

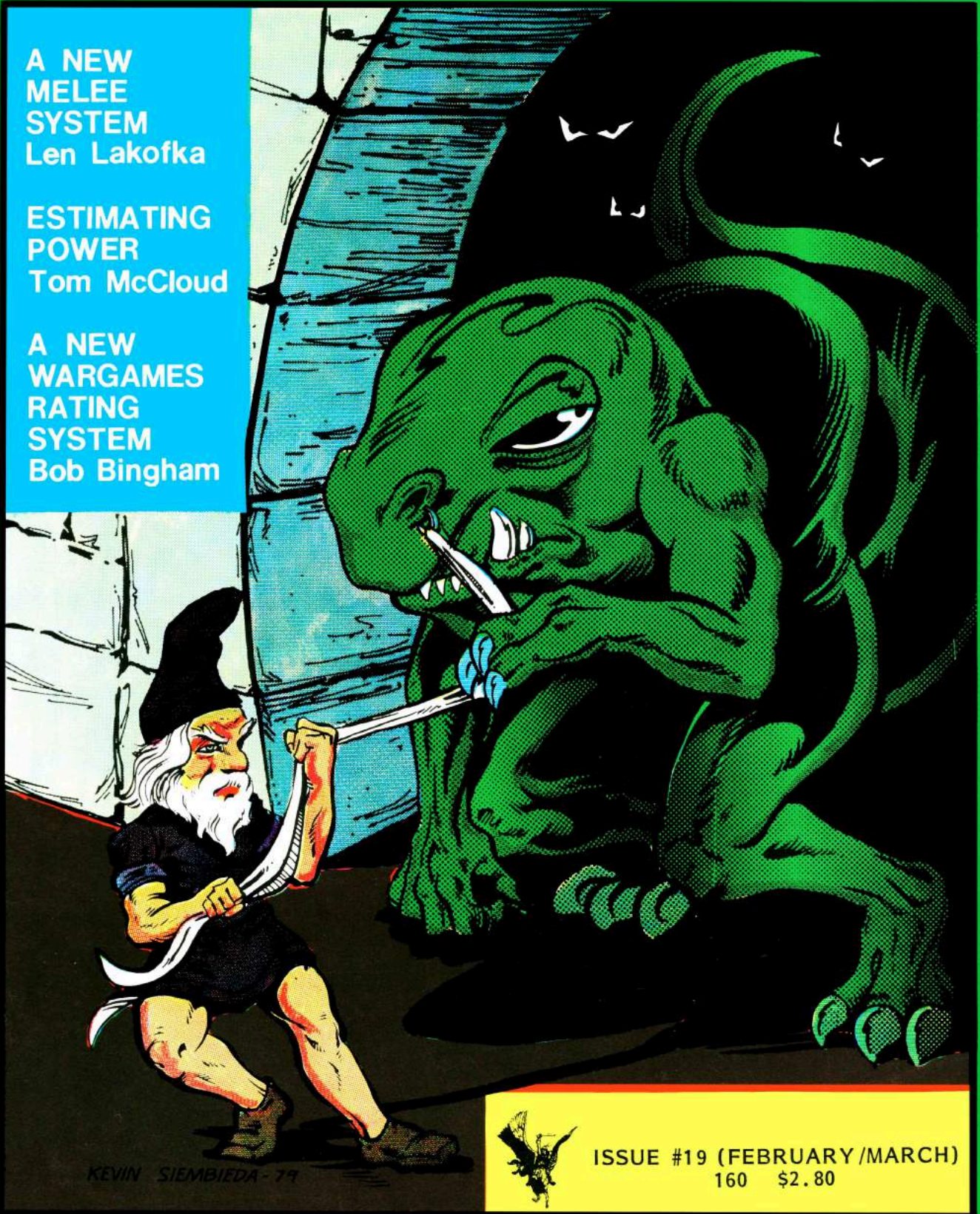
THE JUDGES GUILD JOURNAL

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A NEW
MELEE
SYSTEM
Len Lakofka

ESTIMATING
POWER
Tom McCloud

A NEW
WARGAMES
RATING
SYSTEM
Bob Bingham



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ISSUE #19 (FEBRUARY/MARCH)
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Judges Guild

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By Bryan Hinnen

Welcome, one and all, to another issue of *The Judges Guild Journal*. The big feature in this issue is "The Dungeon Vlademor" by Bill Peschel, a mini-dungeon that turned out a bit larger – and better – than the usual, with five complete levels. Thomas McCloud has corrected a misprint of his projected "power formula" to estimate strength of a party or group of monsters, and added some of the reasoning and play-testing behind it, in his article, "Estimating Power." Lenard Lakofka's prolific pen has been at work once more, designing a simple method of combat resolution with hit location in "A Melee System."

Louis Soldano has drawn on the *Lord Foul's Bane* fiction series to create a new monster or two, in "Lord Foul's Demondim Spawn." Bill Paley argues that not all doors are the same in a dungeon, and provides tables to generate weird and different ones for the players to run into, in his simply titled article, "Doors." Bob Bingham, being his usual zany self, pokes fun at any attempt to mathematically rate wargames in "A New Wargames Rating System." And other Guildmembers, as usual, have added widely assorted ideas and playing aids. Does anyone remember when Bob Bledsaw promised the Guildmembers "at least twenty pages of material for use with *Dungeons & Dragons tm* in every installment"? Aside from the product in the installment, it looks as though this magazine, which was designed to be from 32 to 48 pages in length, may never go below 64 pages again! We're spoiling you people...

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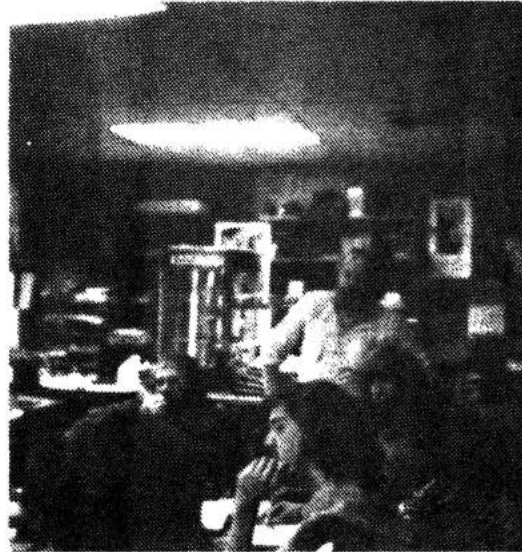
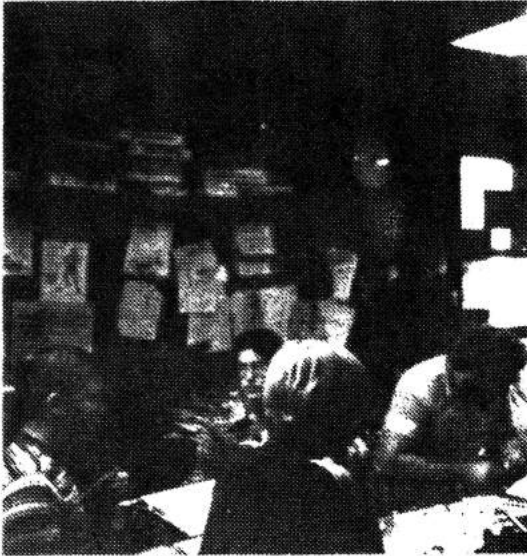
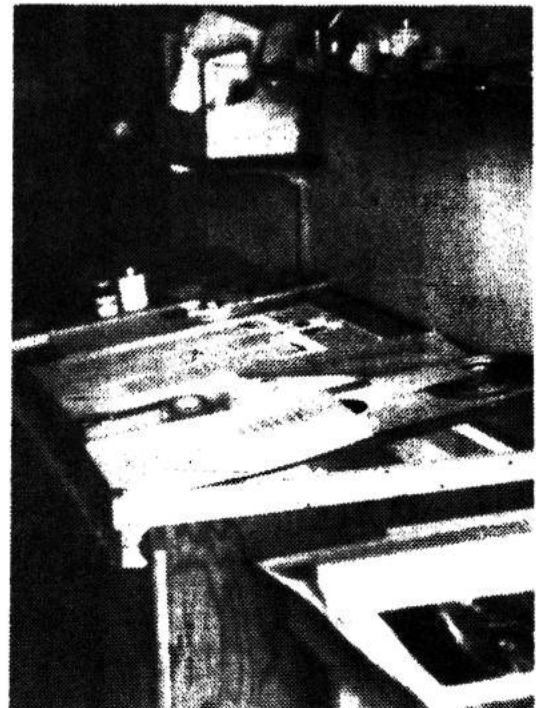
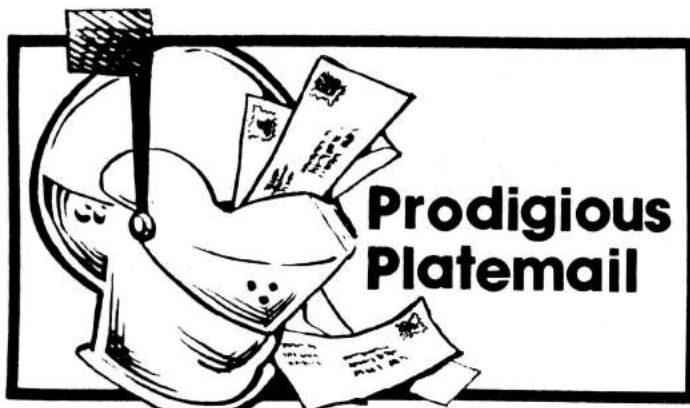


Foto Follies

High-quality (*snicker*) Polaroid photographs, never before published, of life here at the Guild.
(Don't believe everything you read.)

Top, both photos: Voyager VI composite photo of a deadly pack of Weregamers. They attack with missile fire (dice); the amount of damage done depends on the size and type of dice thrown. They are victims and carriers of the lycanthropic Weregaming disease reported to be sweeping the continent. Standing at right is bearded Bob Bledsaw, who has found them by surprise and is now attempting to creep away before the Weregamers notice him. *Above:* Dwarven designer David Sering, easily recognized by the drooping fur-covered ears. These are often mistaken for sideburns. The upper lip is also covered with fur, but the crown of the head is not. A one-of-a-kind monster (thank Crom!), his reported method of attack is rolling up the victim in a Vorpall Map for 5d6 damage. In times of desperation he has been known to throw dice, thus revealing a recurrent Weregaming syndrome. He is shown at work on his latest Vorpall Map of the City State of the World Emperor. *Right:* A ludicrously layered Light Table, one of a scattered horde which produces deadly booklets. Most of the booklets are bombs (some duds), but a rare strain in Decatur is known to give birth to awesome Flying Turkeys.





So here goes Hinnen, answering the mail again in the letters column. Most of it deals with The Mines Of Custalcon (part of Installment #17 of the Guildmember subscription), and that's why they've assigned this to me.

Dear Guild,

I have your Wilderness Book One [*The Mines Of Custalcon*] and want to detail more hexes surrounding the ones you did last issue, but I don't want to work on ones you'll be detailing in the future. Can you tell me what areas of hexes you'll be working on? The wilderness project is great!

Jim Thorstad
Madison, WI

Dear Sirs,

Having just read through *The Mines Of Custalcon* by Bryan Hinnen, I was hit with an idea. First, let me say that I thought it was outstanding (TM of C, that is).

I will be separating from Uncle Sam's Flying Circus in December, and will return to the States in July and go to work as a computer programmer. During that 7-month period I will have a lot of free time and would like to give a try at designing an item like TM of C for you. I have one problem: where to start, I mean, what area to do. I would be a little upset doing an area, only to find out that you people at JG have already started it. I would appreciate your sending me a couple of areas you would like worked on, but haven't started on yet. I'm not asking for a contracted assignment, just a good kick to get me started. I'm sure you understand.

If you like it when it's finished and it meets your standards, then maybe we

can talk about reimbursements. If you don't like it, fine. We all have to start somewhere. Thank you for your time.

Jim Vaughan
APO San Francisco

Dear Mr. Hinnen,

Enclosed is a potential installment of the Wilderness Project: Darkfield and Woe. It is with a high heart that I send this project for your judgment. It has been in production for some time now, and its completion means I can work on some ideas for the upcoming [dungeon] contest. There are so many ideas that are never played and are left in notebooks, shelves, desk drawers etc., that the possibility of publication ensures that others will enjoy the fruits of my work. I hope you agree.

But let me know how you feel about Darkfield as a possible future item. Postage is included for its return if it does not meet with your approval. Keep the faith.

Bill Peschel
Charlotte, NC

These are three of a rather amazing number of letters regarding the Wilderness Project. All my hats are beginning to feel too small. First, I'm glad you all like it so well. We have yet to receive one negative letter on TM of C, and it's going to my head. Second, for all of you who wrote in hopes of designing a similar product: terrific. We'd love to see your work and pass on comments and suggestions. The following areas of the City State wilderlands (Campaign Map One) are already being worked on as a part of the Wilderness Project: Gaehill-Haghill-City State, Thunderhold-Anvil, Darkfield-Woe (by Bill Peschel), and an area on the west edge of the map by Jim Vaughan and myself, concerning Grimlon Outlands, the Grimalon Plains and the Witches' Court Marshes. The Wilderness Project, due to the response it has received, has expanded its scope to cover the traditional route from the City State of the Invincible Overlord to the City State of the World Emperor, in addition

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to the originally planned area between the City State, Thunderhold and Tegel Manor. Those of you who wish to prepare an area as a product are encouraged to work east of this line of hexes on Campaign Map One: #2606-#2610, #2511-#2518, #2618-#2624.

This is the easternmost line of hexes that is being worked on already, and omits the Wild Orcs of the Purple Claw in Dearthwood, the Estuary of the Roglaroon and Modron, Gasconfold Plain and Tegel Manor.

If anyone would like to prepare some of these areas for a product, they are asked to drop me a line and tell me which village or villages they'd like to work on. I will pass on which hexes I'd like to be worked up with each village. Remember that the total number of maps (villages and wilderness) for each product must be divisible by four, so that they can be pulled out of the center of the booklet. For example, TM of C has two village maps plus 22 hex maps for a total of 24. As for reimbursement for a product, we offer your choice of either an outright purchase agreement, or a royalty agreement. In the former, for a product scheduled for release in April you would get one big check around March, and that would be it. With a royalty agreement, we would contract with you to give you between 1% and 10% of the cover price of all the sales of the product. These are paid in quarterly installments. Each check will be much smaller than the big one that an outright purchase would give, but the checks would keep coming every three months, of varying quantities depending on how well the product sold that quarter. The size of the percentage depends on how much work we have to do to it to get it ready to print. 10% royalty agreements are rare, and only earned by projects that are typeset and printable, with quality artwork, all maps neatly drawn in ink, page numbers on every page, a table of contents, and all the trimmings. A much lower percentage royalty would be earned by a project in illegible pencilled handwriting, full of mistakes... if indeed we accepted it at all. Most of our out-of-house writers opt for the outright purchase contract for various reasons. Perhaps we should do an article on all the things to do, and not to do, when submitting work. ---BDH

Sirs,

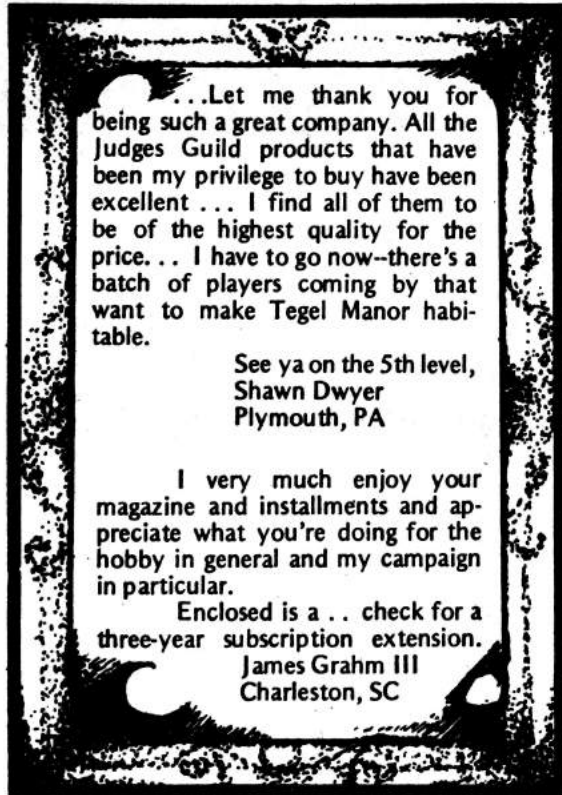
I recently purchased a copy of *tJGJ* #18, and was most impressed with the wandering monster table contained within. However, between consecutive pages 19 and 20, there are about 130 numbers missing. The chart goes from 230+ to 470+. Could you please supply the missing page, or inform me in which publication it will be printed? An SASE is enclosed to facilitate this matter. Thank you for your consideration.

Paul O. Beyard
Timonium, MD

Oops! Oh well, we're only human. There were a lot of tables that all looked alike, so when Bob Bingham pasted it up he did indeed leave out some of the entries. They're printed herein, on page 64. I've also sent a reply in the SASE; this is the only way that you can guarantee a reply, and so much of our mail has none in it. ---BDH



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We now return you
to your scheduled magazine



Tips from the Tower

By Mike Reagen

This magazine is part of an installment for our Guildmembers' subscriptions; the other half is the first part of the long-awaited *City State of the World Emperor*. This portion is the wilderlands map around it (Campaign Map Six), 22" x 17". There are two as always, one for the players and one for the Judge, and a 16-page booklet covering the various villages, castles and ruins and relics of the area.

The product itself will consist of at least two large booklets, each having a minimum of 64 pages, plus a map of the great walled city for the Judge and one for the players, as well as the booklet and maps that go out in this installment. We are working to be able to release the *City State* at Origins or Michicon, this summer.

