



THE JUDGES GUILD JOURNAL

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Dedicated to SWORDS AND SORCERY Fantasy Gaming

Issue 10 (S) Item #64
June/July 1978

GODS, MONOGODS & KERNOGS FEEDBACK

Just to let you know a little bit more about the likes and dislikes of some of your fellow Guildmembers, we are publishing the most frequent responses and the highest number listed for each answer. JG will continue to record the feedback answers, but will not list further responses to this survey in the Journal.

The greatest number of responses came from Guildmembers 24 years of age, the vast majority being males with around 16 years or more of education. The range extends to 47 years of age, to 24 years of education.

From 4 to 8 players generally band together for a game, at times the group size reaches 14 players. Two to 8 hours were spent on role-playing games each month; 60 hours was the tops. Simulation War games rated 1-4 hours per month; top range 30 hours. Miniature war games received 0-2 hours per month; top range 20 hours. And finally, fantasy board games received 0-2 hours per month; top range extending to 50 hours. The amount of money invested in games per month averaged between \$5 to \$30. The top expense rose to \$90.

Judges Guild products were well received by the public. The following represents the number which had the greatest response per product.

Thunderhold	8	Valon/Tarantis	7
Tegel Manor	9	Thieves of	
City State	9	Badabaskor	8
Modron	8	GenCon IX	
Barbarian		Dungeons	8
Altanis/ Glow Worm		Village Book I	9
Steps	7		

The readers' priority listed the following in their deemed order of importance.

Playability
Reality Simulation
Graphic Aesthetics
Literary Aesthetics
Grammatical Accuracy

Our Guildmembers concur that fantasy role-playing guidelines should not be restricted to simulate Western European Medieval realities.

Printed in order of importance are the following items.

Dungeons
Maps
Description
Magic
Monsters
Tactical Level
Towns
Campaign Level
Format
Counters

The favorite time period chosen by our Guildmembers seemed to favor the Medieval period. Other favorites were World War II, Futuristic, and Ancient. Several of our members preferred a combination of the choices given.

As a rule our readers seem to enjoy Judging a game of skill and use miniatures in their games. The top three lines of miniatures selected from our listing were, in order of preference: Ral Partha, Grenadier, and Heritage. Other brands not listed, but preferred, included Miniature Figures, Archive, Wargamer's Publications, McEwan, and Dragontooth. The average number of miniatures owned varies from 1 to 50. The largest collection of miniatures amounted to over 6,000.

The average gaming time per week was 15 hours. Someone noted 80 hours per week! Gamers own between 1-10 games; highest number of games listed was 290.

Who in the field of fantasy gaming would you most like to read about in upcoming issues? Listed in no particular order of preference: Top designers of games and miniatures, Gygax, Kask, M.A.R. Barker, Arneson, Ursula K. LeGuin, Dave Hargrave, L. Sprague deCamp, Bill Owen and Bob Bledsaw, Fritz Leiber, Leonard Lakofka, Michael Moorcock, and many others in the field of gaming and fantasy.



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STAR WARS
Released by 20th Century-Fox

SW-K-15 Chewbacca, the hundred year old Wookiee, co-pilots the Millennium Falcon, a Corellian pirate starship.

Movie info rated low on the priorities of the games, and will be used in upcoming issues as a filler. The celebration of the Star Wars first anniversary is over. As we receive information from the studios on upcoming flicks, they will receive due mention.

Problem solving games are widely preferred to competitive games between individuals.

What aspects of the Journal do our readers most prefer? In order of preference, the responses are listed below.

Prodigious Platemail
Dear Maed Makistakator
Game Reviews
JG Business Policy
Coming Conventions
Book Reviews
Judges Roster
Movie Reviews/Info
Honorable Mention:
Omniscient Opinions
TurtleDragon Castle
Bryan Hinnen's Stories

Our respondents believe Judges Guild to be a predominantly well run, productive, and efficient business.

One to 3 individuals hover around the freshly printed pages of the Journal at every issuance. Most would prefer not to have installment material printed with the Journal, though they would like to see the Journal in a magazine format, providing more copy than map materials.

Lifetime subs are increasing in number each day. Thank you for your show of confidence in the Judges Guild!



Shrewd Slants From The Sagacious Sage

As a player advances in levels, he will find random adventures or normal activities such as hunting expeditions much less rewarding than they were when he was a lower level. This will mean that he will then wait to receive word or rumor of some sort of monster or encounter more worthy of his mettle. The Judge may then supply such encounters often creating special monsters for only one type of adventure. Meanwhile, the original chances of random encounters remains the same in the wilderness, and it remains possible for new players to enter the world without being immediately destroyed by monsters designed to challenge more powerful types.

Older players tend to generate their own adventures through becoming interested in trading or some other career which leads to logical travels and adventures of an appropriate sort. Players who retire to baronies may be kept challenged by the problems of administrating a barony and keeping it free of the occasional young dragon which might come wandering, by seeking a lair already built, or the party of ogres too stupid to realize that those piles of skulls around his borders mean Monsters Keep Out. This also leads to the player leaving an appropriate force behind him to maintain the necessary patrols about his barony while he is off adventuring. This adds to game reality.

If a player shows an interest in starting an enterprise, you should take the necessary pains to create a situation where such an enterprise would stand some chance of success. Or, if it would unbalance the game, point this out to him and recommend that he think something else up. A Judge must avoid telling a player what he can or cannot do as much as possible.

Adventures may be designed for specific player characters, and kept in a file for later use with minor changes for other players of similar capabilities. They should be designed to provide a realistic challenge for the player, auto kills should never be used, and the situation should be set up so that the player with luck and thought may expect to win over the opposition.

Great care must be taken in the means chosen to preserve important NPC's. Unlimited characters destroy the players faith in the game, but it is useful to keep kings, emperors and governments around for purposes of continuity. Such beings should arise naturally out of the rules of war and magic which also apply to the player, but they should be created as though they actually were the heirs of the power acquired by several generations of people with the same opportunities open to them that the player has. Consider the rate at which players acquire magic and powers in your wilderness, and then consider what magical items and powers the major NPC's would naturally have accumulated in their rise to the top. Create your NPC's accordingly to be consistent within the framework of your own world.

Finally, never make the mistake of thinking that any beings within the wilderness are more important to the game than the players. This does not mean that the players should politically and economically dominate the game, rather it means that the entire world exists for the players. A Judge is in a great many ways like an author. Whether a novel is concerned with two peasants' adventures as they try to bring in their crops, or the wars between two emperors, the central characters dominate the book. Rather their adventures are the sum total of the book. Similarly, the adventures of the players are the purpose for which your wilderness was created. They should be consulted whenever possible so that the game shall remain enjoyable to both the Judge and the players.

The Judge only wins when the players enjoy the game.

Judges Guild's staff has another new addition. Dave Sering is a very talented and extraordinarily creative fellow. The following information we hope will serve as an introduction of him to our Guildmembers. Best of luck, Dave!

Dave Sering
Draftsman, Illustrator,
Product Designer

Dave has lived in central Illinois for most of his life. He graduated from Bradley University with a Bachelor's Degree in Biology and a double minor in History and Geology in 1968. Later Dave did a hitch in the Navy, where he spent most of his time climbing around old Spanish castles and investigating the local wine festivals. Dave's first introduction to gaming was in 1972, although he had been a history nut and a scale modeler since he could read. His collection of miniatures includes mostly medieval and ancients, though he does have a small collection of micro-armor. Dave has also constructed some 25mm Medieval castles and buildings. We discovered that Dave's enthusiasm also extends to painting his miniatures as well.

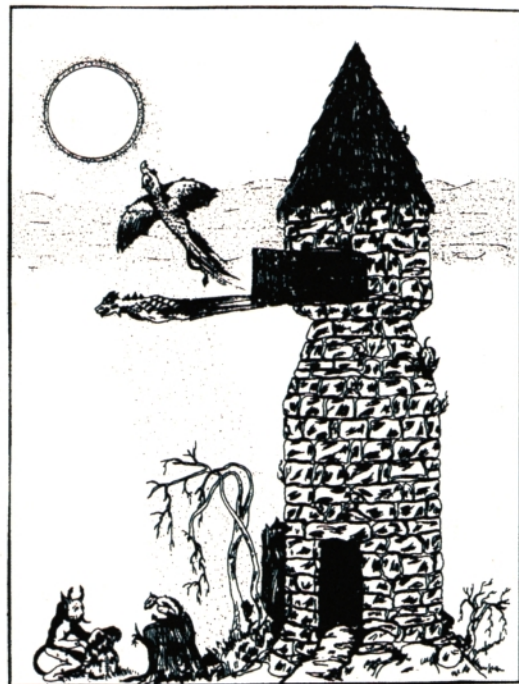
Dave Sering has a wide variety of experiences in his past. To support himself through school, he worked as a librarian in the Fon du Lac District Library. Thereafter he worked as a machinery operator for Caterpillar, and still later as a security guard. Currently he is designing some new naval material for Judges Guild.

You may have seen Dave at Origins '78. He ran a demonstration and display booth of all eras and types of naval wargaming. Dave hopes to see you all at the upcoming GenCon. Beware ye of his mighty Camera of True Seeing!

PUBLISHER'S STATEMENT

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CITADEL OF FIRE



COMING CONVENTIONS Fantasy Game Aid \$ 3.00

GENCON XI August 17-20, 1978
Location: University of Wisconsin--Parkside, Kenosha, WI
Info: TSR, GenCon XI
P. O. Box 756
Lake Geneva, WI 53147

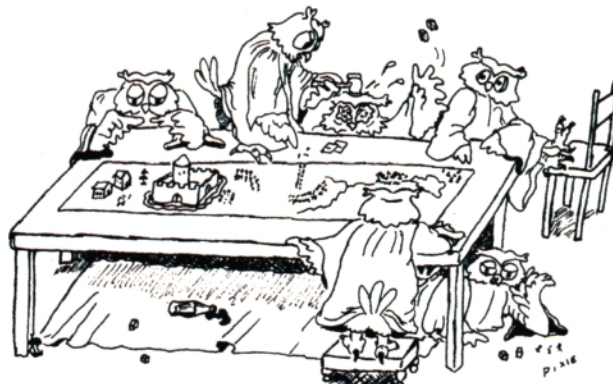
IGUANACON August 31-September 4, 1978
Location: Adams Hotel, Phoenix, AZ
Info: Iguanacon
Box 1072
Phoenix, AZ 85001

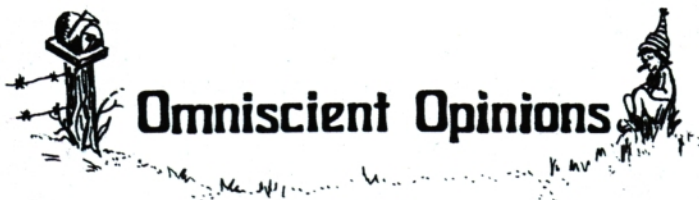
PACIFIC ENCOUNTERS '78
(formerly GenCon West '78) September 2-4, 1978
Location: Villa Hotel, San Mateo, CA
Info: Pacific Encounters '78
P. O. Box 4042
Foster City, CA 94404

WORLD FANTASY CONVENTION October 13-15, 1978
Location: Fort Worth, TX
Info: Mike Templin
1309 S. West
Arlington, TX 76010
Attendance Limited to 750.

ROCKCON IV October 28-29, 1978
Location: Ramada Inn, Rockford, IL
Business 20 (State Street)
Exit on Interstate 90
Northwest Tollway
Info: Ken Lythgoe
Royal Hobby Shop
3806 E. State Street
Rockford, IL 61108

Judges Guild presents upcoming Cons. If your organization would like to publicize an upcoming convention, please send the appropriate info to Judges Guild, P. O. Box 773, Decatur, IL 62525. This service is provided free of charge. For information regarding lodging and entrance fees, please contact the name/address listed beneath each Con.





Omniscient Opinions

WHAT HAS A FIGURE EXPERIENCED?

Leonard Lakofka

Below is given the percent chance for a figure to know that an item exists (whether by actually owning and using it, by seeing it used, or by having it described to him). This means of actually USING the item may or may not be known, and a second die roll will determine that information. Some items are obvious as to how they would be used/operated and the Judge can usually rule on simple items easily. If there is a question, then use this table:

Knowledge of Use and Operation

1-50	Has actually owned a like item and is fully aware of the principles of operation and use.
51-75	He has seen this item used by someone. Assuming the item is useable by his class, he has a 70% chance of being able to use it correctly and completely, but a 30% chance of either not knowing all about it or not knowing the means of activating one or more properties of the item. Failure to know exactly does not preclude or eliminate testing, of course.
76-95	Has only heard the item talked about. 30% chance that this will have been in the form of instruction, and therefore the information and means of use are likely known. 50% chance that he will have heard/read of the item (monster or spell) and its mechanics, variables, means of use, etc.; could be highly suspect and inaccurate. 20% chance that what he has heard/read is absolutely wrong and inaccurate. The Judge will give some details as to circumstances or knowledge, and this should be inclined to give the player a good clue as to the veracity of what he has heard.
96-100	Legend tells of such an item. 50% chance the information will be all wrong. 50% the information will be accurate, but there will be no instructions as to use.

