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# JOCULAR JUDGMENTS



Another two months gone by and it seems like only a few days ago that my first issue as editor of the Judges Guild Journal was put to bed. I would like to thank all of you for the favorable comments we have received, many sent to me personally. Needless to say, I will be continuing to try to keep up and even improve upon the quality of this fine zine.

A couple of apologies are due: first to John Pugh because we did not have enough space in the last issue for his contest-winning dungeon and, second to both you, dear readers, and Henry Veldenz for the omission of his level 4 map. Both the above are included in this issue.

Unfortunately, the weather forced us to stay at home the weekend we had intended to have our illustrious leader (Bob Bledsaw) attend a TSR minicon and we hope all is forgiven under the circumstances. We were (barely—again because of weather) able to get to Winter War in Champaign. It was a great con, as usual, and those who missed it and who live in the area should try to get there next year.

Another note of joy (I think) is that our computer has finally arrived. That is, part of it has. We are still waiting on another disc drive and the expansion interface. Our new system, for those of you who haven't heard, is a TRS-80 and it will have 4 disc drives as well as 2 cassette decks and a tractor-feed line printer hooked up to its 32KCPU once it all gets here. Now I get to program it. Hopefully, once the system is implemented in full, we will be able to provide you with even better service and will free up time for some of us to work on other projects.

We did receive some complaints about late delivery and amount of 'ads'. A word of explanation is in order. The Dragon Crown was completed prior to the magazine. It was our intention to use it as the installment, giving you all a super-super deal by having it plus the 64 page Journal plus the long-awaited new catalogs all mailed out at the same time. The installment and catalog were mailed to the printer together and were promptly lost by the post awful. (Not to be entirely to blame as the midwestern weather has been horrible—as i'm sure you know) When we heard of this from the printer, we had no choice but to recreate the installment. Rather than hold up the catalogs, we decided to include as much as we could in the spare space of the Journal. Now, I realize that it might have seemed like a lot of ads to you but the fact is that it amounts to less than 25% of the space being used for ads. The complaints, however, led us to do a survey of the 3 prozines we are usually compared to. We took all the old issues to current ones that

we could get our hands on. One SF-type was only 9.34% ads, but it is entirely a house-organ. The two prozines in the F&SF field averaged 25.89% and 29.27% ads. Our normal ad space ran about 7.81% until the last issue. A further comparison came up with some other interesting info. We measured text space of the zines: that does not include cover art, ads, editorials, artwork not pertaining to maps or charts, comics and the like, but does include general articles, charts, reviews, maps, etc. based on a character count per unit space, with proper allowances for varying size of type and column-widths, line spacing, etc. we averaged from +57.38% to +240.73% more info-filled text than those three zines. Even our last issue varied from +0% to +115.9% more text!!! Be that as it may, we have instituted a new policy regarding ad space and that is that total ad space (including our own ads) shall not exceed 24% of the total available text area in any issue of the Journal or The Dungeoneer.

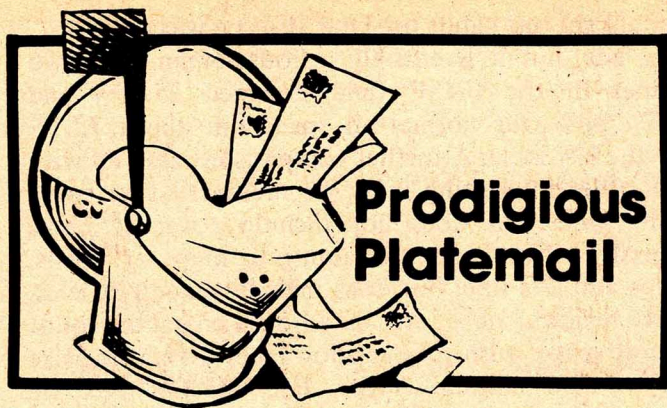
Rather than keep you all in the numerical limbo I have just created while you read these words, I shall release you to the main part of the zine now. Enjoy!

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Associate Editor-Penny Gooding*

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Dear Maed Makistikator,

In issue 9 (R) of the Judges Guild Journal was an article suggesting that certain spells found on a scroll by the author might be of use to Clerics. I believe that the author, while rightly stating that Clerics seemed underpowered as to offensive spell powers, does not perhaps fully appreciate the place of the Cleric.

Unlike the Mage, the Cleric has not devoted himself to arcane arts for the purpose of personal power. Faith in his gods allows the Cleric to perform certain miraculous works for the purpose of increasing his sensitivity to the world beyond men (E.G. Commune Spell, Speak with the Dead) or to bring aid and comfort to his fellow man (E.G. Create Food, Cure Wounds). The Cleric is not a conduit for black magic, blasting Fireballs upon a foe only to be helpless with naught but a dagger to defend himself when the magic runs out. Clerics bear arms and wear armor because heaven helps those who help themselves.

Thus, Clerical Spells should be powerful, as befits a holy station, but not necessarily directly offensive in nature. The uplifting power of faith might enable the Cleric and his followers to better carry on a melee but should not settle it by flame and thunder.

With this in mind, I present these spells which Judges might wish to allow Clerics in their campaigns to learn:

#### GOODWILL

This can be cast up to 120' and has a 30' radius from the point where it is directed. All within that radius become peaceable, calm, and friendly. It does not Charm foes, merely suggests to foes that they do not wish to attack. Those otherwise inclined to be hostile Save vs. Magic. This is a 2nd Level Spell which lasts 2 turns.

#### DETECT TREASURE

This conjuration extends in a radius 10' from the Cleric per level. It will reveal the location of items which have only economic value, that is precious metals or jewels, not an object which could be sold for money but has other uses, such as magic armor. The handicap to this Spell is that at the moment of casting the Cleric loses 300 gold pieces from his own treasure collection—whether or not the treasure found is worth it. The money vanishes from wherever he keeps his accumulated loot, and if he hasn't got 300 gold pieces the spell

doesn't work—the gods don't take Mastercharge. Third Level Spell.

#### HEAVENLY STRENGTH

This Third Level Spell gives the Cleric +3 on attack and on damage for 6 turns. However, for the following 6 turns he is at -1/-1.

#### FORTUNE

This Third Level Spell increases or decreases the chance of any eventuality coming to pass. The Cleric must announce the casting before the DM dices for whatever event the Cleric wants to influence. A 6-sided, 8-sided, 10-sided, or 12-sided roll is influenced one number either way, while a 20-sided is influenced two numbers. Percentile dice are influenced 10%.

#### GUIDING HAND

All members of the Cleric's party receive +2 to hit with missiles for 3 turns by virtue of this Third Level Spell.

#### EMPATHY

For 3 turns the Cleric can ascertain the feelings or emotions of anyone within 60' although not actual thoughts.

#### DEFENCE

This Fourth Level Spell adds +3 to the Cleric's armor class and saving throws for 1 turn. (For game balance, I drastically limit the duration of most Magic and Clerical Spells. Many Judges might allow this conjuration to last 3-6 turns if they allow the time limits given in the official rules for other spells.)

#### AMNESIA

A Fifth Level Spell that affects one victim. Anyone failing to Save vs. Magic does not remember anything for 10 turns. The range, however, is only 10'.

#### MENDING

This allows the Cleric to mend any armor, weapon, or artifact of a non-magical nature that he can touch. Sort of a Cure Wound Spell for inanimate material.

#### POSSESSION

Anyone that the Cleric can see who fails a Save vs. Magic is totally under control for 6 turns. Unlike Charms, Holds, or Suggestions, this Sixth Level Spell allows the Cleric to telepathically direct his victim.

#### WALK ON WATER

For six turns.

#### ALL SEEING EYE

For six turns, the Cleric can see anything within 120', whether invisible, astral, secret, shadow-hidden. It is a Sixth Level Spell. Note that while it would reveal a Polymorphed or disguised creature, it does not confer the ability to alter the state of what is seen. For



instance a Phase Spider will be seen in the ether but cannot be brought back into the mortal world or hit by weapon unless the Cleric otherwise has these abilities.

#### MAGIC MENDING

A Sixth Level version of the Fifth Level Mending Spell which works on magical artifacts. There must be fragments there to work with and it will not heal Golems, Simulacrum, or Androids.

#### DEFENSIVE CIRCLE

This is a Seventh Level version of the Fourth Level Defense, extending it to 10' radius.

#### ALTER ALIGNMENT

This changes the alignment of anyone or thing touched to that of the Cleric for 6 turns. There is a 10% chance per level of the Cleric over the level of the target that the effect will be permanent. The effect will never be permanent on enchanted items, that requires a ritual.

#### EXCOMMUNICATION

A powerful Seventh Level Spell which has the same strictures on its use as the Finger of Death for Lawful Clerics. It can be used only on someone of the Cleric's alignment of Law or Chaos, but works whether victim is Good or Evil. The effect is to permanently remove the victim's saving throws against Clerical Magic and to prevent the victim from ever being benefitted by Clerical cures. It can only be removed by a character at least as high level as the caster.

Sincerely,  
Ronald Pehr

Dear Bob Bledsaw,

Hi. I'm one of the two Milwaukeeans who stopped by on the 22nd (the tall, skinny one with the glasses). I wish to express my deepest appreciation for the time you spent showing us around and just plain talking to us. Should my IQ double and I live to be 100, I don't think I will ever have such a campaign as you have. Congratulations on you companies second anniversary, and upon its rapid growth. For a product designer for GE, you seem to know more about running a business than most business majors. With you at the helm, Judges Guild ought to reach light-speed in a year or so.

If you were wondering why we didn't ask too many questions; well, I was a bit over-awed at talking to the president of one of the companies I deal with, and was a bit afraid of seeming foolish next to such a grand master as yourself. I really didn't come prepared to ask questions, I really didn't know what to expect. Some day when I've increased my wisdom by a few points, I'll stop by again to squander your time. Some-day I'd like just to sit by and see how you play. I've

never seen anyone but myself judge a D&D game, and I think just listening to someone else judge would be a great help (I'd be too shy to manage a character myself).

Just in case you're curious, I've been playing D&D for about 2 years now. I figure I own about 50 games now, my favorite is of course D&D, followed by Gods fire, Steller Conquest, Conquistador, PanzerBlitz, Ogre, Warpwar, Stellar Wars, and Traveller. I have subscriptions to Judges Guild, Strategy & Tactics, The General, The Dragon, Moves, The Space Gamer, Astronomy, Science News, Issac Asimov's Science Fiction Magazine, Playboy, Oui, Chic, Hustler, plus some more. My most favorite all-time movie is Star Wars (I've seen it 9 times, have 4 t-shirts, 2 posters, the book, its supplement, a couple magazines specializing in it, and 3 sound tracks (I keep wearing them out). I thought Close Encounters was good, but had poor aliens. I have a couple hundred science fiction paperbacks, and have read most all of them 2 or 3 times. I have worn out one The Lord of the Rings, two Hobbit's, and one Ringworld. My favorite author is Larry Niven, along with R. Heinlein, Frank Herbert, Ursula K. LeGuin, Robert E. Howard, and Edgar Rice Burroughs. My favorite book is "A Gift From Earth", by Larry Niven; my favorite series is (choose one of the following). The Lord of the Rings, Conan, John Carter series, The Earthsea Trilogy. I love Bach, and would marry Linda Carter (if only she would ask!).

My favorite type of character is a 1/2-elf Magic-user/Fighter, Lawful/Good or Lawful/Evil. I'm always making up new characters on my own to test my dungeons for difficulty and amount of treasure. I have one who has survived everything I could throw at him, and then some. He is L/E, 1/2-elf, half Demon (by the forceful grace of Orcus), Magic-user/Fighter of extreme level. He has defeated a handful of Gods (including Surtur, Tsathoggus, Quolnargn, HaaashasstaakandNnuuurr'r'c'). He has a whole flock of permanently "Charmed" creatures under his command (mostly dragons and demons, including Orcus by a special - 20th level - spell). He has a whole stable of high-level MUs to create Golems for him. Etc., etc., etc. He got so powerful I made him a God, but changed my mind and made him into an Arch-Devil (third-in-line), with his own personal greater Devils to serve him (Hagedorn Horrors). He prefers young, blonde virgins and Rings of Regeneration. But I will never have someone as powerful as him again (he'll kill him before they get too high). But I have fun tricking the people who are playing the game into talking about him, then secretly rolling the die to see if he comes to their characters, and watching their imaginations run wild trying to talk Garan out of killing them (I mean, what do you offer a guy who's got about 20 Rings of Spell Turning, and about half a dozen Staves of Power??). I do it only because they love doing things other than stabbing orcs and opening treasure chests.

I recently totalled up just how much I've spent on games and gaming. My game is very neat and orderly.



Everything is in loose leaf folders with dividers and sheet protectors (uncounted dozens of 'em), typed up even (all of it). My dungeons are also in loose leaf folders, with dividers to indicate the levels, and descriptions and contents are printed on sheets designed for use by bookkeepers (6 columns, lines alternately blue and white). I prefer the character sheets from The Character Archaic. I cover them with heavy, colored plastic protector sheets (report covers), and use grease pencils on them. I use the character generating charts from The Dragon No. 10 (Vol. 2, No. 4), with additions. I have large charts for determining WHY a character goes adventuring (I mean, if it was easy, everyone would do it, and if its hard, why are these characters doing it?). Reasons are like: To Destroy Evil, To Acquire Magic Items, Greed, Sent of Geas/Quest, Escaping The Law, etc. I give the players lots of lee-way, however. Characters can also have Problems (nothing too serious: warts, color blind, argumentative, heavy drinker heavy eater, etc.); Phobias (of- the dark, snakes, bats, water, the moon, etc.); and Hatreds (of a specific race or type of monster).