Escape From Astigar's Lair, the AD&D *tm* tournament dungeon for Michicon VIII by Ree and Allen Pruehs, has been released as a 32-page booklet by Judges Guild. It provides only two pre-rolled characters, but they are extremely detailed. They have tracked a former comrade who has been possessed by the evil spirit of an ancient mage, Astigar, and they are trapped in the mage's one-level stronghold and must escape within one hour. It is designed for a very small party of characters from the sixth to ninth levels, is priced ridiculously low at \$2.00 and has been created and approved for use with *Advanced Dungeons & Dragons tm*.

The IPSP/ISIS Hazards Map, our first playing aid for *Superhero 2044*, should be printed after we finish the *City State*. Immediately following it will be *Castle Book II*, another Campaign Hexagon Sub-System approved for use with *D&D tm*.

New items from other companies include Yaquinto's *Marine: 2002* (\$17.00), *The Great Redoubt (Borodino)* (\$18.00), *The Thin Red Line (Waterloo)* (\$18.00), and *The Battle of Stones River (Murfreesboro)* (\$13.00). Task Force Games, another impressive new company, has sent us its two new Micro-Games, *Prochorovka* (\$3.95) and *Swordquest* (\$4.95). Flying Buffalo has boxed its popular *Tunnels & Trolls tm* rules set, with dice and added material, for \$12.95, and Ken St. Andre has produced Solo Dungeon 12, *Arena of Khazdan*, for \$3.00.



CONVENTION WATCH ALL THE CONS WE KNOW OF

As part of our function as a National Convention Clearing House in conjunction with MGA and MDG, and as a service to our readers, we provide a listing of planned conventions that we have information on. Due to space limitations we can only list the name, type and date of the convention, and an address to write to for more information. Convention planners are asked to contact Chuck Anshell and send all available information on their convention so that we may print it and inform dealers of it. They are also welcome to write or call him at (217) 422-1930 for help in finding an open date for their convention. Convention type abbreviations: G=Gaming, SF=Science Fiction & Fantasy, ST=Star Trek, CO=Comics, CU=Computers.

WARCON '80 (G), Feb. 1-3. WarCon '80, POB 5718, College Station, TX 77844.

BOSKLONE (SF), Feb. 15-17. NESFA, Box G, MIT Branch PO, Cambridge, MA 02139.

GENCON SOUTH (G), Feb. 15-17. Cowford Dragoons, NE Florida Wargaming Assn., 5333 Santa Monica Blvd. N., Jacksonville, FL 32207.

EMPEROR'S BIRTHDAY PARTY IX, Feb. 16. Holiday Inn, R. Haggerty, 525 Middlebury, Elkhart, IN 46514. (219) 293-4398.

STONE HILL LAUNCH I (SF), Feb. 16. Ann Morris, 1522 Lovers Lane, Riverview, FL 33569.

DUNDRACON 5 (SF), Feb. 16-18. DunDraCon 5, 386 Alcatraz, Oakland, CA 94618.

PENULTICON 3 (SF), Feb. 22-24. Penulticon 3, POB 11545, Denver, CO 80211.

MINICON, Feb. 23. Larry Zoet, 928 34th St. SW, Wyoming, MI 49509.

HOOSIER CON I (SF), Feb. 29 - Mar. 1. Lenny Kush, c/o Michiana SF Society, POB 354, Mishiwaka, IN 46544.

2nd ANNUAL TEXAS OPEN (G), Feb. 29 - Mar. 2. Veterans of Simulated Wars, Dept. of Military Science, University of Texas, Austin, TX 78712.

WISCON 4 (SF), Mar. 7-9. SF3, POB 1624, Madison, WI 53701.

HALCON 3 (SF), Mar. 7-9. The Halcon SF Society, POB 3174 South, Halifax, NS, Canada B3J 3H5.

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- TRISTATE II (G), Mar. 8-10. Queen City Gamers c/o Wanna Play?, 5923 Hamilton Ave., Cincinnati, OH 45224.
- LUNACON '80 (SF), Mar. 14-16. Lunacon '80 c/o Walter R. Cole, 1171 East 8th St., Brooklyn, NY 11230.
- MIDWESTERCON I (SF), Mar. 14-16. Frank Russell, 50 Capri Dr., Florissant MO 63033.
- UPPERSOUTHCLAVE 10 (SF), Mar. 14-16. Red Carpet Inn, Bowling Green, KY (location). POB 8423, Louisville, KY 40208 (information).
- COASTCON '80 (G), Mar. 14-16. CoastCon, INC., POB 6025, Biloxi, MS 39532.
- MON CON IV (G), Mar. 14-16. Mon Con IV, Mountainlair Student Organization Wing, West Virginia University, Morgantown, WV 26505.
- SIMCON II (G), Mar. 22-23. SimCon II, POB 5142 River Station, Rochester, NY 14627.
- SPRING REVEL (G), Mar. 29-30. TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147.
- NOVACON 5 (SF, F, C), Mar. 29-30. Order of Leibowitz c/o Oakland University, Rochester, MI .
- URCON II (SF), Apr. 5. URCon II, POB 6647, Rochester, NY 14627.
- WERECON II (G), Apr. 11-12. Werecon II, Box 69 Student Center Bldg, Wayne State University, Detroit, MI 48202.
- COMMON USERS' GROUP (CU), Apr. 13-17. Common Users' Group, POB 5108, Denver, CO 80217.
- INTERNAT'L PURDUE WORKSHOP (CU), Apr. 21-24. Michael Golden, Purdue University, W. Lafayette, IN 47907.
- MARCON XV (SF), May 2-4. MarCon XV, POB 2583, Columbus, OH 43216.
- KUBLA KHANATE (SF), May 2-4. K. Moore, 647 Devon Dr., Nashville, TN 37220.
- WVU CON (G), May 2-4. B. Bullinger c/o Mountainlair Student Organization Wing, West Virginia University, Morgantown, WV 26505.
- LÉPRECON VI (SF), May 2-4. Leprecon VI, 3112 N. 26th Pl., Phoenix, AZ 85016.
- CANGAMES '80 (G), May 16-19. CanGames '80, 201-360 Dundas St., Vanier, ON, Canada K1L 7W7. (613) 745-2073.
- GENGHIS CON II (G), May 23-25. Denver Gamers' Ass'n., 2527 Gaylord St., Denver, CO 80205.
- WHATCON II (SF), May 23-25. WhatCon, POB 2802, Station A, Champaign, IL 61820.
- GRIMCON II (SF & F), May 25-28. GrimCon, 1749 Sonoma Ave., Berkely, CA 94707.
- MICHICON IX (G), Jun. 6-8. Includes DipCon '80. Oakland University, Rochester, MI (location). MDG, POB 787, Troy, MI 48099 (information).

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- X-CON 4 (SF), Jun. 6-8. X-Con 4, 6107 W. Lisbon Ave., Milwaukee, WI 53210. (414) 351-0991.
- MACC COMPUTERFEST '80 (CU), Jun. 20-22. Jim Crowley, 4008 Rickenbacker Ave., Columbus, OH 43213. (614) 239-9931.
- ORIGINS '80 (G), Jun. 27-29. Strategy & Fantasy World, Valley Forge Shopping Center, King of Prussia, PA 19406.
- ARCHON 4 (SF), Jul. 11-13. Archon 4, POB 15852, Overland, MO 63114.
- PHRINGECON (G, SF), Jul. 11-13. PhringeCon, POB 1072, Phoenix, AZ 85001.
- OKON '80 (SF), Jul. 19-20. Okon, POB 4229, Tulsa, OK 74104.
- AUTOCLAVE 4 (SF), Jul. 25-27. Diane Drutowski, 2412 Galpin, Royal Oak, MI 48073.
- CWA CON (G), Aug. 1-3. CWA, 3605 Bobolink Ln., Rolling Meadows, IL 60008.
- MICHICON (SF), Aug. 15-17. Diane Carey, 1916 Cadillac St., Flint, MI 48504.
- GENCON XIII (G), Aug. 21-24. Joe Orłowski c/o TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147.
- NOREASTCON 2 (SF - 38th WorldCon), Aug. 29 - Sep. 1. NorEastCon 2, Box 46 MIT Branch PO, Cambridge, MA 02139.
- WINDYCON VII (SF), Oct. 10-12. Windycon, POB 2572, Chicago, IL 60690.
- CONCLAVE 5 (SF), Oct. 31 - Nov. 2. Waldo and Magic, Inc., POB 444, Ypsilanti, MI 48197.
- WINTERCON IX (G), Nov. 21-23. MDG, POB 787, Troy, MI 48099.
- AQUACON (SF), Feb. 12-15, 1981. Aquacon, POB 815, Brea, CA 92621.
- DENVENTION II (SF - 39th WorldCon), Sep. 2-7, 1981. Denvention II, POB 11545, Denver, CO 80211.

*****SPECIAL NOTICE*****

Some confusion has arisen over the fact that there are two MichiCons. The one at Oakland University is the old familiar wargames convention run by Metro Detroit Gamers. The later one is a relatively new science fiction convention with guests of honor Alan Dean Foster and Theodore Sturgeon.

The following convention's information came in too late to be put in chronological order:

- NANCON III (G), Jul. 4-6, 1980. Nan's Toys and Games, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056. (713) 622-0760.
- CAPCON '80 (SF), Apr. 26-27. Terry Hollern, 45 W. Blake, Columbus, OH 43202.
- PRO-CON (SF), Jun. 12-14. Tony Toscano, 242 N. University, Provo, UT 84601.

A Melee System

By Lenard Lakofka

The following is the condensation of a system used by me through 1977 and late 1978. While the system is more "realistic," if you will, it is also more time-consuming. Yet it has met with good reception by players since they get more of a feel of the melee. Obviously, as you read on, you will find this system is designed for Human, Humanoid and Demihuman combats. It is not applicable to combat between humans and monster, and monster and monsters.

The System goes through these five steps:

- 1) Is there a hit upon the unarmored body? (Shields are considered here)
- 2) If there is a hit where has the target been hit?
- 3) How much of the damage is absorbed by worn armor (if any)?
- 4) Has the blow caused any Special Damage?
- 5) What is the result of the Special Damage (if any)?

Table I: Type of Attacker

Fighter Ranger Paladin Bard	Cleric Druid	Thief Assassin Monk	Magic User Illusionist	CHANCE TO HIT (as modified below)		
				Unarmored	With Small Shield	With Large Shield
			1-2-3	40%	20%	10%
		1-2	4-5-6	45%	30%	20%
1	1-2-3	3-4	7-8-9	50%	40%	30%
2-3	4-5	5-6	10-11	55%	45%	35%
4	6-7-8	7-8	12-13	60%	50%	40%
5-6	9-10	9-10	14+	65%	55%	45%
7	11-12	11-12		70%	60%	50%
8-9	13-14	13-14		75%	65%	55%
10	15+	15+		80%	70%	60%
11				85%	75%	65%
12				90%	80%	70%
13				95%	85%	75%
14				100%	90%	80%
15+				105%	95%	90%

Modifications

- 1) Fighters, Clerics and Thief Classes (excluding Monks):

If Physical Strength is:

- 15
- 16
- 17
- 18
- 18 (01-50)
- 18 (51-76)
- 18 (77-99)
- 18 (00)

Add the Following Percent:

- 4%
- 8%
- 12%
- 16%
- 16%
- 20%
- 24%
- 28%

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2) Subtraction for the UNENCUMBERED high Dexterity of the target:

15	- 5%
16	-10%
17	-15%
18	-20%

3) Addition or subtraction due to the size DIFFERENCE in Attacker vs. Target:

"Giant" vs. Gnome or Halfling or Kobold	-20%
"Giant" vs. Dwarf or Goblin	-15%
"Giant" vs. Human, Orc, Hobgoblin, Gnoll	- 5%
ANY smaller attacking a "Giant"	+ 7%

4) Adjustments for magic Armor and Weapons:

For each Plus on a Weapon	+ 5%
For each Plus on a Shield	- 5%

Table II: Hit Location

Hit location is measured by Hit Die difference between opponents. **Important Adjustment:** Kobold = 1st level Fighter; Goblin = 2nd level Fighter; Orc = 3rd level Fighter; Hobgoblin/Gnoll = 4th level Fighter; Bugbear = 5th level Fighter; Ogre = 6th level Fighter; Troll/Hill Giant = 9th level Fighter; Fire Giant = 11th level Fighter; Stone Giant = 13th level Fighter; Cloud/Storm Giants = 15th level Fighters.

If the difference is negative, use the first line. A figure gains the value of his level regardless of what his profession is. Each plus on a weapon equals one full level!

Negative No.	Face	Head	Neck	Chest	Abdom	Leg	Genitals	Weak Arm	Strong Arm
0	1-3	4-6	7	8-35	36-70	71-90	91	91-95	96-00
1-2	1-4	5-8	9	10-38	39-76	77-87	88	89-94	95-00
3-4	1-5	6-11	12	13-40	41-80	81-85	86	87-94	95-00
5-6	1-6	7-12	13	14-42	43-80	81-85	86	87-94	95-00
7-8	1-8	9-16	17-18	19-50	51-80	81-84	85	86-95	96-00
9+	1-10	11-20	21-22	23-57	58-80	81-83	84	85-96	97-00
	1-12	13-24	25-27	28-64	65-80	81-83	83	84-97	98-00



Table III: How Much Damage Has The Armor (if any) Absorbed?

(Note: All magic in a set of armor is taken into account by the new Armor Class—make no further adjustments.) Given below is the size (faces) of die to roll +/- a number.

Armor Class	1 - 20	21 - 40	41 - 60	Die Roll 61 - 80	81 - 90	91 - 96	97 - 00
9	0	0	4 - 2	4	6	8 + 1	ALL*
8	0	4 - 3	4 - 1	4	6	8 + 1	ALL*
7	0	4 - 3	4 - 1	6	8	10 + 1	ALL*
6	4 - 3	4 - 2	4	6	8	10 + 1	ALL*
5	4 - 3	4 - 2	4	8	10	12 + 1	ALL*
4	4 - 2	4 - 1	6	8	10	12 + 1	ALL*
3	4 - 2	4 - 1	6	10	12	12 + 1	ALL*
2	4 - 1	4	8	10	12	12 + 2	ALL*
1	4 - 1	4	8	12	12 + 2	12 + 4	ALL*
0	4	4 + 1	8 + 1	12 + 1	12 + 2	12 + 4	ALL*
-1	4	4 + 2	8 + 2	12 + 1	12 + 4	2d8+2	ALL*
-2	4 + 1	6 + 2	8 + 3	12 + 2	12 + 4	2d8+2	ALL*
-3	4 + 2	6 + 2	10 + 3	12 + 2	2d8+2	2d8+3	ALL*
-4	6 + 2	6 + 3	10 + 3	12 + 2	2d8+2	3d8+2	ALL*
-5	6 + 2	8 + 3	12 + 3	12 + 4	2d8+4	3d8+2	ALL*
-6	6 + 2	8 + 3	12 + 3	12 + 4	2d8+4	3d8+2	ALL*

* Only magic armor can absorb all damage—if not magic go to “91 - 96” line. The amount of damage absorbed on magic armor is 12 points per plus on the armor!

Table IV: Special Damage

There is a change for such damage only if some amount of damage gets past the armor.

Attack Administered By:				Previously Determined Hit in the:								
Fighter	Cleric	Thief	MU	Face	Head	Neck	Chest	Abdom	Leg	Genitals	W Arm	S Arm
1 - 3	1 - 4	1 - 5	1 - 6	20%	20%	20%	10%	10%	5%	60%	5%	5%
4 - 6	5 - 8	6 - 10	7 - 12	30%	28%	30%	20%	18%	11%	66%	13%	11%
7 - 9	9 - 12	11 - 14	13+	40%	36%	40%	30%	26%	17%	72%	20%	17%
10 - 12	13+	15+		50%	44%	50%	40%	34%	23%	78%	26%	21%
13+				60%	51%	60%	50%	41%	28%	84%	34%	25%

There is only special damage if the armor has not absorbed the diced damage of the weapon (after Strength or Magical Bonuses to damage, if applicable, have been added).

This entire system is NOT very usable with *Advanced Dungeons and Dragons* and is almost unworkable for a large melee but it is good for jousts and small individual combats. If there is a question whether an area of the body is covered by armor, use percentile dice to determine coverage, then whether the Hit was within, or beyond that percentile range.