If the following percentage is generated, then the Player-Character (or NPC) knows what the item is. Roll on the above table for how to use it if there is any doubt. If the following percentage is not rolled, but is missed by 1-10% then use the table above, but only the 51-100 results. If the required percentage is missed by 11% or more, then there is no knowledge of the item.

BONUS If an item is useable ONLY by the Player's class, add 10% plus 1% per level for his chance to know the item and how to use it. If the item is useable only by another class(es) then subtract 15% from the die roll to know what the item is. This may be modified by 1% per two levels.

Chance to have had Experiences with or to have had the Item (Monster, Spell, etc.) Accurately Described

Level of Figure	Class of Item, Monster, Spell, Etc.										Bonus	Subtraction
	1	2	3	4	5	6	7	8	9	10		
1	10%	7%	4%	1%	-5%	-10%	-15%	-20%	-25%	-30%	10%	-15%
2	18%	14%	10%	6%	-1%	-7%	-12%	-17%	-22%	-27%	11%	-14%
3	26%	21%	16%	11%	3%	-3%	-8%	-13%	-19%	-24%	12%	-14%
4	34%	28%	22%	16%	7%	+1%	-4%	-9%	-15%	-20%	13%	-14%
5	42%	35%	28%	21%	12%	6%	1%	-4%	-10%	-15%	14%	-13%
6	50%	42%	34%	26%	17%	11%	6%	1%	-5%	-10%	15%	-13%
7	59%	50%	41%	32%	23%	17%	12%	7%	1%	-4%	16%	-12%
8	68%	59%	50%	41%	32%	25%	20%	15%	9%	4%	17%	-12%
9	78%	69%	60%	50%	41%	34%	29%	24%	18%	13%	18%	-11%
10	88%	79%	70%	60%	50%	43%	38%	33%	27%	22%	19%	-11%
11	98%	89%	80%	70%	60%	53%	48%	43%	37%	32%	20%	-10%
12+	108%	99%	90%	80%	70%	63%	58%	53%	47%	42%	21%	-10%

CLASS OF ITEMS

Group 1	Group 2	Group 3
Detection Wands	Illusion Wand	Damage Wands
Ring of Protection	2nd Level Monster	Fireball
Minor Potion	Gem Types	Lightening Bolt
Magic Boots	Magic Bags	Paralyzation
+1 Weapon	Magic Gauntlets	Magic Ropes
1st Level Spell	Magic Shields	3rd Level Spell
Monster with 1 HD	2nd Level Spell	Monster with 3 HD
Elves	Magic Cloaks	Magic Armor +1, +2
Dwarves	"Common" Animals	Weapon +2
Orcs	Druids	Speaking Swords
Hobgoblins	Skeletons, Zombies	Illusionists
Thieves +30%	Rangers	Ghouls
Magic Users +20%	Ogres	Shadows
Clerics +50%	Colored Dragons	Bards
Fighters +75%		Minor Devotions of Psionics

Group 4	Group 5	Group 6
Polymorphing (Inc. Wand)	Magic Staves	6th Level Spells
4th Level Spell	Concept; Regeneration	Monsters with 6, 7 HD
Monsters with 4 HD	5th Level Spells	Magic Bracers
Ring of Spell Storing	Monsters with 5 HD	Ego/Intelligence Weapon
Shield +2, +3	Shield +4, +5	Telepathy
Weapon +3	Armor +4, +5	Ring of Shooting Stars
Swords That Are Aligned	Magic Containers	Cursed Rings
Wands of Special Value	Water Walking Ring	Mummies
Negation	Fire Resistance Ring	Vampires
Fear	Elemental Controls	Demons IV
Other	Tridents	Greater Devils
Magic Horns	Magic Figures	Pseudo Dragon
Wights/Wraiths	Assassins	Demigods
Minor Devils	Demons (-III)	Ethereal Plane/Astral Plane
Paladins	Psionic Combat	Halfings
Elemental Planes	Giants (Hill)	
Metalic Dragons (Lesser)		

Group 7	Group 8	Group 9
7th Level Spells	Magic Rods	9th Level Spells
Liches	X-Ray Ring	Demon Princes
Djinni Ring	Limited Wishes	Arch Devils
Magic "Eyes"	8th Level Spells	Ki-Rin
Ring of Spell Turning	Monsters with 8, 9 HD	Platinum Dragon
Demon V-VI	Magic Robes	Chromatic Dragon
Concept/Magic Resistance	Telekinesis (Inc. Rings)	Gods (Details of Exact Powers)
Swords with Purposes	Cube of Force	Magic Decks of Cards
Giants (Fire, Cloud, Storm)	Magic Books (Manuals)	Regeneration Ring
	Outer Planes	Monsters with 10+ HD

Group 10	Group 11
Magic Mirrors	Holy Swords
Talismans	Artifacts
Spheres	
Great Swords	

THE CONTENTS OF THINGS

Leonard Lakofka

I. Rooms

A. Common Bedroom Furnishings--Check for Each Item

- 90% Wash Pitcher & Bowl
- 70% Small Tin Mirror
- 80% 1-4 Odd Wooden Chairs
- 75% Mugs, Glasses or Cups (1-4)
- 60% Chest or Foot Locker
 - 1-4 2' x 2' x 3' Ordinary Wood
 - 5-7 3' x 3' x 4 1/2' With Brass Fittings
 - 8-9 3' x 3' x 4 1/2' Solid Wood, Steel Fittings
 - 10 6' x 2' x 4' Brass Fittings (Under Bed)
- 60% Chest with 2 + (1-4) Drawers
 - 5' Wide, 3' Deep, 8"/Drawer (2 & 3 Drawer on Legs)
- 80% Table(s) 70% only 1, 30% 2 Tables
 - 1 2' x 2' Beside or with 2 Small Chairs
 - 2 3' x 3' With 4 Chairs
 - 3 4' x 4' With 4 Chairs
 - 4 4' Round with 4 Chairs
- 100% Bed Barracks' Type 1-2 only. Common Soldier Room's Type 1-4, Inns/Tavern's Type 3-6, Private Bedroom Type 4 or 6.
 - 1 Single Bed, Straw Mattress (Decide on Quantity)
 - 2 Single Bed, Padded Mattress (Decide on Quantity)
 - 3 Double Bed, Padded Mattress (Decide on Quantity)
 - 4 Double Bed, Down Mattress 1 or 2
 - 5 4 Poster Bed, Padded Mattress, Usually only 1
 - 6 4 Poster Bed, Down Mattress

B. Uncommon Bedroom Furnishings--In Private or Semi-Private Rooms Only

- 40% of Such an Item, but then 1-4 in Quantity
 - 1. Small Chest with Lock
 - 2. Upright Chest
 - 3. Painting*
 - 4. Sculpture**
 - 5. Weapon and/or Shield Decoration (60% Worn Out, 30% Useable, 8% Cursed, 2% Magic)
 - 6. Small Altar (Trimmed or Baren)
 - 7. Clock
 - 8. Live Plant(s)
 - *Paintings 7% Picture is Magical Acting as a Teleporter or Summoning Device
 - 1. Landscape
 - 2. Seascape
 - 3. Mountain View
 - 4. Castle Picture
 - 5. Town Picture
 - 6. Church
 - 7. Church Interior
 - 8. Monster
 - 9. Animal
 - 10. Portrait
 - 11. Battle
 - 12. Melee
- **Sculpture 7% Magical
 - 1. Human
 - 2. Humanoid
 - 3. Monster
 - 4. Animal

- C. Kitchens Roll for Each Item
- 100% Hearth and/or Stove
 - 90% Cutting Block
 - 100% Shelves (2-5) or Cabinet
 - 90% Fire Utensils
 - 100% Provisions, Common
 - 90% Salt
 - 90% Flour
 - 80% Salted Meat
 - 60% Common Spice
 - 75% Water Source
 - 95% Bucket
 - 85% Knives, Cleavers or Forks (Common Metals)
 - 95% Crockery (Common)
 - 30% Pewter Plates, Mugs, Goblets, etc.
 - 20% Silverware
 - 20% Silver Serving Pieces
 - 40% Rare Provisions
 - 1-40 Fresh Meat
 - 41-60 Fresh Fruit
 - 61-70 Fresh Greens
 - 71-74 Eggs
 - 75-79 Beer
 - 80-88 Milk & Butter
 - 89-94 Wine
 - 95-96 Ale
 - 97 Exotic Spices
 - 98 Whiskey
 - 99 Preserved Fruit
 - 00 Mead
- D. Dining Rooms
- 100% Table & Chairs to Fit Room & Quality of Occupants
 - 80% For 1-4 of the Following:
 1. Suit of Plate Armor (1-60 Rusted Inside, 61-90 Missing Parts, 91-00 Useable)
 2. Shield (1-70 Rusted or Worn Down, 71-00 Useable)
 3. Crossed Weapons (1-60 Rusted, 61-80 Intact, 81-95 Cursed, 96-00 Magic)
 4. Painting(s)* See Painting Detail under Room B Above
 5. Sculpture** See Room B Above
 6. China Case (Chest)
 7. Pewter Goblet(s)
 8. Silver Goblet(s)
 9. Tapestry
 10. Sideboard (May Contain Silverware 40%)
- E. Special Furniture for Studies, Libraries, Very Large Expensive Bedrooms
- 60% Then 1-4 Possible Items
 1. Padded Chair (1-6) in Number
 2. Large Divan
 3. Statue**
 4. Upright Chest (Clothes or Storage)
 5. Love Seat
 6. Desk 2 + (1-4) Drawers (1) Roll Top, (2) Pigeon Hole, (3) Simple, (4) Ornate
 7. Book Cabinet 2 + (1-4) Shelves, 10 + (1-20) Books Per Shelf
 8. Oblong Table with Drawer(s)
 9. Curio Cabinet
 10. Clothing Tree
- F. Miscellaneous Items (Usually in Dens, Private Chambers, Private Apartments)
- 40% Then 1-4 Possible
 1. Figurine(s) (1-98 Ordinary, But Often Expensive, 99-00 Magical or Magic Mouthed)
 2. Decanters of Liquors (1-95 Common, But Often Expensive, 96-00 Potion)
 3. Scented Oils & Soaps
 4. Ivory Dice (1-90 Common, But Often Expensive, 91-00 Loaded)
 5. Toys (1-90 Common, But Often Expensive, 91-00 Magical in a Minor Way)
 6. Etchings
 7. Pens, Blank Scrolls, Ink (1-90 Common, 91-00 Invisible Ink, Magic Pen, etc.)
 8. Expensive Books (1-6) (1-95 Nothing Magical, 96-00 Magical)
 9. Seals & Sealing Wax
 10. A Pet Animal (1-98 Common Domestic Pet, 99-00 Magical in Nature)
 11. Rug (1-95 Common, But Often Very Expensive, 96-00 Magical)
 12. Mounted Crossbow (1-90 Not Useable, 91-00 Intact)
 13. Darts & Dart Board (1-60 Too Small For Weapons, 61-00 Professional and Weighted)
 14. Walking Cane or Staff, Usually Carved or Fitted
 15. Crystal Ball
 16. Horn & Riding Crop
 17. Pottery
 18. Musical Instrument
 19. Mirror of Glass or Very Polished Steel, Even Mithril
 20. Bell or Chime, Often Gem Encrusted
 21. Chess Set Often Made of Jade, Ivory, or Like Expensive Material
 22. A Deck of Cards, Almost Always Tarot Cards
 23. Crystal Glasses
 24. Fine Fresh Food

- B. Corridors
- 1-10 No Lighting or Provision For Lighting
 - 11-40 Torches with Holders (Or Empty Holders) Spaced 60' Apart
 - 41-60 Torches with Holders (Or Empty Holders) Spaced 30' Apart
 - 61-80 Torches with Holders (Or Empty Holders) Spaced 15' Apart
 - 81-90 Braziers Spaced 20', 30', 40', or 60' Apart
 - 91-00 Overhead Lamps or Candle Fixtures Spaced 15', 30', 45', or 60' Apart

- III. Wardrobe, Clothier, Bedroom Locker, Bedroom Chest
- A. Foot Gear 80% Roll for 1-4 Possible
- 1-6 Clogs
 - 7-9 Sandles
 - 10 Slippers
 - 11-12 Shoes
 - 13-15 Work Boots
 - 16-19 War Boots
 - 20 Soft Leather Boots
- B. 95% Everyday Attire 2-7 Categories
1. Tunic (Dress) 1-6 Quantity
 2. Jacket (1 or 2)
 3. Cape, Usually Only 1
 4. Cloak, Usually Only 1
 5. Hose (2-7 Pairs)
 6. Blouse (Shirt/Top) 1-6 Quantity
 7. Pants (Skirt) 1-4 Pairs
 8. Undergarments (2-7 Sets)
 9. Gauntlets, Gloves, 1 Pair Usually
 10. Cap, 1 or 2
- C. 35% For Dress Apparel, Modify by 5% Per Character Level, 2-12 Categories
1. Tunic (Dress) 1-8 Quantity
 2. Cape or Cloak 1-4 Quantity
 3. Jacket (Gown) 1-4 Quantity
 4. Hose (2-9 Pairs)
 5. Robe, Usually Only 1
 6. Blouse (Shirt) 2-12 Quantity
 7. Pantaloons (Full Embroidered Skirts) 1-6 Quantity
 8. Costume Jewelry 1-6 Pieces
 9. Dancing Boots (Shoes, Slippers) 1-4 Pairs
 10. Undergarments (Silk, Fine Cotton) 2-12 Sets
 11. Gauntlets (Fine Gloves) 1-4 Pairs
 12. Hat (Mantel, Headdress) 1-4
- D. Traveling Clothing/Battle Garb 40%, 1-6 Items and Only Those Wearable by Class
1. Padding for Chain or Plate Armor
 2. Studded Leather Armor
 3. Helm
 4. Studded Gauntlets/ Chain Mail Gauntlets
 5. A Weapon
 6. Cloak (Cape)
 7. Banner or Favor
 8. Chain Armor
 9. Shield
 10. Plate Armor
 11. Ring Mail
 12. Leather Tunic
- E. False Bottom/Secret Panel on a Roll of 10% Contents Determined by Judge

- IV. Desk Contents, 1-6 Categories
1. Paper, Whether in Scroll or Loose Form
 2. Paper & Ink
 3. Books or Ledgers (Usually Financial Records)
 4. Sealing Wax & Seal
 5. Drawing (Drafting) Instrument(s)
 6. Ruler and/or Compass
 7. Dice or Deck of Cards
 8. Scissors
 9. Calendar
 10. Almanac

Fighting Skills for Warriors and Clerics
A New Character Requisite

Tom Holsinger

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

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

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

The basic pay rate is 2 GP per fighting skill point (my currency base is a cost of 1 GP to sustain an adult male slave engaged in heavy physical labor for a month). Learning a fighting skill of three points or less requires two weeks per point, and costs 20 GP per month. Learning a fighting skill of four to six points requires three weeks per point, and costs 30 GP per month. Learning fighting skills of over six points requires four weeks per point and costs 40 GP per month. Characters who learn fighting skills in this fashion fight only as first experience level with them until they gain a new experience level, whereupon they may fight at full effectiveness with all weapons which they may use at that point.

