SL 19 to SL 20 in the Noble Hierarchy. There are of course many other ways. One should keep in mind that the basic requisite of a God is to have the majority of the people in one area believe in him.

Respectfully,

Scott Kutos
 The Red Dragon Fantasy Club

Dear Maed Makistakator:

The "Wilderness Adventure" in many fantasy campaigns has long suffered from numerically outrageous encounter tables. Most of these tables were put forth only as guidelines, not gospel! Yet even as a guideline these tables were little help. Unlike the dungeon where a player could develop his characters slowly and risk them undo harm only by going too deep too fast, the outdoor adventurer runs the gauntlet of all the monsters. Using the outdoor encounter tables listed in *Eldritch Wizardry* (TSR) you find that it is not so much what you can as a player run into, but how strong and how many. Using the guidelines given in *D & D Vol. 2* only a large army or a group of high levels can hope to survive in the outdoors. This has meant that most players have had to play almost exclusively in the dungeon and town/city until their characters had risen to a fairly high level to insure their characters a chance of survival in the wilderness. By this time the groups venturing into the outdoors were more like armies than a party of adventurers, and the monsters they ran into were often no match for the power of these groups. Thus the Judge was left a dilemma: how to change the wilderness from a suicide run for the beginning characters and a "get rich quick" adventure for the high level groups to a more interesting "break even" proposition for either group. Here is a system I use to determine the number and strength of monster encounters in my campaigns.

1. Count the number of HD or the number of spells each person or adventurer in the group has (count either HD or spells, whichever is greater) and add these numbers up. This will give you the Base Number for your encounters for that group. This number will be changed as members are added or slain, so a running count will be necessary.

Example: A 2nd level Cleric = 2 pts; a 3rd level Mage = 4 pts; a 3rd level Fighter = 3 pts; and 12 Mercenaries = 12 pts, giving a total of 21 pts--the Base value of this small group.

2. Take two normal dice of different colors, pick one as being positive and the other as being negative, and roll them. Add the two dice and this will give you a range of +5 to -5. Match the result to the following table for the variation to your adventurer's Base number.

+5 = 2 x Base #	-5 = .5 x Base #
+4 = 1.8 x Base #	-4 = .6 x Base #
+3 = 1.6 x Base #	-3 = .7 x Base #
+2 = 1.4 x Base #	-2 = .8 x Base #
+1 = 1.2 x Base #	-1 = .9 x Base #
0 = Base #	

3. Multiply the Base number arrived at in part 1 with the variation result of part 2 to arrive at the number of monster's HD you have available to use.

4. Take the result arrived at in part 3 and divide it by the monster's normal HD. This will give you the number of creatures encountered. (Treat HD +1 monsters as just their normal HD. Treat HD +2 or more as one HD higher than their normal. Thus a 6 + 3 Troll is equal to 7 pts. or HD). Fractions can be handled in any way you wish, but I just make one of the encountered monsters stronger than normal and have him as the leader. This comes in very handy when an encounter of a single type of man is rolled. (Say Fighter with 2-12 followers comes up. Subtract the followers HD and the remaining could be the Fighter's level, minimum of 2nd level. Discretion is advised if the remainder is above 12 HD).

Examples: (Using the 21 pt. Base arrived at in part 1.)

Type of Monster Encountered	Monster Hit Dice	Base Adjusted Roll	New Base	Number Monsters Encountered	D & D Vol. 2 Suggested Numbers
Werewolves	4	+3	34	8 with 1 of 6 HD	2-20
Ogres	4+1	0	21	5 with 1 of 5 HD	3-18
Lizardmen	2+1	-2	17	8 with 1 of 3 HD	10-40
Cavemen	2	+5	42	21*	30-300

*Any time you get something in the men or man-shaped area, you may have to do a bit more figuring than normal. For example, a Bandit group with the same Base as the Cavemen would have 1 4th level leader and 38 other men. Generally I subtract any possible high levels first with the remainder being the number of 1st level men.

Important Note

True chaotic monsters, due to their erratic temperament, should never exceed the maximum number allowed for in the general encounter tables of your particular campaign unless the monster is found in his lair. Any monsters encountered in their lairs should have an adjusted treasure compatible with their adjusted numbers.