K. SIEMBIEDA-79

Table V: Type of Damage

Die Roll	Face	Head	Neck	Location of the Damage				Genitals	An Arm
				Chest	Abdom	Leg			
1 - 10	Eye SB	Scar B	Spine!	Lung S	S	Nve S	DB	Nerve drop item 30%	
11 - 17	Eye DB	Scar B	Dazed	Lung D	S	Nve D	DB	Nerve drop item 60%	
18 - 25	Eye UB	Scar B	Dazed	Lung D	Sto SB*	Nve DB	DB	SB drop item 60%	
26 - 30	Bli DB	Scar B	Dazed	Lung U	Sto SB*	Knee S	DB	B	
31 - 36	Bli UB	Scar S	Stun	Lung U	Sto DB*	Knee D	DB	B	
37 - 44	Nose B	Scar S	Stun	DEAD	Int SB*	Foot	UB	DB drop item 70%	
45 - 50	Nose S	Scar S	Stun	DEAD	Int DB*	Foot	UB	DB drop item 80%	
51 - 55	Nose UB	Scar S	Stun	Spine!	Int DB*	Heel	UB	Elbow drop item 35%	
56 - 60	Mou SB	Scar D	Voi SB	Spine!	Liv SB*	Heel	UB	Elbow drop item 60%	
61 - 65	Mou DB	Scar D	Voi DB	SB	Liv SB*	AchT	UB	Hand drop item 50%	
66 - 70	Mou DB	Scar D	Voi UB	SBB	Liv UB*	AchT	UB	Hand drop item 75%	
71 - 75	Ear S	Scar SB	DEAD	SBBB	Kid DB*	Toes	UB	Finger drop item 20%	
76 - 80	Ear DB	Scar SB	Spi D	DBB	Kid DB*	Toes	DBB	Finger drop item 50%	
81 - 90	Ear UB	Scar DB	Spi DB	DBBB	Kid UB*	Toes	DBB	Finger drop item 75%	
91 - 95	DEAD	DEAD	Spi UB	UBBB	DB*	B	DBB	Thumb drop item 40%	
96 - 00	Scar	Scar UB	Spi UD	UBBB	UB*	BB	UBB	Thumb drop item 80%	

- S) Stunned for 1 round, fights at -4, no spells allowed, defends only if attacked.
- D) Dazed for 1 - 4 rounds, fights at -6, no spells allowed, defends only if attacked.
- U) Unconscious for 1 - 20 rounds.
- B) Bleeding 1 - 70 loss of 1 - 6 points, 71 - 00 loss of 1 - 4 immediate continues for 1 - 4 rounds.
- BB) Double of the above.
- BBB) Triple of the above.
- Eye) Eye Hits result in loss of the eye 80% of the time.
- Bli) Blind - This is permanent 60% of the time.
- Ear) The chance of hearing loss is only 15%, the chance of losing the ear is 35%.
- Spi) Spine Hits can be very serious. Make them equal paralysis, until healed, 60% of the time--in other cases the figure will be at -4 to hit until healed.
- Voi) Voice Box - Loss of voice: 1 - 60 temporary for 1 - 100 rounds, 61 - 00 permanent until healed.
- Lung) Figure will be at -2 to hit until healed.
- Sto) Stomach; Int) Intestines; Liv) Liver; Kid) Kidney - and let's not get into it! Note that internal bleeding can only be healed by a potion or a Cure Serious Wounds or a stronger cure.
- Nve) Nerve - No running until healed.
- Knee) Speed reduction of 50% until healed.
- Foot) 40% to sever. Otherwise speed reduction of 50%.
- AchT) Achilles Tendon - can't walk until healed.
- Genitals) No movement for 1 - 6 minutes.

Reader Survey

We have often communicated with individual readers as to what they want to see in our magazines. But we feel that this method of gauging the wants of all our Guildmembers and readers is less than perfect.

What do you think of our magazine? We want to know and here's how you can tell us. This is your opportunity to tell us what we're doing right or wrong. Please fill out the questions you want to answer, and skip the ones you don't. Everything we can find out from you will help us to serve you better. If we don't ask for something that you'd like to tell us, please add it on. We'll read it all, and act on it.

You may copy this page, or cut it out (please don't tear it out), and send it to **The Judges Guild Journal**, 1165 N. University, Decatur, IL 62526.

- A) Check those features of **The Judges Guild Journal** that you look for in an issue:
- 1) Articles on games
 - a) D&D, AD&D
 - b) Runequest
 - c) C&S
 - d) T&T
 - e) Science-fiction games
 - 2) Fictional short stories
 - 3) Artwork
 - 4) Convention listings
 - 5) Columns:
 - a) Jocular Judgments (editorial)
 - b) Platemail (letters)
 - c) The Die Is Cast (review)
 - d) Shrewd Slants
 - e) Omniscient Opinions (introduces articles)
 - f) Tips From the Tower (introduces new items)
 - g) Booty List
- B) Where do you obtain your copy of **The Judges Guild Journal**?
- 1) Subscription
 - 2) Friend's Copy
 - 3) Wargame or Hobby Store
 - 4) Judges Guild Catalog
 - 5) Other (please specify)
- C) How did you hear of **The Judges Guild Journal**?
- 1) Judges Guild Catalog
 - 2) Advertisement
 - 3) From a Friend
 - 4) Saw it in Store
 - 5) Convention
 - 6) Other (please specify)
- D) Would you like to see a regular Question and Answer column in **The Judges Guild Journal**?
- 1) Yes
 - 2) No
- E) How many people read your copy of **The Judges Guild Journal**?
- 1) One
 - 2) Two
 - 3) Three
 - 4) Four
 - 5) Five or more
- F) What kind of articles do you look for in a gaming magazine?
- 1) Computer Gaming
 - 2) Fiction
 - 3) Fantasy Gaming
 - 4) Board Gaming
 - 5) Game Reviews
 - 6) Play by Mail
 - 7) Factual Information
 - 8) Other
- G) What other magazines do you read often?
- 1) The Dungeoneer
 - 2) The Dragon
 - 3) White Dwarf
 - 4) Journal of Traveller Aid Society
 - 5) The Space Gamer
 - 6) Moves
 - 7) The General
 - 8) Fire & Movement
 - 9) Strategy & Tactics
 - 10) Sorcerer's Apprentice
 - 11) Flying Buffalo Quarterly
 - 12) Wargamer's Digest
 - 13) Games
 - 14) Fantastic
 - 15) Galaxy
 - 16) Omni
 - 17) Amazing
 - 18) Fantasy & Science Fiction
 - 19) Alarums & Excursions
 - 20) Wild Hunt
 - 21) The Lords of Chaos
 - 22) The Apprentice
 - 23) Different Worlds
- H) Age?
- I) Sex:
- 1) Male
 - 2) Female
- J) Education:
- 1) Less than 9 Years
 - 2) 9 - 12th Grade
 - 3) Junior College
 - 4) College
 - 5) Are you still a student?
 - a) Yes
 - b) No
 - c) Full Time
 - d) Part Time
- K) Occupation?
- L) Personal Income Yearly:
- 1) 0 - 5000
 - 2) 5000 - 10,000
 - 3) 10,000 - 20,000
 - 4) 20,000 - 30,000
 - 5) Over 30,000
- M) Classify your Home Environment:
- 1) Urban
 - 2) Suburban
 - 3) Small City
 - 4) Town
 - 5) Rural
- N) On the average, how much do you spend monthly on games and game related materials?
- O) On the average, how much do you spend monthly on Fantasy & Science Fiction materials such as books, movies, and conventions?
- P) Do you belong to a formal Club?
- 1) Yes
 - 2) No
- 24) History of Wargaming Quarterly
- 25) Other (please specify)
- 26) Other (please specify)

Martial Artists Errata & Additions



by Brian Wagner

Seeing the printing of my Martial Artist Character Class in cold, black type in the Oct/Nov issue of *The Judges Guild Journal* awakened me to several things about the class I should have changed or included originally. I sincerely regret having mucked up as many things about the class as I did, so here it is: Martial Artists Errata.

Martial Artists surprise as Monks.

Damage Progression: The damage progression table does not give damage spreads which correspond to damage amounts given by certain weapons. There is no 2 - 7 such as mace would do. I stated that in cases such as this the weapon initial damage should be upped to the next higher step. This is wrong. At level one a Martial Artist does normal damage with whatever the weapon he is using, at level two he advances the next step. Hence a mace would do 2 - 7 at level one, then 1 - 8 at level two. Some weapons do damage which essentially corresponds to amounts given on the damage table, such as a Lucern Hammer which does 2 - 8. I originally stated this should be converted to an appropriate spread on the damage table, which in the case of the Lucern Hammer would be 1 - 8. Rather, the Lucern Hammer would do its normal damage, 2 - 8, at level one, then at level two move up to 1 - 10 and so on.

Damage against larger than mansize opponents: Damage against larger opponents progresses similarly to normal damage. At level one a longsword would do 1 - 12, its normal amount, then at level two go to 2 - 16, still be 2 - 16 at level three, then move up to 3 - 18 at level four and so on. Once the damage table progression reaches 2 - 16 each damage amount is repeated twice. Remember

that a weapon which is immediately in the damage amounts which repeat twice, such as a two-handed sword which does 3 - 18, this amount is used for two levels before moving up to the next step, 1 - 20.

Plused Weapons: Plused weapons progress in damage just like a regular weapon and add their damage bonus to whatever the damage amount of a given level is. A fourth level Martial Artist with a +3 longsword would do 2 - 16 + 3.

Martial Artists do use Strength hitting bonuses and do add their Strength damage bonuses to normal damage given.

The comment about it being up to the individual Judge whether to allow magical weapons doing above normal damage spreads does not refer to normal plused weapons as was stated above, but to items that might creep in such as a dagger doing 1 - 10, or a shortsword doing 1 - 12.

Finally, I see that the damage progression for bare-handed attacks should not use my damage progression table but should really use the Monks bare-handed damage table. Using my damage tables, which are oriented around using weapons, the Martial Artist of a given level can usually do more bare-hand damage than a Monk of the same level, which should not be, even though the final maximum amount of damage possible is essentially equal to that of a Monk. In fact, it would probably be a good idea to have the Martial Artist do bare-hand damage about two levels lower to represent the fact that Martial Artists are not as proficient with bare hands as a Monk since they are oriented toward using weapons.

Usually a Martial Artist with a weapon in his hand can skrag a Monk of the same or less level, illustrating the superiority of good weapons over bare hands.

Class Consciousness

By Bob Pryor

Imagine this scene: The noble knight stands beside a doorway deep in the bowels of the earth. To his right is a gentleman, to his left a serf. All three are equal in all characteristics, level, and armament. Who goes in first?

All other factors equal, the social rank of a character in most types of medieval settings, should have a great deal to do with the character's actions. Nobility will "rule" the party, merely because those members of the party raised in the social structure will likely (98%) respond so. Persons born outside the structure (say barbarians, or other foreigners) may also follow a nobles' commands, but they will probably refuse to obey stupid commands if they have good intelligence. Nobles will very seldom follow the commands of non-peers without argument or even stubborn refusal, especially if such commands do not fit their own personal views.

By the same token, serfs will seldom give commands or even respond with ideas, no matter how intelligent they are, due to their cultural training. They will very seldom disobey a noble's orders, no matter how foolish they sound. They have been put down so often, that their initiative has been nearly destroyed.

Since people now (or at least most gamers I know) have the tendency to question...orders, religions, laws, etc...this class structure is not

likely to shine through in play. Thus, it might be well to consider using backgrounds for the players' characters in which they grew up outside such a stifling atmosphere, since the restrictions of class might be too confining for the normal free-wheeling play of an evening's gaming. This requires not only definition of the dominant society in which the gaming occurs, but also the society in which the character is born. This background work may be left to the players subject to referee approval, but if they request their character's background as part of the social structure, hold them to the strictures of such a culture.

And what of the three by the door? Most likely, the first one through will be whomever the noble orders, for whatever reasons. Exceptions will occur if: A) The gentleman is greedy or blood-thirsty and doesn't bother to stop to wheedle or defer to the noble; or B) The serf is incredibly loyal to the other two and refuses to let them step into unknown dangers. Each of these are possibilities, but are not the commonest. The noble will forge ahead first if he is a glory-hog, greedy or foolhardy. . .he will order the serf in first, if he is ultra-aristocratic ("cannon-fodder" mentality) or cowardly, and he will likely order the gentleman in first if he is vengeful or evil.

Judges who use such social systems, take note! There is a price for being a member of such a system, and the players must pay it.



Witches

By Geoffrey Tolle

Witches are very similar to Druids in that they get essentially the same spells as do Druids. The difference is that Witches are magic and they are also more closely related to the elements of the planet than the plant life.

A Witch must have a stat by the name of Magic, if the player's Magic is greater than 90% and Wisdom is greater than 12 the player may become a Witch.

A Witch's spells are slightly different from the D&D Druid's. These are the differences:

1st Level

Locate Animal Locate Storm

2nd Level

Locate Plant Locate Wind
Speak with Animals Speak with Wind & Earth

3rd Level

Hold Animal Hold Wind & Earth
Plant Growth Storm Growth

4th Level

Speak with Plants Speak with Fire & Water
Plant Door Cloud Door
Insect Plague Sleet Storm
Animal Summoning I Storm Summoning I

5th Level

Pass Plant Pass Rock
Hold Plant Hold Fire & Water
Animal Growth Fire Growth
Anti-Plant Shell Anti-Element Shell
Animal Summoning II Storm Summoning II

6th Level

Transport via Plant Transport via Earth & Fire
Animal Summoning III Storm Summoning III
Turn Wood Turn Rock

7th Level

Creeping Doom Encase in Stone
Transmute Metal-Wood Transmute Metal-Elements

For the most part the spells are identical to the Druid spell except for object affected. For those I feel are not clear here is an explanation:

3rd Level

Hold Wind & Earth - This spell will hold back 25 KG or 20 kmph per level of Witch of either rock or wind.

Storm Growth - Increases the size of a storm 1 times per level of mastery.

4th Level

Sleet Storm - causes a storm of sleet 10m x 10m doing 10 - 100 pips in damage spread out over the creatures in it.

Storm Summoning I - Summons a spring shower or a heavy fog in 1 - 10 turns.

5th Level

Fire Growth - Increases the size of a fire 1 times per level of mastery.

Storm Summoning II - Summons a lightning storm in 1 - 10 turns.

6th Level

Storm Summoning III - Summons a hurricane in 1 - 10 turns.

7th Level

Encase in Stone - Encases a creature in stone that has an AC of -2 and requires a Strength of at least 30 to break it from the inside.

Witches also get 3 further abilities. The first of these abilities being that they can cast 3 HD per level lightning bolts 3 times per week per level. The second of which is the ability to fly at 1m per level. And the third of which is the ability to turn themselves into elements 1 time per level mastery.

8th Level - Change into Water.

10th Level - Change into Fire. Change into Water Elemental.

12th Level - Change into Earth. Change into Fire Elemental.

14th Level - Change into Air. Change into Earth Elemental.

16th Level - Change into Air Elemental.

Witches may add 1 die to their damage per level of mastery.



DOORS



By Bill Paley

"You walk ten, twenty, thirty, forty feet down the west corridor. Corridor ends in a doorway!"

"Form up, gang. OK, let's kick it down!"

Sound familiar? Is there anything wrong with this interchange? From a players point-of-view, I suppose someone should have checked for traps in and around the door before bashing into it.

On the other hand, I think the Judge has also forgotten something. Let me ask a question: What is a door? At first I'm sure you will all snicker and smile, but wait...are all doors the same?

Of course not. There are metal doors, wooden ones, stone, gas, glass, revolving, sliding, hinged, boulders rolled in front of caves, etc. Doors can show as much variety as the characters attempting entry into them.

Part of the Judge's duty should be to have such variety available, not only in his maps, his NPCs or his monsters, but in the details. Details can make a game more enthralling, especially for careful, analytical parties.

As a start, let us say that you are planning an obvious door--first, what material is it made of:

Table A

- | | |
|---------|------------------|
| 1) Wood | 8) Wood |
| 2) Wood | 9) Stone |
| 3) Wood | 10) Metal |
| 4) Wood | 11) Hide |
| 5) Wood | 12) Special (See |
| 6) Wood | Table B) |
| 7) Wood | |

Note: Specify the materials--marble is more impressive than granite, and Balsa is very different than oak! Also, is the wood bound in iron or not (75% it is!).

Table B: Special

- | | |
|--------------|-----------------|
| 1) Smoke | 4) Water |
| 2) Other Gas | 5) Silk |
| 3) Glass | 6) Cleanup Crew |

Table C: How do you Open it?

- 1) Sliding (1, 2, 3, 4 to the Right; 5, 6 to the Left)
- 2) Raise (like a garage door)
- 3) Push (hinged) with doorknob
- 4) Push with handle
- 5) Push without visible handle or doorknob
- 6) Push with doorknob
- 7) Pull (hinged) with doorknob
- 8) Pull with handle
- 9) Pull without visible handle or doorknob
- 10) Pull with doorknob
- 11) Dutch Door
- 12) Special (see Table D)

Note: Pull doors will show hinges on this side of the door. Push will not.

Table D: Special

- 1) Revolve it 90 degrees and push
- 2) Revolve it 90 degrees and pull

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- 3) Lower it
- 4) Splits in half horizontally and must be held open top and bottom.
- 5) Disappears when three people try to force it
- 6) Push on the top (as a drawbridge)

How is it Locked?

- 1) Barred with wood on opposite side
- 2) Barred with metal on opposite side
- 3) Normal lock with keyhole (85% locked, 15% unlocked)
- 4) Secret lock (must find as secret door)
- 5) Barred with wood on this side

- 6) Barred with metal on this side
- 7) Hold portal
- 8) Wizard locked
- 9) Normal lock with keyhole
- 10) Normal lock with keyhole
- 11) Latched on opposite side
- 12) Latched on this side.

Other twists can include signs in strange languages (or graffiti); magic mouths, traps, peep holes, one-way mirrors, windows (with or without covers), doorbells, knockers, mailboxes (with or without mail in them), and even more. Let your imaginations run wild!

Who Cares If Magic-Users Are Equal To Fighters?

By Bob Pryor

In every APA I've ever read, in every amateur magazine (including *The Dungeoneer*) I've found at least one article discussing the hypothetical - "If a Magic User with a lightning bolt rounds a corner to see a fighter of the same level 'x' distance away (say five feet), who wins?" - in one of its many variations.

I ask you. . . WHO CARES? It's similar to the old question of which is better: Cavalry or Chariots; or Knights or Longbowmen; or Artillery or Cavalry; or Machine Guns or Artillery; or Airplanes or Battleships.

The answer is: Each is useful, at the right time and the right place. Chariots aren't much help in a swamp, nor can you use airplanes to advantage in a hurricane.

If you examine the various classes from a combined-arms approach, the Magic Users might be seen from a view as though they are the artillery or machine guns (take a seventh-level launching AD&D magic missile!), the fighters as infantry or (if in +5 plate with +5 shield, protection from evil, and +3 ring of protection) tanks, and the clerics as supporting arms (Quartermaster, Medical and, *snicker*, Chaplain).

Thus, a direct comparison of power is silly.

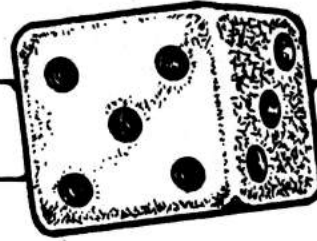
Why not ask if an 'x'-level fighter, if attacked silently from behind by an 'x'-level thief, who would win? Or a cleric versus a druid? SILLY!