Fighting skills which are presently known count towards upgrading to a similar higher cost weapon. Characters capable of using a three point one-handed sword need learn only one more point to use a two-handed sword. The higher cost of the new weapon is paid. Characters proficient in short self bows (4 points) must spend 4 x 4 weeks and 40 GP per month to upgrade their skills to composite or longbows. Likewise, proficiency in a higher valued weapon enables a character to use all related lower value weapons. Two-handed swords allow you to use one-handed sword and dagger. Mounted lance enables you to use pole arms. Advanced cavalry training allows you to use advanced infantry training.

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

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

Pay Bonus: 1st experience level (veteran) -3 GP monthly; 2nd level (elite)-12 GP; 3rd level (veteran elite)-24 GP; Dwarves-4 GP; Elves-12 GP

TAVERN AND URBAN ENCOUNTERS

Tom Holsinger

Time of the Encounter

- 6 a.m. 1-2
- 7 a.m. 3-4
- 8 a.m. 5-6
- 9 a.m. 7-9
- 10 a.m. 10-12
- 11 a.m. 13-15
- Noon 16-19
- 1 p.m. 20-23
- 2 p.m. 24-27
- 3 p.m. 28-32
- 4 p.m. 33-37
- 5 p.m. 38-42
- 6 p.m. 43-48
- 7 p.m. 49-54
- 8 p.m. 55-61
- 9 p.m. 62-69
- 10 p.m. 70-77
- 11 p.m. 78-84
- Midnight 85-90
- 1 a.m. 91-94
- 2 a.m. 95-97
- 3 a.m. 98
- 4 a.m. 99
- 5 a.m. 100

Guild Types

- Cadets/ Apprentices/ Novices
- Retired Adventurers
- Active Adventurers
- Debtor Adventurers

Local Soldiers

- Ruler's Troops
- Nobility's Troops
- Town Guards
- Guild/Temple Guards
- Private Guards

Traveler's Tavern Encounter

- Adventurers' Groups
- Potential Employees
- Potential Employers
- Guild Types
- Local Soldiers
- Curious & Adventurous Locals
- Riffraff
- Mercantile
- Other

Tavern Activities

- Eating & Drinking
- Getting Drunk/Drunk
- Watching Entertainment
- Gambling
- Socializing
- Gossiping
- Making Plans
- Being Seduced
- Looking For Trouble

Urban Activities

- Going Somewhere
- Being Somewhere
- Wandering Around

Places to Be

- Tavern
- House of Ill Repute
- Stables
- Guild Hall/Temple
- Shops
- Marketplace
- Someone's Residence
- Castle
- Jail/Legal Court
- Warehouse/Docks

Experience of Soldiers

- 0 (Green) 1-15
- 0 (Regular) 16-59
- I (Veteran) 60-75
- II (Elite) 76-83
- III (Guardman) 84-87
- II (Officer Adventurer) 88-90
- Referee's Discretion 91-100

Urban Encounters

- Adventurers' Groups
- Mercantile
- Potential Employees
- Potential Employers
- Guild Types
- Local Soldiers
- Riffraff
- Street/Shop Types
- Residence/Castle Types
- Other

Riffraff

- Beggars
- Prostitutes
- Pickpockets
- Thugs
- Pimps
- Kidnapped Slaves
- Kidnapper Sacrifices

Mercantile

- Caravan/Castle Guards
- Sailors/Marines
- Dock & Warehouse Personnel
- Merchants/Slavers

Non-human Leaders

- Dwarf 1-80
- Elf 81-92
- Half Elf 93-95
- Halfling 96-100

Local Types

- Professional Gamblers
- Local Thieves
- Tradesmen
- Journalists/Historians
- Beautiful Women
- Rich Kids

Tavern/Other

- Serving Wenches
- Bouncers
- Entertainers
- Travelers
- Bartenders
- Monsters
- Spies
- Mysterious Strangers
- God/Demigod/Hero

Encounter is With

- Group Leader 1-10
- Follower 11-30
- Hireling 31-55
- Soldier 56-80
- Referee's Discretion 81-100

Experience of Potential Hirelings & Followers

- 0 (Green) 1-14
- I 15-54
- II 55-74
- III 75-84
- IV 85-88
- V 89-90
- Referee's Discretion 91-100

Social Class of Parents*

- Nobility 1-25
- Bourgeois 26-50
- Workers 51-75
- Commoners 76-100

Nobility

- Landholders 1-75
- Officials 76-80
- Marchers 81-100

Bourgeois

- Officials 1-30
- Mercantile 31-50
- Other 51-100

Workers

- Craftsmen 1-50
- Mercantile 51-65
- Other 66-100

Commoners

- Yeomen 1-30
- Mercantile 31-40
- Peasants 41-100

Nobility

- Hereditary Landholders
- Landholder Table 1
- Privy Counselor Table 2
- Others Table 1, ignoring 96-100

Potential Employers

- Merchant
- Slaves
- Guild
- Temple
- Sage
- Adventurer
- Local Noble
- Local Ruler
- Local Govt. (If Kingdom)
- Local Faction
- Foreign Agent
- Mysterious Stranger
- God/Demigod/Hero

Adventurer Group Leader

- Non-human 1-13
- Fighter 14-38
- Paladin 39-42
- Samurai 43-46
- Berserker 47-48
- Ranger 49-52
- Cleric 53-67
- Druid 68-69
- Thief 70-79
- Monk 80-83
- Bard 84-87
- Mage 88-97
- Illusionist 98-100

Level of Group Leader

- I 1
- II 2-3
- III 4-7
- IV 8-15
- V 16-30
- VI 31-45
- VII 46-60
- VIII 61-75
- IX 76-83
- X 84-87
- XI 88-89
- XII 90
- Referee's Discretion 91-100

Potential Employees

- Follower 1-15
- Hireling 16-30
- Unattached Soldier 31-45
- Mercenary 46-75
- Employed Soldier 76-90
- Referee's Discretion 91-100

Prominent Officials

- Privy Counselors Table 3, ignoring 1-73 & 100
- Others Table 3, ignoring 100

Nobility Tables

- Table 1
- #1 Title Holding
- 1-79 Knight 500-1000
- 80-95 Baron 2500-6000
- 96-100 Table 2 ---
- #2 Title Holding
- 1-18 Count 10,000 City
- 19-39 Earl 20,000 Hex
- 40-47 Marquis 25,000 City
- 48-71 Duke 40-50,000 City/Hex
- 72-88 Prince 80-100,000 City/Hex
- 89-100 Royalty Table 4

#3 Title

- 1-49 Knight
- 50-73 Baron
- 74-85 Count
- 86-93 Earl
- 94-97 Marquis
- 98-99 Duke
- 100 Prince/Royalty

#4 Relation Title

- 1-70 Distant Table 3, ignoring 1-49 & 100
- 71-95 Cousin Duke
- 96-100 Family Prince

*These proportions are not the average for the population as a whole; rather they are for Adventurers who are generally from a more affluent background. Adventurers from Proletariat and Commoner backgrounds tend to rise in social class and marry other Adventurers, so natural selection produces a higher percentage of psychic babies among the higher social classes. Actual proportions are 2% Nobility, 6% Bourgeois, 18% Proletariat, & 74% Common.

NOBLE PROFESSIONS

Hereditary Landholders

Landholder	1-45
Privy Counselor	46-50
*Cleric	51-65
*Military Officer	66-75
*Guild Official	76-85
Govt. Official	86-95
Courtier	96-100

Prominent Officials

Privy Counselor	1-5
*Senior Cleric	6-20
*Senior Military Officer	21-35
*Senior Guildmaster	36-40
*Guild Councilman	41-60
Senior Govt. Official	61-100

Marcher Nobility

*Baron	1-10
*Knight	11-60
*Senior Cleric	61-70
*Guildmaster	71-100

* = Adventurer
 50% chance that a landholding Privy Counselor is an Adventurer.
 60% chance that an official on the Privy Counsel is an Adventurer.

WORKER PROFESSIONS

Craftsmen

Armorer/Fletcher	1
Smith	2-13
Carpenter	14-25
Mason	26-37
Miller	38-42
Horseman	43-47
Wheelwright	48-52
Cobbler	53-64
Tailor	65-76
Tanner	77-88
Weaver	89-100

Mercantile & Military

*Merchant/Slaver	1-25
*Mercenary Officer	26-50
*Ship or Marine Officer	51-75
*Diver	76-80
Ship worker	81-90
Userer	91-100

BOURGEOIS PROFESSIONS

Officialdom

*Cleric	1-10
*Military Officer	11-25
*Guildmaster	26-35
*Guild Official	36-60
Govt. Official	61-70
Magistrate	71-80
Sheriff	81-90
Tax Collector	91-100

Mercantile & Military

*Master Merchant or Slaver	1-30
*Mercenary Leader	31-60
*Ship or Marine Captain	61-90
Shipwright	91-95
Banker	96-100

Various Educated

Master Craftsman	1-10
Alchemist	11
Engineer	12-13
*Sage	14
Steward	15-17
Veterinarian	18-22
Accountant	23-24
Cartographer	25
Chemist	26-28
Historian	29-31
Interpreter	32-36
Journalist	37-38
Lawyer	39-41
Politician	42
Scribe	43-72
Teacher (Cleric)	73-91
Astrologer	92-93
Astronomer	94
Artist/Sculptor	95
Courtesan/Don Juan	96-99
Actor/Mime	100

Others

Animal Trainer	1
Baliff	2-4
Butler/Servants	5-9
Chef	10-11
Criminal	12-17
Dancer/Entertainer	18-26
Servants	27-31
Gamblers	32-34
Servants	35-45
Grocer/Butcher	46-71
Innkeeper	72-75
Jailer	76-77
Jeweler/Goldsmith	78-79
Shopkeeper	80-95
Servants	96-100
26% = Servants	

	Commoners	Workers	Bourgeoise	Hereditary Nobility	Official Nobility	Marcher Nobility
FTR	1-85	1-50	1-40	1-30	1-30	1-25
CL	---	51-60	41-50	---	---	26-35
Mage	---	61-70	51-60	31-50	31-50	36-55
Thief	86-100	71-85	61-75	51-70	51-70	56-70
Monk	---	86-90	76-80	71-75	71-75	71-80
PAL	---	91-95	81-85	76-80	76-80	76-80
RGR	---	---	86-90	81-85	81-85	81-85
FTR-TH, FTR-MN, IL-TH	---	96-100	91-95	86-90	86-90	86-90
Bard	---	---	96-98	91-95	91-95	91-95
IL	---	---	99-100	96-100	96-100	96-100

EXPERIENCE LEVEL

Type	Commoners	LVL	Workers	Bourgeoise
Troops-Green	1-25	I	1-10	---
Troops-Regular	26-65	II	11-30	1-5
Troops I	66-85	III	31-50	6-10
Troops II	86-95	IV	51-70	11-30
Troops III	96-100	V	71-90	31-50
Seamen/MAR I	1-80	VI	91-100	51-70
Seamen/MAR II	81-85	VII	---	71-90
Seamen/MAR III	96-100	VIII	---	91-95
Traders & TH I	1-60	IX	---	96-100
Traders & TH II	61-90	X	---	---
Traders & TH III	91-100	XI	---	---
		XII	---	---
		XIII	---	---
		XIV	---	---

Hereditary Nobility	Official Nobility	Marcher Nobility	LVL
---	These people are usually the highest level of their profession in their kingdom, principality or barony.	---	I
1-5	6-10	11-20	II
11-20	21-30	31-40	III
41-60	61-70	71-80	IV
81-90	91-95	96-100	V
---	Therefore, it is necessary to figure out which political subdivision they are in.	---	VI
---	---	---	VII
---	---	---	VIII
---	---	---	IX
---	---	---	X
---	---	---	XI
---	---	---	XII
---	---	---	XIII
---	---	---	XIV

SALE OF MAGIC ITEMS ON THE OPEN MARKET
 Percentage of full value received is the discount referred to in the rules.