One last bit of advice. Occasionally while using these rules it is a good idea to have a larger or smaller number of monsters encounter your adventurers than possible using these rules. I suggest you allow a 5-10% chance per week outdoors that the next encounter will take place using your normal encounter table numbers. This chance may increase in sparsely populated areas, depending on the monster's chances for exciting the local militia or army to action against them. Using these rules and a little imagination will add the necessary adjustment to the wilderness adventures that will make them a challenge to the higher levels in your campaign as well as liveable for the lower level characters.

Sincerely,

William G. Reger

Dear Maed Makistakator:

While looking at the Commoner's Calendar in the Guide to the City State, the prevailing temperature chart gave me an idea for making a weather chart based on these standard monthly temperatures.

WEATHER CHART FOR MOUNTAIN AREAS

Die Roll	Spring	Summer	Fall	Winter
1	21-30° A	31-40° A	11-20° A	1-10° A
2	11-20° A	21-30° A	1-10° A	0-10° B
3	1-10° A	11-20° A	0-10° B	11-20° B
4	0-10° B	1-10° A	11-20° B	21-30° B
5	11-20° B	1-10° B	21-30° B	31-40° B
6	21-30° B	11-20° B	31-40° B	41-50° B

Night temperatures: subtract 11-20°.

WEATHER CHART FOR DESERT AREAS

Die Roll	Spring	Summer	Fall	Winter
1	71-80° A	81-90° A	71-80° A	71-80° A
2	81-90° A	81-90° A	71-80° A	71-80° A
3	81-90° A	91-100° A	81-90° A	71-80° A
4	81-90° A	91-100° A	81-90° A	71-80° A
5	91-100° A	101-110° A	91-100° A	81-90° A
6	101-110° A	111-120° A	91-100° A	81-90° A

Use Summer Mountain Temperature Chart for night temperatures.

Cont. next page



WEATHER CHART FOR JUNGLES AND SWAMP AREAS

Die Roll	Spring	Summer	Fall	Winter
1	61-70° A	71-80° A	61-70° A	61-70° A
2	71-80° A	71-80° A	61-70° A	61-70° A
3	71-80° A	81-90° A	71-80° A	61-70° A
4	71-80° A	81-90° A	71-80° A	61-70° A
5	81-90° A	91-100° A	81-90° A	71-80° A
6	91-100° A	101-110° A	81-90° A	71-80° A

Night temperatures: subtract 11-20°.

All terrain is considered clear and is the standard prevailing temperature according to the Commoner's Calendar.

WIND SPEED CHART

Die Roll	Weather Type	Speed (MPH)	DIRECTION OF WIND
1--6	Calm	0-9 mph	1--North
7--10	Lt. Breeze	10-19 mph	2--Northeast
11--14	Strong Breeze	20-29 mph	3--East
15--17	Gusty	30-39 mph	4--Southeast
18	Gale	40-49 mph	5--South
19	Storm	50-59 mph	6--Southwest
20	Blizzard or Hurricane	60-- mph	7--West
			8--Northwest

WEATHER TYPE ABOVE FREEZING

Die Roll	Type
1--4	Clear
5--6	Cloudy
7	Foggy
8	Drizzle
9	Lt. Rain
10	H. Rain

WEATHER TYPE BELOW FREEZING

Die Roll	Type
1--3	Clear
4--7	Cloudy
8--9	Hale
10	Snow & Sleet

The idea is to bring about a more realistic feeling of travel and peril. For example, gale winds could cut travel of party by half. Cold weather would mean all members of a party must be dressed warmly enough (DM's option) or suffer damage due to cold or heat. The penalties incurred are up to the specific DM. I have my own penalty chart, but would rather leave this open-ended and up to other DM's, fitting it into their games according to whim. Any-one can make their own adjustments on the charts.

Kevin Fortune
Alias KK of F

P.S. Here is a report of an incident that happened at a recent party in the city.