Even so, if you must do so, why not compare by examining their reactions and results in a similar situation, and see who would be most able to handle themselves. A few examples:

- 1) A ten-by-ten room with two orcs who charge.
- 2) A fifty-by-fifty room with two widely separated orcs who charge.
- 3) A fifty-by-fifty room with two orcs, one who charges, and one who fires arrows with a bow.
- 4) A fifty-by-fifty room with one orc charging while a thief strikes from behind.
- 5) A twenty-foot-deep pit filled with water ten-foot-deep.

Score each class (use, say, first, third, fifth, and seventh level characters of each class), and then decide who's a "better" class.

THE DIE IS CAST



REVIEW – STAR TREK: THE MOTION PICTURE

Star Trek: The Motion Picture – a patchwork masterpiece that truly shines in some areas and fails unutterably in others.

Paramount spent over \$45 million on this megalith, and it shows all over the place. For one thing, the entire original cast of the **Star Trek** series is present: William Shatner, Leonard Nimoy, DeForrest Kelly, George Takei, Jimmy Doohan... all the way down to Grace Lee Whitney and others who didn't appear in every episode.

For another thing, the special effects were awesome. That was an understatement. The models of the Klingon battle cruisers and the rebuilt **Enterprise**, as well as the alien vessel, were truly works of art. This writer specifically looked for John Dykstra's name in the special effects credits, knowing it had to be in there somewhere. It was.

The acting was predictably good, because most of the primaries didn't really have to act. The scenery was well done, but none of the traditional hand props such as phasers and tricorders were evident; some use of them might have made up for the viewer disorientation inherent in the introduction of new uniforms in the costuming.

The Klingon makeup was also disorienting. In the series it was deemed sufficient to give the Klingons dark complexions and beards. Here they have jutting jaws with very evident tusks, and a very peculiar cranial makeup. This writer would not be amazed if **Planet of the Apes** style masks were used for them.

The story was rather good, if this is the only encounter with **Star Trek** by the viewer. It was a bit slow in spots. But what was truly disappointing was its simple combination of two scripts from the series, "Nomad" and "The Doomsday Machine," complete with a Decker, son of the commodore that was killed in the latter episode. I can't help but feel that Alan Dean Foster's arm was twisted during the preparation of this story, for it certainly isn't up to his usual standard of excellence.

Attention to detail by the production staff was very lax in spots. For example, the **Enterprise** is launched from drydock very hastily, and was not due to be finished for another month. Some of the

dock workers should probably have been left on board to complain about being noncombatants being taken into the jaws of certain death. But most surely there should have been entire panels missing, gaping bulkheads revealing naked circuits and dangling medusae of wires, missing crew giving a very definite deficit in the ability to make up for this... and a plethora of things that just didn't work. True, the warp engines and the transporter malfunctioned, but there should have been much more.

The special effects crew is not to blame here. The producer is the one who tells the SFX crew what is supposed to go in where: "All right, I want this scene to be of some obscure control room that has been taken apart and not put back together... wires and panels hanging out, tools lying on the floor, and some kind of obviously hasty jury-rigged arrangement of a few instruments being awkwardly operated by an exasperated crew." Too bad it didn't happen.

The gas cloud surrounding the alien vessel and its method of destroying suspected attackers were very well done by the SFX people. But one thing that they must be taken to task for is the matte shot technique. The background of Starfleet Headquarters in San Francisco and the shots of Kirk and Scott during the shuttle tour of the **Enterprise** in drydock definitely left something to be desired. The shots of the transporter malfunction were a bit spastic as well, but perhaps that was intentional.

Star Trek fans have waited eight years for this moment. It was definitely not all it could have been, and for \$45 million one would expect near perfection. Other Judges Guild staffers were also greatly dismayed by this movie, far more than this writer, and were ready to give it a really slam-dunk review. I've attempted to give it a fair shake and avoid disillusioning any of the Star Trek fans who will read this. But the film doesn't deserve such protection, for it has already disillusioned a lot of people. Let's hope the next one is better.

– Bryan Hinnen

An Adjusted Dexterity Table



By Scott Fordyce

This table is for use in close in combat (that is to say that your opponent is not more than eight feet away from you and is probably closer), when a non-surprise situation occurs, and is not meant for use with missile weapons except in the case when they are used as not originally intended. This table can also be used to determine if a character can get off more than one attack in a melee round. I recommend that if combat occurs outside of the eight feet of my chart that you use the **Judges Guild Weapon Priority Table** in pullout of Journal #5.

The way this table is used is to add up all the bonuses and then add the sum to the characters Dexterity. If the characters adjusted Dexterity is higher he/she will get the first strike and if the resulting adjusted Dexterity is greater than its opponent then there is a chance that they may get in more than one strike. The way to determine this is to divide the character's adjusted Dexterity by its opponent's adjusted Dexterity. This is the character's Speed Factor against that certain opponent. The way the Speed Factor is used is to divide its adjusted Dexterity by the Speed Factor. This is the Combat Factor. The character will then be able to get a strike at its original adjusted Dexterity and then at its adjusted Dexterity minus its Combat Factor, which will leave you at a new adjusted Dexterity. Then, if your new adjusted Dexterity minus your Combat Factor is greater than zero, you can get in another strike. The process of getting a new adjusted Dexterity can go on until, if the previous adjusted Dexterity minus the Combat Factor would bring the new adjusted Dexterity to less than one, then a new melee round would begin. This system is not simultaneous combat, and gives the advantage to whoever is the fastest.

Dexterity Adjustment Table

Elf, Halfling, or Kobold	+ 1
Plate Armor	- 5
Scale Armor	- 4

Chain Mail	- 3
Lamar or Ring Mail	- 2
Leather Armor	- 1
Cloth (cape, cloak, etc.)	0
Small Shield	- 1
Medium Shield	- 2
Large or Kite Shield	- 3
Wounds over 50% but under 75%	- 4
Wounds over 75% or just raised from dead	- 6
Encumbered	- 6
Each Level	+ 1
	Per Level
Each Plus on Item	+ 1
	per plus when item is being used
Dexterity 3 and less	- 1
Dexterity 9 - 11	+ 1
Dexterity 12 - 17	+ 2
Dexterity 18 and up	+ 3
Agility 5 and less	- 1
Agility 9 and up	+ 1
Expertise in use of weapon	+2
	if weapon is in use
Dagger, Knife, Blackjack, Girat	0
Short Sword, Rapier, Mace, Hand Axe, Crowbar -	- 1
Sabre, Scimitar, Cutlass, War Hammer, Battle	
Axe, Military Pick -	- 2
Morning Star, Quarterstaff, Broadsword, Two-	
handed War Hammer, Two-handed Battle Axe,	
Short Flail -	- 3
Trident, Maul, Two-handed Flail, Spear,	
Samurai Sword, Long Scythe, Hand-and-a-	
half (Bastard) Sword -	- 4
Two-handed Sword, Halberd, Long Spear,	
Bull Whip -	- 5
Short Pike	- 8
Pike, Three-handed Weapons	-10
Slow halves adjusted Dexterity	
Haste or Speed doubles adjusted Dexterity	
Bless	+ 3
Damnation (opposite of Bless)	- 3

A NEW WARGAMES RATING SYSTEM

BY ROBERT K. BINGHAM

The main thing that most gaming magazines lack is a unified rating system for other people's games. Therefore the following system is suggested for universal adoption in the gaming field.

The problem with most rating systems is that they try to measure the unmeasurable. "Playability" for instance; what's that? Who judges? How can you tell if the game is really playable or you just happen to like the scenario? Obviously, "playability" as a concept is far too fuzzy to be used as an accurate measure of a game's worth.

I propose that we use a much more precise system, using tried and true nonvariable measurements long recognised in the gaming community. Below is a proposed rating table suitable for any game on the market today.

Criteria	Poor	Fair	Good	Excellent	Superior	Out-a-Sight
Cat Attack Factor						
Marital Bliss Factor						
Lawn Height Factor						
Final Exam Factor						

Explanation of Criteria

Cat Attack Factor: This is a measure of how upset the gamers will be if a cat jumps onto the game board scattering counters or miniatures to the four points of the compass (applies to dogs and overly tidy mothers, wives, and room mates as well). Poor: Feed the cat, put counters in the trash. Fair: Ignore the cat, sweep counters into box. Good: Yell at cat, try the game some other evening. Excellent: Bounce the cat off wall, immediately set up for another scenario. Superior: Strangle cat, set the game up to the point cat destroyed it. Out-a-Sight: Drown cat slowly. Set up the scenario in a lockable room and wear key around neck.

Marital Bliss Factor: This is a measure of the relative importance of one's wife and one's game. This can also apply to any other highly pleasurable past time, such as golf or pinochle. Poor: Game played one turn, then gathers dust. Time is spent with wife instead. Fair: Game is played only when wife is unavailable. Good: Equally pleasurable—equal time. Excellent: Wife is noticed only between games. Superior: Time between games is spent **thinking** of next game. Out-a-Sight: There is no space between games.

Lawn Height Factor: This measures the preoccupation of the person responsible for the lawn. It may also indicate state of laundry or height of dishes in sink. Poor: Lawn is scalped, as mowing is much preferable to playing. Fair: Lawn is mowed regularly as needed. Good: Lawn is occasionally neglected. Excellent: Lawn is only mowed when it becomes impossible to find neighbors, animals, and children. Superior: Lawn is only mowed when Defense Department requests its use as an area to recreate the Tet offensive. Out-a-Sight: Gamer calls an army buddy who defoliates lawn permanently.

Final Exam Factor: This measures the attention the gamer pays to vital schoolwork while involved in some type of campaign. This also applies to one's job, or the attention paid to children and other small animals. Poor: Exams used as excuse to avoid game. Fair: Game is not allowed to interfere with exam. Good: Gamer will risk a lower grade in order to play game. Excellent: Gamer will not study for exam in order to play game. Superior: Gamer will be late for the exam he didn't study for in order to play game. Out-a-Sight: WHAT exam?

No fee or permission is required for the use of this rating system.

The Dungeon Vlademor

By Bill Peschel

BACKGROUND TO THE DUNGEON VLADEMOR

There is little to be heard of the dark history behind the Dungeon Vlademor, but what there is sounds fearsome indeed. Built by the Baron Vladimir Hinrick, it fell to possession of his illegitimate son, Vlademor, after he poisoned the Baron. Financed by mithril found in the deepest levels, there are some who say that it extends for ten levels or more, and that more riches and deadly danger await those who dare to enter. Many of the more foul races such as orcs and goblins have been known to frequent the area of the ruins since the death of the Baron. Also, a secret religious cult has claimed many victims from its depths, and weird wailing chants have been heard at night.

There are five known levels. These levels were built by the Baron several hundred years ago, and there was no surviving relative after Vlademor, he having gone mad shortly before (or, some say, after) poisoning his father. The holding and the area's civilization died out with his name, leaving peasants struggling to survive without leadership or tool-making craftsmen for these past centuries, only to be rediscovered now...

LEVEL ONE

- 1) First in a series of guest rooms, this was the best of the lot. A pile of motley feathers and cloth in the SE corner is the remains of a couch. A broken table in the NE corner is covered with broken glass and wierd stains, plus a single stoppered bottle of vinegar-like rancid fluid (this was the liquor table). A run-down couch (in better shape than the last) is in the NW corner. There are shredded and moth-eaten wall hangings and rugs, that were obviously of great richness and finery. A round (20' diameter) table and eight chairs are in the center of the room, of very heavy oaken construction and handsomely worked. Seated at the table is the Paladin Hero, Bardington: LG, AC 2, LVL 4, HP 26, wearing plate armor, +1 Ring of Protection and a two-handed greatsword. He has 203 GP and has taken 2 HP damage (and has lost his seven followers) after running into some orcs. He stayed here overnight enroute to the lower levels. He blocked the east door after hearing strange noises.
- 2) Bedroom. Bed in SE corner has collapsed under its own weight after these many years. Walk-in closet at NW is dirty, musty, wet, and filled with some harmless (but startling) little fruit bats (hordes of them burst out upon the opening of the door to the closet... they will attempt to escape to the outdoors by the most direct route). Skeletal remains lie in bed, with simple carved glass dagger stuck between the ribs. Nightstand has a small gold ring with a jade stone, worth 10 GP. Trunk in SW corner has dust (once food, still shows worm trails) in top tray. Middle tray has three scrolls which crumble to dust upon being touched. Bottom tray has four tiny metal darts and a metal tube, stoppered at both ends (empty). Secret room is for guest's purposes. Table

at east wall has secret compartment with another sealed metal scroll tube. It contains a scroll whose wax seal has been broken:

"My dear Baron Vladimir: much as I would like to resume our profitable trading with your barony, my council has unfortunately decided otherwise. Some have raised queries about your monetary practices as of late. Your scribes also seem to be misspelling your name as 'Vlademor.' The last herald I sent to you was late returning as of this writing and I fear for his safety. Therefore, by the time this reaches you, all trade food and other goods will have ceased. In the while, I have sent you something to help you last the winter. Praise the Spider God (the seal of the Overlord)."

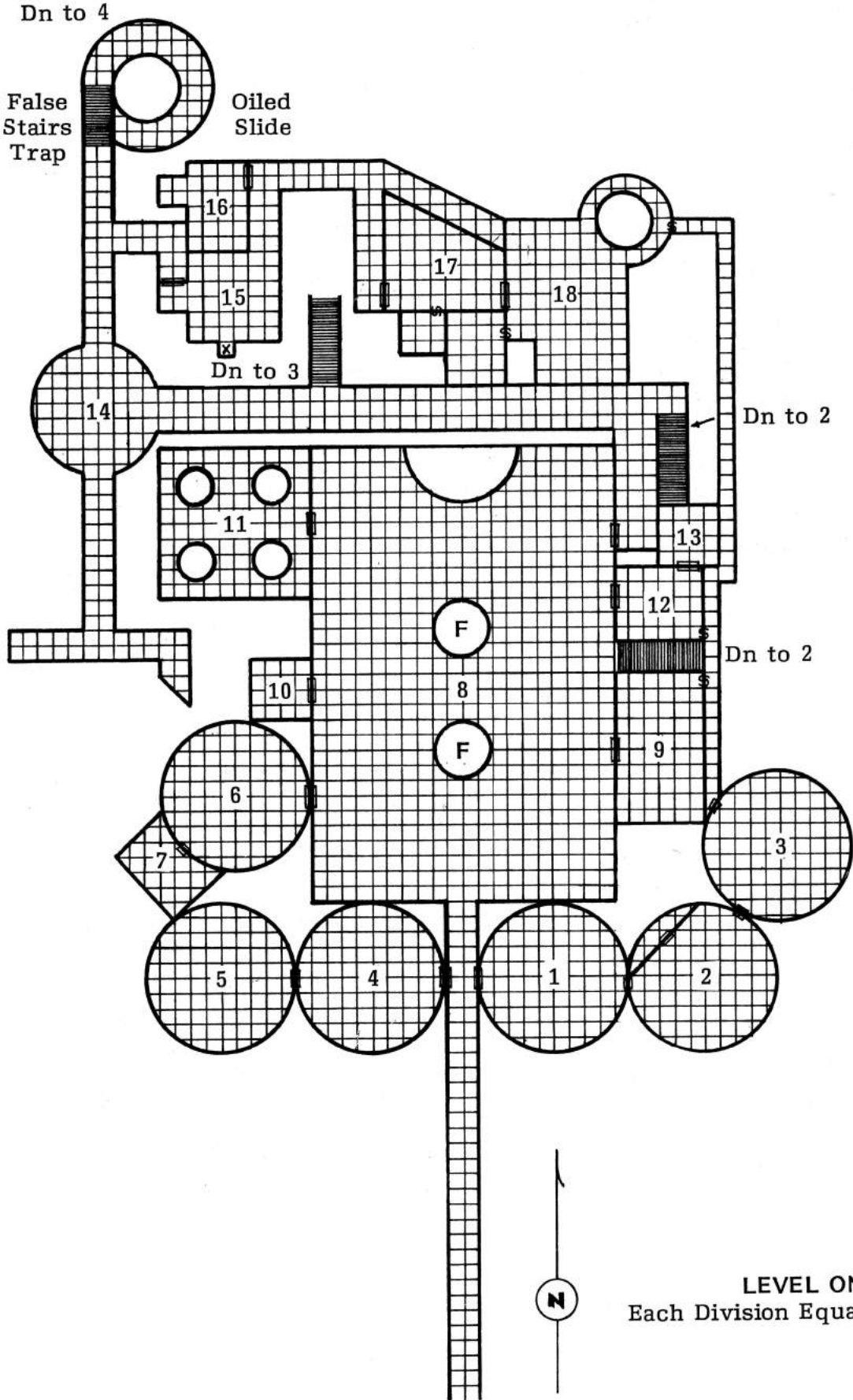
The scroll tube lies on top of a small chest, with no lock or trap, that is full of (what is now) cow chips. Next to it is a bag of 75 SP, 33 CP.