ANYWAY, all this plus all the fantasy role-playing games I've bought for new ideas, the various wargames, and non-wargames; add up to around 41600 by the last count. Sometimes I think I'm crazy (quite often really). But I rarely doubt that it was worth it.

I think that Judges Guild fills all the holes left in D&D. Statistic sheets, village/monster/terrain/etc. generation charts, campaign maps, and all the other player aids you publish. But most importantly, you provide examples to me of how someone else feels a dungeon should look, or a map, or the characters in a tavern, or a city. Your material stimulates my imagination into new heights of creativity. Even though I don't agree with everything (most, however), whatever you tell me can be used to improve my game, directly or indirectly. Should your company ever fold, I'd incorporate my soul and trade 40% to have 24 hours undisturbed to photocopy everything in the works, and everything you've thrown out. But with the hundreds of colleges and universities in this country, chock full of bright people, I don't see how you could fail with the things you turn out, and the fascination of D&D. Keep up the good work always, and watch those crafty printers! Live long and prosper.

Tom Nelson

## DUNGEON CONTEST AWAITS YOUR ENTRY!

Ok gang, lets get a-truckin and get those contest entries in. It won't be long before the contest will be over and it will be too late. just a couple of issues to go! Just in case you've forgotten, misplaced or written over the rules we are including them again for your convenience.

The contest is called the Judges Guild Journal Son of - the World's First and Greatest Dungeon Creation Contest - Contest. The entry rules are quite simple and are as follows:

1) Dungeons submitted will be graded according to the following criteria within each division (see rule 2): Playability (how well your dungeon can be used by other DMs without their having to roll dice and make extraneous decisions), Suitability (how well balanced is your dungeon, level for level, for whatever PC level range it is best suited), Originality (if we have to explain it you don't have it), and Presentability (is it neatly typed, printed, are the charts inked or well-drawn, etc.).

2) Any dungeon may be submitted, regardless of level of play it was designed for and regardless of size. All submissions to the contest become property of Judges Guild, whether they win or not. We will sort the submitted dungeons into three categories according to size (not play level): Large, Medium (Average) and Mini. Prizes will be awarded in each size category as stated below, with the Suitability grade taking care of level of play differences. All contest entries may be used by Judges Guild as or in retail products and/or in any publication of Judges Guild. Judges Guild reserves the right to edit in whole or in part all contest entries, prior to publication. Credit will be given to the dungeon creator.

3) Contestants whose entries are published in any form but which were not contest winners will be reimbursed according to the regular reimbursement schedule, established for the Judges Guild publications, which is in effect at the time of publication.

4) Prizes will be awarded in each category as follows for as many places as prizes are stated for or for as many places as dungeons are received for, if less than four dungeons are submitted for any one category: The following amounts are for credit to be used in purchasing any Judges Guild Product or Products from

Place	LRG	MED	MINI
1st	100	70	40
2nd	80	55	30
3rd	60	40	20
H.M.	40	25	10

Judges Guild:

In any case where, once typed or typeset for publication, it should be found that the text of the contest winning dungeon, if paid for at the now (11/78) active reimbursement rates, would exceed the amount of the prize awarded, the contest winner will be issued a new credit for the difference.

5) Entries for this contest should be received by us not later than April 30, 1979. Written permission for Judges Guild to use the dungeon must be included with the entry or it cannot be judged as part of this contest. Entries should be mailed to:

tJGJSO-tWFaGDCC-C  
Judges Guild  
1165 N. University  
Decatur, IL, 62526





# Tips from the Tower

Dear Gentlemen,

After receiving your encouraging letter I began a mass search for new ideas by checking over my D&D related material (including Tolkien) and came up with 5: 1 Staff, 3 miscellaneous magical items, and 1 spell to be explained later. My 10-year-old brother, a neophyte player, who I'm DM'ing in his first campaign, invented 1 new miscellaneous magical item.

## STAFF

Staff of Turning (c): This staff will give any Lawful Cleric a +3 on his roll to turn away any member of the Undead.

## MISCELLANEOUS MAGIC

Gauntlets of Finding (All): These Gauntlets allow the wearer to find secret doors, trap doors, or invisible objects when searching for such on a roll of 1 to 6.

Ear (or Ear Pieces) of Hearing (All): These ear things allow the wearer to hear noise as though he were a 13th Level Master Thief (ie. Roll of 1 to 6).

Ears (or Ear Pieces) of Deafness (All): When placed on the ears these items immediately cause deafness. They cannot be removed without a Remove Curse Spell and even if successfully removed the deafness will remain for 1-4 days.

And my Brothers. . . . .

Gauntlets of Strangulation (All): When placed on the hands they immediately "take over" both arms and force the hands up around the neck. Strangulation will occur in 1 turn unless treated with a Remove Curse Spell.

In looking over my copies of the trilogy, I found in *The Fellowship of the Ring* on page 145, Gandalf gives reference to speaking a "Word of Command" to keep a door shut as a Balrog attempted to open it. I checked through my D&D rulebooks and found only one thing close, under "Broom of Flying". The "Word of Command" must be known to make the broom go. My idea is somewhat different. . . . .

## WORD OF COMMAND

(Some where between 5th and 7th level spell.)  
By means of this spell the magic user literally commands the object (or person) it is cast at to adhere to the spell previously cast at it. (ie., Logo the Magic User

attempts to levitate a bag of gold off the ground with a spell. A saving throw is made and the spell fails. Logo speaks the Word of Command (remember literally commanding it to adhere to the Levitate Spell). Logo is entitled to have another saving throw rolled with bonuses deducted from the number rolled.) This spell must be used as an auxiliary to another it cannot be cast by itself!

LEVEL	LIVING OBJECTS	INANIMATE OBJECTS
1-3	-2	-3
4-7	-3	-4
8-10	-4	-5
11-12	-5	-6
13	-6	-7
14	-7	-8
15+	-8	-9

Well, those are my ideas. Thank you.

Sincerely,  
Michael Rowsey

Dear Sirs:

Firstly I should like to compliment you on the service that you provide. 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 of my orders. I have been 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 the D&D booklets. Your wilderness system is excellent and I 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 Tatantis. However, I just want to say thank you for the fine effort you are making.

Secondly, while it may seem a bit inappropriate in the same letter, I would like to know if you might be interested in the city that I am currently designing to fit into campaigns using your wilderness system. The city is Daymark, City of the dawn. Originally a pirate stronghold, it was captured and is now used as a neutral place where everyone may come and trade. I am continuing to work up the history and intend to draw up maps after that. If you would be at all interested I can send you an outline of the city's history for you to examine. Thank you.

Yours truly,  
Dean Kunigisky

Dear Guildmen,

My friend, and often D&D partner, Bryan Lowiselle, told me he had come up with some new ideas for D&D and sold them to you to be added to the game. So, I decided to send you one of my ideas and see what you think-



This should go in the swords section of the magic/maps determination table and there should only be a 1% chance of getting it.

### The Almighty Two-Bladed Sword of Paladins

This sword is actually two Holy Swords welded together so that the sharp ends point in opposite directions. It is gripped in the middle with the hand protected by a large handguard.

Ideally it is fought with almost like a baton is twirled, but as you can imagine this requires a lot of experience and know how, so only a Paladin of the 8th level or above can employ the use of one. Anyone other than a Paladin who attempts to employ the use of one will bumblingly cut off his own head. A Paladin of less than the 8th level would simply drop the sword.

#### Provisions

- 1) 2 attacks per melee round (one per blade)
- 2) +5 on both attacks (Both blades are Holy)
- 3) Negate magic (As do all Holy Swords)
- 4) Treat as Two-handed sword for the Alternate Combat System "a la" *Greyhawk*

Sincerely,  
Michael Rowsey

Dear Sirs:

First 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 NCP's. All this, not to mention the helpfulness of your charts, combat systems, new ideas, etc.

However, I would like to comment on the last issue, Q. Firstly, your introduction to your stuff was much too long and spacing consuming. It was followed by another list on Page 4. I also think that 8 pages of the Booty List is way too much.

Suggestion: Print a permanent catalog, distribute to your regular customers, new ones, and then just add or delete new price changes, products, etc.

This issue was also a big disappointment when I saw the "Original Approved Gen Con IX Dungeon Collectors' Edition" booklet. Other than give me just a few new ideas, this booklet did not add at all to my games, campaign or total view of the game. After waiting 2 anxious months in the coldness of my castle working myself inot a berserker's rage at the length between issues, I opened the long awaited envelope looking for vast treasures, evil monsters, intriguing NCP's, and complicated dungeons, etc., I didn't find very much.

Still one out of six is not a bad average and after a few moments of blind anger I decided not to call down that lightning bolt (01-100) on Decatur, Ill.

I am looking forward to the next installment.

May your weapons never melt while fighting a Chromatic Dragon in a room alone.

Sincerely,  
Scott Arndt

### RANDOM CREATURES

This is a system designed to determine the chance of a monster appearing in a hallway unexpectedly. The probability is given in percentages (%). Armor and other paraphenalia a character is carrying affect the percentages.

The initial Noise Level is the same as the number of people in the group. In other words, take the number of people in the party and you have the Noise Level (NL).

NL	Percentage Chance
1	--
2	01%
3	03% or less
4	10% or less
5	15% or less
6	20% or less
7	25% or less
8	30% or less
9	35% or less
10	40% or less

#### Modifiers:

Plate Armour	+3%
Chain Armour	+2%
Leather	+1%
No Armour	No adjustment
1 Weapon	+1%
2 Weapons	+2%
3 Weapons	+3%
or more	
50-100 Silver	+1%
101-500 Silver	+2%
501-1000 Silver	+3%
or more	
Large Shield	+1%

After determining the percentage chance of a random creature appearing you must determine the creature. Roll two six-sided dice.

Die Roll	Creature
2, 3, 4	1-4 Wolves
5, 6, 7	1-6 Snakes
8, 9	1 Giant
10	1 Gargoyle
11	1-6 Zokka (See 'Dungeoneer' No. 8)
12	1 Small Dragon

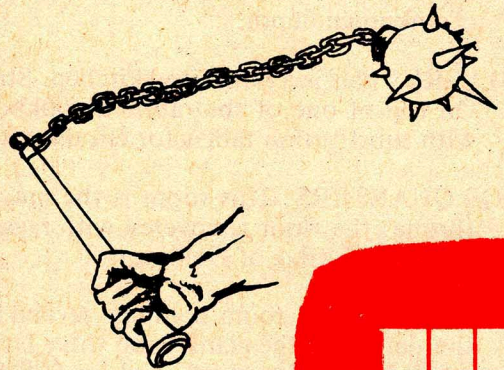
This system was designed with The Fantasy Trip\* in mind, but it can easily be adapted to other games  
*continued on page 24*



JOHN PUGH - Level 1

Kings Quarters and  
Treasure Room

To  
Level  
Two



Scullery

The GREAT HALL

Pool of  
Water



Store Room

Guys

Dolls



## JOHN PUGH

## LEVEL 1

(no prize)

**THE GREAT HALL:** This is a huge cavern (200' x 170' x 30-50') which was the central hall for the family. It was used for festivals, audiences, trials, and for living quarters. All that remains now are smashed and charred remains of tables, benches, and cots. A careful observer can tell the hall was once finely decorated by shreds of tapestry and hides hanging on the wall. In the center of the cave there is a pool of water 40' in diameter and of unknown depth.

**SCULLERY:** This is a giant sized kitchen. Strewn about the room are giant sized pots, pans, and other cooking gear. On top of one of the tables a cookbook will be found turned open to a recipe for meat pies made of human with substitution tables for elf, dwarf, and hobbit!

**KINGS QUARTERS:** This room is the most plundered and littered of all. Besides smashed artifacts (chests, clubs, throne) the floor is covered with rags, bones, dung, etc. If a search is made of the rags, a bag of bones will be discovered. (Bag of Holding)

**STOREROOM:** This room contains several empty boxes, a row of empty meat hooks (the bodies were buried after the defeat of the giants) and three large barrels. The first barrel is empty. The second contains 100 gallons of spoiled beer. The third contains 500 gallons of wine. All of the barrels are too large and heavy to be removed from the storeroom.