Type	Good Alignment				
	Pop. Hex	Guild Castle	Isolated City	Barony	Small Barony
Part of a Kingdom	90%	90%	80%	70%	60%
In a Coastal Hex	65-75%	65-75%	55-65%	45-55%	35-45%
Along a Trade Route	55-65%	---	45-55%	35-45%	25-35%
Somewhat Isolated	45-55%	55-65%	35-45%	25-35%	15-25%
Very Isolated	35-45%	45-55%	25-35%	15-25%	5-15%

Type	Neutral Alignment				
	Pop. Hex	Guild Castle	Isolated City	Barony	Small Barony
Part of a Kingdom	80%	80%	70%	60%	50%
In a Coastal Hex	50-65%	50-65%	40-55%	30-45%	20-35%
Along a Trade Route	45-55%	---	30-45%	20-35%	10-25%
Somewhat Isolated	30-45%	40-55%	20-35%	10-25%	*-15%
Very Isolated	20-35%	30-45%	10-25%	*-15%	*-5%

Type	Evil Alignment				
	Pop. Hex	Guild Castle	Isolated City	Barony	Small Barony
Part of a Kingdom	70%	70%	60%	50%	40%
In a Coastal Hex	35-55%	35-55%	25-45%	15-35%	5-25%
Along a Trade Route	25-45%	---	15-35%	5-25%	*-15%
Somewhat Isolated	15-35%	25-45%	5-25%	*-15%	*-5%
Very Isolated	5-25%	15-35%	*-15%	*-5%	*





Dear Maed Makistakator:

Enclosed is a short piece on the care and feeding of NPC's in a fantasy game. I have also included a list of NPC's which other Referees might be able to use.

Ronald Mark Pehr

NPC'S AS PLAYERS

An essential element of a D & D world is the NPC. Those I create as a Referee, as well as those I meet when I play, are as alive as the players themselves. It has happened that an individual player would have a run of incredible misfortune wherein his new character would be killed in their first encounter as fast as a new character could be re-rolled. Thus, the NPC who followed along on each expedition--faithfully holding up his end of the melees--gaining Experience, came to have a more viable personality than the played characters. This personality is of course the Referee, who plays the NPC in accordance with how he would react to constant association with those players rather than just rolling Morale checks on the dice.

Although wandering Mercenary Fighters can be hired for 50-100GP at any tavern, the players who cut the NPC in for a full share of the loot find that they end up with an ally who reacts to situations in the same way as the players do; that is, with consistently high Morale. Once players have evidenced an intent to treat an NPC as one of themselves--as opposed to the cavalier treatment afforded most hirelings--by giving them a full share of treasure from a raid and not asking him to take risks they wouldn't take, Morale need never be checked (except if players suffer a Moral breakdown). Fear can be caused in players against their avowed desire to stand firm by certain monsters.

This kind of NPC is neither follower nor hireling, but a true ally. He will stand and fight whenever players require it, even sacrificing himself for them at least as often as another player would. Because his rewards are ample, he tends to hang around whatever town/in/guild is their natural habitat whenever any of the players are raising an expedition. He has the loyalty of a follower to whomever hires him, and the availability of a hireling to different players. He does not necessarily have the same alignment or motivations as the players.

Although most characters, player or NPC, start at first or second Experience level, it is not too uncommon for an NPC to be several levels of Experience higher than the accompanying players. A motley crew of fledgling Fighters would jump at the chance to hire a real live Myrmidon. This makes games more interesting, since giving an extra-powerful ally to the players allows them to be involved in more fascinating escapades which would otherwise be sure death. A player's life should be adventurous, not 100% suicidal. There is, after all, as much justification for high level NPC's taking up with low level players as there is for the reverse. Some of the best games in these parts have involved the NPC's hiring the players.

In addition to level, diversity among NPC's can be arranged by having a player run into various species and alignments. Due to the disinclination of most species for grandiose empire-building, and our natural fecundity, most D & D worlds tend to be human-orientated. The other humanoid races act from slightly different motives and do not constantly strive as we poor mortals (mayhap because of their longer, sometimes eternal lifespans). Thus, there is a limit to the Experience levels attainable by other-than-human players/NPC's in all professions. Since all the other races have certain advantages in adventuring, failure to limit Experience levels would mean that humans would be driven out of those professions by the competition. Why play as, or hire, a human Thief when Elven practitioners are superior.

But even if most characters are humans, there can still be a fair preponderance of other-than-human NPC's. Although some human-chauvinism might exist, there is enough Chaos about that the civilized types would have been thrown together in self-defense enough times to get used to the idea. Human adventurers will, in fact, undoubtedly seek out Elves, Dwarves, etc., just because they have so much to offer--particularly at the low Experience levels.

In addition to the standard other-than-human types (Elf, Dwarf, Hobbit, Half-Elf) found in D & D as friendly NPC's there is a goodly supply of what is usually regarded as the fore. Hobgoblins, Gnoils, Orcs, even Ogres might be found in a major city drinking at any tavern. All these love to drink in great quantities. A lone member of these species isn't going to blindly attack humans in a human city. As long as he behaves himself and pays for his drinks (Orcs pass off shiny coppers as gold pieces, watch out for that!), the town constabulary isn't going to run them out. Also, the proclivities of the more unsavory species of humanoids should insure that there will be plenty of Half-Orcs, Demi-Goblins, Gnoillans, etc. Undoubtedly they will be looked down on by snobbish, short-sighted folk. Players willing to put aside their prejudices often find they've hired fierce, loyal associates anxious to prove their worth.

As far as alignment, I've solved the problem of players only wanting to hire Lawful talent by abolishing the concept of alignment tongues. Certain NPC's might be distinctive due to clothing worn or dieties worshipped (e.g. Chaotic praying sounds dissimilar from Lawful praying), but in general the only way to know an NPC's alignment is by magic divination (ESP, Commune, etc.). Since low level players might not have access to the necessary magic--Detect Evil reveals intent not alignment--the only other way is to ask. And you know how prone Chaotics are to tell little white lies.... It becomes a case of "by their works he shall know them".

NPC as Monster

It is tedious to have every single encounter in a dungeon/wilderness be a slug-fest. Therefore, since it is far more interesting for players to have to use their wits as often as their Swords, I seldom have those monsters which can speak automatically attack without provocation. This means that many of the bad guys have distinct personalities just as do the good guy NPC's. This allows, among other things, powerful opposition (also more entertaining) on earlier floors of a dungeon without providing

automatic death. Players don't always have to fight. They can bribe, bargain, con, cajole, or come back later with more muscle. Incidentally, I roll non-human NPC's on a 10 sided die to balance out the fact that players tend to go about festooned with exotic magical Weaponry and defensive artifacts. Remember that those you meet in a dungeon will certainly not always give name, profession, and Experience level.

Following, is a list of my favorite NPC's that those I referee for have met. Hopefully they will have useful careers in the worlds of my fellow referees.

TIMOTHY	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	7	17	13	9	7	9	Man	MU	CG	6	9	None

His background is unknown, being a vagabond. He never admits his true power aloud. Being fun-loving rather than evil, when he betrays players it takes the form of skipping out with 90% of the loot rather than blowing them up with a Fireball.

MONIKA	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	9	12	6	12	12	11	Elf	MU	N	1	9	Dagger

Elven women fascinate human men, and Monika is not above exploiting that fact. Her father is wealthy, so she has little need of money, seeking novelty rather than loot. Unlike most Elves, she can ride very well. She frequents taverns in hopes of meeting interesting men. Previous Experience--Percent dice times ten.

TAURALEE	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	12	10	10	15	9	13	Woman	MU	LG	3	9	Dagger

Big, bold, and beautiful, she is a good companion on an adventure.

PUG	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	11	15	11	13	13	4	Man	F	CG	4	2	Mace (1-8 Damage)

Found in sleazy taverns, most often drunk. He's fat, ugly, and usually needs a shave. His unpleasant personality makes him difficult to be around, but when he's in the mood, he's the equal of any NPC.

ROBAR	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	13	11	4	6	13	14	Man	CL	CG	1	2	Flail

The son of a Fisherman, he's really in the wrong profession. He'll always say he's a Neutral Fighter, unless he needs to use his Anti-Cleric status to awe a bad guy. Although devoutly Chaotic, he is brave in battle. Previous Experience--Percent dice times ten.

GLOKARSH	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	8	10	5	9	13	9	Man	MU	N	2	9	Dagger

A wealthy merchant who took up the study of magic when well into middle age. He looks like the aged Shopkeeper he is, and is not in very good physical shape. He has a yen for adventure. He can be found at his emporium. He has a 6% psychic potential, but no psionic powers have yet manifested.

LILAH	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	8	8	5	13	14	10	Hobbit	TH	N	4	9	Short Sword (1-6 Damage)

She is literate and knows as much about mining and tunneling as a Dwarf. Unlike most Hobbits, she is not the least bit shy. You don't have to find her--she'll find you.

SALADIN	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	13	13	11	13	6	17	Man	PAL	LG	1	4	Sword

Independently wealthy, he is a true Paladin, meaning he doesn't take money, and he's righteous to the point of being obnoxious. He is highly literate and has the training of a cartographer. Therefore, he reads maps and such as if he had a permanent Read Languages. Paladins should be permitted to associate with Neutrals or Chaotics for the sake of diversity. They will not allow evil acts by any member of an expedition they are on. He can be found at his mansion in the better part of town.

STAR	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	11	13	9	8	10	14	Man	CL	LG	5	2	Mace

His father was a Thief, so Star changed his name and went into the clergy to atone for the family misdeeds. He will always be brave and loyal. He'll be at a Lawful temple.

WINKY	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	11	11	9	4	7	11	Elf	F/M	N	4/4/5	Varies	+2 Spear

A member of the Elves Guild, he is a practitioner of 2 or more adventuring professions, available for hire to those in need of such talents. Guild members are completely loyal to their patrons, but otherwise opportunistic. In return for magic items they will gladly forego other payment. Find him at the Guild Hall.

ULYSSES	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	11	7	8	9	14	8	Man	F	LG	5	6	Javelins

Slim, bearded, wise in the ways of battle. Ulysses is loyal, brave, but not foolhardy. Hangs out in taverns.

IVY	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	10	8	15	7	6	14	Woman	Druid	N	3	7	Silver Dagger

Tends to become romantically involved with Charismatic players. She loves the sea, can function as a Sailor, and is likely to be found where ships are.

PRINCIPO	STR	IQ	W	CON	DEX	CHAR	TYPE	CL	ALIGN	LEVEL	AC	FAVORED WEAPON
	12	15	9	13	8	12	Man	MU	LG	6	9	None

A wealthy old Magician only interested in the pursuit of knowledge. He wears a cheap-looking ring which will glow if held near poison. He will charge 2000GP to go on an adventure as a hireling, though he will gladly perform minor spells at home as a favor to friendly players. He will

always forego all other payment to obtain a magic item--even one he can't use! Given enough time he may be able to figure out the properties of the item. He can make and analyze Potions as an Alchemist his own level. Animals seem to like him.

HAWK
15 17 6 16 10 5 Man RGR LG 1 5 +1 Sword
He owns a Falcon which responds to his commands (1 HTK on 1/2 HD; 1 pip of Damage). His Chain Mail is a dull gray. Within dungeons he will hide in shadows as an equivalent level Thief. Because of Experience and natural talent he gets an extra +1 to hit with any Weapon. Previous Experience--Percent dice times six.

CHANSON
9 13 12 10 16 17 Man BARD N 2 9 Sword
Wealthy and educated, he enjoys the rambling life. He is an expert Carpenter, has an excellent sense of direction, and knows many useful bits of knowledge on all sorts of subjects. Presume Experience beyond his present level--Percent dice times twenty. He can be found literally anywhere--singing for his supper in a tavern, on the road, or even in a dungeon.

OX
13 14 8 16 8 13 Man F LG 1 2 Sword or Mace
Took up life as a Mercenary when his parents died. He knows mining as a Dwarf, and can read maps as if he has a permanent Read Languages spell. Will live at an inn in the better part of town.

SNAKE
12 9 12 9 7 15 Man DRUID N 2 7 Staff of Lightnin
As silent and secretive as his namesake. His Leather Armor is made of dinosaur hide. He'll use the Staff (8 die bolt, 78 charges) only if his life is in mortal peril; otherwise he will pretend it is the slim, polished, ebony Quarterstaff it resembles. Don't look for him, he'll find you.

PRIAPUS
13 11 5 7 14 18 Half- TH N 1 7 Sword or Dagger
A natural-born Con Man, preferring to separate a fool and his money by guile, not violence. Loves to gamble. He is found in places where Sailors congregate; could work as a Sailor.