- 3) Bath house. Broken-down throne in the south is now merely a hole in the floor ringed with broken porcelain. Room is slimy; the pool in the center is half-filled with debris fallen from the ceiling. Erotic tile-mosaic wall is now faded, stained and cracking. A giant octopus (AC 7, HD 8, HP 32) is in the pool but will only attack if the foul water is disturbed. Also in the room are two giant centipedes: AC 9, HP 2, 3.
- 4) Quarters for the retinue of the guest in room 1. Tables, chairs, tapestries torn apart. Broken and charred wood piled in the center (they made a bonfire with furniture). If searched, an uneven nugget of mithril (worth 250 GP as is) will be found in the ashes, big enough to make a dagger out of.
- 5) Seven beds, torn violently, against the wall. Table in the center. A party of five Dwarves await the party: AC 4, HP 8, 8, 8, 6, 5. Four have bows, all have broadsword and shield. They will not attack, nor will they voluntarily join the party; they have not penetrated the dungeon any further than the party has. No magic, but each carries 1-6 GP, 2-12 SP, 3-18 CP.
- 6) Second guest room. Double bed at west wall. Table in center. Six Orcs: AC 6, HP 6, 6, 4, 3, 2, 1. Two have bows, all have scimitars and shields. Five are gambling with stolen cards, one stands guard nearby. A total of 103 GP and 229 SP are piled at the table, in five small piles around the edge and one big one in the middle. The guard carries a Potion of Slipperiness and 57 SP.
- 7) Bathroom. Raised tub in west corner has clear water. When person bathes in it he gains 1-3 HP to his total (not healed, added). When person leaves the water turns blue, then red, green and black, each color change taking a turn. Effects: blue- bather loses one toe on left foot (-1" movement); red- subtract 1-3 HP, permanently as above; green- hair grows faster, one foot per day for a week, then one foot a month for a year, then one foot every three months permanently (normal growth is about 6" a year); black- character's movement is permanently increased by two-thirds in all situations. The black water will lie there for one turn, then evaporate with amazing speed: characters can see the water level go down as it vanishes in five melee rounds. While evaporating it gives off a thick black smoke that acts as a *Sleep*. *Remove Curse* nullifies the effects of blue and green stages.
- 8) Great Hall. Six orcs lie here, slain the day before: they wear shredded cuir-boilli (leather) armor, but have usable shields and scimitars. Circular fire pits (F) have a 10% chance per turn, cumulative, of lighting up after entry by a living being. Each pit is rolled independently, and flares for 1-4 turns and begins accumulating percentage again. After all leave or are dead, they quit.

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When lit, the north fire will reveal in its flames the ghosts of Vladimir and eight heavily armed and armored guards at the throne. Vlad is seated and the guards stand flanking him in four-man files.

- 9) Small guest room with broken secret door. Rubble in the SE corner is the remains of a bed. There is a circular desk in the SW corner. Six Wererats are here: one watches the others, singing and clapping rhythm, while the others dance. Naturally they will attack (no one is supposed to know that rats can dance). AC 6, HP 14 (watcher), 17, 15, 11, 8, 7. No treasure.
- 10) Barest guest room. Bed in NW corner, table in SW corner. Two giant centipedes: AC 6, HD 1, HP 4, 3, 1-6/bite + poison.
- 11) Kitchen. Four round hardwood tables. Square hearth with shaft leading to ground level (moans and howls can be heard). Broken cabinets all around sides contain mounds of dust (remains of food). Hearth has ashes and some burned bones. A flat gelatinous cube: AC 8, HD 4, HP 22, no treasure.
- 12) Another guest room. Table in NW corner. Overstuffed, now thoroughly rotted chair in SE corner with skeleton in it. Knife with dark, dried fluid on it is plunged through the back of the chair into the skeleton's ribs. Moldy, dusty clothes, dust (remains of food) on plates. Knife is worth 125 GP, painted black with jeweled gold underneath. Side table next to chair. If knife is removed from chair the skeleton will animate, as will two others buried under a mound of ruins that used to be a bed in the SW corner. The skeletons will attack: AC 7, HP 7 (seated one), 4, 7.
- 13) Bedroom. Lumpy, rat-infested bed. Small rotting table has one book on it that falls to dust when picked up or opened. Couch on left side. Giant weasel, AC 0, HD 2, HP 8.
- 14) Broken chair in NE corner. Rotting wood in the tumbled-down form of a desk is against the west wall. One plank is covered with carvings. They mean nothing: the guard used to love carving on his desk. Another rotting and broken chair is in the SE corner.
- 15) Sitting room of Mad Vlad. There remains a wooden bar near the north wall. Pile of cushions in the center, all moth-eaten and dirty. Remains of circular desk and table with chairs. Inset into the wall is a shrine of a fat man smiling and sitting, hands on belly, face laughing. Bronze idol (worth 300 GP) is now covered with green moss and tarnish. Four bandits robbing a group of dead goblins: all AC 6; one HD 3, HP 24; others HD 1, HP 6, 3, 5. Armed with daggers, one has a crossbow and is guarding the door. They know of secret room in #18 and want it.
- 16) Small study. Walk-in library with 164 books and 57 tomes. This room was under enchantment to provide ideal conditions for the preservation of the volumes (as regards temperature and humidity); nonetheless each book has a 95% chance of falling to dust when pulled off the shelf. If a book survives it has a 20% chance of being a random magical volume; otherwise it deals with obscure, dry and worthless history and literature of the old barony. North table smashed in the center, south desk has several sword cuts. A high-backed chair has a bloodstain at the throat level. Desk is also stained, and covered with worthless papers and two worthless books. Curtain covers an archway into the library. Waiting in ambush are four orcs: AC 7, HP 7, 8,



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5, 4. They have a total of 90 SP and five gems (four each 100 GP, last one 1000 GP).

- 17) Bathhouse. Water is a mild paralytic poison, slow working: causes muscle cramps for 1-3 turns, then paralysis until four turns after being pulled from the water. Secret room filled with towels.
- 18) Bedroom. 'Playroom' in NE corner is filled with rotted cushions, strange instruments to enhance carnal desires, and very old and bitter wine. Erotic frescoes cover walls. Several pieces of furniture are smashed and burned in the center of the room. Four-poster bed is untouched and in new condition; when the Staff of Striking that forms its SE post is removed the bed will rot and fall to dust in two turns, leaving the staff intact. Secret room has three giant walk-in chests. They are 5' x 5' x 7' high and are made of iron. Chest #1 has three coffers with 500 GP in each. Chest #2 has a book on a metal podium: it will fall to dust when touched, revealing nine gems worth 75 GP each. The back of the book will be intact under the dust, and will contain a Deck of Many Things. Chest #3 has two potions on a table. The first is type 3 poison (paralytic effect, delayed six rounds). The other is a Potion of Healing. Guardian is a semi-intelligent chaotic mammal of a previously unknown species: moves 9" AC 8, 4 - 1 HD HP 20, 1-8/bite, very hostile to elves. It is about 8' high, arranged similarly to humanoids, and is covered with red hair. At the end of each arm are claws which do 1-4 HP. In addition, the bedroom itself has an illusion cockatrice that will continue to do damage as long as players fail the ST or do not demonstrate disbelief.

LEVEL TWO

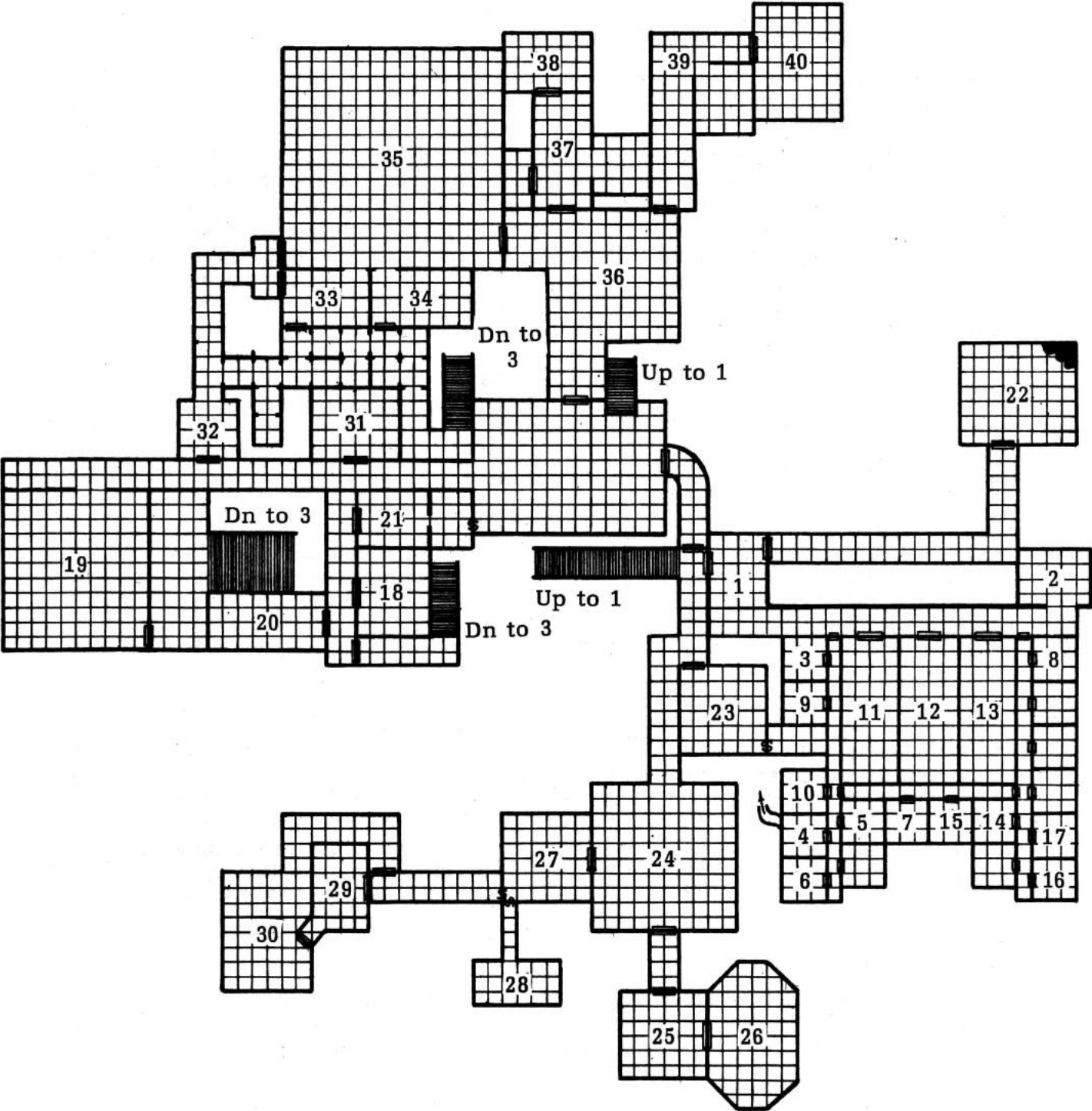
- 1) Guardroom. Two guards: they are now skeletons covered with dust and the brittle remains of leather armor. They clutch daggers and are unharmed except that their skulls are cracked open, evidently due to their fall to the floor. Circular table in the center of the room still contains the evidence of a hastily deserted card game, with various piles of coins totaling 70 CP. A half-broken rack on the north wall has space for the two daggers, and two rusted broadswords. Rusted manacles lie on the floor.
- 2) Another guardroom. Two skeletons and four cots (again victims of the ravages of time) lie against the east wall. Two sets of leather armor, two daggers and two broadswords (leather brittle, steel rusted) lie stacked neatly on a table next to a deck of playing cards and a pair of dice. Piles of rags on the two chairs each contain a small leather pouch: the first has 6 GP and 18 SP, the second has 8 GP and a plain copper ring.
- 3) A dry, dusty room with the tattered body of an elf, almost mummified due to the dryness. He was chained to the wall and had the clothes on his back.
- 4) Empty except for a small hole that leads down to Level Three.
- 5) Contains the smashed body of a hobbit, dead at least a year. "Gwyndawich Puffin Was Here" is scratched on the north wall, two feet from the floor.
- 6) Door has been knocked down. Inside are four Ghouls: AC 6, HP 12, 8, 8, 5. Piled in a corner are 800 CP under some rags.
- 7) Several skeletons chained to the east wall.

- 8) South wall is pushed over. Chains snapped from the east wall. Room below players will find door easy to open. 1 Umber Hulk, HP 44, AC 2, four eyes cause confusion w/ST.
- 9-10) Empty.
- 11) Eight Wights feasting off a dead party. AC 5, HD 3, HP 11, 8, 12, 9, 11, 12, 8, 5. Party is of five men: 1 MU, 2 FM, 2 CL. Book there is for the Level 2 MU (*Sleep, Affect Normal Fires*). All together, the party has 110 GP; 90 SP, three gems (3 x 10 GP, 2 x 20 GP, 2 x 100 GP), seven pieces of jewelry, jade set in gold, worth 250 GP each, and a +1 Lawful sword, plus three 3-use potions: ESP, Super-Heroism, and Cure Light Wounds.
- 12) Two Displacer Beasts, AC 4, HD 6, 22, 12HP, no treasure.
- 13) Empty
- 14) Five wererats, AC 7, HD 3, all HP 13. Will try to capture the party. 700 CP in battered chest, no traps.
- 15) Two skeletons chained to the wall (not the monster).
- 16) Four apes. HD 3, HP 14, AC 8. DO +2, +2 due to immense strenght.
- 17) Two rust monsters: AC 2, HD 5, HP 16, 14.
- 18) Bedroom for the library caretaker, now long dead. The room is empty.
- 19) Library has a 40' ceiling covered with frescoes. The north wall shows an overweight, stout, bearded figure with a crown (died as Baron Vladimir Hinrick). West wall shows a great battle fresco, in which the Baron leads his cavalry back through his own lines to escape from the enemy. Many books and tomes on history of the area, and maps showing the surrounding lands, but nothing on any treasure. About 15% chance of finding important books; the rest are fictional or otherwise worthless.
- 20) Quarters of present librarian. Simple furnishings except for the personal library. 100 volumes on two shelves. About 75 are useless; 10% chance of finding a scroll of spells (*Command, Cure Light Wounds, Know Alignment*), one use each. Chest under the bed is empty and has bloodstains on the handles. Two Ochre Jellies: AC 8, HP 21, 25.
- 21) Assistant librarian's room, perhaps a little better furnished with a rug and a table with all sorts of liquids on it. None of these do any good. Potion of ESP in glass in carafe by the bed, and smells horrendous yet is still potent. There is a secret door which leads to a 10' x 10' room: the south wall has an illusion of a continuing corridor. Trap door opens and closes, depositing party on stairwell, bars fall on top of stairs (reopened by lever opposite the entrance to the stairs).
- 22) Torture room. Various instruments dot the floor. Hole crisscrossed with webs. Harmless spiders walk on them, and never come out.
- 23) Commanding officers' room for level. Standard issue desk, too-small chair, chart of rooms 1-17 with names marked on them, filling cabinet with suspects and other such stuff. Secret room has more records and small cash box (key found in desk). It has nothing in it, yet feels heavy since it is made of lead.

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- 24) Open area. Faint painted lines (two, parallel in front of #27) show where troops were supposed to line up.
- 25) Officers' quarters. Well-furnished, yet it is now ransacked and decayed. Seven Hobgoblins: AC 5, HD 1 + 1, HP 7, 3, 4, 4, 7, 5, 6, armed with battleaxes, are pawing their way through the mess. Nothing of value can be found.
- 26) Bedroom for the four officers. Again the furnishings are rotted, ruined and ransacked and again, except for four Hobgoblins (AC 5, HD 1 + 1, HP 7, 4, 3, battleaxes) there is really nothing of note here.
- 27) Barracks for the soldiers. Inside, the party can hear four orcs fighting four more orcs. When two on one side are dead the other two will flee, pursued by the rest. If attacked they will join forces temporarily. AC 6, HD 1, HP 6, 5, 2, 3 (one side), 6, 2, 4, 4 (the other); all armed with shields and scimitars. Each is carrying 3 GP and 8 SP.
- 28) Semi-secret gambling room that the soldiers set up. Several tables with dice and cards are still present, but overturned, the cards scattered; IOUs can be found on the floor as well as hundreds of colored wood chips (worthless). The place was obviously cleared out in a hurry. At one table against the south wall can be found many chips stacked according to color; if this table is moved or a search of that section of wall declared, a secret niche in the wall behind the table is found containing 155 GP, 124 SP, and 302 CP.
- 29) Bath. Water perfumes can be seen on the shelf (now covered with dust and quite horrible to smell). Also on shelves there is expensive-looking linen that falls into rags if picked up.
- 30) Apparently a bordello for the soldiers, with all the ingredients for a good time. Several skeletons are chained to the north wall, pelvic structure and remnants of clothing indicating that they were women. Positions of the skeletons suggest that some died of starvation before others and were cannibalized. On a table, out of their reach, is a ring of keys for the chains, four one-use vials of a potions that can *Cure Disease*, and four more one-use vials of a powerful (and still potent) aphrodisiac that works to the point of the user berserking to find any method of relief.
- 31) Residence and office of the doctor. Desk, large examining table, charts of the human anatomy (totally inaccurate and out of date), several volumes of medical knowledge (again useless), and a collection of *scalpels*, knives, bone saws, bandages, spoiled drugs and other items can be found. Remember that most things here are obsolete and barbaric even by medieval standards. A desk that has rotted and warped has protected its contents: twelve one-use vials, labeled but illegible (you know about doctors' handwriting). Two are *Cure Light Wounds*, two are *Cure Serious Wounds*, four are *Cure Disease*, one contains potassium cyanide (instant death, no saving throw or resurrection), and three --- the real treasure --- contain a secret and very useful potion. It will, when poured on a poisoned wound immediately after the injury, draw the poison out and neutralize it, also acting as a *Cure Light Wounds*. If ingested it will act as an antidote to any poison (treat as an automatic saving throw) and will also make the user violently nauseous. Naturally, it is magical, but an alchemist may (Judge's option) identify it and duplicate it through research. It smells foul and leaves terrible scars...nothing's perfect.