**GUYS & DOLLS:** Needs no explanation.

## JOHN PUGH

## LEVEL 2

(no prize)

Rm	CONTENTS	AC	HD	HTK	CHEST TRAP	TREASURE
1	empty					
2	4 giant rats	8	½	4,4,4,2		
3	empty					
4	Dungeon Party 1			(see party listing)		on MU: 500SP, 7MP
5	3 Goblins	6	1-1	7,3,1	none	600SP
6	grey ooze	8	3	6		100SP, 4AP
7	2 pixies	6	1	7,4	explodes 2 DOD	500SP, 60GP
8	none				1 poisoned dagger, type 5	100SP, 20GP, 8MP
9	empty					
10	grizzly bear	5	6	24	invisible	100SP, 40GP, 2MP
11	empty					
12	crocodile	5	2	8		
13	4 kobolds	7	½	4,3,2,1		
14	Trap 2 poison spear type 6					
15	2 giant weasel	8	24	9, 13		
16	Pool with 2 giant otter	6	3	6, 10		
17	2 were wolf	4	4	18, 17	Hidden in chamber pot	300 SP, 60 GP, 3 MP
18					1 poison dagger type 2	100 SP, 60 GP
19	Giant tick	4	3	14, 6	Scattered	300 SP, 30 GP, 4 gems each 100
20	3 orc	6	1	6, 2, 1		
21	Leprechaun	8	½	1	Under loose stone	300 SP, 5 EP
22	6 skeletons	7	½	4,3,3,2,3,2		
23	green slime	-	2	16		
24	1 wraith guarding pool of water	3	4	19		
25	Trap opaque smoke					
26	Empty					
27	2 giant snake	6	2+1	6, 8		
28	Trap 1 spear poison type 3					
29					3 daggers	200 SP, 8 EP
30	Empty					
31	2 Hobgoblins	5	1+1	5, 4		
32	3 goblins	6	1-1	6, 2, 1		
33	Empty					







Rm	CONTENTS	AC	HD	HTK	CHEST TRAP	TREASURE
34	2 hobgoblins	5	1+1	7, 4		
35	1 giant scorpion	7	3	15	treasure inside scorpion	200 SP, 60 GP
36	Giant crab	2	3	15		
37	Giant tick	4	3	16		
38	4 goblins	6	1-1	4,4,4,1	Under pile of trash	500 SP, 4 EP
39	2 giant crabs	2	3	11, 20	treasure inside	600 SP, 50 GP, 7 EP
40					1 dagger	300 SP, 60 GP
41	Empty					
42	2 pixies	6	1	7, 3	On table	200 SP
43					Poison gas type 1	400 SP
44	Pool with rust monster	2	5	25		
45	Trap 3 spear poison type 6					
46	2 giant lizard	8	1+1	2, 3		
47	Empty					
48	Empty					
49	4 Kobolds	7	½	3,3,3,3	3 dagger poison type 6	500 SP, 20 GP
50	Displacer beast	4	6	23		
51	Gelatinous cube	8	4	16		
52	Empty					
53	Bug bear	5	3+1	17	Under pile of dung	400 SP
54	2 Crocodile	5	2	8, 11	Plain view	300 SP
55	2 harpy	7	3	18, 13	Under empty chest	500 SP
56	Lurker above	6	10	43		
57	Gargoyle	5	4	19		300 SP, 10 GP
58	Empty					
59	2 Giant spiders	5	1+1	6, 8	Loose stone in floor	300 SP, 10 GP, 11 EP, 1PP
60	Empty					
61					Explodes 6 dod	100 SP, 60 GP
62	2 sabre tooth tigers	8	4+1	22, 19		
63	2 Giant ticks	4	3	17, 19	Loose stone in floor	400 SP, 2 EP, 6 AP
64	2 Ogres	5	4+1	18, 26	2 dagger	400 SP, 20 GP, 2 PP

E Elevator room. This room will descend 1 level upon entering plus one additional level for every unsuccessful attempt to open door. It will not ascend for 60 full dungeon turns.

#### DUNGEON PARTY 1—LEVEL 2, ROOM 4

Lvl	Align	Class	AC	HTK	Weapons	S	I	W	D	CO	CH	Special
3	LG	FTR	4	22	broadsword	11	9	10	11	15	10	
3	N	Bard	7	13	broadsword	17	10	12	15	16	16	
4	N	Cleric	4	19	+2 hammer	15	10	15	6	16	11	
4	N	Druid	6	31	broadsword	16	6	18	10	18	15	
4	LG	MU	9	12	dagger	13	17	9	14	9	10	
4	CE	Cleric	4	14	mace	9	14	16	6	11	11	



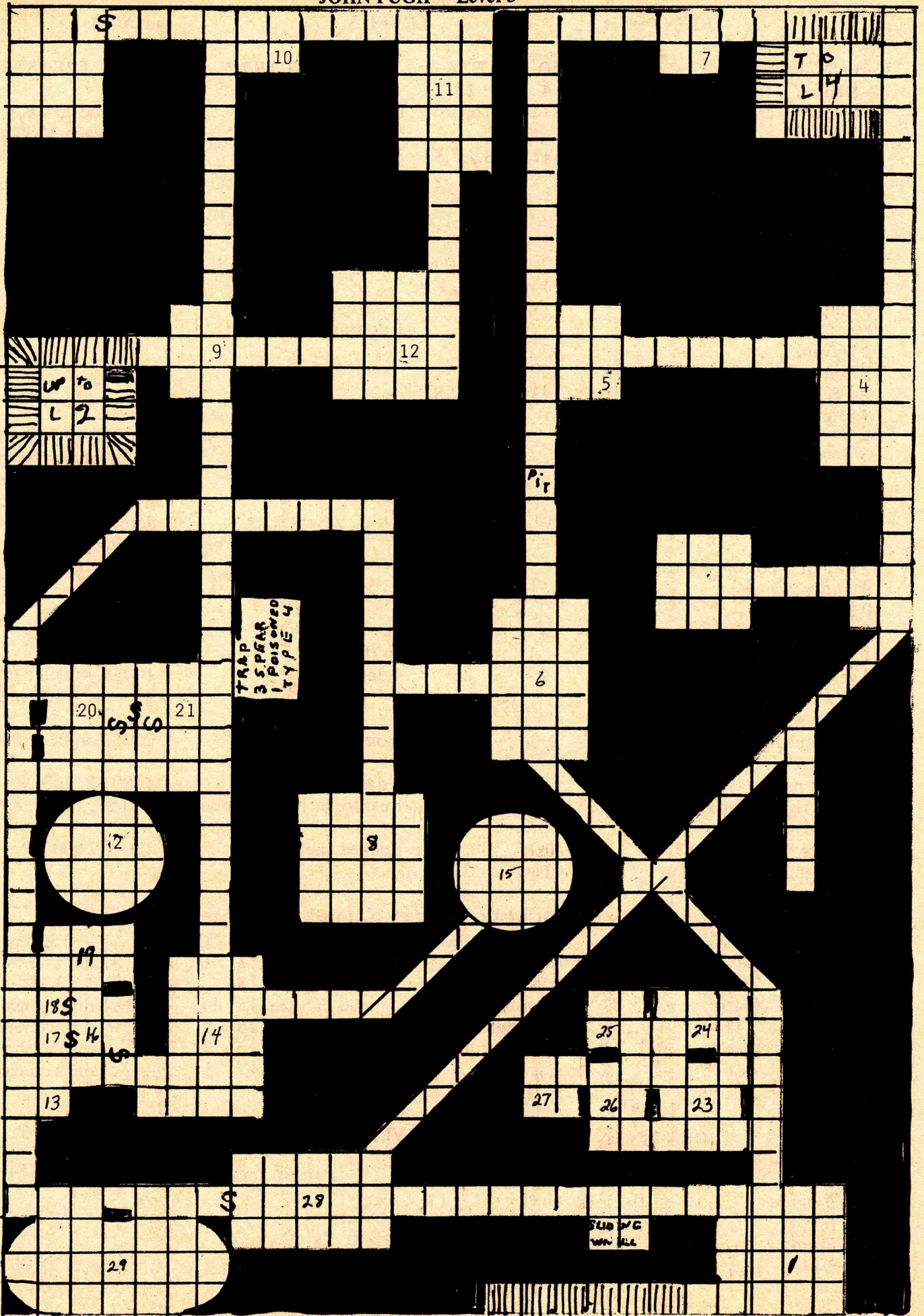
by David Petrowsky

What is an ancient column doing in the Judges Guild Journal? Well, if you didn't know it, the Judges Guild now carries a full line of Ancient Miniatures from four different companies: Grenadier, Garrison, Ral Partha, and Heritage Hinchliffe. From this, you can build armies from Ancient Egypt to Medieval Europe. The Judges Guild also has its own set of ancient wargaming rules, "War Cry and Battle Lust". These rules are intended for larger scale games without a lot of work and study. It is great for beginning ancient gamers, the whole system of combat and missile fire being based on a PLUS and MINUS system. It still has the flavor of an ancient battle and although luck helps, strategy wins.

One of the biggest decisions when you start



JOHN PUGH - Level 3





## JOHN PUGH

## LEVEL 3

(no prize)

Rm	CONTENTS	AC	HD	HTK	CHEST TRAP	TREASURE
1	Medusa	8	4	13		
2	2 Carrion crawler	3,7	3+1	16, 18	Under dead bodies	600 SP, 300 GP, 6 EP, 2 jewels each 3000 in SC
3	4 Hobgoblins	5	1+1	3,7,7,8	3 dagger	900 SP, 500 GP
4	Empty					
5	2 leprechaun	8	½	4, 4		
6	5 Kobolds	7	½	1,2,2,1,3	On them	100 SP
7	2 Gnolls	5	2	7, 11	Explodes 4 dod	300 SP, 12 EP
8	4 Ghouls	6	2	2,7,10,6	2 dagger poison type 1	1100 SP, 10 EP
9	3 Stirges	7	1	3, 3, 1		400 SP; 600 GP, 9 EP
10	Empty					
11					1 poison dagger type 1	800 SP, 22 EP
12	Wyvern	3	7	31		
13	Empty					
14	4 giant spiders	5	1+1	9,3,2,8		
15	empty					
16					All within 5' loose 1 level	1000SP, 600GP, 10PP, +2 Greatsword, neutral, Int.=11 Ego=9, Speaks ancient chaotic, reads magic, detects, magic, invis., gems, sloping passages.
17	trap of 3 poisoned spears, type 2					
18	empty					
19	2 bugbears	5	2	6,14		
20	gargoyle	5	4	12		
21	Elven Dungeon Party 2				on them	800SP, 400GP
22	gargoyle	5	4	26	4 dagger	100SP, 400GP, 10EP, 3 jewels @ 100 in sc
23	green slime	-	2	6		
24	2 giant snake	6	2+1	9,12	loose	200SP, 400GP, 8 AP
25	4 wolves	9	1+1	2,5,8,6		
26	Spirit naga	5	9	38	4 dagger	1000 SP, 400 GP
27	Were tiger by pool	3	5	27	treasure in 15' deep pool	500 SP, 12 EP, 8 AP
28	Gelatinous cube	8	4	7		
29	2 Ogre	5	4+1	11, 20	Locked chest	100 SP, 600 GP
30	Lurker above	6	10	20		

## ELVEN DUNGEON PARTY 2—LEVEL 3, ROOM 21

Lvl	Align	Class	AC	HTK	Weapons	S	I	W	D	CO	CH	Special
8	LE	MU	2	24	broadsword	10	13	11	11	10	18	+1 chain & shield (treas.)
6	LG	FTR	-2	27	flaming broadsword	18	10	11	18	12	14	str 75% +3 +3
6	N	Cleric	2	29	mace or morning star	10	15	18	15	11	12	+1 chain & shield
6	LE	FTR	1	36	broadsword	16	12	9	15	8	13	+1 +1 from strength
6	LG	Cleric	2	22	mace or morning star	11	11	18	16	8	13	+1 chain and shield
8	N	MU	-2	25	broadsword	9	16	15	17	8	17	+2 chain & shield

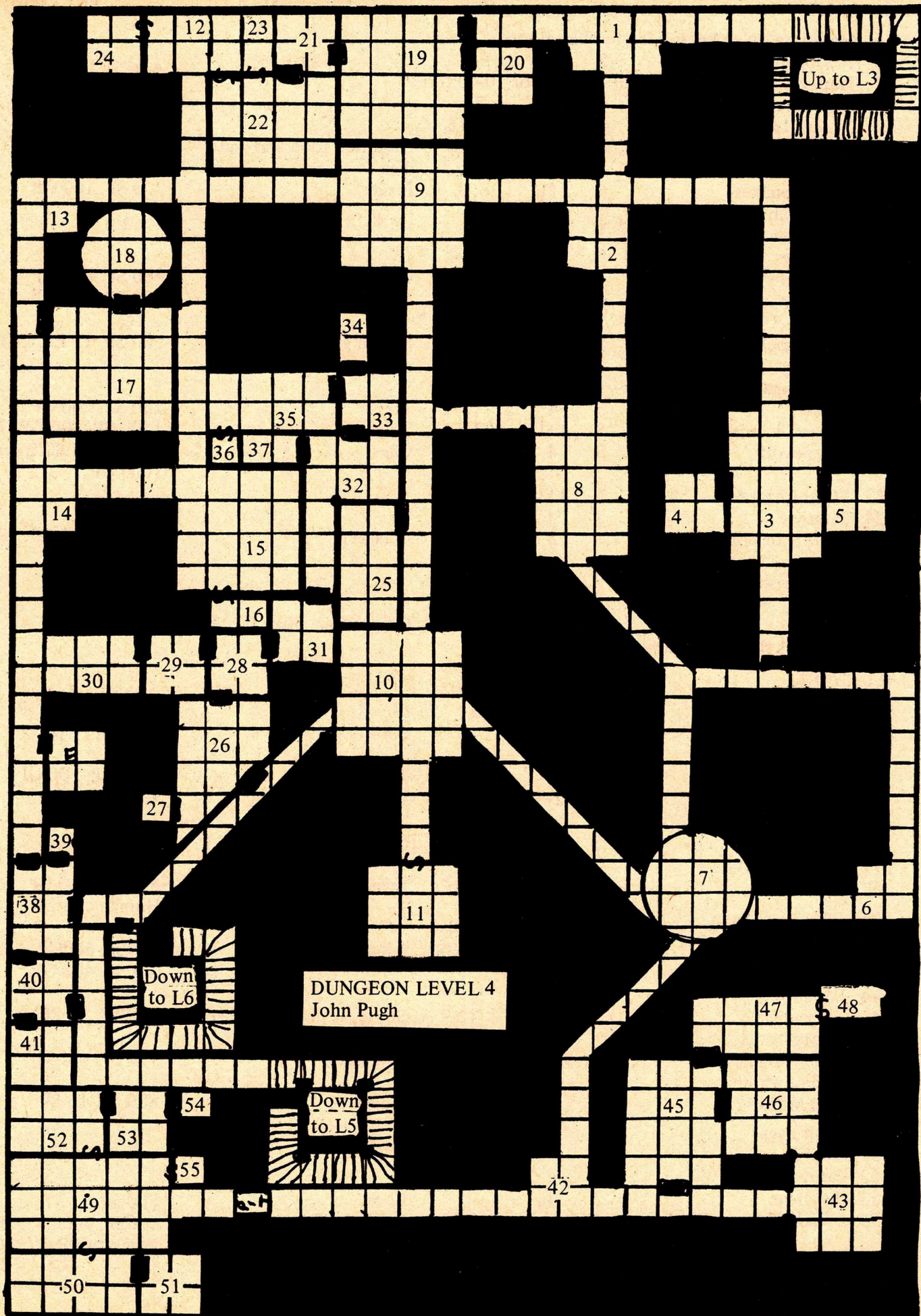
## JOHN PUGH

## LEVEL 4

(no prize)