LONI
5 10 15 12 15 22 Half DRUID N 1 9 Dagger
She helps out Priapus in his "work". Druids do not usually take in Elves, but she is so beautiful that hardly anyone ever says no to her. Good with mechanical devices.

SWALLOW
10 14 7 13 15 9 Woman ILL LG 1 9 None
Small and shy, she had been using her powers in theatrical shows until she found out adventures pays better. She knows how to train Birds, +2 chance of friendly reaction from Avian Class monsters. She lives with her parents in the Merchant section of town.

BRUTUS
14 15 9 11 8 6 Man F LG 1 3 Sword & Net
Typical of wandering Mercenaries; strong, and smarter than he looks. Psychic potential of 62%. Presume previous Experience--Percent dice times twenty. Found at any tavern.

EXCELSIOR
12 14 12 17 15 15 Man RGR LG 2 2 Sword
Smart, tough, likeable. He owns a Decanter of Endless Wine. He'll go out of his way to aid people--he's what Boy Scouts should grow up to be! He's never in one place too long. Psychic potential of 47%. Presume previous Experience, beyond present level--Percent dice times sixteen.

HERO
22 13 5 15 9 15 Dwarf F LG 4 1 Battle-Axe
From a noble Dwarf family, but he needs the money. Well-educated, he knows metal working, can make Arms & Armor. He knows sailing (few Dwarves do), and even gets along with Elves. His Plate Armor (remember it won't fit a human) is +2. Found wherever Dwarves congregate, usually as the center of attention.

ARIEL
12 12 16 7 12 10 Elf MU LG 7 5 None
Nobly born and well educated, he truly thrives on danger. He can identify plants & animals as a Druid, and can train birds (non-monster Avians always friendly), can make Armor, and knows as much about mining as a Dwarf. He owns a Shadow-Cloak which allows him to hide in shadows as a 10th level thief. He has a mansion in the best part of town.

AQUARIUS
13 15 8 14 14 12 Man ASN N 1 6 +1 Sword
Very impressed with himself being a member of the Assassins' Guild, not just a Fighter. Boastful, always trying to impress the ladies, but loyal to a generous patron. At the Guild Hall.

CORABUL
10 10 6 12 4 11 Half- F LG 2 9 Any
An impoverished Nobleman who has a Carpentry Shop and a Fish Stall to make ends meet. He'd rather be adventuring, so make him an offer at his shop in the sea-front quarter. He's brave and loyal. That low Dexterity means you'd better be out of the way when he's swinging a Weapon at a Foe.

LAUR
9 7 12 8 12 15 Man DRUID N 1 7 Quarter-staff
Became a Druid rather than go into his father's failing Merchant business. He's not very devout, and somewhat bitter about his decision. Find him drowning his sorrows in shabby inns.

KILLER
20 12 13 19 11 8 Dwarf F N 1 4 Hammer

Typical Dwarf Mercenary Fighter, but perhaps more bloodthirsty, braver, and stronger. In spite of his savageness in melee, he gets along well with animals, +2 chance of friendly reaction.

BRUG
15 13 7 16 16 12 Dwarf F/TH N 1 7 Sword & Dagger
Enjoys stealing for fun and profit. Good with mechanical devices. Not overly brave, but loyal if the temptation isn't too great to be otherwise. He's a smooth talker, +1 chance of friendly reaction by anyone who stands still long enough to listen. Found usually with his hand in someone else's pocket.

NERI
12 7 10 10 16 12 Woman F CG 1 7 Bow & Knife
Brave in combat, and good at using feminine wiles. Hangs out at taverns.

DARLENE
14 13 12 13 8 18 Woman PAL LG 1 2 Sword
Noble and wealthy, lives with family on estate. Every inch a Paladin. Talented in many fields: siegecraft, sculpting, sailing, mining, and mechanical devices. She is stunningly beautiful, incredibly strong for a woman, and never at a loss in any situation.

THINKER
14 7 13 5 19 16 Elf F LG 1 9 Sword & Dagger
A true Scholar, has all sorts of useful knowledge. He is at home in courtly society or on the battlefield. Often found at libraries and places of learning.

SOROTHON
10 10 8 15 12 8 Man F CG 1 7 Bow & Mace
Tough, enjoys combat, but not trustworthy. Will show amorous interest in Charismatic female players or NPC's. Found at any tavern. Previous Experience--Percent dice times ten.

TAI
15 10 15 13 15 5 Man MONK LG 1 9 1-4 with Hands, Feet
Shabbily dressed, unnoticed by most. Seeks the knowledge and Experience of adventure. Might be found most anywhere, quietly observing the scene.

PRUDENCE
7 5 12 9 8 8 Woman CL LG 1 5 None
Her only remarkable feature is her zeal for Lawfulness. Will go on expeditions to get money for the temple she belongs to. Will use Weapon if it is given, otherwise will just hold the torches, etc.

MUKAN
14 11 13 6 16 11 Man SAMAURI LG 2 7 Bow w +1 Arrows, +2 Sword
His slight stature and polite manner give no hint of his great Strength, skill and courage. Completely loyal. Lives in sea-front quarter at Chandler Shop owned by his father.

CLAK
10 10 14 10 5 9 Half- CL LG 1 5 Mace or Claw for 1-2 pts.
Because of his human side, he was unsatisfied with the subterranean life of a Goblin. He is still ill at ease around people, so he went into the clergy for a life of solitude. Actually, he prefers the wide-open spaces. He works as a Woodcutter for the temple to which he belongs.

SLOB
15 10 13 9 7 9 Half- F/TH CE 1 7 Flail
Completely untrustworthy, his name is apt. Found in the lowest dives. Previous Experience--Percent dice times seven.

ANTHIKER
12 9 11 14 5 7 Man F LG 1 5 Halberd
A young, runaway Serf, he'll eagerly try to please anyone who'll hire him as a Fighter. The one who always gets picked to investigate potential traps. He's uneducated, clumsy, and will work for a pittance because he doesn't know how to count. Found at cheapest inns.

TRAPPER
10 10 13 14 9 12 Man TH CG 4 7 Sword
He's very competent, but you are well advised to count your fingers after shaking hands with him. He owns an Elven Cloak. Lives somewhere in the Thieves' quarter.

ABC
14 12 8 5 10 11 Half- F CG 2 2 Morning Star or Claw (1-2 Damage)
His human mother was killed by Goblins and died when he was young. He grew up in the streets, shunned by most people, as he is ugly by human standards. Over the years he managed to steal enough money here and there to acquire a suit of Armor. Anxious to prove his mettle to those willing to overlook his Goblinsque appearance, he is incredibly brave and as loyal as his Chaotic nature and upbringing allow. Presume he can see and hear as a Dwarf. Because of Experience and natural talent, he gets an extra +1 to hit, in addition to that for his Strength. Found at shabby inns, probably off in a corner drinking alone.

GORF
12 7 12 13 8 7 Orc F CG 3 6 Claw (1-6 Damage)
Presume he can see and hear as an Elf. Brave and loyal, as he truly likes people better than he does other Orcs. He is likely to approach the players to ask for a job.

VULCAN
8 10 14 15 9 10 Man CL CG 4 6 Sling or Mace
A Sailor by trade, he's not quick to let on that he's an Anti-Cleric. He prefers to have employers think he's a simple Mercenary Fighter. Found where Sailors congregate.

EO
6 13 12 10 10 9 Man MU N 1 9 Quirt
(as Dagger
1 Damage)

Raises and sells horses. An excellent rider. Lives on his estate.

ANTON
8 8 11 10 9 8 Man CL LG 1 4 Mace

Would have made a good Merchant. Travels in Merchant Caravans as Spiritual Advisor.

Dear Maed Makistakator:

To the Wizards of Judges Guild Journal, I have a subscription to your thought-provoking newspaper, and have enjoyed thoroughly the articles submitted to it. Therefore I have decided to submit an article that I hope you will consider for publication.

Sincerely,

Paul Miller

DEMON SUMMONING

The Summoning of foul creatures from the Netherworlds and beyond has been left rather sparsely covered, save for the Elementals in D & D rules. So I have drawn up a set of guidelines for summoning Demons which you may find useful if you have a relatively high level Magic User.

Only Neutral or Chaotic Magic Users of at least the 9th level may attempt to summon a Demon. To attempt to summon a Demon, the Magic User must be in a Demon-summoning Temple. These temples are inhabited by a Demoness Witch (as in JG issue 7); and are located in out-of-the-way places (e.g., a mountain top, an island, a cavern). The Demoness aids in the summoning of a Deamon, and, of course, requires an offering. Once this offering is received and accepted, the summoning begins. The summoning of a Demon usually takes from 2-8 hours of chanting, manual conjuration, and whatever else it takes to impel the appearance of a demon. If at any time the ceremony is interrupted, it fails; another attempt cannot be made for another month. For example: A band of adventurers burst in. The Demoness owns an Amulet of Demon Summoning, which hopefully will aid in the control of the Demon, and a Libram of Ineffable Damnation (Sup. 1). The Libram is kept in another dimension reachable only through an ethereal or astral plane. If a Magic User of at least 12th level obtains both the Amulet and the Libram and kills the Demoness, he gains the ability to attempt a solo summoning once a month.

The following charts are to be used when attempting to summon a Demon. You must first roll to see what offering you are required to give the Demoness. When you attain this item and she accepts it, then the summoning begins.

Sample: A 5 is rolled on the offering chart, meaning one must give the Demoness a Hydra head. A 78% is rolled on the next chart, which tells me that she is very satisfied. I am attempting to summon a type 3 Demon. I rolled a 57%, but since I am an 11th level Magic User I receive a +10%; the Demoness was very satisfied with my offering, so I receive a +10%, making my adjusted die roll 77%. The summoning of the Demon is successful. I have told it to kill a Lawful person which is a +10%, the time involved is 11-30 days, which is -5%. The Demon is type 3, so that is +5%, giving me a +10% on my roll. I rolled a 65% with +10% = 75%, which means he will carry out my task.

Offering Given to Demoness:

1. Lock of hair from Were-thing
2. Heart of Gargoyle
3. Blood of virgin Elf woman
4. Ashes of a burned Mummy
5. Hydra skull
6. Fangs of a Vampire
7. Living Green Slime
8. Giant Spider poison
9. UMBER Hulk eyes.
10. Pegasus' wings
11. Dragon's tongue*
12. Magic item**

*Roll on Wandering Chart (Sup. 3)
**Roll on misc. magic (useable by MU)

Demoness' Reaction to Offering:

01-10% Dissatisfied, will not accept
11-25% Unhappy, but will continue
26-75% Satisfied
76-90% Very satisfied
91-00% Amazed at gift

% Chance of Successful Summoning:

Type	%	No. Appearing
Type 1	85%	1-4
Type 2	75%	1-3
Type 3	65%	1-2
Type 4	50%	1
Type 5	30%	1
Type 6	10%	1
Orcus	3%	1
Demogorgon	3%	1



Adjustments due to Demoness' reaction offering:

Unhappy: 10%
Satisfied: 0%
Well Satisfied: +10%
Amazed: +15%

For every level above 9th, add 5% to chance of summoning.
If summoning Orcus or Demogorgon, add 5% per level above 12th.

Demon's Reaction After Summoned:

01-10% Enraged, attacks
11-20% Unhappy, leaves
21-40% Hostile, but stays*
41-70% Will carry out task**
71-85% Pleased, will carry out task
86-00% Completely under your control***

Adjustments to Reaction:

Task Assigned:	Time involved:
Guard object--5%	Less than a day--+10%
Guard Summoner--15%	1-4 days--5%
Rescue object--10%	5-10 days--0%
Kill Lawful person--+10%	11-30 days--(-)5%
Destroy object--50%	30+ days--(-)15%

Due to Demon Type:

Type 1--20%
Type 2--10%
Type 3--5%
Type 4--0%
Type 5--(-)5%
Type 6--(-)15%
Orcus--(-)30%
Demogorgon--(-)30%

***If completely under your control, you can change your original task and time to something else; i.e., he becomes like an Invisible Stalker.

**Will carry out task, means that the Demon is mad, but must do the task because you control him.

*Hostile but stays, means that there is a 50% chance he will carry out task; a 25% chance he will just leave; and a 25% chance that he will attack you.

Note: Only Wizards of 12th level or above may attempt to summon a Demon Prince.

Dear Maed Makistakator:

I am submitting this article on aerial adventures for printing in your newsletter. Please feel free to change, delete, or add to anything you see fit, as it all leads to the betterment of a growing hobby.

Sincerely,

Earl Gessner

AERIAL ADVENTURES

Background

Myths and fairy tales contain stories of fantastic cities built in the clouds, castles which float through the air, and other like marvels. In fact the storm giants of D&D make their abode in the sky. The following charts and suggestions will make it possible to campaign in three environments, land sea and air. Since only magic users and clerics can travel above the ground by the use of spells, other character types will first have to find magic items such as flying potions or flying carpets. Getting the players in the air is no problem since any character who can fly probably will.