REPORT ON BLUE DOLPHIN INCIDENT

13 people seated at 4 different tables (8 Fighters--LVL 3 to 9; 3 Magic Users--LVL 3,7,9; 2 Clerics--LVL 4,7)
9 Constables stop at Blue Dolphin for a couple of drinks. Four walk over to 9th LVL Lord and 5th LVL Swashbuckler seated at a table. Constable insulted (?) Lord, (absurd) and fight soon ensued. Casualties are as follows:
3 Constables killed by Oxford, 5th LVL Fighter
1 Constable killed by Sir Giory, 4th LVL Fighter
1 Constable killed by Ferkor, 8th LVL Fighter
1 Constable killed by Lord Smucksley, 9th LVL Fighter
1 Constable killed by Wekuel, 3rd LVL Fighter
1 Constable killed by Marker, 3 LVL Magic User

Toward the end of this melee 12 more Constables came, alerted by the noise while passing by. They were hampered in their duties by a 9th LVL Sorcerer named Nimsby and his assistant, 7th LVL enchanter, Certol. Nimsby threw a slow spell at the Constables and then he and Certol summoned 3 Gnolls and 2 Orages to detain the Constables. Then Nimsby transported Certol and himself away to an unknown destination. Also seen in the Inn during this incident were a 7th LVL Lama named Pilltre, and his aid, 4th LVL Vicar Sezemor. It is not known if they had anything to do with the actual deaths of the Constables, but they are wanted for interrogation. All others concerned are wanted for high murder. A reward of 100 GP per man is offered for their capture or death. Posters describing these unruly parties are being put up in various places in the City State. Anyone who aids, hides, or otherwise helps this party or any member thereof is subject to slow torture and death. Note: Most players took NPC's of my own on this adventure, thus accounting for the high levels.

Kevin Fortune

Dear Maed Makistakator:

Here's the weather table I promised you, plus some economic statistics from my campaign.

The weather table is very crude and needs work. In practice it seems too harsh; convoys are too easily scattered, and individual ships too easily sunk. But, it does hit the essential convoy elements of scattering and straggling.

I hope you put a lot of work into the urban and tavern encounter draft I sent you. The one you developed for the City State is regrettably limited to the City State by its use of social levels as a numerical variable to be plugged into the tables. Those of us who don't use your social levels can't use the City State encounter tables.

One of my background ideas is to force players to take time out from the non-stop adventures which so rapidly advance characters in all but the most strict campaigns by dangling a great temptation before them; the opportunity to create magic items at fairly low levels of Experience. What will ideally happen is that the Fighters and Thieves will hire themselves out to some local potentate or government organization as Guards and such, while the spell casters hole up and create magic items for the group's use in further adventures.

WEATHER, SCATTERING & STRAGGLING

Weather	Roll	Convoy Problems						
		A	B	C	D	E	F	G
Calm	1-15	--	--	--	--	--	--	--
Light Breeze	16-35	--	--	--	--	--	--	--
Normal	36-65	--	--	--	--	--	--	--
Brisk	66-85	71-90	91-100	--	--	--	--	--
Storm	86-95	1-30	31-60	61-80	81-100	--	--	--
Gale	96-99	--	1-20	21-40	41-60	61-80	81-90	91-100
Typhoon	100	--	--	--	1-25	26-50	51-75	76-100

CONVOY PROBLEMS

	# of Scattered Ships	Days to Reform	% Which Struggle
A	1-5% Chance of	1	--
B	5-15% Chance of	2	--
C	10-20% Chance of	3	--
D	20-40%	4	10% of those scattered
E	40-60%	5	15% of those scattered
F	60-80%	6	20% of those scattered
G	80-100%	7	25% of those scattered

INDIVIDUAL SHIP PROBLEMS

	Chance of Being Scattered	Chance of Straggling if scattered	Days to Rejoin Convoy	Chance of Sinking
A	5%	--	1	--
B	10%	--	1-2	--
C	15%	--	1-3	--
D	30%	10%	2-4	5%
E	50%	15%	2-5	10%
F	70%	20%	3-6	15%
G	90%	25%	3-7	30%



INDIVIDUAL SHIP DAMAGE

Storm	10% chance of 5-30% Damage to ship
Gale	20% chance of 10-50% Damage to ship
Typhoon	40% chance of 40-100% Damage to ship

MAGIC ITEM PRODUCTION TIMES & COSTS

Spell Storing Devices (Rings, Wands, Staves). Non-rechargeable items can only hold one particular spell with multiple charges.