Rm	CONTENTS	AC	HD	HTK	CHEST TRAP	TREASURE
1	2 Ogre	5	4+1	12, 17		
2	Empty					
3	Empty					
4	2 Blink Dogs	5	4	19, 23	1 poison dagger type 6	5 gems @ 50400 SP, 22 EP in SC 2 jewels @ 5000







Rm	CONTENTS	AC	HD	HTK	CHEST TRAP	TREASURE
5	Trap-pit with spikes hidden by false floor					
6	2 Hobgoblins	5	1+1	3, 8		
7	Trap--smoke adds 1-6 to STR of FTR for 10-40 turns					
8	1 Hill giant	4	8	36		
9	2 Giant crabs	2	3	21, 15		
10	2 Lions	8	4	15, 23	Disguised food and water dish	1100 SP, 400 GP
11	2 Giant snakes	6	2+1	6, 3	Inside	200 SP, 100 GP
12	Giant crab	2	3	9		
13	Were tiger	3	5	16		
14	Gargoyle	5	4	19		
15	Dungeon Party 3				On them	400 SP, 300 GP
16	6 Ghouls	6	2	7,8,5,11, 6, 13	Loose stone in floor	600 SP, 500 GP
17	Giant crockadile	5	6	30	poison gas type 3	500 SP, 13 EP, 28 PP, 9AP
18	Empty					
19	Water naga	5	7	32		
20	Wraith	3	4	13	Loose	200 SP, 200 GP
21	4 Giant lizards	8	1+1	8,3,8,5	2 dagger	1100 SP, 600 GP, 7MP
22	2 Werewolf	5	4	22, 11	Chest	1000 SP in SC 2 gems @ 1000 GP
23	2 Giant lizard	8	1+1	9,7		
24	Gargoyle	5	4	14		
25	Giant Scorpion	7	3	18	4 dagger	900 SP, 500 GP, 20 EP
26	Empty					
27	Trap--poison gas type 4					
28	2 Lions	8	4	13,15		
29	Wyvern	3	7	36	Gold collar, silver tag 'Rex'	200 SP, 400 GP
30	Trap--gas sleep 2-12 turns					
31	2 Ogre	5	4	24,16		
32	Pixies	6	1	8,1,4,3		
33	Trapper	3	12	47	Chest	1100 SP, 600 GP, 11 MP
34	Manticore	4	6+1	28	Pottery Jar	1000 SP, 1 jewel @ 1000 in FB
35	2 Blink dogs	5	4	19,26	3 dagger	1000 SP, 100 GP
36	2 Giant snakes	6	2+1	17,6	Under pile of trash	900 SP
37	Empty					
38	2 Hobgoblins	5	1+1	9,8	Small coffer	100 SP
39	Dungeon Party					600 SP, 10 EP
40	2 shadows	7	2+2	13,6	Invisible	800 SP, 200 GP, potion Human control
41	2 Were rats	7	3	7,14		
42	1 Beholder			<i>Greyhawk</i> p. 37-38	1 dagger	400SP, 600GP, 14EP, 14MP
43						100 SP, 400 GP
44	2 Shadows	7	2+2	5,15		
45	crockadile	5	2	12	Stone jar under loose stone	800 SP, 16 PP
46	Empty					
47	2 Giant snakes	6	2+1	14,14	2 dagger	100 SP; 600 GP
48	Pool of water					
49	Rust Monster	2	5	19	3 dagger	800 SP, 16 PP
50	Spirit naga	5	10	34		
51	Empty					
52	Empty					
53	Owl Bear	5	5	25	Chest	500 SP
54	2 Giant Ticks	4	3	10,13	Explodes 7 dod	400SP, 600GP, 9MP, 5 jewels in FB @1400



**DUNGEON PARTY 3—LEVEL 4, ROOM 15**

Lvl	Align	Class	AC	HTK	Weapons	S	I	W	D	CO	CH	Special
4	LG	FTR	2	17	+2 white dragon-slaying broadsword	18	6	13	14	9	8	str3nngth 70% +3 +3
6	LG	MU	9	17	dagger	9	15	0	12	13	11	ring of spell turn
5	N	Cleric	4	25	morning star	15	11	15	9	8	7	
5	N	Druid	6	26	broadsword	9	7	16	11	14	18	+1 leather
5	N	Druid	5	31	broadsword	13	10	18	9	15	15	+2 shield; dagger +2 +3 vs orcs
6	C	MU	9	18	dagger	13	14	13	15	10	14	

**DUNGEON PARTY 4—LEVEL 4, ROOM 39**

Lvl	Align	Class	AC	HTK	Weapons	S	I	W	D	CO	CH	Special
6	CE	Cleric	2	28	mace or morning star	9	12	17	14	11	11	+2 shield
8	CE	MU	9	21	dagger	16	18	12	12	10	6	ring fire resist.; rod absorb.
8	N	MU	9	26	dagger	17	18	9	8	9	5	luckstone
6	N	Cleric	3	24	mace or morning star	11	11	16	14	11	12	+1 chain
8	N	thief	5	27	+1 broadsword, locate object	15	15	12	14	17	5	scroll clone; phase door; +2 leather
6	N	Druid	5	21	broadsword +1; +2 vs Lycanthropes	14	13	16	14	10	14	+1 leather

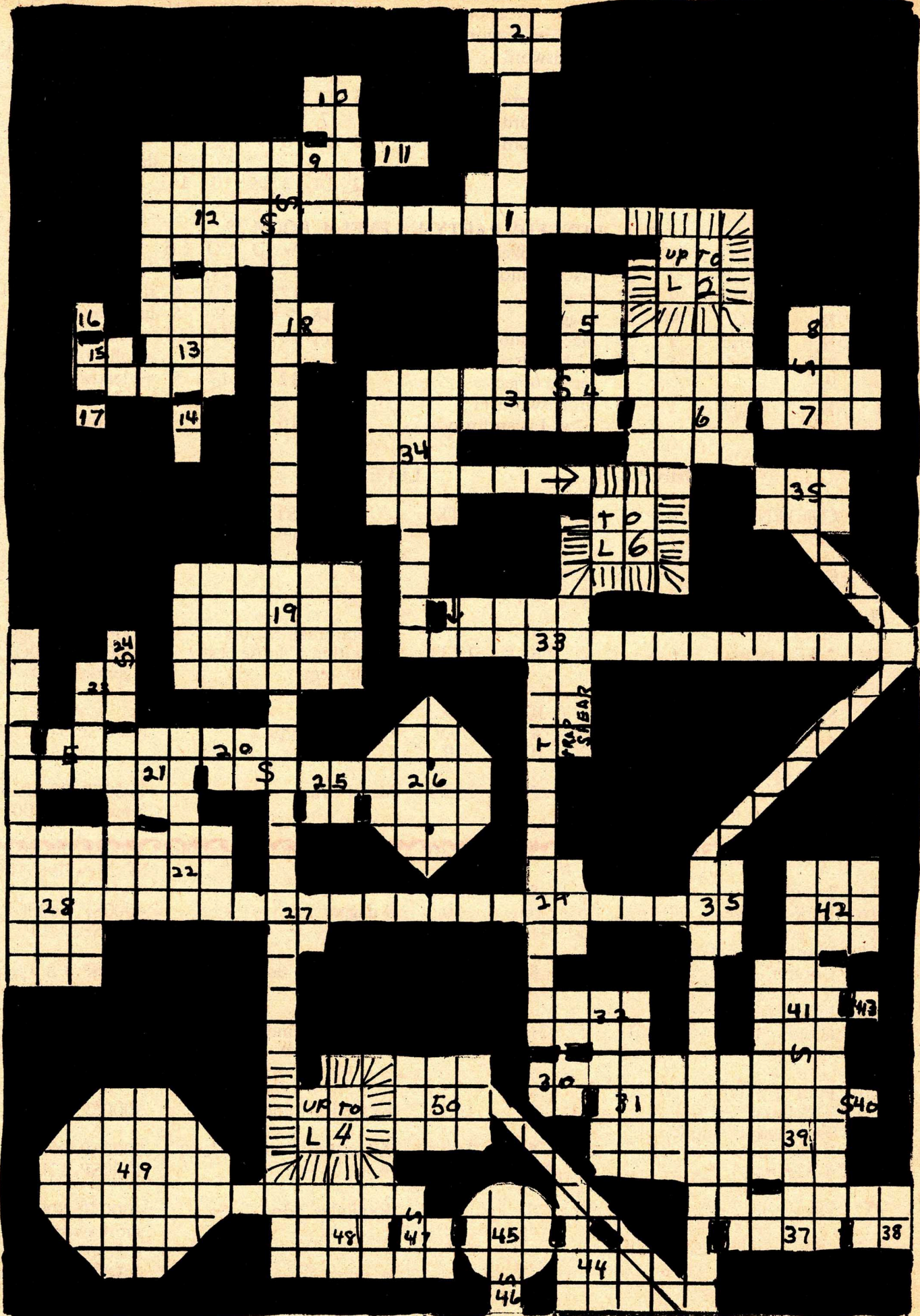
**JOHN PUGH**

**LEVEL 5**

(no prize)

Rm	CONTENTS	AC	HD	HTK	CHEST TRAP	TREASURE
1					Spectre comes out	1100SP, 200GP, 19EP, false top 2 jewels @ 9000
2	Cockatrice	6	5	24	Chest	1000 SP, 24 PP
3	Umbler hulk	2	8	39		
4	Empty					
5	Spirit naga	5	10	47	Several small coffers	2000SP, SC 3 jewels @ 1000
6	2 Were bears	2	6	25,33	All within 5' loose best magic item	1000SP, 1400GP, 23EP, FB 6 gems @ 100
7	Pool of water					
8	Spirit naga	5	10	49		
9	2 Lions	8	4	30,9	Poison gas type 2	6000 SP, 1000 GP
10	Balrog	2	10	50		
11	Trap opaque smoke					
12	2 Wyvern	3	7	23,30	Metal Urns	3000SP, 20 EP, in false top 5 jewels @ 5000
13	Empty					
14	2 Cockatrice	6	5	27,30	Coffers behind loose stone in wall	3000SP, 2400GP, 19EP, SC 2 jewels @ 1000
15	2 Owl Bears	5	5	20,17		
16	Lurker above	6	10	50	4 dagger	4000SP, 1600GP, 25EP
17	2 Ogres	5	4+1	18,18	1 dagger	4000SP, 26EP
18	Empty					
19	Gorgon	2	8	33	All within 5' loose best magic item	2000SP, FB 4 jewels @ 8000
20	Empty					
21	Djinn	5	7+1	34	Stone container-secret compartment	6000SP, 27PP, scroll continual light projected image anti-magic spell
22	Pool of water					
23	2 Medusas	8	4	14,15	Explodes 4 dod	3000SP, 1800GP, 13MP
24	Trap opaque smoke					
25	2 Owl bears	5	5	18,14	All within 5' loose 1 level	5000SP, 600GP
26	4 Were rats	7	3	11,16,15,12		4000SP, 17PP
27	Cockatrice	6	5	22	Explodes 7 dod	4000SP, 800GP, 8MP, +1 short sword, lawful, I 10, E 5, speak ancient chaotic detects traps, sloping passages, shifting wall and room