Effects of Flying

When in the air, encumbrance determines how high an altitude the player may reach. Players moving as a light footman may climb to 3600 feet. Players moving as a heavy footman may reach an altitude of 2700 feet. Those moving as an armored footman can fly at 1800 feet. Encumbered characters may only get to 900 feet. Combat is basically as that on the ground with the following exceptions. Attacks are possible from all angles, as in water. Shields are only good against attacks from below. Bow types are 40% less effective. Weapons larger than a war hammer are 20% less effective. The preferred weapons being daggers, fists, crossbows, and magic.

Setting up the Terrain

The normal types of terrain are clouds, fog, smoke, etc.

Clouds: Varying in shape and size, they will obscure vision. Could be storm clouds, cyclones, or tornadoes.
Fog: Will obscure vision and nothing much else.
Smoke: Will obscure vision, cause eye irritations, and may players cough.

Fantastic Terrain Types

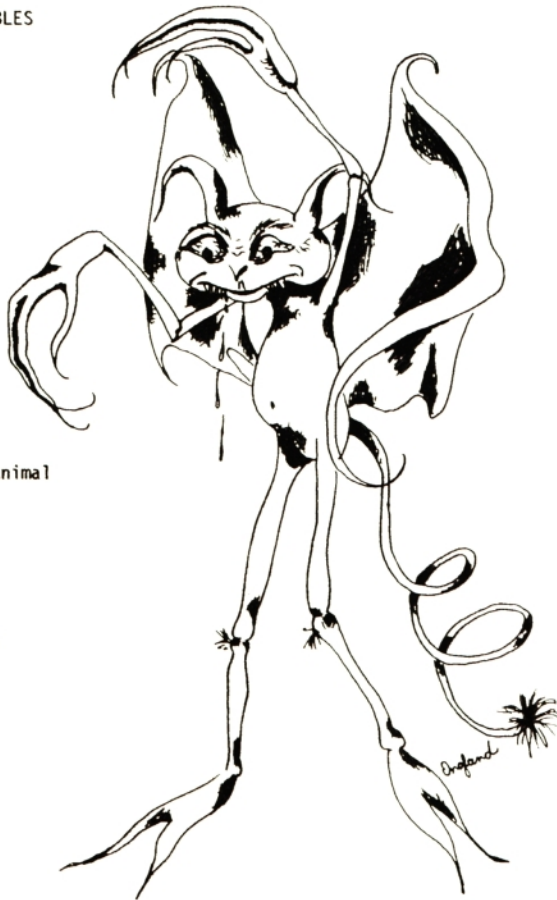
Traps and tricks are easily put in the sky. Things like magic clouds, poison fog, cities, castles, volcanoes that erupt when flown over, whirlwinds to other dimensions, and even dungeon levels in the clouds are examples of these.

AERIAL ENCOUNTER TABLES

Die	Below Clouds
1	Chimera
2	Cockatrice
3	Couatl
4	Gargoyle
5	Harpy
6	Homonculous
7	Manticora
8	Pixie
9	Vampire
10	Flying Human

Die	In Clouds
1	Beholder
2	Storm Giant
3	Ki-Rin
4	Shadows
5	Giant Flying Animal
6	Flying Human

Die	Above Clouds
1	Dragon Type
2	Efreet
3	Air Elementals
4	Griffon
5	Hippogriff
6	Mind Flayer
7	Lammasu
8	Pegasus
9	Roc
10	Shedu
11	Spectre
12	Wraith
13	Wyvern
14	Wind Walker
15	Flying Human
16	Demon Type

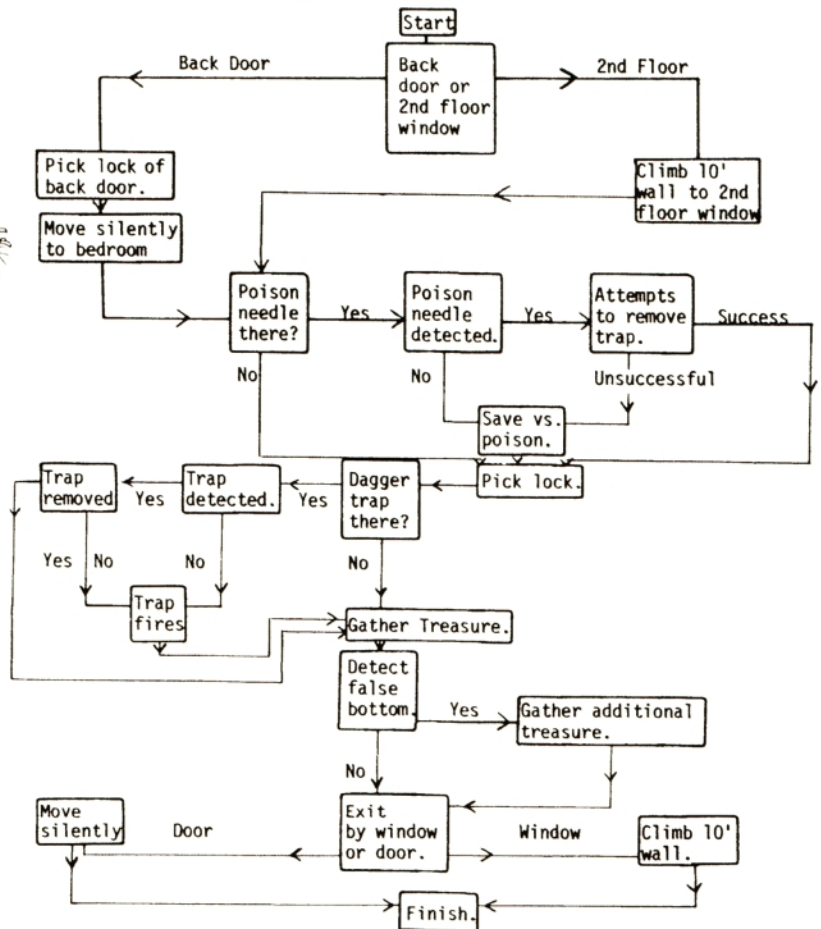


Being a low level thief can be rather dull, and because of poor armor and low hit points, players often do not survive for long in this role. This scenario is designed so that a thief can have a short adventure on his own (not without risk, of course) and gain some experience and cash. It is necessary for the umpire to add "color" each time the scenario is employed. Somehow the thief learns that the home of a merchant or some other member of the middle class will be left unguarded, and that there is a chest of treasure in the master bedroom. Perhaps a drunken servant will spill the beans. Prior to the adventure, the umpire determines the amount of treasure, and places the more valuable loot in the hidden compartment of the chest.

	CP	SP	GP	PP	Gems	Jew.	Maps/Magic
Prob.	60%	80%	50%	5%	40%	35%	30%
Amount	50-300	50-300	50-300	5-30	1-6	1-6	1-4

Also, the type of trap on the chest is determined: 1--no trap; 2,3--spring-loaded dagger; 4,5--poison needle on lock (save vs poison if not removed); 6--poison coated spring-loaded dagger. Daggers are fired as if thrown by a 4th level fighter.

This brings us to the scenario flow chart.



These tables are in no means complete or perfect. Change them as you see fit, as I hope you would.

Dear Maed Makistakator,

I should like to compliment you on the service that you have provided. Since I began dealing with your organization in late 1977 I have been very pleased. I have had consistently quick and accurate service on all my orders, the latest being for an order for miniatures and book which I mailed to you upon May 30th and received on the 7th of June. I have been very pleased also with the high quality of the items received and find them of great aid in conducting my campaigns. I recently conducted an entire campaign with six others using only your materials, and have found it the easiest way to formulate a campaign as the play goes on. This party went upon a quest at the beginning and eventually ended up capturing a castle fifty miles north of Tarrantis. However, I just wanted to say thank you for the fine effort you are making.

Yours truly,

Dean Kunigisky

Dear Maed Makistakator,

I would like to thank you for the terrific load you took off my shoulders by your publication. My campaign has improved a thousand fold and my players also have noticed a difference. You have saved me hours of work in drawing and stocking dungeons, mapping and plotting scenarios in the wilderness, and developing a thousand NPC's. All this, not to mention the helpfulness of your charts, combat systems, new ideas, etc. Thank you for your time, and the service and product you have been sending me. May your weapons never melt while fighting a Chromatic Dragon in a room alone!

Sincerely,

Scott Arndt

Dear Maed Makistakator:

Before I get into the business part of this communication, I want to express my gratitude & admiration for your whole organization. The quality of your product & the speed of your service are obvious, but what really impresses me is the person-to-person contact JG folks deliver to us out here in the wilderness. Thanks....

And I now depart,

David E. Burnett

Dear Maed Makistakator:

Enclosed is a copy of a scenario system I use in my D & D campaign. I'd like to share this flexible flow chart format with other Guildmembers.

Sincerely,

Robert F. Goldsmith

A Preplanned Burglary Scenario

Often it is useful in fantasy campaigns to have "canned" adventures ready, that is, scenarios that are preplanned but are not bound to a specific geographic region in the umpire's world. Such scenarios should be designed so that they may be plugged into the action when the umpire deems appropriate. This article gives an example of such a canned scenario; in this case, a solo burglary that may be used as often as the umpire desires.

Any activity that results in noise, such as failing to move silently, or falling while attempting to climb a wall, causes a wandering monster roll in addition to the normal roll every 10 minutes. If a wanderer is rolled, there is a 50% chance it is a constable on patrol. Otherwise, use the city wandering monster table. The thief has the option to attempt to smash the chest open, wrecking any traps present, but this is quite noisy and will call for a wanderer roll.

This scenario is merely an example of how flow charts may be used to develop canned scenarios. I think it would be useful for many DM's to adopt such charts to be used as skeletons of brief adventures in their campaigns.

Dear Maed Makistakator:

After many encounters with Trolls as wandering monsters during my last two years of fantasy game playing, and reading *The Sword of Shanara* by Terry Brooks, I decided that it would be fun to have a variety of player character Trolls. Therefore, as required by any good DM, I formulated the necessary rules and background for such a character. These were formulated independent of any of the games which simulate D&D. I used the Trolls in Brook's book as a basis to work from.

The following is a copy of the rules and background which I developed. I hope that you will have some fun with the player character outline.

Sincerely,

John B. Kitto, Jr.

For a recent review of *The Sword of Shanara*, see *Journal Q*, p. 4, written by Jim England--Editor

Trolls

Of this class of creature there are two types: Dark, or Cave Trolls and Hill Trolls. Dark Trolls are thin (relative to their Hill cousins), tall, and loathsome beings created by the dark powers many years past. Most of these creatures (85%) have reached maturity at the 6th level, being stunted and corrupted by the dark power which gave them birth. They are virtually all (99%) of the chaotic alignment, with the remainder being neutral. Dark Trolls follow the guidelines as set forth in *D&D*, Vol. II, p. 8, with the following additions. Dark Trolls cannot tolerate direct natural sunlight, which will turn them to stone (saving throw vs stone--one/movement turn or 10 melee rounds). Because of this, they will rarely voluntarily leave their caves, tunnels, or dungeons except at night. Being a little on the slow side in thought, and chaotic in alignment, they attack all non-Dark Troll creatures on sight (including Dragons).

Dear Maed Makistakator:

I am sending this letter for two reasons. The first is to compliment you on your line of products. They are very good. My second reason is to submit a few of my D&D ideas, so here they are!

Sincerely,

Henry Veldenz

Dungeon Master Suggestions

1. Armor Damage and Upkeep. The rationale behind such a rule is that a set of armor can only be cut up so much before its protection decreases. For this reason, I play that for each ten points of damage taken by a character in armor without a shield before his armor takes damage. Also, the shield no longer counts for the AC if it takes 20 points. Example: A fighter in chain and shield with 87 hit points (a real rock!) takes 15 points damage. He is, of course, wounded and his AC is still AC 4. However, he then takes an additional 11 points. His shield is now gone, since his 26 pts exceed the shield's damage. Also his set of chainmail has taken 6 pts for an AC of 5. Yet another 16 pts are taken for a total of 42 pts, 20 of which is the sundered shield, and the other 22 is on the chain. The AC of the poor fighter is now AC 7. For magic armor add ten times the plus to the damage taken before the armor starts to deteriorate. That is a man who is plate plus three for an AC of 0, can take 40 pts damage before he is AC 1; 50 pts before he is AC 1; 60 pts before he is AC 2, etc. This causes players to go to a town for upkeep unless they want their armor to fall apart (and thus their bodies!) over a stretch of time.

11. Empty Rooms. As a DM, I don't like to describe empty room as to their irrelevant detail before hand. So what I do is to roll on a chart whenever a group of adventurers comes upon an empty room. I usually roll on this chart once from each column, but I never feel confined to what the result on the chart says. Occasionally I roll twice on each column, or not at all when I want to throw an immaculate room at some players. Use your imagination!