Time

Rechargeable: 3 days x maximum spell level x # of charges + memorizing time

Non-rechargeable: 1 day x maximum spell x # of charges + memorizing time

Materials Cost

Rechargeable: # of charges x 5 x (level² of spell + 1)
Non-rechargeable: # of charges x 2 x (level² of spell + 1)

Enchanted Weapons (no Intelligence or Alignment) Const. Time in Months

Type	7th Magi or higher only	Materials Cost	+1	+2	+3	+4
Dagger, Axe, Spear, 20 Arrows/ Quarrels		25	0.4	1.6	3.6	6.4
Battle-Axe, Mace, Flair, Morning Star, Shield, Bow	50		0.6	2.4	5.4	9.6
Poinard, 2-Handed B.-Axe & Maces, Halberd	75		0.8	3.2	7.2	12.8
Swords, Mounted Lances, Armor (+Helmet)	100		1	4	9	16

Cost of

On the Spot	Spells	Level	Cost	Materials
1st	10	1st	150	100
2nd	20	2nd	300	200
3rd	40	3rd	600	300
4th	200	4th	1,200	400
5th	1,000	5th	2,000	500
6th	4,000	6th	8,000	600
7th	10,000	7th	20,000	700
8th	20,000	8th	40,000	800
9th	40,000	9th	80,000	900

Potions comparable to scroll spells cost half that of a scroll spell. Other potions should be assigned in spell level 2 cost the same as a scroll spell of that level. Materials cost should be 25 gold pieces times (comparable) spell level squared. Spell casters merely receive the pay for their time. The rest is guild or temple markup (for spells, scroll spells, & potions).

Permanent ability rings cost as a Non-rechargeable Wand of 100 charges, but use discretion; a Djinn Summoning Ring summons only one Djinn (for 1001) days and he will probably last only 15 uses before being killed or dispelled. Guild/Temple markup is three times the total pay & materials cost of spell-storing devices & Enchanted Weapons.

SAMPLE COSTS & CONSTRUCTION TIMES

Non-Rechargeable (Usually Wands) Spell Saving Items

Spell Level	Cost per 10 Charges (Multiply by 10 for 100 charge Wand)	Materials Cost	SC Level	Construction Time	Total Cost
1st	40 gd pc		3rd	12 1/2 days	280 gd pc
2nd	100		5th	24 days	784 gd pc
3rd	200		7th	35 days	1,696 gd pc
4th	340		9th	47 days	4,068 gd pc
5th	520		11th	60 days	6,880 gd pc
6th	740		12th	70 days	9,680 gd pc

Cont. next page

Spell Storing Rings (or Other Rechargeable)
Cost Based on 6 Spells Capacity

Spell Level	Materials Cost	Time	Total Cost	Miscellaneous Magic Items
1st	60 gd pc	18 days	412 gd pc	May be created in the same fashion as the Various Rings shown below. Use your common sense; Bracers of Defense are equivalent to Protection Rings, etc. Some items are usable only a few times, others whenever desired. Adjust accordingly.
2nd	150 gd pc	36 days	1,176 gd pc	
3rd	300 gd pc	54 days	2,584 gd pc	
4th	510 gd pc	72 days	6,188 gd pc	
5th	780 gd pc	90 days	10,320 gd pc	
6th	1,110 gd pc	108 days	14,808 gd pc	

Staff of Power, Rechargeable, 4th level maximum spell = 271,200 gd pc
Staff of Wizardry, Rechargeable, 5th level maximum spell = 411,200 gd pc
Staff of Power = 101.6 months, Staff of Wizardry = 128 months
Staff of Power = 17,000 materials, Staff of Wizardry = 26,000 materials