Rm	CONTENTS	AC	HD	HTK	CHEST TRAP	TREASURE
28	Manticore	4	6+1	27		4000SP
29	3 Ogre	5	4+1	20,11,18	Explodes 3 dod	4000SP, 1600GP
30	2 Lammasu	6	6+2	31,32		
31	Water naga	5	8	45	Chest	5000SP, 2200GP, 3 gems @ 100
32	2 Gargoyles	5	4	20,16		
33	Djinn	5	7+4	37		
34	2 Trolls	4	6+3	35,20	Huge chest under huge pile of garbage	3000SP, 800GP, 16EP, 5 gems @ 100
35	Empty					
36	2 Giant scorpions	7	3	10,13		
37	Pool of water					
38	Empty					
39	Invisible stalker	3	8	31		1000SP, 200GP
40	Hydra 7 head	5	7	56	Chest	5000SP, 600GP, 25EP, false bottem 6 gems @1000 false top 6 jewels @ 1000
41	Efreet	3	10	34	Chest	1000SP, 10AP, 2 gems @ 100, potion dimenuation 4000SP
42	Dungeon Party					
43	Empty					
44	Vampire	2	8	39	False bottem of coffin	4000SP, 2200GP, 30 EP
45	2 Giant scorpion	7	3	11,10	Chest of life trapping	5000SP, 2000GP
46	2 Displacer beasts	4	6	36,24		
47	Water naga	5	8	33	Large chest	1000SP, 2 gems @ 100
48	Empty					
49	Lich	3	10	45	Poison gas-type 1	1000SP, 2400GP, 17EP
50	Dungeon Party					3000SP, 14EP, 15PP, 16MP

#### DUNGEON PARTY 5—LEVEL 5, ROOM 42

Lvl	Align	Class	AC	HTK	Weapons	S	I	W	D	CO	CH	Special
6	N	Thief	7	17	broadsword	15	10	1	15	14	12	
6	CG	MU	9	17	dagger	13	14	13	11	8	7	
6	N	Thief	7	16	broadsword	7	11	10	13	9	14	scroll pro. magic
5	LG	Cleric	4	25	morning star	12	9	14	7	12	8	
6	LE	MU	9	14	dagger	9	15	11	9	14	14	wand of cold
5	LG	FTR	2	25	broadsword	17	8	8	11	14	14	

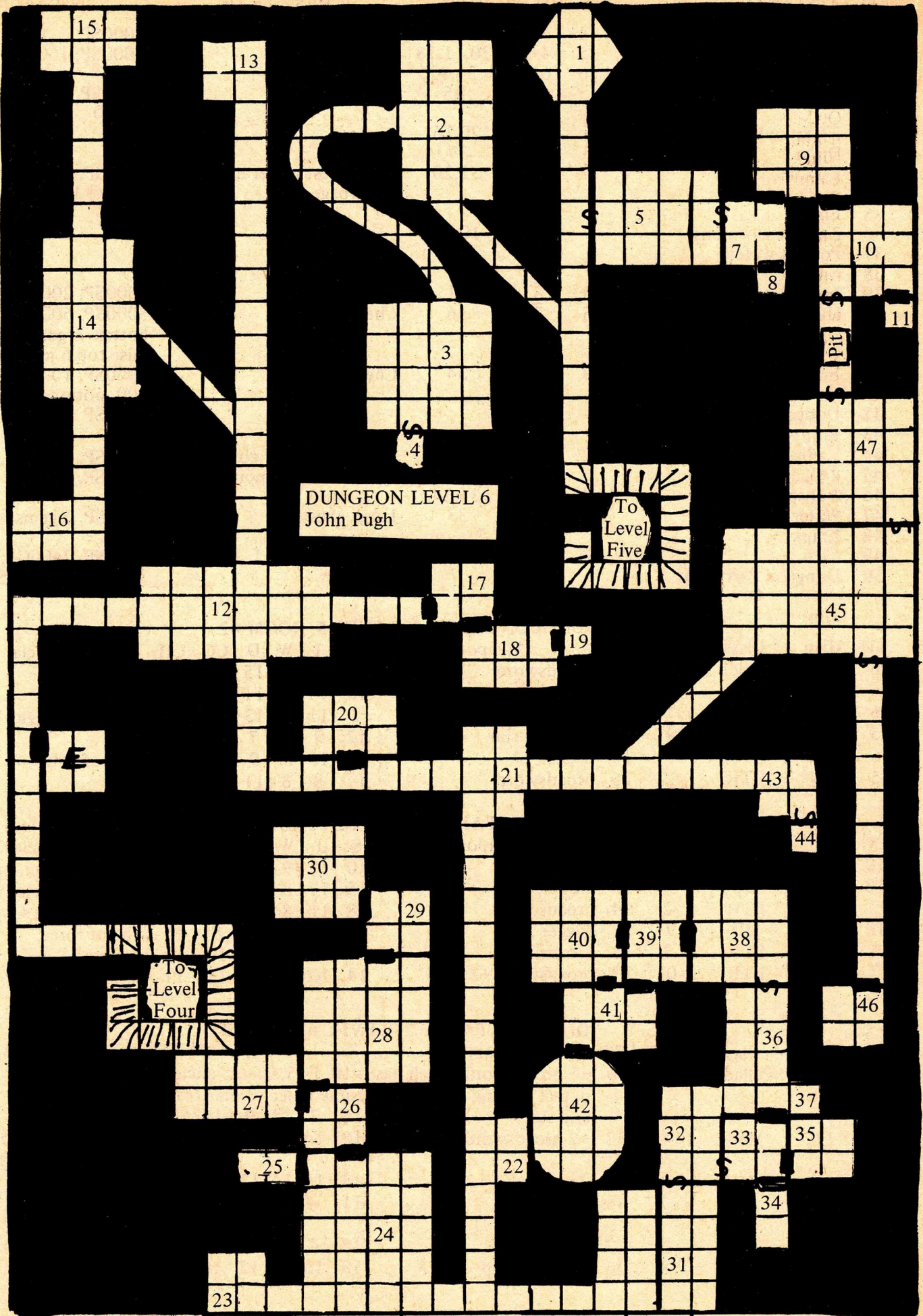
#### DUNGEON PARTY 6—LEVEL 5, ROOM 50

Lvl	Align	Class	AC	HTK	Weapons	S	I	W	D	CO	CH	Special
10	LG	MU	9	16	dagger	10	15	9	10	15	10	ring invis.; man. quick act.
10	CG	MU	9	25	dagger	15	17	8	13	8	13	ring invis.; eye of charming
7	LE	FTR	-2	34	broadsword	18	11	8	17	12	7	str 89% +3+4; +1 plate.
10	N	MU	9	27	dagger	16	16	7	18	8	15	cube of force
7	LE	FTR	-3	38	broadsword	17	9	15	17	10	11	+2 plate
7	CG	FTR	0	37	broadsword +2	14	10	14	15	13	11	+2 shield

#### DUNGEON PARTY 7—LEVEL 6, ROOM 4

Lvl	Align	Class	AC	HTK	Weapons	S	I	W	D	CO	CH	Special
8	LG	Palladin	2	40	+1 broadsword which has I=10, E=5, speak: ancient neutral, detect sloping passages, invisible objects, jems (roll for number and size)	18	7	14	9	14	18	strength +2 +3
7	LG	Monk	4	32	+2 broadsword	18	16	18	17	17	16	str 95%, bronze horn of valhalla, 10 +1 arrows
10	LG	MU	9	55	dagger	13	18	14	13	18	10	horn of blasting
10	LG	MU	7	46	dagger	11	4	8	11	7	9	rod cancellation, 5'rad. ring protection +2
8	LG	FTR	2	67	broadsword	18	4	9	11	18	14	+3 plate, str +2 +3
10	LG	MU	8	26	rod rulership	13	15	13	12	10	7	ring protection +1







## JOHN PUGH

## LEVEL 6

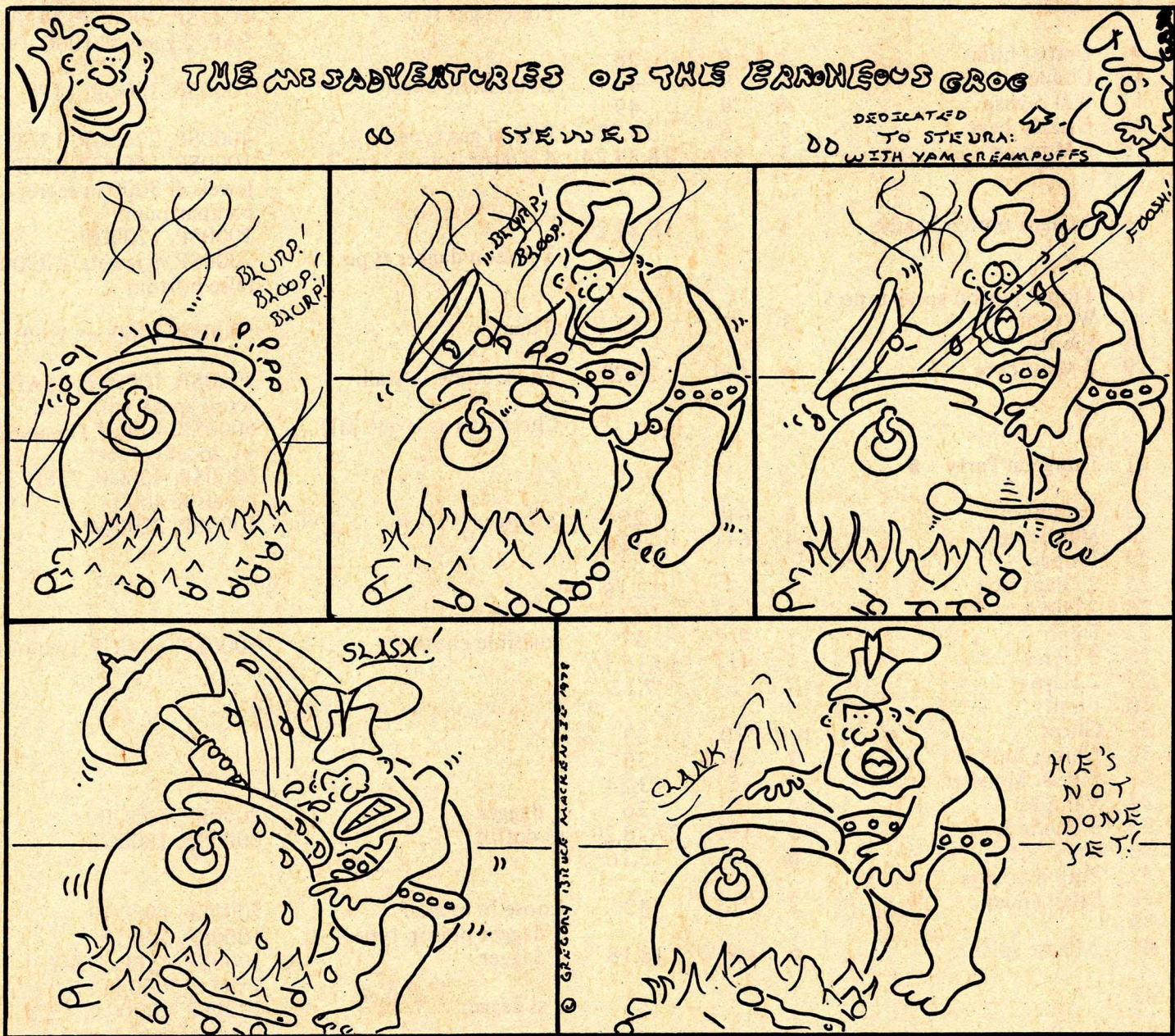
## 3RD PLACE

Rm	CONTENTS	AC	HD	HTK	CHEST TRAP	TREASURE
1	Empty					
2	Owl bear	5	5	15	Spectre comes out	4000SP, 17PP
3	Umber hulk	2	8	38	Chest under pile of rocks	1000SP
4	Dungeon Party				On members	4000SP, 1000GP
5	Lammasu	6	6+2	32		
6	Purple worm	6	15	75		
7	Spirit naga	5	9	36	2 dagger	5000SP, 1800GP, 21PP
8	Djinn	5	7+1	36	Poison gas type 4	6000SP, 2000GP, 33PP, 9AP, 2 gems @ 1000
9	Umber hulk	2	8	26		
10	Chimera	4	9	44	In invisible chest	1000SP, 200GP, 11PP
11	Will o wisp	-8	9	49		
12	Grizzly bear	5	6	16,27	Poison gas type 5	4000SP, 2200GP, 13EP
13	3 Mummy	3	5+1	18,24,24	4 dagger poison type 4	1000SP, 1200GP, 28EP, 2 jewels @ 3000 in secret compartment
14	3 Giant boring beetles	4	4	18,24,24		1000SP, 1200GP
15					3 poison dagger type 1	2000SP, 6 jewels @ 3000 in false bottom
16	Trap 2 poison spear type 5					
17	Wyvern	3	7	43	2 dagger	5000SP, 1000GP, 15PP
18	Empty					
19	2 Manticore	4	6+1	28,29	Loose stone in wall	2000SP, 1000GP, 15AP, scroll speak with dead
20					Chest acts as level 5 MU	6000SP, 400GP, Greatsword +1, locate object
21	Dungeon Party					6000SP, 400GP, 23PP, 3 jewels @ 4000
22	Lammasu	6	6+2	25	2 dagger	1000SP, 2200GP
23	Manticore	4	6+1	32		
24	Empty					
25	2 Giant tick	4	3	12,15		
26	2 Giant crab	2	3	10,18		
27	Djinn	5	7+1	37	Invisible chest	4000SP, 2400GP, 1 gem @ 50
28	3 Ogres	5	4+1	14,15,16		
29	2 Harpy	7	3	7,12		
30	Empty					
31	Ghost	8/0	10	33		
32	Umber hulk	2	8	30		
33	2 Rust Monster	2	5	23,24		
34	Vampire	2	8	36	1 dagger	2000SP, 800GP
35	3 Mummies	3	5+1	27,28,20	in coffin	6000SP, 1800GP
36	Grey ooze	8	3	13,16		
37	Trap 4 arrows					
38	Salamander	2	7+3	42	Loose in brazier	2000SP, 1000GP
39					3 dagger poison type 4	1000SP, 600GP
40	2 Phase spider	6	5	18,18	4 dagger	1000SP, 18PP, 16MP, 1 jewel @ 3000 in SC
41					1 sl dagger	4000SP, 2000GP, 15EP, in SC scroll pro. lyc's
42	3 Blink dogs	5	4	22,13,21	Pottery Jar	6000SP, 9EP, 12AP
43	3 Gargoyle	5	4	21,12,25	Huge chest	4000SP, 10EP, 1 gem @ 100, 3 jewels @ 1000 in SC
44	Pool with gargoyle drinking	5	4	26		
45	Efreet	3	10	54		
46	Hill giant	4	8	33		
47	4 Wraiths	3	4	16,18,17, 28		



DUNGEON PARTY 8-LEVEL 6, ROOM 21

Lvl	Align	Class	AC	HTK	Weapons	S	I	W	D	CO	CH	Special
6	CE	MU	9	17	rod rulership	15	15	8	16	10	12	
5	N	FTR	2	31	broadsword	14	10	11	10	15	10	
5	N	MU	9	18	dagger	14	16	7	13	15	11	
6	CG	Thief	6	16	broadsword	9	10	10	17	11	11	+1 leather
6	LG	Cleric	3	31	mace	15	7	16	13	11	10	+1 shield
6	CE	MU	9	20	dagger	12	16	11	14	11	7	helm read. magic & lang.