Column I (roll 1-20's)	Column II
1. Empty chest	1. Totally empty room
2. Dead naked body	2. Full of cobwebs
3. Dead monster of DM choice	3. Dead man in robes
4. Offal, bones and other garbage on floor	4. Dead monster of DM choice
5. Chest with blank papers inside	5. Empty coffin
6. Old clothes and misc. equip.	6. Excessive dirt on floor
7. Dead fighter in chainmail	7. Broken stools
8. Table set with food for one meal	8. Extensive cracks on walls
9. Room full of chains on floor	9. Ceiling cracked
10. Robe on floor	10. Room full of blank tombstones
11. Fresh blood on floor	11. Major cave-in
12. Water on walls	12. Basin of water on floor
13. Minor cave-in	13. Floor covered with insects
14. One wall is discolored	14. Floor covered with snake skins
15. Crossbow trap aimed at door(s)	15. Small shelf on wall with empty flasks
16. Rusted metal on floor	16. Excavated floor in corner
17. Empty sacks on floor	17. Dried blood on floors and walls
18. Bleached bones on floor	18. Floor covered with swamp-like mire
19. Thick green liquid on floor	19. Scattered spoiled food.
20. Very thick covering of dust on floor	20. Metal floor

To make this empty room chart effective, it is necessary to place special, actual things, such as a magic cloak in a pile of clothes. Whatever is done, the players cannot be allowed to know which rooms actually have something, or which rooms are from an "empty room table" Another little idea along this line is a special corridor table. I use such a table to randomly determine what mumbering sounds go where, etc., while mapping a level with its contents. Once I have determined where I want a corridor noise or something, I roll on the table below. One note though, some corridor noises or whatever should be something real (such as a wandering monster) to keep the players honest.

Corridor Effects Table

1. Shifting wall cuts off corridor	11. Muttering that seems 10-60' away
2. Scattered coins on floor	12. Water dripping from ceiling
3. Dead body of a man	13. Blood dripping from ceiling
4. Dead body of a woman	14. Minor cave-in, 2-12 pts damage
5. Dead monster of DM choice	15. Apparition of DM choice dancing in hall
6. Berserker laugh sounds from end of hall	16. Statue: 35% magical (use Book-let I)
7. Long painful scream from end of hall	17. Sword lying on floor
8. Shuffling noise at 10-60'	18. Chainmail on floor
9. Draft of wind rushes down corridor	19. Misc. equip. on floor
10. Clanking noises	20. Trap of DM choice

Besides developing small rule interpretations and systems, I like to throw at my players a few new monsters and useful items. One item I have used is the Flame Lance from Michael Moorcock's Dorian Hawkmoon stories. The Flame Lance was the missile weapon of the mythos that the stories took place in. The Lance shoots a thin red jet of liquid flame that is capable of burning a foot-wide hole clean through a man in armor. While being a powerful weapon, it has limited numbers of shots (which, in my opinion, may or may not blow into the user on any given shot). After all, nobody gets anything for nothing, and this number of shots is usually ten when fully charged. The Lance is as long as a normal lance. The range of the Lance is 30" in game scale, with 10" being short range, etc... The hit probability is vs normal AC, but at medium range there is a -2 penalty and a -4 penalty at long range. If a hit is scored, the victim will take 36 points of damage unless a save is thrown, then 6-36 pts. of damage will be delivered. Moreover, the victim will also take his damage according to the Blackmoor hit location system. The only way to recharge the lance is to be in the proper time continuum, or with a wish. The weapon might seem powerful, but there are limitations. All it really is is a sort of wand of fireballs useable by everyone. It only has 1-10 charges when found as a treasure. The DM should also remember that a 7-10' weapon is rather unwieldy in cramped quarters.

Hill Trolls are the open air forebearers of the Dark Trolls. Much more scarce than their corrupted cousins (only one in five Trolls encountered will be a Hill Troll) these creatures live in small communities in isolated locations, preferring minimal contact with humans. They are virtually all of the neutral alignment (90%), and can have the same character reactions as other intelligent creatures. However, there are two exceptions. First, Hill Trolls will NOT usually have a favorable reaction if encountered, as wandering monsters, preferring to ignore the humans, elves, etc. if a favorable reaction is rolled. Secondly, if the characters encounter a wandering Hill Troll in its own territory (25%), the Trolls will immediately attack and attempt to capture or kill the characters.

Unlike their cousins, Hill Trolls are not usually adversely effected by sunlight, preferring to live in buildings or shallow caves. They never are found in dungeons as wandering monsters below the third level, unless they are captives. Hill Trolls are about 1½ times the height of Dark Trolls and can progress to the 10th level. They have the same regenerative abilities, fighting abilities, and armor of the Dark Trolls. Hill Trolls also have a high resistance to Petrification Spells, magic, etc. (+4 levels on saving throw). Finally, Hill Trolls can use all Dwarven war hammers (+1,+2,+3) using the entire added hit possibility (supercedes +1 general magical item hit probability limit: see section "Abilities of Trolls").

Abilities of Trolls

Trolls are sort of humanoid, but in general larger than normal men, standing 6-8 feet tall and weighing 200-300 lbs. for a Dark Troll and 400-500 lbs. for a Hill Troll. They tend to be very strong with a high constitution; however, they have a low intelligence and are clumsy. The latter two traits being traced to the fact that the godlings who made them did not really know what they were doing. Consequently, when rolling up abilities for a player character, the following numbers of dice (6 sided) are recommended:

Table I--Ability Dice For Trolls

Strength	4
Intelligence	2
Constitution	4
Dexterity	2
Wisdom	2 x 2/3 (or 2 4-sided)
Charisma	2 x 2/3 (or 2 4-sided)

As a glance at the ability dice might indicate, Trolls are too dumb and clumsy to be anything but fighters. They can fight with standard sword, a double-handed sword, or Dwarven war hammers (all no more than +1 hit probability if magical, except as noted in background section). However, their favorite method of combat is to grab an opponent (even Dragons, heaven forbid!) and crush he/she/or it in its hugh strong arms. When fighting with bare hands, the Troll has a 30% chance per melee round of grabbing an opponent, if the Troll hits it. If grabbed, an opponent takes 1-6 pts of damage per melee round and cannot do anything to fight back unless he/she/or it escapes. See Table III for escape probability. If hit but not grabbed, opponents take 1-6 pts damage from the Troll's large, rock hard fists.

Trolls can wear no armor or shields. Their skin acts as AC 4 in all types of combat. They are extra resistant to all petrification and fire, adding 4 levels to their saving throws (except in the case of direct sunlight for Dark Trolls).

Trolls advance in levels as per Table II below, and regenerate at the rate, and under the conditions specified, in the same table. If "killed", a Troll will regenerate and live again unless he is burned.

Table II--Troll Advancement Table

Level	Defense Strength	Experience Points	Regen. Pts/ ² / ₁ Melee Round	Rounds Before Regeneration 3
1	1+3	4,000	½	5
2	2+3	8,000	1	5
3	3+2	16,000	1½	4
4	4+2	32,000	2	4
5	5+2	64,000	2½	3
6	6+1	120,000	3	3
7	7+1	240,000	3½	2
8	8	480,000	4	2
9	9	960,000	4½	1
10	10	1,900,000	5.	--

¹May never exceed original defense strength.

²Per movement turn if not in combat (result of the presence of high adrenalin during fighting.

³Begins again each combat unless still regenerating from previous combat.

Table III--Escape From Troll Table

Roll on a 6-sided Die to Escape	Troll vs Men (Man Strength Pts)	Troll vs Monster (Monster HD/Troll Level)
None	--	≤½
1,2	≤9	>½ but ≤1
1,2,3	>9 but 14	>1 but ≤3
1,2,3,4	>14	>3



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SWORDS & SORCERY SAGAS

Jim England

Not long ago I visited heaven. If it wasn't heaven, it sure seemed like it. Visualize, if you will, a large room filled with booths representing every major and many minor publishers in the United States and several foreign countries. That, my friends, is heaven. The ultimate experience was a chance to meet some of the people who write the books I love so well. This nirvana of which I speak was the American Library Association's annual convention held in Chicago this year. There were hundreds of publishers represented. I was only able to be there for one day out of six, but I made full use of that day. I met Lester and Judi Lynn Del Rey who are Editors of a major series of science fiction and fantasy books for Ballantine. The Del Rey's have also written many science fiction stories that I enjoyed as a teen-ager. At the convention I also met Anne McCaffrey, a fascinating author. Ms. McCaffrey has written extensively. The *Dragonriders of Pern* series most interests me. There are five books available with a sixth, *Dragon drummer*, to be published in the fall. The five published books are the subject of this issue's review.

- McCaffrey, Anne. *Dragonflight*, New York: Ballantine Books, 1971. \$1.95
- McCaffrey, Anne. *Dragonquest*, New York: Ballantine Books, 1971, pp. 351. \$1.95
- McCaffrey, Anne. *The White Dragon*, New York: Ballantine Books, 1978, pp. 497. \$8.95 (Hardcover available only)
- McCaffrey, Anne. *Dragonsong*, New York: Atheneum, 1977, pp. 202. \$7.95
- McCaffrey, Anne. *Dragonsinger*, New York: Atheneum, 1978, pp. 264. \$7.95

In *Dragonflight*, Pern is approaching the end of an unusually long interval. It has been 400 turns since Thread last fell. In fact, few people still believe in the menace of the Thread. F'lar, Weyrleader of Benden Weyr, and rider of the bronze dragon Mnementh, must convince the distrustful Holds and Craftalls that the threat of the Thread is real. He must discover how to fight Thread. More importantly, he must discover why there is only one Weyr that has dragons in it. With a mere two hundred dragons, how can he protect all of Pern? Four hundred years ago there were six Weyrs and thousands of dragons to do the job.

In addition to F'lar's other problems, he must find the proper woman to "impress" the new queen egg. He finds such a woman in Lessa, the last surviving member of the bloodline of Ruatha Hold. Several turns past, Lessa had awakened in the predawn with a terrible feeling of impending disaster. She fled and hid in the Watch Wehr's cave. Thus she escaped while Fax slaughtered her family to insure his claim to the Hold.

Fax then had taken control of six Holds. The other Lord Holders question his ability to maintain all of the Holds, and challenge him to renounce any Hold he cannot maintain in good order. Lessa survived the intervening turns disguised as a kitchen drudge, aided by her ability to telepathically influence what a person near her was thinking. When F'lar arrived on search, Lessa used her power to make the food terrible and the service worse, hoping to shame Fax into renouncing his claim to the Hold. Then she, as a surviving member of Ruatha's nobility, could claim it. Fax renounces his claim, but in favor of the child just born to Gemma, his chief wife. He is then killed by F'lar in a duel. However, when Lessa used her power, the dragons heard her. She is taken to Bendon Weyr where she impresses Ramoth, the new queen dragon, and becomes Weyrwoman, wife to F'lar.

As she helps F'lar search the old records, Lessa becomes even more convinced that there is no hope that just one Weyr can protect Pern. Accidentally discovering that dragons can go between times as well as places, she decides on a daring course of action. Guided by the haunting "question song"... which refers to "gone back", "where is she gone?", etc., Lessa decides to go back in time to a "when" in which there are six Weyrs. Since a dragon must have a target to go between safely, she uses a four hundred year old tapestry which shows Ruatha Hold as it was then. The intense cold of "between" almost kills both Lessa and Ramoth on such a long jump, but they make it. When she describes their dilemma, the ancient Weyrs decide to come forward in time, first leaving the "question song" as a clue. They arrive, thousands strong, just in time to save Pern from the Thread.

Pern was settled thousands of years ago by sub-light ships from Earth. Little did the settlers know that the strange planet whose elliptical orbit brought it near Pern every two hundred years would prove to be so important. They called it "the Red Star" because of its red color. For two generations the colonists lived in pastoral harmony with the life forms on Pern, losing the unnecessary technology of space flight. Then the Red Star again came close to Pern. A malignant life form attempted to bridge the distance between the two planets. Thread, that eats anything it touches, fell on the planet. The losses to both humans and colonists were staggering.

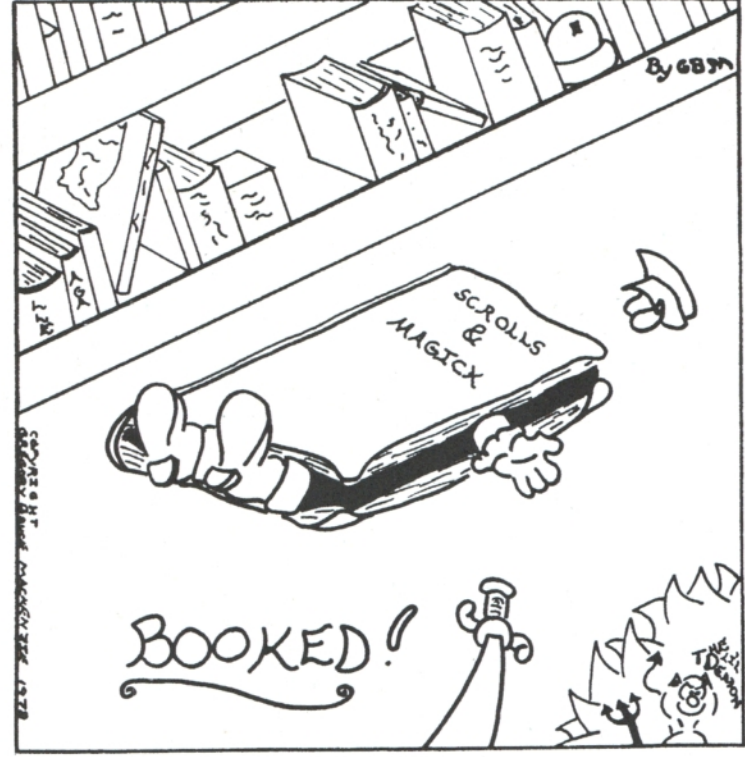
Because a pastoral planet had no use for the technology of space flight, the men of Pern could not go to the Red Star to fight. Though unadvanced on this level, gene manipulation was highly developed due to the planet's dependence on crops and animals for food. The Pernese used their knowledge to alter an indigenous life form to fight the Thread. The small fire-lizard became the giant forty-foot long fire-breathing dragon. The dragons were intelligent and telepathically linked to their rider. The future rider, present at the hatching, "impresses" or links himself to the dragon in a permanent two-way linkage. Normally a rider can "hear" only his own dragon. The dragons can "bespeak" any other dragon. Some few humans can "hear" any dragon. Because of the link between them, the dragon and rider become totally devoted to each other. The rider spends many hours caring for the growing young dragon. Should a rider be killed, his dragon immediately goes "between" with no destination, a (presumably) painless suicide. If a dragon is killed, riders may also suicide. The riders that do not are "half dead" for the rest of their lives. The longing for the intimate and loving relationship they once had with their dragon can never be satisfied. No human can impress a second dragon. The ability of a dragon to go "between" to any other place on the planet instantly made it possible for the dragons and their riders to sear the thread out of the sky before it reached the ground below.