LEVEL TWO
Each Division Equals Ten Feet



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- 32) All walls and the ceiling are painted with scenes of heaven: angels, clouds and such. Prophets from some lost religion gesture with books and hands. Two cherubs pose above a false door in the west wall. The door will never open; it is there for the confusion of the party.
- 33) Open dressing room for the guests. Dressing stalls line the north wall, and mirrors cover the other three. In the center is a long table with chairs. It was used by both sexes for quick applications of powder and paint.
- 34) Kitchen. Run by slaves, this has a lot of food (rotted to dust) in the cabinets but most of the supplies were taken. Shelves of ancient crystal and china can be seen (Judge's option as to their value).
- 35) Large ballroom. Walls decorated with paintings of gardens, fields with laboring peasants, aristocratic fox hunts and such. Two Gelatinous Cubes, AC 8, HD 4, HP 20, 16, are moving about like maids cleaning up after a party. They are sucking up the skeletal remains of some thirty costumed people. All were very brutally butchered and the only male/female distinctions are the remains of the costumes, plus the fact that some of the males were able to draw their dress sabers and fight back. A few orc skeletons bearing scimitars, shields and the brittle remains of leather armor can also be seen, slain by the outnumbered men. In the NE corner was a stand for several musicians with overturned music stands and broken instruments. By the east door in the south wall was a table of food; the orcs helped themselves to it, leaving only smears to rot to dust.
- 36) Potted plants (or the remains since there hasn't been any light for some time) cover the walls. Benches were for the lovers and plotters as they spoke by the fountain. The fountain itself still flows since it's connected to a spring, and the water from it is safe, but the fountain hasn't been cleaned in centuries. A few skeletons can be seen by the south door, of fighting men who were facing north.
- 37) More guest rooms. This is the entrance hall with a small study by the side. A very well furnished room, but now some of the paintings and such have been burned and the rest is ruined by centuries of dampness and neglect. The bones of a man, well dressed, can be seen in the study entrance. Inside searchers have a 10% chance per turn (cumulative) of finding the spell book of a Level 5 MU with these spells: *Sleep, Light, Unseen Servant, Hold Portal, Darkness 15' Radius, Audible Glamer, Slow*.
- 38) Bedroom. Again there is much destroyed finery about. Small chest has Symbol of Helplessness on the lock, has 500 GP. In a desk at the east wall, the party may find secret orders from the Overlord. This mage was a member of the Black Lotus (the Overlord's secret police). A coded message was deciphered by the mage in Common below: "Take maximum action against the host." Party will also find a pentagonal in the NW corner that was once the home of a Daemon. This fact is recorded in other papers on the desk. (For now, the Daemon is not in the dungeon, but the Judge may change this, just like anything else presented here, to fit the situation.) There is nothing here to indicate what type of Daemon it is.
- 39) This guest room is like #37 except that it has not been vandalized and has no book or anything of value. Four Bugbears have yet to find this out: AC 5, HD 3 + 1, HP 19, 16, 16, 14. They are carrying, respectively, 12 GP, 5 GP, 7 GP, 54 CP.

- 40) Empty, but furnished in the same way. Both #39 and #40 are undamaged, compared to #37 and #38.

LEVEL THREE

- 1) Classroom with three rows of hard benches. Blackboard on east wall with some assorted sayings from the philosophy of Bes on it, such as "Luck rules the destinies of men; Bes rules luck." No treasure.
- 2) Discipline room. Chains and manacles line the walls, with a rack in the center. Paddles, whips, birch rods and so on. These were never used except for threatening the students with ominous descriptions of how they were used on wrongdoers.
- 3) Another classroom. Small bookcase in NW corner hold a few tracts on dice and card games, and "finding fulfillment through the wheel of fortune."
- 4) The Priests run a gambling hall for the benefit of the visitors. But business isn't what it used to be, although several dice games can be found. The odds favor the house. Four Level 1 fighters run four tables (eight other tables are covered with cloth and unused), and one Level 4 mage oversees them. He has a small chest with a coin slot in the top and 150 SP inside. He has no key.
- 5) This open area is built strange. The northern and eastern 10' are sunken by 3' with four steps. Pillars at regular 10' intervals around the room except for a column of black marble shot with red veins in the NE corner. The door on the west wall, north 10' is spiked shut. Snake-eyed dice, the seal of Bes, are carved on it in a handsome but ominous display.
- 6) Unoccupied trash room. Offal, broken equipment and such.
- 7) Same as #6 except that there are eight Hobgoblins: AC 5, HD 1 + 1, HP 7, 7, 2, 5, 3, 4, 2, 6, armed with battleaxes and rummaging through the garbage. They carry a chest with Type 9 poison gas in the lock. Inside are 500 GP, a 175 GP gem (blue tanzanite), and a small platinum mirror worth 2000 GP. If half of them are killed the rest will run to save the chest.
- 8) Dead bodies of a mage, a fighter and a cleric. Two hobgoblin bodies lay by them. All were hacked to death. Useless leather armor, mace, dagger, two battleaxes, a +1 Lawful sword (Int. 7, Ego 12), a one-use potion of *Cure Light Wounds*, a spell book with *Sleep*, *Charm Person*, *Light* and *Detect Evil*, are all that is here of value. The room is like #6 above.
- 9) Room for sacrifices. Bronze idol of Bes at east wall. Table in front has a hole in its center where money was dropped in. Hole is a fist wide and the table is so thick that it takes three full turns to chop through. A small hole below can hold one person, funneling into a tunnel carved out of rock a fist wide.
- 10) Confessional. Small room with a bench and a cloth screening wire mesh.
- 11) Scrivening room, occupied by a Beholder. Ten eye stalks AC 2, eyes at ends AC 7. Each eye stalk takes 9 HP and uses one of these spells: *Charm Person*, *Charm Monster*, *Sleep*, *Telekinese*, *Flesh to Stone*, *Disintegrate*, *Fear*, *Slow*, *Cause Serious Wound*, *Death Ray*. 1-4 of these eyes will function per 90° arc of victims. Great central eye has *Dispell Magic* equivalent and will use it at will;

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AC 0, HP 20, Spherical levitating body is AC 0, HP 40. If approached by some very powerful foe there is a 50% chance that it will listen to negotiations, either payment of ransom so that it will not attack, or extortion so that the party will not attack the Beholder, depending upon the strength of the party. The room itself has high desks around the walls. A collection of inks, quills and paper is at each. The center is empty. A cupboard on the south wall has two flasks: one is a Potion of Speed (for scribes short of time) and the other is type 3 poison.

- 12) Meditation room, used by the priests to contemplate mystic thoughts. Shaded area is raised about 3' on both sides of the room. A box (about 1'x6'x4') on each platform can be found (long, weed-like strands, cured). They are free of bugs and dirt, and are quite edible. Eating a small amount gives a 1 hour 20 minute "trip". Actions are in a 10 minute segment: 1- Knocked out 2- Person's eyes cloud over, could be led around 3- Person can talk, nothing more than mumble 4- Back to normal. After that until an hour. 20 min. after consuming the plant, the person may experience a trip upon a 1d6 roll of 5 or 6. When that happens: hallucinates various things (monsters, lovers, dead relatives) 6- Quiet, but berserk if fighting (95%, hyperactive, may last for 2-8 turns, then collapses for 1-4 hours). The plant is a potent drug that is known and shunned by Elves as *amberlin*.
- 12a-d) Various rooms where the Bes priests would go to meditate. Each is heavily padded and straitjackets lie about for the more violent. In each room is a hookah (water pipe) and another small box, containing the cured leaves of another plant called *barem*: when smoked it will counteract the effects of the *amberlin*. In room c are two Wererats: AC 6, HP 15, 12. They are searching the room and are not particularly hostile; they will look up curiously but not attack unless a hostile move is made. No treasure.
- 13) Bathroom. Water on the floor attests to broken pipes. Stalls line the west wall. Bath is in the center of the room. A fountain on the south wall shows cherubs pouring water into a basin. Turning the head of the eastern-most cherub opens the door. Turning the western-most head drains the water out of the sink.
- 14) Door locks and party is teleported to level 4, room 5.
- 15) Three vampires guard the room. AC 2, HD 7, HP 34, 20, 1-10/plus energy drain. No treasure, they are lying on two slabs on the east and west walls.
- 16) Purple worm, AC 6, HP 81. No treasure.
- 17) Room has a dead medusa, her headless body dragged from the western door (which stands ajar). Blood does *not* trail from the door, but don't tell the party that unless they ask.
- 18) Both chests stand open and empty. There is a small tunnel in the north wall. It heads north about 100', then stops. Yes friends, this is still a trapped room, but the party should think that the robbers have already been here. Behind the secret door is a special monster, a semi-intelligent mammal of a species that has not been encountered before. It is of neutral alignment, moves 12", AC 3, HD 6 + 1, HP 23, attacks with two arms. Each arm ends in claws and does 1-10 HP. It has three eyes, stands 5' tall and has smooth, hairless skin that is a bleached-white color and is extremely tough and thick.

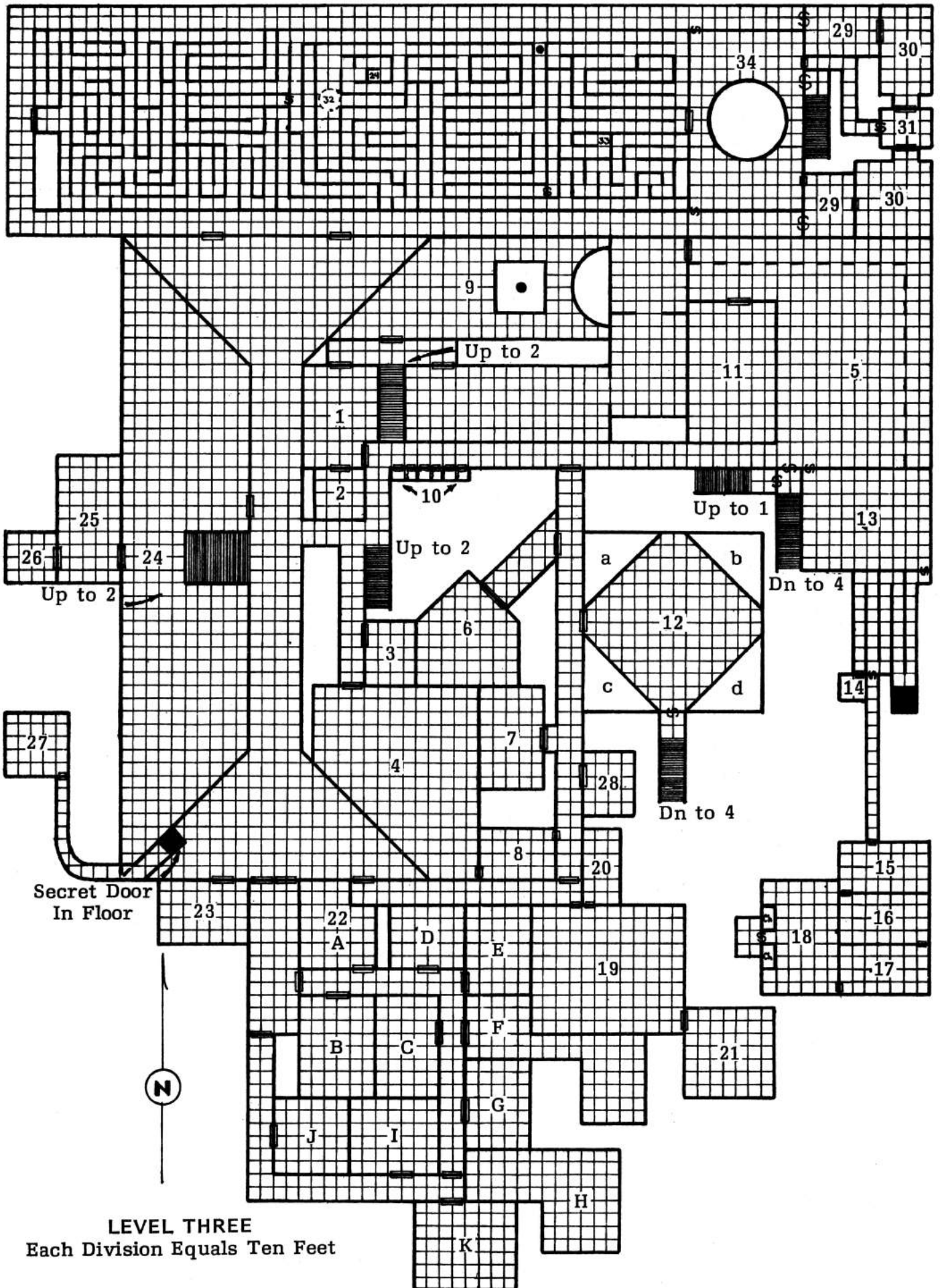
It is guarding open treasure in the form of the following: magic dice (tell it what to roll and it will roll it), and a scroll that calls and controls a Type 3 Daemon. "Daemon! Thou shalt be under thumb while the sun shines. I call up Sheddilibozh!" That is all the scroll says. Naturally, if a player reads it out loud, it will call the daemon. Let's hope the sun is out and shining when he is called, because that's the only way he can be controlled. This is a one-use scroll and crumbles to dust upon the appearance of the daemon. There is also a Wand of Illusion and a Sword of Cold (Int. 9, notes shifting walls, secret doors, and invisible objects; Ego 1). All of this is buried under 5000 CP, 2500 SP, 2500 GP, 100 PP, and 360 EP. Under this are fifteen 150 GP gems. This is where all the gold and such from room 9 went to. There is a small hole in the ceiling where all of this came from.

- 19) Quarters of the Low Priests. Many bunks, now there are 10, 1d10 may be in (75% chance). This group may wonder about the halls and should be left alone. Their levels range from 1-4, with spell books. No treasure as they live a simple life.
- 20) Cloakroom, many hooks, some with the heavy cloaks of the priests. Moth-eaten, but passable disguises.
- 21) Pool of dark water with a Masher, AC 6, HP 20. Harmless unless frightened. Fishing around in the waist-high water may reveal a small sack with 3 500 GP gems (a diamond, ruby and opal).
- 22) A-K-Quarters for the Higher Level Priests: levels 6-10. Out of the 11 rooms, only four are occupied. The rest have been trashed and there is nothing of value there. Each room is occupied by a Priest 40% of the time. Room C has one Level 6 Priest with an invisible chest with 400 SP suspended above his bed against the north wall. Room F has a Level 9 Priest with a Tome of Understanding under his bed, wrapped in a cloth with a viper in it (type 7 poison). Room G has nothing of value. The Level 10 Priest in Room I keeps his treasure (100 GP) hidden in a niche in the west wall in a barrel, which is guarded by contact poison around the rim of the barrel (type 7).
- 23) Room of fasting. Party will find seven skeletons in various stages of decomposition with bowls of rotten food in front of each.
- 24) The cemetery. The floor is dirt, a surprise this deep down. Five displacer beasts: AC 4, HD 6, HP 31, 22, 21, 19, 12, guard the room and will only let those in robes pass by them. In the NE corner there are 3000 GP buried, that only the Level 9 Priest in room 22-F knows about.
- 25) Funeral home. Rows of benches with a slab for the stiff. A bas-relief of Bes looks down on the soul.
- 26) Body preparation. Chemical smell. Piles of cloth against the north wall. Many casks and pottery jars will hold the organs of the deceased. Two Ogres, AC 5, HP 20, 17 are rummaging through the jars. Their treasure is GP 4 on one and GP 8 on the other.
- 27) Tomb of the leader of the sect. Two grave robbers have entered this room. They lie on the floor now, frozen forever in an appearance of death-dealing shock. The mummy lies on a table on the north wall. Two open chests, each filled with 1000 GP, lie at both sides. If they decide to touch the chests or

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the mummy (bad move!), they shall see that the mummy has an Eye of Petrification. It will open and focus upon them. Failing their ST, they will be frozen, and remain so until the mummy is "killed" and buried. The grave robbers cannot be revived, or even moved, by any means.

- 28) Empty
- 29) Three 2nd level fighters are guarding. They will let robed men pass with a 10% chance per person of suspecting imposters. They are AC 5, HP 20, 18, 13 and have 1d10 GP each.
- 30) Vestiment rooms. Priests of Bes wear red on black kaftans with the symbol of two snake-eyed dice on a pendant, they wear around their right wrist. The pendant is kissed and wrapped around the wrist first, then the kaftan is put on. (This is for the benefit of judges whose players are trying to infiltrate). There are four kaftans and four pendants. There are 10 hymnals that the rest of the priests picked up.
- 31) Room of Bes artifacts. There are red caps, several plain rods, a hand mirror with the Bes symbol instead of glass. Nothing valuable. The secret door need a one on 1d10 to find.
- 32) A gray fog prevents players from seeing that it transports them to an empty gaol cell on the second level (those with no numbers on them).
- 33) Hitting the door causes the trap door to open, dumping them down to the 4th level (the area between rooms 20 and 21).
- 34) The temple of Bes. The floor is of blue marble with white veins. Somehow, these veins radiate out from the statue of Bes in the center. Bes is sitting on an 8' high pedestal at the bottom of a bowl shaped depression. Bes is made of silver with blue, 500 GP jewel in his eyes. On the east side of the pedestal, a secret compartment may be found. To open, read the hymn "On opening the stomach of Bes" from the hymnal found in room 30... Oh, you mean you *didn't* use the hymn? Oh well, nothing happens anyway, for now. A silent alarm goes off calling all priests to the room: 1d4 will arrive each turn beginning with the second turn from the opening. Inside the statue are three untitled books. #1 is "The Manual of Quickness of Reaction," giving +1 Dexterity; #2 is "The Book of Infinite Spells." This volume is 24 pages long, 12 of which have spells. Once a page is turned, it cannot be turned back. Spells are restricts by character class: (M)age or (C)leric. Mages can recognize clerical spells and vice versa, but cannot force themselves to read them. 1- (C) *Create Food*; 2- (C) *Commune*; 3- (M) *Clone*; 4- (C) *Dispell Evil*; 5- (M) *Delayed Blast Fireball*; 6- (C) *Raise Dead*; 7- (M) *Conjure Elemental*; 8- (M) *Mass Invisibility*; 9- (M) *Polymorph Others*; 10- (M) *Symbol*; 11- (M) *Monster Summoning VII*; 12 (M) *Rope Trick*.
These spells are reusable, but there is a cumulative 10% chance per use that the writing for the spell will fade. Remember that, once a page is turned, it cannot be turned back; but it may be passed without using it. If the book is closed and then opened again, it will magically open (always) to the spell that it was last turned to.
#3 is "The Book of the Dead." Chaotic-evil clerics gain one level, all others take 1-10 HP damage with lawful-good clerics taking 5-15 (2d6+3) HP. This book is harmful to humans, elves, dwarves, gnomes, half-elves and hobbits only. Others will know the title, the fact that it is chaotic, and that is all. This does not constitute a reading in that the book was used.