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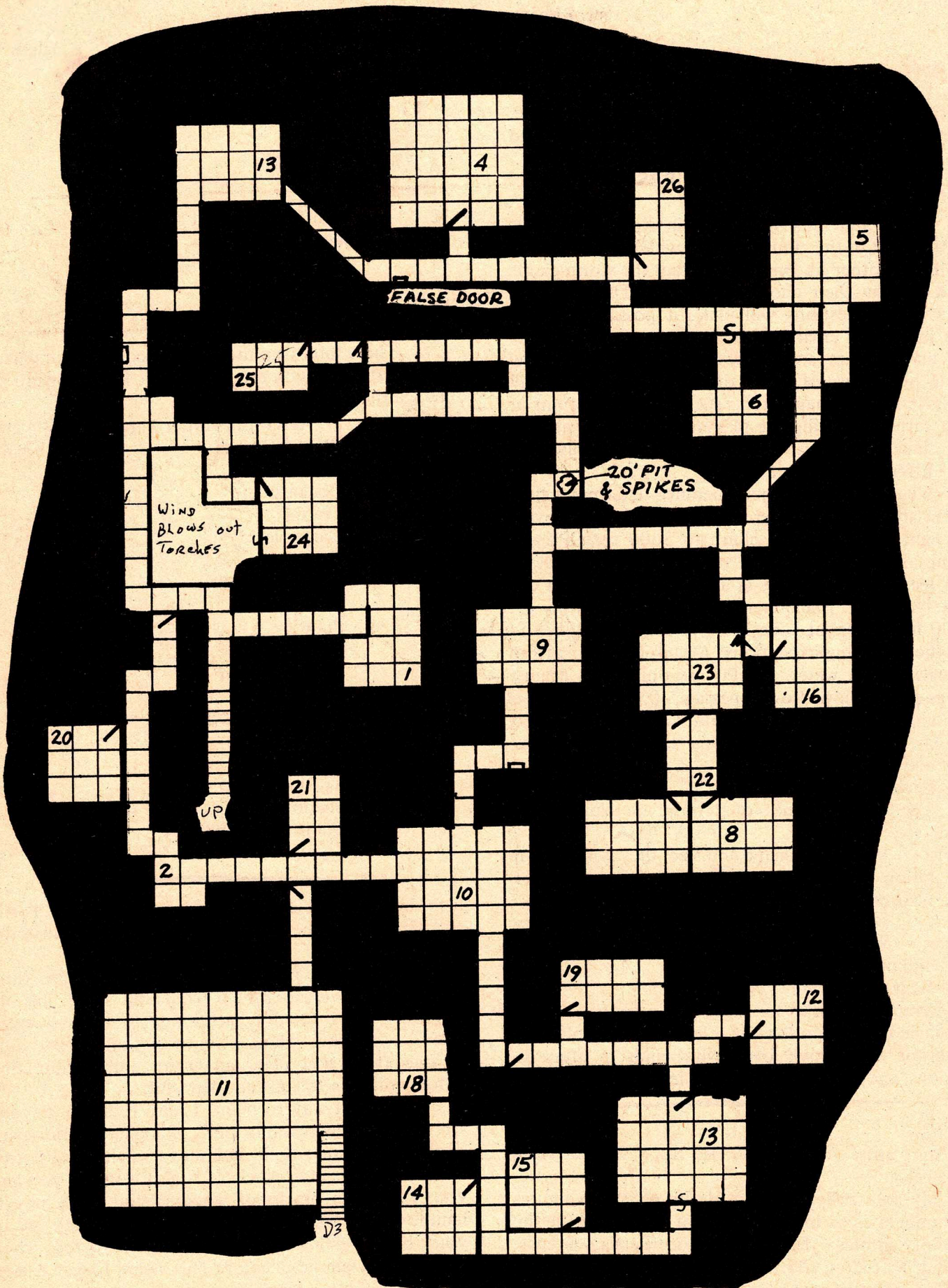
ancient wargaming, or any period of wargaming for that matter, is what army to raise. One of the most popular facets of ancient wargaming is the almost endless variety of armies you can build. First, you should try to find the type of soldiers you like. The following will give a brief description of a few of the basics. If you like Greeks, and a friend of your has Greeks, don't let it bother you. Almost every culture fought among themselves or fought similar armies. The most popular armies today are: Greek, Roman Empire, Byzantine, Viking, Persians, Huns, and

Normans. Remember, you should pick an army that you like.

The cost of your army is also a major factor. There are two major wargame scales, 15mm and 25mm. There are definite advantages to both scales. The biggest advantage to the 15mm figures is the lower cost. They cost about half the amount of the 25mm figures. They now have some very well detailed 15mm figures and come in a wide variety. Although they look nice, the 25mm figures have a more imposing appearance on the battlefield. Before you decide which scale you buy, check with your friends. It is of no use having



HENRY VELDENZ - LEVEL 4





along similar lines.

\* The Fantasy Trip consists of Melee, Wizard and Death Test.

WL Roberts

Dear Sirs:

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.

### 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 a 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 a armoured 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. Attack is 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, cross-bows, 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 make the 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 clouds.

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a 15 mm army if everyone else has a 25mm army, or visa versa.

My own collection is made up of 25mm figures and numbers close to 4,000 ancient figures. I have the following armies: Egypt, Assyria, Persia, Greece, Sassanid, Macedon, Carthage, Gaulic, Norman, Viking, and Hun. Most of my figures are Garrison and Hinch-

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



These tables are in no means complete or perfect. Change them as you see fit. In fact I recommend you change them.

Aerial Encounter Tables: Sincerely,  
Earl Gessner

Die	Below Clouds
1	Chimera
2	Cockatrice
3	Coutal
4	Gargoyle
5	Harpy
6	Homonuclous
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

liffe, but with the Judges Guild now having Ral Partha and Grenadier Ancients, these too are now mustering among my troops.

As far as painting goes, some people think 15mm figures are easier to paint and some, just the opposite. It is usually better not to buy an entire army at one time. The best is to buy one or two units at one time, and paint an entire unit at one time before going on to start another unit.

The best way to paint, I have found, is to paint six or seven figures at a time, doing the major parts at the same time, then, going over each one by itself and doing the detail work. It is also easier if you glue your figures to blocks of wood so you don't have to handle them. When you are painting and have red on your brush, paint everything you want red. Then, change to your next color. This helps to get a large number of figures done.



# Omniscient Opinions

Dear Maed Makistakator:

I am enclosing a couple of more articles from Turtle Dragon Castle which you may wish to print. However, I am fairly sure that you will find my Guide to Miscellaneous Magic Enchantment fairly interesting. It is the final product of a lot of thought and numerous changes, both minor and major, until I finally arrived at a system for determining the cost of different enchantments which I thought was fair and balanced.

Considering the complexity of the subject and the amount of different types of magic and enchantment which it must necessarily cover, it still came as no surprise to you that a certain amount of careful thought is still required by the Judge before a final price for any proposed piece of enchantment may be completed. I have therefore taken great pains to make the article as clear as possible, even including a number of examples to make the process clearer in the mind of the Judge. It seems to be easier to create and use such a system than it is to put it down on paper. However, I believe that I have done a fair job. If you liked this one, I will try to do something similar for the other types of enchantment listed in my article.

Enclosed also you will find a general column on the nature of magic in a fantasy campaign of essentially the same nature as your article in the Journal, "What is a Fantasy Campaign?". Mine deals rather more heavily with the question of "what role does magic play in such a game", and "how should it be handled".

Sincerely  
Steven Huff

The spells which a Wizard is capable of throwing are impressive and dangerous, but usually have a fairly short-term effect upon the game. Far more impressive in terms of long-term impact are those powers which a Wizard exercises in the creation of enchanted objects and new creatures according to his power and intent.

Currently there are several different types of enchantment commonly practiced by Wizards. The following is a short list of several types of enchantment. It does not pretend to be complete or thorough, but only touches on the major types of enchantment open to the Wizard.

## SWORD ENCHANTMENT

That branch of the art of enchantment which produces magical Swords with Intelligence, Ego, the Powers of

Speech or Communication, and the possibility of other Powers. This is the most common type of Sword enchantment, though others are known to this author, and still others are probably known to you, or may yet be discovered.

## ALCHEMY

Being that branch of enchantment dealing with the production of magical powders, salves, potions, dusts, gases, etc. Such substances acting upon others, or producing effects based upon their presence, application is limited in use by the quantity available.

## Ring Weirdry

Being that branch of enchantment which deals specifically with the creation or enchantment of items of circular shape, especially rings, but including necklaces, bracelets, circlets, and other articles of common form. Endows them with powers congenial to the magical nature of their shape.

## STAVE MAKING

That branch of enchantment dealing with the creation of magical Wands, Staves, Rods, endowing them with charges of power to be expended through use.

## WEAPON ENCHANTMENT

Being that branch of enchantment dealing with the creation of magically bolstered Arms and Armor infrequently endowed with special powers and abilities.

## GENERAL ENCHANTMENT

Being that branch of enchantment dealing with the enchanting of any object with special powers, abilities, or being used to change the essential nature of that object so that it may better serve the purposes of the enchanter. Also that school of enchantments from which all other types of enchantment have evolved as special rules and qualities of items enchanted were discovered.

## GREAT ENCHANTMENT

Being normally divided into two schools, the first being the enchantment of items by endowing them with a portion of the enchanter's own power; the second being the enchantment of items by imprisoning or enticing a being or spirit within them and combining the natural powers of that being with the shape and limitations of the form it is placed in to produce a specific magic item.

The process of enchantment itself consists first of the research portion. During this part of the process, the Magic User exerts his powers to discover the formula for the creation of a magical item. He also develops the special tools needed to make the item. For this reason it is the most expensive portion of the process. The second part of the process is the actual creation or production of the item. Here the Wizard works with beings from other planes, summoned by virtue of the key of creation he was given during his initiation to the eleventh level. Guided by the stars and



by the words of his supernatural colleagues, he actually shapes and forms the physical and extra-physical form of the object to be enchanted using the materials called for in the formula of creation. This process takes a minimum of eight hours a day of constant work, and may not be interrupted by more than 48 hours, or all previous work is lost. At the end of the period specified for creation of a given object, when all necessary materials have been properly used, the magical object will assume its proper powers.

At the end of the period of researching the formula for the object, the formula itself, and such special tools as are needed for the creation of the object, has been aquired. Such tools are absolutely necessary for that particular enchantment. If these tools are lost or stolen, they must be replaced at approximately (varies according to the Judge) 45% of the research cost.

Enchantment requiring forging (making blades, Armor, most rings, etc.) requires a special magical forging area with extremely hot flames and a number of special enchantments around it. The cost of creating such a furnace is extremely high, though it may be modified by natural factors such as being built in an active volcano. Most Wizards use forges already established and well known in legend. Such places are often located in the Temples of Isis, and may be used with the permission of the Priests of Isis. Donations are usually necessary, and are not taken into account in the normal forging cost (5% of cost).

The following guidelines for establishing the cost in time and gold pieces are designed for use in enchantment in my wilderness. Taken altogether they do not form an exact system. They are designed to give a general idea of the price of enchanting a given object. The suggested rules apply to general enchantment, separating it into various sorts, and making the process clearer. Because other enchantments are often based upon different processes, the guidelines here in discussed have only limited application in other types of enchantment. Possibly at some future time I will be able to suggest some similar guidelines for other types of enchantment in this column.

There are two ways of approaching the problem of determining the cost of enchanting miscellaneous magical objects. The first method is to approach each object individually, determining its cost on an individual basis. This has the drawback of taking too long, and creating a system where the relative value of an object has less to do with its cost than the mood of the Judge when he was approached. The second system to produce a set of general guidelines for enchanting objects of various powers based upon their influence in the game. Price is determined after consideration of their effect upon game balance. This is the method I have adopted.