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During each "pass" of the Red Star, Thread falls for about fifty turns (Pern's years). There follows an "interval" during which the planet is too far away to bridge the gap. This interval allows the Weyrs to recover from the hardships of the fifty years of war. Rarely the conjunction of the other planets of Pern's system prevent the Red Star from coming close enough to send the Thread. This results in a "long interval".

Dragonquest begins seven turns after the dramatic rescue of Pern by the Oldtimers. The honeymoon is over. Pern's social system has changed in four hundred turns, and the Oldtimers are unable to adjust to it. Soon it becomes apparent that some of the Oldtimers are not fulfilling their duties as they should. These tensions result in a fight in which F'nor, half brother and wing-second to F'lar, is wounded. F'nor is sent to Southern Weyr, the newly established Weyr on the southern continent, where he meets Brekke, rider of the queen dragon, Wirenth. He discovers a hatching fair of fire-lizards and accidentally impresses one. When F'lar comes to investigate the fire-lizards, he discovers that there is a grub in the southern soil which eats Threads that have reached the ground and burrowed. He conceived the plan to sow all Pern with these grubs as an added protection against the Thread.

Young Jaxom, who will be Lord Holder of Ruatha Hold and a friend, finds an ancient room with such preserved wonders as a telescope. Using this to look at the Red Star, men of Pern begin to wonder if they might carry their ancient war to its source. First, however, one of the Oldtimers, T'ron, tries to kill F'lar. This causes F'lar to exile the rebellious among the Oldtimers to the southern continent.

Brekke's queen, Wirenth, rises to mate and is killed in a fight with another queen. Brekke would have died but for the love of F'nor and the fire-lizards. Relieved at Brekke's recovery, F'nor and his brown dragon, Canth, go between to the Red Star. Only Brekke's calling them brings them back from the searing heat, hurricane winds, and poison air of the malignant sister planet. This ends all thought of taking the fight to the Red Star.

Jaxom, in the meantime, has accidentally impressed a white runt dragon that no one thought would hatch.

The White Dragon follows the growth and development of Jaxom's Ruth, the dragon no one believed would live. Ruth was unique in many ways. He could talk to fire-lizards and go to any time with ease. Since Jaxom was refused permission to train Ruth properly, he does so in secret. Then the rebellious Southern Weyr steals one of Ramoth's queen eggs. Ruth is very disturbed because the fire-lizards remember the stealing of the egg. Jaxom understands the paradox. The fire-lizards can remember any exciting event witnessed by their ancestors. Focusing on this memory, Ruth goes back in time and steals back the egg. Having coated Ruth with mud so that he will not be recognized, Jaxom returns the egg in secret. This prevents a war in which dragon would fight dragon. In any event, the Oldtimers have abandoned Southern Weyr and went "somewhen". Since the egg has been returned, the Weyrleaders believe by the Oldtimers themselves, it is decided not to pursue them. With the rebellious Oldtimers gone from the southern continent, F'lar begins to explore in earnest.

Jaxom contracts a tropical disease and is, for a time, trapped in the South. In this condition he cannot safely go "between", and is aware that it is too far to fly "straight" over the ocean. Jaxom dreams repeatedly of a volcanic eruption and destruction. He and Ruth come to understand that this is a memory of the southern fire-lizards. Looking for the mountain he sees in his dream, Jaxom discovers the ancient ruins of a city. He also discovers the only space shuttles that brought man to Pern that have not been dismantled. For the first time in thousands of years the men of Pern look at the sky with something other than fear.

Dragonsong and Dragonsinger represent a branch of the main story. They describe what is passing in Hold and Crafthall during the same period covered by Dragonquest. Both are classified as juvenile fiction. Dragon-drummer will be a part of this branch.

In Dragonsong we meet Menolly, daughter of Sea Holder Yanus of Half-Circle Hold. Menolly's only crime is that she loves music and is good at it. Petiron, the Harper at Half-Circle, teaches Menolly all of the songs and how to play all of the instruments available. Menolly even shows talent in writing new songs. Petiron sends some of Menolly's songs to Robinton the Masterharper. But Petiron is old, and he does not receive a reply before his death. Yanus is shamed that Menolly is the only one who can sing Petiron's death song, for girls may not become Harpers. So, when Menolly cuts her hand cleaning fish, it is deliberately allowed to heal in such a way that she cannot play the harp. Elgion, the new Harper, arrives looking for the talented boy who wrote those songs sent to Robinton. Petiron had not told Master Robinton that the composer was a girl. Menolly, shamed by her parent's attitude and her inability to play, runs away from the Sea Hold to live alone in the wilderness. Hiding from Threadfall, she witnesses the hatching fair of fire-lizards and impresses nine of them. To entertain herself she made a set of pipes from rushes. Menolly discovers that fire-lizards can sing. On one expedition to obtain food for herself and the fire-lizards, Menolly is caught outside during Threadfall. She runs, cutting her feet on sharp rocks. Fortunately she is seen by a dragonrider and taken to Benden Weyr where her fire-lizards amaze everyone. Menolly learns that after her disappearance her parents admitted to Elgion that she wrote the songs. Since then, dragonriders have searched diligently for her. Master Robinton wants her to come to the Harperhall and become an apprentice. She is told that the deformity of her hand can be corrected. Her happiness is complete.

In Dragonsinger, Menolly realizes that things are not as simple as they seem. There are other girls at the Harperhall. The masters and apprentices are amazed that Menolly's father would feel the way he does since girls have been admitted to the Harperhall for several years. However, the girls do not seem to be seriously interested in music. The male apprentices do not seem to like her, and the Masters never seem to be satisfied with what she does. Menolly meets two men there who will be her friends for life: Sebell, a Journeyman, and Piemur, and Apprentice. They help to relieve her loneliness. Sebell becomes her lover in The White Dragon. Then she is suddenly promoted to Journeyman, having received enough instruction from Petiron before his death. The Apprentices who formerly snubbed her must now give her the respect due her station. She also learns that Master Robinton has plans to utilize her talents, giving her a large part in the future of Pern.

At the ALA convention, Ms. Chaffrey indicated that she may write another book about Pern to follow The White Dragon. In this book, she said, she will tell of the adjustments the men of Pern must make when the Thread ceases to be a threat. There are, after all, those star ships in orbit. I hope she does write another book for this series, or even several more.



notes from TURTLEDRAGON CASTLE

Stephen Huff

The single most decisive factor in any fantasy campaign is the magic element. Magic is the feature which differentiates a fantasy game from any other type of combat game. Therefore, it is a key element of any fantasy campaign. Magic must be understood and defined clearly in the mind of the Judge if the game is to be maintained as a balanced campaign. The particular type or system of magic is irrelevant so long as it is consistently applied to maintain a constant and dependable game. If the magic system is not used consistently and dependably, the players will distrust the Judge and the game itself. When the players distrust the Judge, they will refuse any form of competition against one another, because they never know when the Judge will suddenly stage a Monty Hall adventure for their opponents, totally destroying any tactical integrity their plans or actions might otherwise have gained for them.

Human nature being what it is, if wars between players occur in a wilderness, the vanquished player will always blame the Judge. The player will claim either that the Judge accidentally unbalanced the game to allow his opponent to win, or he may even claim that the Judge purposely caused the other player to win. Even when active warfare is not involved, there is almost always mild competition between players, and the Judge is constantly being accused of unfair decisions. The most dangerous and unreliable element in any campaign is the fantasy/magical element. Trying to develop the fantasy element, Judges place ridiculous powers and treasures within the reach of players, creating a wild seesaw effect between the relative power of player characters, making realistic competition impossible. I can recall one instance in another game where one player acquired a sword of teleportation, and managed to gain entrance to another player's castle, spying it out against any possible future hostilities. The castle was not built within easy accessibility of any large industrial center or any mining areas. However, within about 5 game days enough iron had been acquired and shaped to make it impossible for a man, elf, or even a half-lizard sized being to teleport within the courtyard without embedding himself on networks of metal. In another case, a player solved a complicated and extremely dangerous puzzle, and found a treasure of 36 billion gold pieces and numerous magical items, among which were three lyres of building and six staves of wizardry, plus other items I forgot. In this particular case, the treasure was certainly deserved, if relative effort of a player indicates the proper reward. In no circumstance can I imagine justification for that large of a treasure.

In many cases, trolls have been turned to jewels, men turned into iron wheels, and manticoras turned into marshmallows with a polymorph others spell. Polymorph others only turns fleshy beings into other fleshy beings. Keep magic within limits. The fastest way to unbalance a game is to use broad and liberal interpretations of the powers of magical spells or items. A liberal interpretation of repulsion makes it possible to hurl worlds into the sun.

It is advisable to forget fairy tales and television shows when judging a fantasy campaign. Fairy tales contain characters with unlimited magical abilities who perform miracles with the twitch of a nose or the wave of a wand. These sort of characters are fantastic right enough, but in a game scenario where strategy and tactics should have some practical application, they are inadmissible. Everything must be carefully limited by the Judge before it is introduced into play. What use is thought and careful planning when you possess an unlimited source of miracles, either in magic or through the intervention of superpowerful beings. If you remove the need for careful thought and planning, you no longer have a game. You have a sort of private fantasy dream machine with no challenge or interest.

Magic must have constant reliable limits. Think of it as the technology and science of your world. Wizards are the master scientists and engineers, working seeming miracles through the careful application of exact principles, and the manipulation of supernatural beings in accordance with precise laws.

The Judge must select or create his own magic system in accordance with the type of game he wishes to judge. Indeed, to produce a realistic and self-supporting campaign, he must rewrite the rule books to fit the sort of game he and his players have decided upon. If a series of large scale battles is envisioned, provision must be made for placing players early in the game in positions of command responsibility. It is extremely boring to play a foot soldier in a siege. The essential quality of personal decision is missing. If he wishes to judge small groups of five or so persons adventuring through the wilderness, he must rewrite the Random Encounter Tables so that it will be possible for such groups to survive and advance realistically within his world.

He actually needs two sorts of Encounter Tables, one being used in the initial creation of his world, locating castles, dragons, and other major monster and beings in given hexes, where they may be encountered by adventuring players entering their territory. Enough of these should be developed before the game begins to maintain and provide a series of adventures and goals for the players. This set should be put aside at the beginning of the game itself, and only used as he expands his wilderness to provide more elbow room for the players. The second set of Encounter Tables should be geared to provide challenging and normal encounters for low level players. It should be made up primarily of wild animals and lesser monsters who could realistically be expected to be encountered as Wanderers through the wilderness. These will generally be beings of low intelligence who do not make lairs, or small parties of beings with high intelligence wandering from one lair to another upon business or errands. The cost of war is high. It is unrealistic to have small armies of men marching through a world for hundreds of years. Such a state of affairs would rapidly reduce the area it took place in to a state of barbarian anarchy.

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STELLER
CHRONICLES**

● 70.4 = 2990

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In 2992 an agreement had been signed on Tech-worlds capital planet "Vulcan's Forge". The two superpowers agreed to Techtron's terms of prohibiting any Starships coming within two systems of Techtron, or within two systems of each other. The terms worked well with only Merchant and non-hostile craft plying between the worlds. Unfortunately fear and mistrust grew with the Federation and Andromedans fearing the other would make moves to control Techtron.

**EXCERPT
S-C**

● 67.3 = 2992

**EXCERPT
S-C**

● 31.5 = 2998

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SW-K-18 Governor Tarkin (Peter Cushing) interrogates Princess Leia (Carrie Fisher) with the help of the awesome Darth Vader.

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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 per copy from TSR, P. O. Box 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.

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 TM 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 not as yet released). We will adapt all future guidelines to conform to the rule set as soon as possible, but bear in mind that while our publication is approved for use with Dungeons & Dragons, it is not Official D & D...only a variant in respect to guidelines and interpretations. Closer relationships with the great folk of TSR should amplify and improve the value of your Guild many fold. The latitude to publish variant materials will permit us to use many of the ideas submitted by the Guildmembers and some of the more divergent brainstormers. The material in the Judges Guild Journal is not approved for use with D & D.