LEVEL THREE
 Each Division Equals Ten Feet

LEVEL FOUR

- 1) Library with 20' diameter table in its center, made of massive oak; now it is termite-eaten. Wooden floor creaks. On the wall above the entrance are two 5th level assassins Balley and Kafen, HP 18, 15, AC 7. One shelf-waist high, runs along the north and west edge of the room. On it are 100 books, 75% unreadable due to deterioration, the rest are volumes on ancient history, geography of lost lands and lost artifacts (unrecoverable).
- 2) This section of the library contains a complete bibliography on many religions including the scarce Gilfigite Texts (and the Gilfigite Protocol!). The furnishings are like room 1 only with 3 30' high cases above the low shelf. All in all there were about 120 books. Some are scattered by animals and others are worm eaten. A ratty tapestry on the south wall shows scenes of obscene posings with men and women. Again the wooden floor creaks with 1 in 6 chance of falling through and injuring the lrg. The noise attracts monsters also.
- 3) The third library is fire ravaged. The book cases are foot deep ashes with many fine volumes now dust. The floor is again very weak. In the room are two Trolls, HP 22, 18, AC 4, sword armed. If the fighting is in the center, the floor will collapse after 3 melee rounds into a 20' by 20' pit (30' deep). 1-2 on d6 will douse torches. Trolls have 2200 GP and 500 GP.
- 4) Patch of Grey Ooze in front of the door, HP 12, AC 8. Three books ("Book of Monster Summoning", Reader may summon any monster who will immediately attack him; "The Tome of Winning Friends and Influencing People", +1 to Charisma; finally, "The Motives and Reasons Behind the Religion of Chaos", failing a ST vs. Spells, this theological work by the Savior Luthor will alter the alignment of the reader.) and a Deck of Many Things lie on the table against the south wall.
- 5) Freezer for kitchen is still very cold. There are still carcasses of birds, cattle and other animals. Three Giant Bears may be awakened from their slumber in the SW corner. Players will believe them to be a pile of furs. 2 claws (1d6) plus 45% chance of being thrown back and 1 bite (1d10), HD 4, HP 16, 13, AC 7.
- 6) Kitchen for the Grand Hall. Waist high table on west side of the room. Four knives opposite entrance will animate and fly towards the door. (1d6). Powder in fireplace will flash and summon fire elemental, HD 12, HP 40, AC 2 who will attack lighter before returning. Room has a Cockatrice, AC 6, HD 5, HP 20. Under counter is a bag with 400 GP and Potion of Invisibility (F), more than one dose per week will have opposite effect.
- 7) The Grand Hall. Two fifth level thieves, CE, AC 7, HP 15 are above each door. Eight more thieves, all fifth level are eating at the table. In a sunken chest in NW corner is 2000 GP and bracelets (2) worth 100 GP each. Chest in east fireplace has two gold bars (300 GP each). Both chests are locked and keys are on one of the thieves. Both have sleep gas 10'r. in lock, triggered by picking. The room itself has a 6 ft. diameter rock (a ruse), oak table, fat lanterns hanging above the table. Two copper candelabras at each end of the table have two candles apiece, lit.
- 8) Root cellar. Two rooms of 10' diameter, 16' high barrels filled with various

spices. Barrels on south wall are filled with good wine. Three various drinks cause drunken condition for 4 hours. Tunnel hole is waist-high.

- 9) Four Weretigers: AC 3, HP 17, 21, 20, 17, guarding rooms 10 and 11.
- 10) Pack of Weretigers: AC 3, HP 24, 23, 25, 18, 13. 2000 SP buried in SW corner of floor.
- 11) Pack of six Weretigers: AC 3, HP 20, 19, 21, 18, 13.
- 12) Offices of 2 1st level Clerics, Peggle and Isil, sent down by the third level temple to see what can be salvaged, AC 7, HP 5, 3. Chest, small has 95 PP 6 GP. Mirror on south wall, when activated by hidden (inframe) switch, can see into room 1.
- 13) Same as above, only with the names Mennok and Gar. Chest has 6 GP, and 15 SP.
- 14) Room empty except for a Grecian-style statue of a running man, facing the west wall with his left arm reaching back and pointing to the east. It is worthless: just something to throw the party off.
- 15) Two Umber Hulks: AC 2, HP 33, 40. Acid spray 6' radius traps chest, in which there are 6000 SP. In a secret niche behind the chest is a one-use Potion of ESP and a Flask of Curses: 1-turned into random monster; 2-a horrible and swiftly fatal skin-rotting disease causes death in 30 minutes; 3-turned into random giant insect; 4-teleportation to lowest level, room 12; 5-teleportation to a fair wilderness at least 100 miles away; 6-fatal heart attack; 7-turned to stone; 8-disintegration; 9-8d6 *Fireball* takes effect with drinker at its epicenter; 10-with suitable theatrics, the Demon Lord Orcus arrives to claim the drinker and, as an afterthought, devastate everyone and everything in the immediate vicinity, just for kicks.
- 16) The party can see a fireplace and carpeting on the floor. The room itself looks very cozy. A sleeve from a red coat can be seen on the arm of the chair that faces the fireplace. The beast is Chocka, a human-ape figure, AC 5, HD 7, HP 40, moves 10", crushing 2-20 HP; swinging arms 1d10. No treasure.
- 17) In this and in room 18 a *Darkness Spell* is in effect. Three wights and a wong guard the treasure. A bag of 5 500 GP rubies. Wights, AC 5, all 12 HP. The wong is the same except it attacks at -2 and if it hits, it raises the victim one level as the wong dies. Obviously, the wong is the opposite of the wight. Somewhere along the line, the wizard who created it made a mistake in the incantation and read something backwards, hence the wong...
- 18) In the SW corner, a very gradual staircase leads to the south for 90' and ends at a door. A sign on the door reads:
"Here lies King Ciraquen and his queen the Lady Aralien.
He who disturbs the chamber of the King,
Shall suffer maladies as yet unseen.
And then from this hall most fell,
Shall ye be sent to the gates of hell."
Anti-magic shell spell on door causes all spell to rebound upon the caster. Opening the door releases two wights AC 5, 26, HP 24, both with +2 chaotic swords that vanish upon their deaths.

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The tomb, a 20'x20' room, the couple lie in coffins covered by their effigies. Two unlocked, no traps, chests against the E and W walls. NE chest has 4000 GP; SE chest has 7000 SP; NW chest has 2 pieces of jewelry worth 10,000 GP each; SW chest has a small onyx box with an Ebony Fly. This chest also has Cirquen's sceptre and orb. Owning the sceptre causes the owner to be permanently lawful and can generate a 10-die *Fireball* per day. The orb acts as a magic drainer as long as it is on the user's person. However, the owner can work no magic himself (except for the *Fireball*), and any magic item he touches will lose its power.

- 19) Empty but for the words "don't open the curtains" scratched on the south wall. Close examination will reveal that the writing is old.
- 19a) The party sees an illusion of plush rooms, drapes etc.: Xanadu reborn. But all characters must ST vs. Magic or be plunged into the abyss.
- 20) Two illusory Balrogs will attack the party. No weapons, except any evidence of disbelief (such as letting the Balrogs attack without defending) can harm them. This is a *Phantasmal Forces* spell against the party.
- 21) Same as room 20, but this time it's a very old, very large Red Dragon.
- 22) Teleport up a level, into Room 21, startling its inhabitant.
- 23) Teleport down a level, into Room 12.
- 24) This is the home of Kormac, a rather friendly 10' high giant (friendly in the sense he loves to fight). He and his four buddies will be playing poker when the party interrupts. AC 7, HD 6, HP 24. Ceiling is 20' high in this room and in rooms 25-27. Poker table has 225 GP.
- 25) Bedroom. Giant clothes. Nightstand has cheap 10 GP giant ring, suitable as a thumb-ring. Candlesticks worth 20 GP, etc. Sack in NW corner has 70 GP, 120 SP, 300 CP, and a diamond worth 50 GP.
- 26) Bowling alley. If players enter via the west door, giants may hear and use them for pins. If not, balls will automatically roll towards them and, if failing the ST, causes 1d6 damage. Six balls at the east end: stone, 10' diameter.
- 27) Kormac's pleasure palace. Many cushions, pleasant wine (ST vs. Magic) or intoxicated for 4-6 hours. This room also cures each person 1d6 for every night spent in it.
- 28) The room is guarded by two old and friendly guards. HD 1, AC 5 and spear armed. The room has a table in the middle, a couch against the east wall (where one of the guards was sleeping), and a painting above it. The painting (which upon closer inspection is over 60 years old) is of a young king, about 3-4 years old, seated on a throne. The king, the guards will say, is Norseth IX of the long line of Conovers.

HISTORY OF NORSETH IX

Norseth was born some 68 years ago, the son of Norseth VIII, who ruled over vast lands to the north. Slightly unbalanced, as royalty are wont to be at

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times, he went over the edge after his overthrow by a distant nephew. Supported by his faithful servants, the King believes that he is still ruler over his realm. Proclamations are still posted and coins (of poor quality) are still struck in his image.

The only item of worth outside of his treasury is his sceptre. Called by the elves *miskan bar-dennisk* (the Sceptre of the God), it is gold-plated with jewels covering it. The sceptre may *Dispell Magic*, *Sleep* and the user may turn *Invisible* at command. The value of the six diamonds is 1000 GP each and the gold is worth another 50 GP, but is intricately wrought: for its craftsmanship and magic, 15,000.

Some aspects of his reign may be noted here. Forty-one years ago the King posted a list of the "enemies of the Kingdom". Almost all on the list were executed or exiled. Six years later, at the battle of Winthrop Fields, he wheeled his right flank around the Elvish armies and crushed the Rebellion completely. He celebrated this by ordering the slaughter of all two year old horses and took his third wife. But all was not well, for he was constantly on the guard against assassins. Eventually, one got to him and he ingested a known hallucinogenic. It may have been during one such seizure that he ordered a campaign against the City-State of the Invincible Overlord. His mis-handling of the Terander affair may have triggered the final Civil War that caused his downfall.

- 29) Bath. The room reflects a faded elegance. The painted murals are covering up Vlad's. The quality is poor, as if the images are an outline of the real thing. Unfortunately, the King feels himself to be a surperior painter.
- 30) Wardrobe room. Once of grand splendor, rags remain. Some clothes are in good condition. There are 57 coats/jackets, and over 100 pairs of shoes and pants. There is a cobbler's table, and needles and thread. A search of the table reveals a *Control Serpents* scroll stuck under it. In the closet to the south is a wicker basket with two poisonous vipers, AC 3, HP 4 each. About 300 GP worth of pearls and crushed gems are under the vipers and the rags in the basket.
- 31) King's chamber. A great canopied four-poster bed has its legs bowed out, the wood warped under its own weight over these many years; the fabric lies in rags. Curling, fading tapestries cover cracked walls; throw-rugs cover the worn, spotted floor. The room is otherwise messy, yet remember the king still believes he is in his palace.
- 32) Throne room. The king will be here when he greets the party. His throne is forged of bronze (now badly tarnished), with purple velvet cushions (worn and deteriorated to rags).
- 33) Treasure room. Known only to the king and his most faithful servants, it may be a factor in his possible murder (something for you, the Judge, to work out.) There are three separate chests: a total of 15,000 GP in the form of bars which each weigh 1000 encumbrance points (100 pounds), five bars per chest. In another small chest is a 50 GP Necklace of Missiles (one is 10 HD, 2 of 8 HD, 2 of 6 HD, 2 of 4 HD).
- 34) This is where the advisors and guards live. None are really of note. There are six beds and 1-4 men may be there: AC 3, HD 2. A search will reveal 200 GP, 350 SP and, in a secret compartment above one of the beds, a Wand of Light. This wand must have a *Light* spell cast upon it. It then will last 2 hours/level of caster, and may be used over and over in the same manner.

35) Glory doors. A 14th level Mage and 2 6th level FM are running this little operation. For 50 GP the party can go through a series of rooms with monsters and treasure. There is no surprise and once the party enters the room (by opening the door) it can't back out. The monsters and treasures are real enough, a credit to the magic ability of the wizard. The party can leave anytime by exiting the way they came in (anytime after the monster is killed of course). When the party does leave it instantly returns to the wizard's room. The first room contains an Ogre; the second a Jackalwere; the third an Ogre Mage and so on. Treasures can be figured by the monster manual.

36) Bath.

37) Defowl's Tomb Complex:

A-Once past the secret door, the party may travel on down a musty corridor. A pale blue light illuminates this hall, which has statues of Hnalla, Defowl and his wife, a bust of Vlad, and other unknown figures out of the past. A secret door is at the end with a Symbol of Insanity on the floor. As the floor is covered with many designs, it is possible to detect by looking.

B-Defowl is lying in state along with his wife. The treasure is about the slab. There is 60 GP scattered about. A 300 GP gem is laid on his forehead. His wife has 3000 GP in pearls and rings on her. There is a labeled, one-use Potion of Diminuation in a niche on the south wall. Bracers of Defense are on his wrists. His sword is +2, +3 vs. Chaotic Men or Women. The bodies themselves are preserved, and look like the work of Egyptians thousands of years ago.

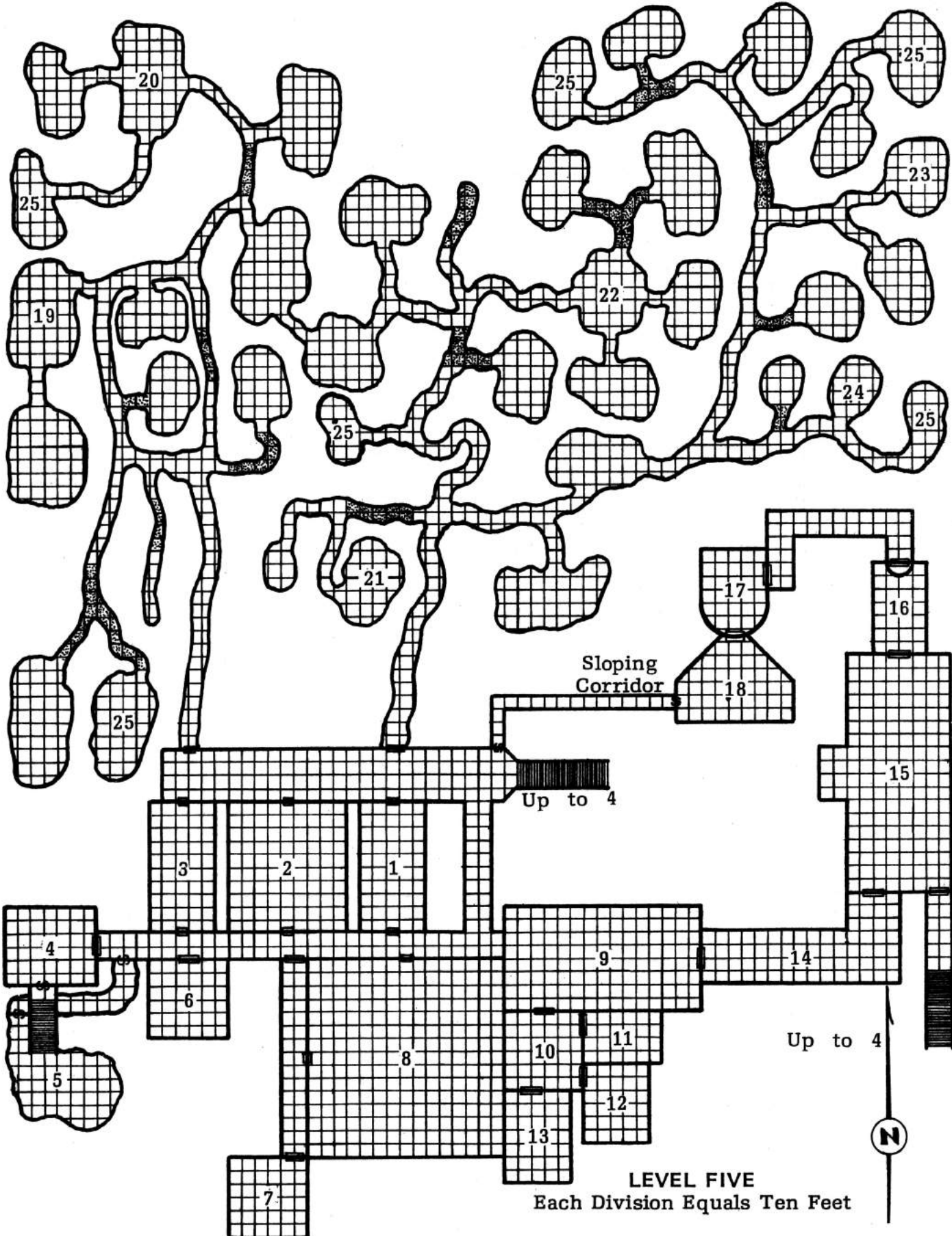
LEVEL FIVE

- 1) Guard rooms. Bunks line each wall. Now unoccupied by men, it is a lair for 10 Ogres. AC 5, 3 are female with HP 5, 2, 1 and do only 1d8 damage. Two are young ogres who fight as goblins. The rest are adult males, AC 5, HP 21, 18, 17, 15, 12. A few favorite rocks, 3000 SP and 1000 GP have been collected, along with some offal, in the SW corner.
- 2) This was where the slaves were quartered. Behind the north door, (which is bolted from the outside) one skeleton is crucified. Inside there are more bodies, many broken and eaten bones. NO treasure.
- 3) The other guardroom. Here, there are no monsters, but a sense of death still pervades. On several bunks are skeletons, the blankets below them are dark with dried blood. Beside each bunk is a small footlocker. For every search, for a maximum of four searches, the party will find 1d20 SP and 1d8 GP. There is a 30% chance during each of these turns of finding a 50 GP gem.
- 4) Kitchen. Fireplace against the north wall. Crude table against the west wall. The old plates are made of wood and are brittle. These were the very crude facilities which the slaves were allowed to cook their meals in. A body of a slain and eaten Orc, a victim of the Ogres, lies on the floor. No treasure.
- 5) Crude storeroom. Baskets of rat-infested grain, hooks with rotted meat still remain. Party may find hole under staircase, now collapsed tunnel

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leading up to a hallway. Each time the party steps into the hall, there is a 40% chance the Ghosts of Vlademor will go into action. They will hear, and see, a lone slave climb out from a tunnel outside of #4. He will go into room 2 and lead a group of ragged slaves, leading them to room 3. They will go in and, with the other slaves watching, proceed to slit the throats of the guards. A high-pitched scream will be heard after a turn, and the slaves will berserk, rushing into 3 and room 1 and elsewhere. They will not interfere with the party, nor can the party interfere with them.