The first step was the creation of classes of powers, with suggested cost in time and money for creating an object with such powers. These classes are:

Power	Cost GP	Cost Time
Minor	100	5 Hours
Lesser	20,000	5 Weeks
Normal	100,000	20 Weeks
Greater	500,000	50 Weeks
Mighty	1,000,000	100 Weeks
Catastrophic	10,000,000	1000 Weeks
Not Allowable	No Price	---

These costs are modified by various factors called limitations and characteristics. It is necessary to note that almost any power is automatically catastrophic, or not allowable, when unlimited. Whereas, most power when subject to 2 or more crippling limitations become minor powers. The following guidelines for modifying base price are suggested.

Slightly Limited	.....-5%
Effectively Limited	.....-25% or downgrade 1 category
Crippling Limitation	.....-75% or downgrade 1-2 categories
Defensive Power	.....-5%
Offensive Power	.....+5% or upgrade 1 category
Offensive/Defensive Power	.....+20% or upgrade 1-2 categories
Immediately unbalancing price	x 2 or upgrade 1-2 categories.
Unbalancing in terms of extended or frequent use,	price x 3 or upgrade 1-3 categories.
All powers in a single item are related in nature	-25%.

This list is not complete, but it mentions many of the most important factors. Others may exist in your world and not in mine. I suggest the following guidelines for judging types of limitations.

Number of Users	.....Effective if it actually applies.
Number of Uses per Time Round	..Slight if more often than once a year, otherwise effective
Number of Uses Ever	.....Crippling if less than 100 uses.
% Chance of Permanent Failure	
When in Use	.....Crippling
% Chance of Temporary Malfunction	.....Slight
Special Cost for Use	.....By Judgment

The actual power level of any specific power is something which must be determined by the Judge. The process of enchantment occurs in the following steps: Researching the article and creating the necessary tools, then productions.

Research is performed prior to production, and is 2-5 times as expensive as production. An optional deduction from a player's research cost may be adopted at -5% for every point of Intelligence above 14 the Wizard possesses, up to an Intelligence of 18 or 20%; an additional 1% off for every pip of Intelligence above 18. The guidelines already listed are for production costs. It is important to note that research is done for specific items, not for specific powers.



Thus, the cost for a formula for a Helm of Brilliance would be 2-5 times the cost to produce it. The formula once researched, could only be used to produce Helms of Brilliance. It cannot be used to place the powers of a Helm of Brilliance into a Sword or Mace. Using this system, it is possible to re-enchant an object by researching a formula for placing a specific power into an object. Thus, if a man wished to add Telekinesis to a Helm of Telepathy, he could research a formula to do so. It could only be used to add Telekinesis to Helms of Telepathy, and not to any other objects (not even other Helms), nor could it be used to produce a Helm of Telekinesis.

In addition, there is a 5% chance per additional power added cumulative that the Quark structure of the object shall be overloaded. This causes the object to turn grey, collapse into dust, dissipate, leaving nothing behind except a frustrated, and often bankrupt Wizard. Once this process has begun, nothing will effect it.

The production and rework costs are likewise 5% cumulative more expensive when adding additional powers.

The limit on powers which may be placed initially in an object is six. This means that a formula could be researched to create an enchanted object with up to six powers. A Helm of Brilliance, for example, has four powers. After that object was created, it could be re-enchanting, and the first extra capability (the seventh, assuming that it had been initially enchanted with six powers) would cost five percent more to produce than if you were researching a formula to simply enchant an object for the first time; there would be a five percent chance of Quark overload. On the eighth power there would be a ten percent chance of Quark overload. It would cost ten percent more to research and produce that power than if the research and production were going towards initial enchantment rather re-enchantment. This process continues until the Wizard decided the risks are too great, or the object evaporates.

While the basic chance of Quark overload may not be reduced, it may be increased. The use of assistants to work on more than one project at once will introduce an additional five percent chance of Quark overload. This will apply even to initial enchantment.

Research is occasionally (at the Judge's option) effected by an uncertainty factor. This means that it is not always possible to enchant what you want. This power should be used by the Judge whenever he feels it necessary to set limits on a particular object, or to say an object is impossible to enchant due to the needs of game balance. It may be used randomly when new miscellaneous magic articles are being researched, to add some life to the process.

#### Uncertainty Factor

- 01-50. . . . . As specified
- 51-60. . . . . One power not possible or one crippling limitation
- 61-70. . . . . Two powers not possible, or two effective limitations and one power not possible
- 71-80. . . . . Substitution required 1-4 powers
- 81-90. . . . . Object as suggested not possible, but similar or related object indicated by research at only 1-20% of regular cost.
- 91-00. . . . . Object not possible

When the formula for an object already in existence upon the treasure tables is being researched, it may be discovered, since it obviously already has been. Unless the object is considered to be too powerful for your wilderness, in which case it becomes theoretically impossible for it to exist within the laws of magic in your world, any specimens already in existence disappear due to Quark structure overload. Such a decision should be talked over very carefully with concerned players before it is taken.

After the cost in time and money has been determined for the usual price of an object, it is advisable to develop a specific formula for any given materials themselves. This generates some amusing adventures. The strings for a Lyre of Building, for example, must be made from the beard of a Dwarfven Master Smith/Artificer.

If your player does not opt for searching out the necessary materials, he may either be unable to create the object, research a new formula requiring less esoteric materials at the Judge's option or purchase them at Reddy Freddy's Magic and Alchemy Shoppe on Thaumaturgy Square. The following cost variation is suggested if he chooses to buy his materials at Reddy Freddy's.

#### Production Price

- 01-05. . . . . 400% of normal production cost due to scarcity of material
- 05-10. . . . . 300% of normal production cost due to scarcity of material
- 11-15. . . . . 200% of normal production cost due to scarcity of material
- 16-75. . . . . 100% of normal production cost due to scarcity of material
- 76-80. . . . . 80% of normal production cost due to scarcity of material
- 81-85. . . . . 70% of normal production cost due to scarcity of material
- 86-90. . . . . 60% of normal production cost due to scarcity of material
- 91-94. . . . . 50% of normal production cost due to scarcity of material
- 95-97. . . . . 40% of normal production cost due to scarcity of material
- 98-99. . . . . 30% of normal production cost due to scarcity of material
- 00 . . . . . 20% of normal production cost due to scarcity of material





There are different chances of a fake material having been palmed off on Freddy, depending on how reliable any given shop is supposed to be. The minimum chance of getting a bad material is 5%, unless you go to the trouble of hunting it out yourself.

The effect of a bad material will depend upon how crucial it is to the object. The key material (only one for any object) if it turns out to be faked, will cause the object to be useless 95%, or to behave in some totally unexpected manner-frequently precisely opposite to the intended manner when used for 1-8 times before the imbalance between materials and magic produces Quark overload.

A bad material (which is not a key material) will effect the object according to this table:

- 01-70. . . . . No effect
- 71-80. . . . . Malfunctions on a roll of six
- 81-90. . . . . Additional unexpected minor power
- 91-99. . . . . Unexpected slight limitations 1 = 4 of them
- 00 . . . . . Percentage chance of Quark overload each time it is used.

The ability to acquire materials for oneself will effect the cost favorably for the Magic User. I suggest the following table:

**Key Ingredient Found or Already in Possession**

- 01-05. . . . . 200% Spirits are unco-operative and minor ingredients rare.
- 06-10. . . . . 150% Spirits are unco-operative and minor ingredients rare.
- 11-15. . . . . 100% Spirits are unco-operative and minor ingredients rare.
- 16-75. . . . . 60% Spirits are unco-operative and minor ingredients rare.
- 76-80. . . . . 55% Spirits are unco-operative and minor ingredients rare.
- 81-90. . . . . 45% Spirits are unco-operative and minor ingredients rare.
- 91-94. . . . . 40% Spirits are unco-operative and minor ingredients rare.
- 95-97. . . . . 30% Spirits are unco-operative and minor ingredients rare.
- 98-99. . . . . 25% Spirits are unco-operative and minor ingredients rare.
- 00 . . . . . 20% Spirits are unco-operative and minor ingredients rare.

An additional five percent discount on indicated production cost for every minor ingredient already possessed or acquired by the Wizard is suggested. However, the price may never drop below 20% of the indicated production cost because this is the bare minimum the Spirits and Beings will accept for their assistance in enchantment.

Finally, this description of the system would not be complete without some guidelines on how to determine the category a given power falls into. Please remember that these guidelines are only useful for starting the determination of cost of a magic item, and that possible price which appears most appropriate for your world should be used, not the least or greatest

cost.

- Lesser Powers . . . . 1-4th level spell-type powers
- Normal Powers . . . . 5-7th level spell-type powers
- Greater Powers . . . . 8-9th level spell-type powers

Always assuming effective limitations exist in the suggested item. Minor powers are anything which has little or no effect on game balance. They are intended to add color to the game, and occasionally to spot special, but not especially powerful magical safeguards around castles and such. Catastrophic powers are those powers which will unbalance the game.

The cost determined in the following examples are for production, although frequently I will also mention the research cost. The research cost should always be 2-5 times as expensive in gold pieces, and 1-3 times as expensive in time. Once the research cost for a given item is determined, it remains constant for other Wizards who duplicate the research. It indicates the cost in money to discover the formula and purchase necessary knowledge from other beings; also the cost for having created special tools for the making of the object.

**Example 1, Helm of Brilliance**

**Powers:** Fire Resistance times 2, a special power determined by Class of user, +2 on bargaining dice with fire-using creatures, Wall of Fire.

**Fire Resistance times 2**

Limits: only one person may use.

Classed as an effective limitation -25% on cost.

Unbalancing? No or only mildly so.

Category-Lesser times 2.

Basic cost 40,000 GP and 10 weeks minus 25%

Equals 30,000 GP and 8 weeks.

**Special Powers**

Limits only one person may use.

Unbalancing? No.

Offensive/Defensive +5%

Category-Lesser

Basic Cost 20,000 GP and 5 weeks, add +5%

Equals 21,000 GP and 5 weeks, 1 day.

+2 on Bargaining Dice

Limits: only one person, classed effective;

only 10% classed as a double slight. Only effects

fireusing creatures, classed effective, -65% total.

Unbalancing? No.

Offensive/Defensive +20%

+20% - (-65%) = -45%

Category-Lesser

Basic Cost 20,000 GP and 5 weeks Minus (-45%)

Equals 11,000 GP and 3 weeks.

**Wall of Fire**

Limits: None, except as spell. Upgrade one category. Defensive power, subtract one category.

Unbalancing? Yes, immediately.

Upgrade one category.

Basic category-Lesser +2

-1

Normal



Basic cost 100,000 GP and 20 weeks.

Add costs of all powers.

100,000 GP and 20 weeks

11,000 GP and 3 weeks

21,000 GP and 5 weeks, 1 day

30,000 GP and 8 weeks

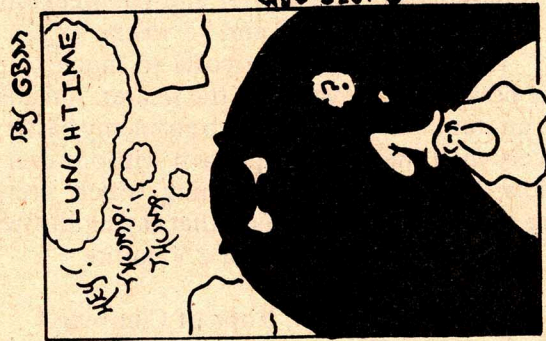
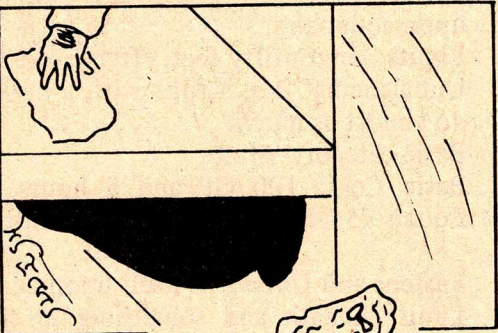
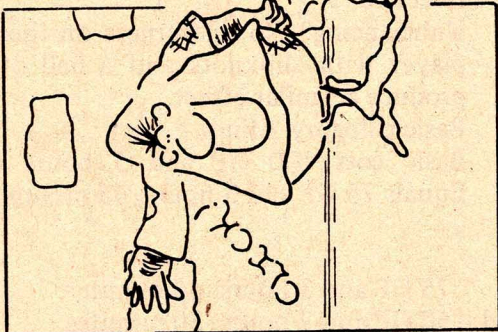
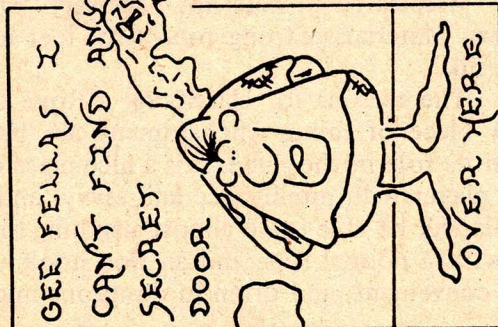
Total: 162,000 GP and 36 weeks, 1 day.