Cost of Enchanted Weapons	+1	+2	+3
Daggers, Axes, Spears, 20 Arrows/Quarrels	356 gd	1124 gd	2404 gd
Battle-Axes, Maces, etc, Shields, Bows & Crossbows	584 gd	1736 gd	3656 gd
Poinards, 2-Handed B.-Axes & Maces, Halberds, etc.	812 gd	2348 gd	4908 gd
Swords, Mounted Lances, Armor (+Helmet)	1040 gd	2960 gd	6160 gd

Creating Magic Swords

11th Magi or Higher. 6 months time minimum, +6000 gd pc materials & 24,000 EXP pts. from the Mage. Roll on the Greyhawk or Magic Weapon Tables from TD #5 to determine type of sword created. Roll one 6 sided die +6 to determine sword's Intelligence, then roll for Ego. 70% chance same Alignment as Mage, 30% chance no Alignment. Roll for special, extraordinary & bonus powers (spells as normally done). Intelligence may be boosted by one for every extra month, 1000 gd pc & 4000 EXP pt invested, but this also raises Ego by one (roll before final invocation of spirit of deceased Fighter/Thief to Sword). Maximum add of +6 in this fashion. Major Swords may not be created from enchanted (as above) Swords.

VARIOUS RINGS

Spell Level	SC Level	Time	Materials	Total Cost	
Invisibility	2	5th	8	1,000 gd pc	7,200 gd pc
Control	5	11th	20	5,200 gd pc	60,800 gd pc
+1 Protection	3	7th	1	100 gd pc	1,040 gd pc
+2 Protection	3	7th	4	100 gd pc	2,960 gd pc
+3 Protection	3	7th	9	100 gd pc	6,160 gd pc
Water Walking	1	3rd	4	400 gd pc	2,560 gd pc
Fire Resistance	2	5th	8	1,000 gd pc	7,200 gd pc
Regeneration	5	11th	20	5,200 gd pc	60,800 gd pc
Djinn Summoning	7	14th	4.2	1,500 gd pc	19,440 gd pc
Shooting Stars	2	5th	3.2	400 gd pc	2,880 gd pc
X-Ray Vision;					
Wizard Eye	4	9th	16	3,400 gd pc	36,640 gd pc
Telekinesis	5	11th	20	5,200 gd pc	60,800 gd pc
Flying/Infravision	3	7th	12	2,000 gd pc	15,680 gd pc
Detect Invisible	1	3rd	4	400 gd pc	2,560 gd pc

VARIOUS POTIONS

Spell Level	SC Level	Time	Materials	Total Cost	
Healing	1	3rd	0.1 Mo.	25 gd pc	75 gd pc
Extra Healing	2	5th	0.2 Mo.	100 gd pc	150 gd pc
Grant Strength	4	9th	0.4 Mo.	400 gd pc	600 gd pc
Control	5	11th	0.5 Mo.	625 gd pc	1000 gd pc

Competition from Alchemists has brought the price down, the usual 400% markup is not applicable to potions.

PAY SCALES MONTHLY

Spell Level	Fighters by Fighting Skill	Others
1st	30	20
2nd	45	30
3rd	60	40
4th	75	60
5th	100	90
6th	120	120
7th	160*	160
8th	320	320
9th	360	360
10th	400	400
11th	500	500
12th	600	600
13th	700	700
14th	800	800
15th	900	900
16th	1,000	1,000
17th	1,100	1,100
18th	1,200	1,200

*Low risk pay, manufacturing magic items, etc.
Doubled for Wilderness & Dungeon adventurers, etc.

The social background table also sent is based on my campaign, and is radically different from yours and from regular D & D. Only .44% of the population in my campaign are adventures because only adventures have the "Psychic potential" necessary to receive benefits from the gods, such as spell casting ability, extra hit points, etc. But children of adventurers are much more likely to be adventurers than the proportion in the general population, and this is shown on the tables as I designed them.

You will doubtless make substantial changes, but it would help if you know why certain things in my draft are done the way they were done.

KEEP UP THE GOOD WORK!

Tom Holsinger

Dear Maed Makistakator:

Thanks for sending everything so quickly, that way I can read all the new material faster. I'd bought the City State Aid at a local shop and decided if all your material was that good, then I'd better get a subscription fast. I didn't want an initial package, so your Associate Sub hit the spot. All your ideas are great. It's wonderful to have full stats, HTK and Damages listed for everything.