Minus 25% all related powers equals Production

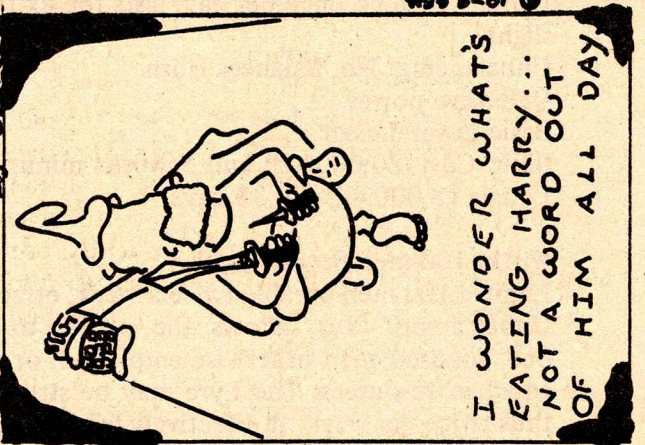
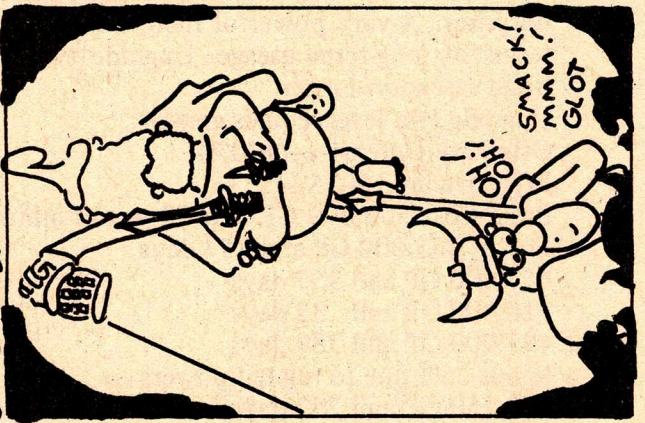
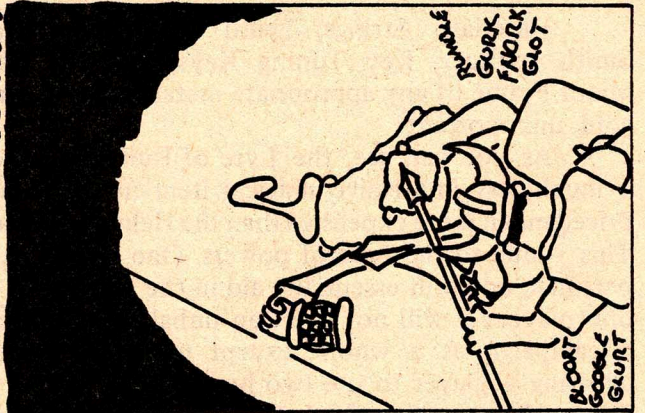
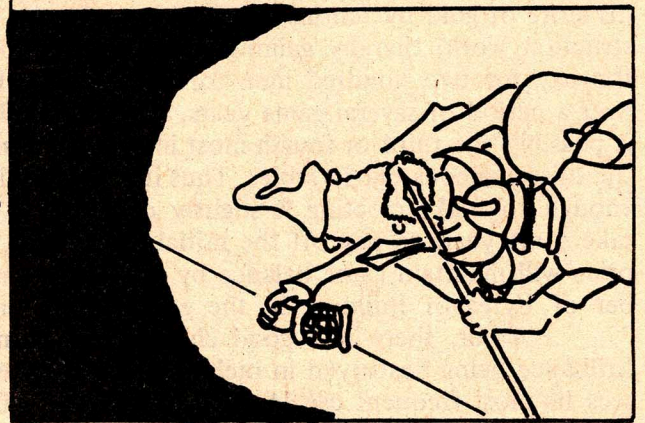
Costs: 121,500 GP and 189 days.

Now for purposes of game realism, a formula should be suggested for the actual enchantment. Leather from hide of a Salamander is the key material; 50 Gems, fairly unimportant, may be of almost any value or type; cement made from the teeth of a Red Dragon.

THE ADVENTURES OF THE BARRONEOUS GROG



THE ADVENTURES OF THE BARRONEOUS GROG





### Example II, Lyre of Building

Powers: Defeats Horn of Blasting  
Limits: Useable once per day, lasts for six turns, slight.  
Unbalancing? No, Balances Horn  
Defensive power,  
Basic Level--Lesser  
Basic Cost--20,000 GP and 5 weeks minus 10%  
Equals 18,000 GP and 32 days

Works 100 men for one week.  
Limits: 100 men useable twice a week, effective.  
Unbalancing? Yes, allows the owner to free one hundred men otherwise employed, or their equal in resources. The Lyre may be strummed thus twice per week. It effectively frees resources equal to two hundred men per week for other purposes. A very powerful item, unbalancing in terms of long-term usage. Upgrade two levels.  
Basic category--Lesser  
Upgrade two levels equals greater.  
Offensive/Defensive--(+20%)  
Effective limit--(-25%)  
Basic Cost 500,000 GP and 50 weeks minus 5%  
Equals 475,000 GP and 357 days  
457,000 GP and 357 days  
18,000 GP and 32 days  
Total: 493,000 GP and 389 days  
Minus 25% due to related powers  
369,750 GP and 292 days

Materials: Strings, Beard of Dwarven Master Smith/Artificer, Key Tuning Keys, Teet of Harpy, Minor Frame of any appropriate metal or wood, usually gold, unimportant.

As you can see, the Lyre of Building, which is a much less impressive magical item in the game, is priced much more expensive than the Helm of Brilliance. This is due to the type of powers. One type is purely personal, and will essentially aid in the survival of only one player. It will not exert an unbalancing effect on a campaign as a whole, except upon the game by allowing a player to use two hundred men more than he could normally afford. Otherwise he may increase his store of gold by renting the Lyre to others in construction work, thereby gaining a good proportion of the pay for two hundred men for his own use. Used over a period of several game years, a Lyre of Building is possibly the third or fourth most impressive item on the miscellaneous magic tables. Thus it is priced highly enough to make creating it slightly difficult. It may take some years to pay off the initial investment. The price will maintain game balance by keeping the number of Lyres of Building in the game within limits.

Further, there is a good chance of a Helm of Brilliance being destroyed in melee, as that is where it sees its most frequent use. A Lyre of Building will be around until the castle or stronghold it is in is laid to seige. Even then it will not be easily destroyed, being carefully safeguarded by both sides as one of the most

valuable items of booty to be acquired from the seige. Thus Lyres of Building will not be destroyed as often as often as Helms of Brilliance. Therefore construction cost should be higher to maintain the number within limits.

### Example III, Eyes of Charming

Power: Charms as Vampire  
Limits: Only useable by one person, saving throw applicable.  
Unbalancing? yes, both short and long-term.  
Add four levels.  
Basic category--Lesser, adding four gives Catastrophic.  
Offensive/Defensive--(+20%)  
Saving throw effective, subtract one level.  
Only one user effective--(-25%)  
Basic Cost 1,000,000 GP and 100 weeks minus 5%  
Equals 950,000 GP and 95 weeks  
The reason this item costs so much to produce is the power it bestows upon the wearer. A man wearing such an item may walk through an enemy castle, talking to every man there, and capture it without ever striking a blow himself. The only thing which prevents its being catastrophic is the fact that saving throws apply.  
Key ingredient: Eyes of a Vampire

### Example IV, Rope of Climbing

Powers: Climbs, fastens and unfastens itself upon command.  
Limits: length fifty feet, effective--(-25%)  
Unbalancing? No, a rope with a hook on it will do almost as much.  
Basic category--Minor  
Basic Cost: 100 GP and 5 hours minus 25%  
Equals 75 GP and 3 hours, 45 minutes.  
Fastens and Unfastens itself upon command.  
Limit: Length and something to tie itself to, effective.  
Unbalancing? No, cleverness on the part of the player with slipknots and a ball of twine will produce a similar effect.  
Basic category--Minor  
Basic cost 100 GP and 5 hours minus 25%  
Equals 75 GP and 3 hours, 45 minutes.

75 GP and 3 hours, 45 minutes  
Total: 150 GP and 7 hours, 30 minutes  
Associated powers not necessary. Final cost as shown. Materials: Strong rope fifty feet long, preferably silk.

The reasons for classifying a Rope of Climbing as a piece of minor enchantment are based entirely upon its role in the game. It is a nice piece of gear, but any player with intelligence and savvy, and a few materials will be able to do almost anything the Rope can do with a normal rope and an iron hook. Admittedly it is convenient, and often in dungeons might save the



life of a player. It will not usually have any major effect on the results of melee or the players' ability to acquire treasure. Hence it is minor enchantment, something a Wizard with a couple of hundred gold pieces and a day or two to spare can knock off as a convenience item. He might sell it to Fighters to raise his chest so that he can proceed with his magical researches. Compare it to a Rope of Entanglement.

#### Example V, Rope of Entanglement

Contains and captures by entangling upon command.

Limits: 2-8 men caught, effective. Kill points: 20, effective.

Type of power—Lesser

Unbalancing? No

Basic Cost 20,000 GP and 5 weeks minus 50% two effective limitations equal 10,000 GP and 18 days.

Materials: Blood of Anaconda, Rope.

Key ingredient: Blood of Anaconda.

The reason for making this sort of Rope a lesser power, rather than a minor power, is it has an effect directly upon melee and combat ability of the user. It allows one man to defeat up to eight other men, which is a fairly powerful act. It is limited by its Kill point, and the fact that it captures; key factors in causing me to add the two limits listed together to cut the price in half. After all, it is not an earthshaking Weapon. Unlike the Rope of Climbing, it is a Weapon, and it does have a major effect upon the outcome of any melee combat on a level consistent with a dungeon adventure, thus a lesser power.

If you use the guidelines listed here and come up with a price which is either too high or too low for a given item, I suggest that you give it another think. If the price is too high, you will probably find additional limitations you overlooked which may be used to reduce the price accordingly. Juggling and careful thought is a very necessary part of this system. Its great virtue is not that it allows you to automatically come up with an appropriate price for an article, but rather it allows you to use a systematic method of considering the potentials of a Weapon until you have a clear idea of what it is worth. Use your judgement to come up with a reasonable price.

Possibly your wilderness has less treasure, or you feel that the time requirements need adjustment. I find these tables highly appropriate to my own world, but feel fairly sure that some adjustment may be needed to make them useable in another differently run world.

If requested, I will send in prices and formulas for the other miscellaneous magic items listed in Greyhawk.

Of course, worlds are old, having histories dating back thousands of years before the present era. Therefore many formulas have already been researched. These may be learned by studying under Wizards, or by studying magical books acquired from other Wizards in one way or another. Time to learn a formula if

instructed is one-half the research time required. Time to learn a formula from magic books without instruction is three-quarters research time. Tools required may be rented if work is done at Temple of Isis for 5% of production cost, or make at 45% of research cost. Such tools frequently have extra-earthly origins. Acquisition of needed materials is generally impossible on your own, so research cost remains generally unmodified.

Certain tools are useful in creating more than one type of magical Sword are required for making all types of magical Swords; likewise, a magical Loom created to make magical cloaks and robes. 30% may be deducted from research costs if the tool is already available to the Wizard.

Most magical items are sold at cost to 11th level Wizards. Otherwise junior Wizards would undersell senior Wizards, undermining their finances.

Cost of instruction in a formula from another Wizard is usually 15-20% less than it would take to research it on your own. It is therefore profitable for the instructor and the pupil both. Since you are learning it and not creating the tools yourself, that is an additional 45% deducted. In this manner, studying a formula under another Wizard will cost 60% less to learn than to research on your own. After once learned, if you wish to work at your castle rather than the Temple of Isis, you must eventually pay that additional 45% for tools.

The following spells are often associated with Wizards who are working in their workshops.

#### Analyze Enchantment

Seventh level, this spell allows a Wizard using it to define powers of an object created through normal processes of enchantment. Range: 10'. Duration: 60 minutes, 1 minute per level of Magic User using it. It takes 10 minutes to examine any object using this spell. If the object possesses more than one power, it takes an additional 5 minutes for each additional power. Applies to anything but Great Enchantment.

#### Detect Great Magic

Ninth level, this spell allows a Wizard using it to detect magic in an object where it is not normally detectable, as in the case of some artifacts and other special objects.

#### Magical Analysis

Sixth level, this spell allows a Magic User to analyze the magical vibrations from an object into which spell have been embedded. It allows him to determine what spells were embedded in the object. It is useless in determining powers given by other methods of enchantment.





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- SS6 Trident cls fighter
- SS7 Dragon cls Btlshp
- SS8 Cobra cls HvYCrSr
- Viper cls Lt Crsr
- SS9 Attk Carr/w 6 bat.ftr
- SS10 Bat. cls Fghtrs
- Scorpion cls ftr/sct
- SS11 Minelyr/Repr tndr
- SS12 Fleet refueler
- SS13 Lndng crft/asst pck
- SS14 Cmmnd/cntrl cntr
- SS15 Platforms
- SS16 Airlock/corridors
- SS17 Instal. & corrds
- SS18 Base (6 lgr=12 sm)
- SS19 Self-propell. outpst
- VALIANT
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- FS3 74 gun Shp-o-line
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- FS5 36 gun Frigate
- FS6 20 gun Sloop of War
- FS7 16 gun Brig of War
- FS8 12 gun Schooner
- FS9 Bomb Ketch
- FS10 Mediteran. Galley
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- FS13 Masts under full sail
- FS14 Floating Batteries
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- SD2 Vigilante IIC Intrcpt
- SD3 Phantom VB Asslt
- SD4 Alien Banshee sct
- SD5 "Vampire Intercptr
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