In answer to your offer of credit: Treasure Chests!

A Treasure Chest will hold 3000 GP weight and weighs 500 GP itself* Thus a man with 18 (01-50) Strength can lift it if he is absolutely naked! Note also that a mule can't carry one because it's harnessed. Whatever you use to fasten the chest would bring it over maximum carryable weight. So most parties would take the treasure out of the chest and put it in bags, right? Wrong. Aside from being locked, which is a problem for parties without Thieves (since a chest is AC 8, 400 HTK and for every point you miss hitting it by, there is a 5% chance of breaking your Weapon. 50% of all chests have magic traps (with a Permanent spell) on (in) them. I use ceiling traps from David Hargrave's Arduin Grimoire (a great book!).

1. Sex change ray; no save (only works on any one person once)
2. Disintegrate ray
3. Magic Negation ray (all magic must save)
4. Teleport ray to?
5. Ten cubic feet of dragon offal shoots out
6. Stoning liquid shoots out
7. Hot oatmeal shoots out
8. Red (green) slime is shot out
9. Random monster shoots out (maybe treasure has been polymorphed)
10. Polymorph ray
11. Heat ray (2 dice per level)
12. Cold ray (2 dice per level)
13. Paralysis ray (1-20 days)
14. Ten cubic feet of plain mud shoots (osshes) out
15. Life draining ray (1 level per dungeon level)
16. Random monster teleports in
17. Gas hisses out (I'm not going to copy his gas/fog tables too, so if you want them consult Arduin Grimoire.
18. Random spell shots out
19. Random Clerical spell shoots out
20. Whimsy Ray! Anything goes!

This table is slightly modified so it can be used with chests. Soon I'll start work on the Village of Light Elf. It seems a character 200 gnomes and started "The Gnome Patrol"...

Sincerely,

Tim Byrd

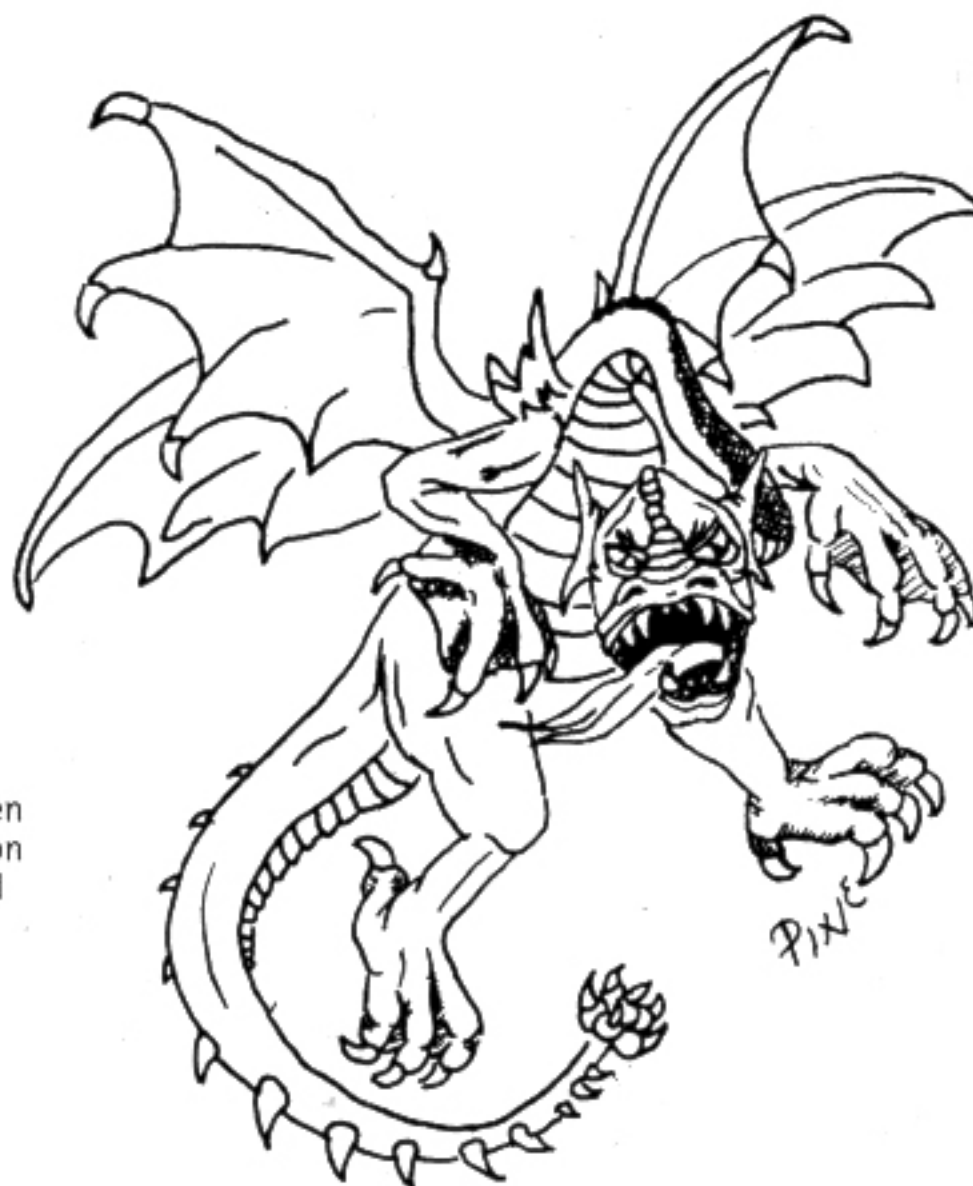
P.S. To Tom Holsinger: In my world if a party brought out that much gold (IF!), then the temples would probably want a large portion of it to sacrifice to their gods.

P.P.S. I'd like to see more dungeon descriptions, especially what's in the rooms.



REPTILLICUS REGORIP BY PIXIE BLEDSAW

AC 4 HD 5 NA 1-4 MOVE 4" / 14" Frequency Rare % In Lair 60
Treasure Type A No. Of Attacks 2 Damage / Attack 1-6 Size Man
Magical Resistance Nil Intelligence Fair Alignment Lawful-Evil



Regorips are known to frequent rough or mountainous terrain and construct elaborate traps to lure their victims. A fearful opponent, the Regorip can only be dislodged from their powerful grip by a strength of 16 or above. The long talons rend into any armor and bend downward to establish an iron grip. The terrible teeth can then tear away at the victim, and the tail brought to bear. The tail secretes a venom which does not damage the victim, but places any creature under the Regorip's control for 2-12 days. The tail is only effective against bare flesh and natural scales...being used frequently on dinosaurs, which the Regorips are wont to ride upon. They prefer to attack the victim's back, or from above.

Advise 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 brainstorm.



THE ANCESTORY OF AN ADVENTURER

by Terrence H. Thorgaard

The following tables would be useful in quickly, or at least fairly quickly, working through the family history of the members of a party so as to more rationally explain some of their characteristics. It hypothesizes a small village consisting in as many family groups as there are players.

Marriages, adoptions, etcetera can be negotiated among the players or alternatively can be randomly determined. In such latter case it should be regarded that there are no other NPC families in the background.

The length of the history to be worked up can vary. It should be at least several generations long, but the Game Master would do best to use his own judgment to see that every player/character has at least one adult male (or female if he/she so wishes at the end of the historical period).

Each member of a player's family may be designated thusly: The original founder/character had, among other issue, a bastard son, his first such. He, in turn, had a legitimate daughter, his second daughter by the way. She had an illegitimate son, her first son. He had one legitimate son. That child would be identified as S(b)₁D₂S(b)₁S₁. If the founder had issue by his first wife, who died, and if he remarried, and had a son by her, that son would be S(W-2)₁.

At the end of the period the Game Master might announce that there is a famine and that the village group must migrate. Alternatively, he could send a wanderer of some sort to tell the village of a mysterious dungeon. The chosen sons of each family would then be sent out with the life savings of the family in the hopes of bringing home a fortune.

This is also a device for eliminating ultrapowerful characters. At the start of the game, players are asked to choose a character who they want to see live a long time. He then has lost his treasure at gaming, speculating, etc., and has decided to settle down. Take it from there.

All men, and all women unless too old, might have children out of wedlock. Widows, with their children and stepchildren, are remarried (or perhaps made mistresses) at the start of the next 5 year period. They take the social level of their new mate. Orphans are adopted, probably separately, and take the social level of their adopting parent (father).

FOUNDING CHARACTER CREATION

Social Level Roll 1-6.

%AGE DIE	CHARACTER AGE	%AGE OF HAVING A WIFE**	%AGE CHANCE OF A CHILD* WIFE NO WIFE		WIFE AGE
50	15-20	45	50	25	C.A. -3 to +2
65	21-25	55	60	50	C.A. -7 to +2
75	26-30	60	70	70	12 to 32
85	31-35	65	75	80	12 to 37
95	35+	75	80	85	12 to C.A.

Actual age is rolled on 6 sided die: If 6 appears, go to youngest age in next age group. If a 6 in 35+ group, add 5 and roll again for next age group.

**Wife over age 35 will not have more children. Otherwise roll for one more child each year. If wife too old, treat as "No Wife".

*Initial child determination: Child age (that of youngest parent minus 14) to zero variable. If one child is rolled, keep rolling until no more children rolled.

Roll for Social Level only initially or if Widow or Orphans
 Roll for Character Age only initially
 Roll for Wife at five year intervals
 Roll for both Wife and No Wife (Bastard) unless unmarried, then only now
 Roll for Wife Age when she is acquired
 Roll for children as follows:

Age:	Frequency	Condition
5-20	Once per year	
21-25	Once every 2 years	
26-30	Once every 3 years	
31-35	Once every 4 years	If Wife not too old
+35	Once every 5 years	If Wife not too old

Roll for Plague once per village per year.
 Roll for Death once per individual per year.
 Roll to treat income cumulated once per five years then check each year.
 Income may be cumulated each year.
 Check health when income cumulated each year so cumulated.
 If income treated as cumulated, check every 5 years on social level, increase table to see if level drops one.
 Roll for Social Level increase only at end of total period.
 Roll for Requisites of all at end of period if they survive.
 If Orphan or Widow check for Social Level at end of 5 years until then treat as Beggars.
 Roll Orphans' Social Levels separately.
 For children, 50% Male: If Female, marry on "% Wife" table, start age 12.

SOCIAL LEVEL

DESCRIPTION	DIE ROLL	%AGE UNHEALTHY ** WHEN INCOME CUMULATED	LIFE SAVINGS	% CHANCE SOCIAL LEVEL HAS INCREASED*
		% Age to Treat	Cumulated	
Beggars	1	100	0 to 10 GP	10
Dirt Poor	2	75	0 to 50 GP	15
Getting Along	3	50	0 to 75 GP +0 to 6 each	20
Doing Well	4	25	50 to 150 GP +5 to 25 each	35
Rich Peasant	5	10	100 to 300 +5 to 55 each	45
Burger	6	---	150 to 350 +10 to 60 each	2***

*To increase life savings possible at the end of the period, the Social Level may be checked to see if it has increased (check then only). The Social Level may only be increased if the yearly income (same as Life Savings, but figured per year) is saved. If this is done, %Age of Family Healthy is zero. The yearly income is then cumulated. At the end of the period, if the cumulated yearly incomes is the maximum possible for that greater level, roll the % Age to see if the Social Level has increased. If it has, then roll the Life Savings for that new level.

**If yearly income is cumulated so if a family member is not healthy in a year, subtract (1) from his Strength, Constitution, and Charisma which he would have as an adult.
 *** Treat as rich peasant

Woman have 3/4 normal Strength and Constitution. (Round Up)

Children aged below 10 years have 1/3 normal Strength, Constitution

12 years	1/2
15 years	3/4

CHANCE OF DEATH (YEARLY)

LEVEL	NORMAL CHANCE	EACH YEAR THE CHANCE OF PLAGUE IS 2%	DEATH CHANCE OF ALL IS 30%
1	10		
2	8		
3	5		
4	4		
5	3		
6	2		

If Unhealthy, chance of Death doubles.