- 6) Torture room. Several skeletons can be seen on the racks, iron maidens, impaled and such. The party will imagine them still contorting in their pain. At times (40%) screams and the creaking of the wheel may be heard.
- 7) The soldiers' armory. Racks of swords, axes, whips, scimitars and halberds line the wall. A forge and anvil is in the SW corner. This is a lair for two Basilisks, AC 4, HP 19, 15. 1000 EP are in a chest in the SE corner, along with a Potion of Treasure Finding and a scroll of Protection: Lycanthropes.
- 8) This large area has a dirt floor of about 3" deep. This was used for weapons practice and inspection. Empty although there is double the wandering monsters chances for an encounter.
- 9) Receiving hall for the Baron Vlademor. This area is still lit, and the party can see the long marble hall, leading to a desk (of fine woodworking) in front of the double doors. If the party travels halfway down the hall, a ghost will appear before them saying "Go back! Go back! Before you become the lich's bane, go back!" and disappear. Seven carnivorous apes inhabit the hall: AC 6, HP 30, 27, 25, 20, 18, 17. They have managed to accumulate 1000 SP, 560 GP, and two spell books off of a 4th level MU (had *Spider Climb*, *Read Magic*, *Find Familiar*, *Scare*, and *Forget*.)
- 10) Old guest room for visitors, with plush carpeting, expensive hangings, and beautiful furniture. Now it is a mess: some furniture was burned and the hangings are torn down. No monsters, no treasure.
- 11) This room has four Orcs, AC 6, HP 8, 6, 6, 3. No treasure. Will investigate if they hear battle from the other rooms.
- 12) Six orcs here, AC 6, HP 8, 5, 5, 3, 2, 1. No treasure here and they will investigate any sounds of battle from room 11 or 13.
- 13) The main lair of the band. Nine orcs, AC 6, HP 8, 8, 8, 7, 5, 5, 4, 2. In two locked chests (key with one of the 8 leaders), there are: chest #1 - 2000 GP plus 3 potions (1 use), of Cure Heavy Wounds, Speed, and Undead Control (labels written in Orcish). Chest #2 - has wand of fear and wand that explodes, causing 2d6; plus 1300 SP. All magic items are buried down and must be searched for.
- 14) Plain hall leading to the throne room (room 16). Three huge spiders, AC 6, HP 14, 12, 12, will drop down from the ceiling. No treasure.
- 15) Very high ceiling covered with frescoes. Shrine is to an unknown five armed, sixteen legged, spider faced god. No monsters, no treasure.
- 16) Party will find a small room with a balcony 10' above their heads. Three chests, all overturned and empty, dot the floor. Much dried blood could be



LEVEL FIVE
Each Division Equals Ten Feet

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seen, along with a chopped up skeleton. The lich was killed long ago and its treasure taken.

- 17) Robing for the Vlademor. Here was where he donned his robe of leadership and his rod of Rulership. That rod is now in the east wall and very hard to discover (1d8, one needed to find). Room now has a Purple Worm. AC 6, HP 50. In two open, shoulder high pots, the Worm has 2000 CP, 1250 GP, 9 gems (50, 50, 1000, 50, 50, 100, 120, 900, 120), a 3 use potion of extra-healing and, tossed on a table along with a hat and leather boots, a Cloak of Poison.
- 18) Bedroom, with nightstand, table against the south wall. The secret door holds the ket to the Vlad's treasure coffers. Two chests, one has 2000 CP, the other is empty. Searching it will reveal a false bottom and a lever, which by pulling it will reveal another chest in the wall behind the former. This chest, which has a sleep gas 10'r., has two necklaces of diamonds (3000 GP) and of pearls (1200 GP). The room has two salamanders, AC 5, 3, HP 29, 26.
- 19) Lair of seven giant ticks, AC 3, HP 24, 22, 18, 18, 17, 15, 10. No treasure.
- 20) Lair of two Minotaurs, AC 6, HP 30, 24. Has 2000 GP piled in a cave to the west.
- 21) Remains of a party that was attacked. Two FM, one MU and a cleric, except for their treasure, are still here. They were hacked to death and nothing, but for the armor (the FMs both are AC 3), weapons or helms, nothing remains.
- 22) Two Rust Monsters will be sniffing around. AC 2, HP 30, 24. A sack of 30 gems: four are worth 75 GP each, rest are worth 15 GP each.
- 23) Three giant snakes, of the spitting kind, inhabit this area. AC 5, HP 23, 20, 19. No treasure.
- 24) Lair for six Giant spiders, AC 4, HP 21, 20, 17, 15, 15, 10. Scattered about are 2500 GP.
- 25) If the party searches, there is one in a 1d6 chance of mithril vein. Constant digging of a vein will bring out 10 GP/turn/per person worth of the stuff, along with many wandering monsters (double the roll needed).

Shaded areas are very weak structurally. When players walk by, there is a 10% chance (40% if in combat in an area) of a cave-in. Roll for St vs. dexterity, if fail take 1d10 damage plus 60% chance of buried in the wreckage. Will take 10-30 minutes to be pulled free. Cave-ins will occur only along the shaded areas.



Lord Foul's Demondim - Spawn

By Louis Soldano

Based on characters from Stephan R. Donaldson's *The Chronicles of Thomas Covenant The Unbeliever: Lord Foul's Bane, The Illearth War, The Power That Preserves.*

The Chronicles of Thomas Covenant The Unbeliever is a spell-binding epic fantasy of the life and death struggle between the Council of the Lords, protectors of "The Land" and its people, and Lord Foul, Soulcrusher and Satan's heart, the animated essence of despite and hate. In this struggle Thomas Covenant, a leper from our "real world", with his mysterious "wild magic" plays the deciding role.

Lord Foul's armies consist mainly of twisted and hideous blood-thirsty creatures. His elite troops are the Cavewights and Ur-viles.

Cavewights are man shaped creatures; rock delvers from far beneath the earth. These dull witted, gangling, ungainly beings are rockwise and immensely powerful with large spatulate hands. Suggested characteristics are: Minimum Strength: 11, Minimum Dexterity: 5, Minimum Intelligence: 4 with 9 extra points, Unarmored Movement: 10 and +1 damage with any type of hammer.

Ur-viles are black, roguish humanoids steeped in cruel Demondim magic. Their faces are eyeless, dominated by huge drooling nostrils that give them a keen sense of smell. Suggested characteristics are: Minimum Strength: 8, Minimum Dexterity: 8, Minimum Intelligence: 8 with 8 extra points. Unarmored movement for Ur-viles is special since they are more at home on all fours barking than walking on two. On all four Movement Allowance: 12, on two: 8. All Ur-viles carry iron staves from which they can hurl a black, highly corrosive acid. Treat staves as a one die damage weapon and the acid as a thrown spell doing 1 - 1 damage for each Strength point used. No minimum Intelligence required. Ur-viles can also form a magical wall of force called a "forbidding". Treat as a thrown spell with each hex affected causing 1 - 1 damage once as they explode when bodily passed into. Minimum Intelligence

required for this spell is 12.

Ur-viles in their most dangerous state form power focusing "wedges". Ur-viles form any solid isosceles triangle behind their leader thus focusing their power in him. This is as an aid spell giving the leader 2 Strength points per turn, per Ur-vile at no Strength cost to the Ur-viles. No minimum Intelligence required for wedges. The spells mentioned above are the only ones that Ur-viles should be allowed. Livid, blood red daggers which cause 1 die damage and 1 + 3 in hand to hand combat are a standard side arm of every Ur-vile.

Powerful allies of the Cavewights and the Ur-viles are the Kresh. Huge, savage, yellow wolves with the standard characteristics of: Strength: 17, Dexterity: 12, Intelligence: 5, Movement 12, Bite: 2 - 12 damage and tough fur stopping 2 hits per attack.

To help offset these forces, the Council of the Lord's has a force of men called the "Bloodguard". They were originally of a people west of the Land. During the time of High Lord Kevin, they had come into the Land as an invading army. Impressed by the spectacular wonders of the Land and the Lords, they swore a vow of service to the Lords. Somehow the vow invoked the inherent magical Earthpower of the land, binding them to their vow in defiance of time and death. Five hundred became the Bloodguard-guardians of the Lords, many still serving the Lords after 2,000 years—never needing sleep or food—the greatest warriors in the Land. Suggested characteristics are: Strength: 15, Dexterity: 16, Intelligence: 10. The Bloodguard wear no armor giving them a Movement of 10 and do not believe in the use of lore or weapons. In their words, "We suffice." They do 2 + 1 damage with their hands and feet and receive an automatic 4 dice saving throw against all thrown and missile weapons.

The characters here are but my poor attempt to replicate just a few of the numerous, interesting characters Stephan R. Donaldson vividly portrays in his trilogy. It is indeed an epic.



Poisons

Types and Reactions

By David MacKenzie

Ever since I started Judging, about a year and a half ago, I have noticed a lack of specific information regarding a seemingly important aspect of D&D tm gaming – Poison. What types of poison are there? Are they all as strong as each other? Why do characters die when they miss their saving throw, even though they have an 18 Constitution? The game *Gamma World* tm covered poisons better than the *AD&D* tm *Players' Handbook* but still was not quite enough. What follows is my set of rules designed especially for use with poisons encountered in a *Dungeons & Dragons* tm game.

Poisons: General

There are three main types of poisons: Paralytic, Regular, and Contact. In each of these three categories there are two divisions—Standard and Delayed. And in each division there are 16 different intensities (3 - 18). This gives us a total of 96 different types of poison, and each can have a different reaction on the same person.

Poison Table One

Poison	Standard Intensity	Delayed Intensity
Paralytic	3 - 18	3 - 18
Regular	3 - 18	3 - 18
Contact	3 - 18	3 - 18

Paralytic Poison

This type of poison causes the nervous system in the recipient's body to cease functioning. Only those involuntary muscles such as the heart, diaphragm, and eyelids will continue to function normally. The victim is aware of his/her surroundings but is unable to respond to stimuli. Standard Paralytic Poison takes effect in 30 - 60 seconds,

while Delayed Paralytic Poison takes affect in 1 - 6 hours.

Regular Poison

This is the most common type of poison and any NPC or creature in possession of or equipped with poison will have this type of poison 75% of the time, with the other 25% indicating Paralytic Poison. As is the case with Paralytic Poison, Regular Poison must get into the body through an open wound or orally to have the desired effect. This type of poison can cause from one to three 10-sided dice of damage or even death. If damage is incurred the victim must rest for one half (½) of an hour for each hit point lost because of the poison. At the end of the rest period all points lost because of the poison will be restored, however one hit point is PERMANENTLY lost for every half (½) hour difference between required rest time and actual rest time. Required rest time starts two turns (20 minutes) after the poison takes affect. Standard Regular Poison takes affect in 30 - 60 seconds, while Delayed Regular Poison takes affect in 1 - 10 hours.

Contact Poison

This type of poison is perhaps the worst since it is absorbed through the skin, most times without the character's knowledge. It causes damage or death as Regular Poison (q.v.). Standard Contact Poison takes affect in 1 - 8 minutes, while Delayed Contact Poison takes affect in 2 - 24 hours.

Poison Reaction

The table below cross-indexes the victim's Constitution with the intensity of the poison to discover the victim's reaction.

Poison Table Two

Defender's Constitution	Intensity of the Poison															
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
18	*	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D
17	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D
16	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D	D
15	*	*	*	*	*	*	*	*	*	1	2	3	D	D	D	D
14	*	*	*	*	*	*	*	*	1	2	3	D	D	D	D	D
13	*	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D
12	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D	D
11	*	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D
10	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D
9	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D
8	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D
7	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D
6	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D
5	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D
4	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

If credit is to be given where credit is due, then credit must go to TSR Hobbies, Inc., for the above chart came from their Gamma World tm game by Jim Ward and Gary Jaquet, and has been used with permission.

Notes on Poison Table Two

When dealing with Regular or Contact Poisons the number (1, 2, or 3) indicates the number of 10-sided dice of damage sustained, and the letter "D" indicates death.

When dealing the Paralytic Poison the number indicates the number of hours that the victim will be paralyzed, and the "D" indicates permanent paralysis.

Characteristics of Poisons

Poisons come in three main colors: Paralytic Poisons are yellow, Regular Poisons are red, and Contact Poisons are blue. All poisons found, given, or bought will be in a test tube shaped glass container stoppered with a piece of cork. This vial contains 6 ounces of the liquid—enough to coat one long sword or 12 arrows. Once the poison is removed from its container it loses its color and becomes a clear liquid that will adhere to anything. In all states poisons are odorless and tasteless.

Antidotes

Antidotes are available for all types, divisions, and intensities of poison, however an antidote designed to work against Paralytic Poison will have no effect against any other type of poison and the same is true for the reverse. (No antidote designed for one type of poison will work against

any other type of poison.)

Each specific intensity of poison has its own antidote and if administered within two melee rounds after the poison takes affect it will nullify the effects of the poison. If, however an antidote different in intensity from the poison that affected the character is administered then there is a base 50% chance + 10% for every intensity that the antidote differs from the poison that the character in question will survive. Example: A person is wounded by a weapon coated with intensity 10 Standard Regular Poison. This person has a 9 Constitution so he will die in 2 minutes unless an intensity 1- Standard Regular Antidote is administered to him. But the party he is with only has an intensity 13 Standard Contact Antidote, which will not work at all, and an intensity Standard Regular Antidote. They give him the latter in time but because its intensity is two lower than the poison there is only a 30% chance that it will nullify the effects of the poison. If the party had had an intensity 12 Standard Regular Antidote there would have been a 70% chance of their comrade's survival.

Characteristics of Antidotes

Like poisons, antidotes are colored liquids in their vials, which are the same as the poison's vials. Paralytic Antidotes are green, Regular Antidotes are orange, and Contact Antidotes are purple. Antidotes of all types are odorless and tasteless. One vial contains two doses.

Prices of Poisons and Antidotes

Both poisons and antidotes are fairly expensive and this helps limit their use by low level characters in a campaign. Poisons and antidotes are sold separately.

Standard Paralytic Poison: This type of poison and antidote cost 20 GP times the desired intensity.

Delayed Paralytic Poison: This type of poison and antidote cost 40 GP times the desired intensity.

Standard Regular Poison: This type of poison and antidote cost 15 GP times the desired intensity.

Delayed Regular Poison: This type of poison and antidote cost 30 GP times the desired intensity.

Standard Contact Poison: This type of poison and antidote cost 25 GP times the desired intensity.

Delayed Contact Poison: This type of poison and antidote cost 50 GP times the desired intensity.

Falling Accidents

By James Masianka

Here is a chart I made up for when characters go jumping out windows or fall off a cliff by accident.

If a character is prepared for a jump, he can fall up to twenty feet. For every 10 feet over twenty feet, a character takes 1 to 4 points damage. For every foot over twenty, you have a 1% chance of getting a bad fall. If you then roll the percent chance you would roll on the table below:

1 - 15	Leg Right Broken
16 - 30	Leg Left Broken
31 - 40	Both Above
41 - 50	Arm Right Broken
51 - 60	Arm Left Broken
61 - 66	Both Above
67 - 69	Wrist Right Broken

70 - 73	Wrist Left Broken
74 - 78	Both Above
79 - 82	Ankle Right Broken
83 - 86	Ankle Left Broken
87 - 89	Both Above
90	Head Concussion-no fighting 1 - 6 turns
91 - 92	Shoulder Right Broken
93 - 94	Shoulder Left Broken
95	Both Above
96 - 97	Back Spine Paralyzed
98	Neck Broken Death or Half Paralyzed
99	Head Split Open 10 - 60 points Damage
	DIE 1 - 3 melee rounds
00	Splat!! You look like a bug on a windshield (you are dead)

Above 100 Feet add 10%





Beating, Bashing and General Mugging

By Douglas Parker

You finally arrive at the nearest city. A couple of days ago, your party was jumped by bandits. All your money is gone and the only thief of your party lies decapitated in a ditch. In order to stay in a city, it helps to have money! But, how do you go about getting it?

No one can pick pockets. Murder seems a bit drastic (and possibly a little risky!). Well, what about mugging: the old 4 by 2 routine? For this very reason, to overcome this problem, I have devised rules for-Beating, Bashing and General Mugging!

These rules are not designed with actual combat in mind. Rather they are for the unexpected attack from behind with the intent to render the victim unconscious. This could be where an inn-keeper hits a trouble maker from behind with a bottle or a couple of ruffians lie in wait down an alley-way for a victim.

Using the rules below, it first is necessary to score a hit. This is done by taking the base to hit (thieves have a better chance to hit because this is more in their line of work); then adding/subtracting the bonus/penalty for the attacker's average of Strength and Dexterity; next roll this number or under on a D20. The victim's Constitution is used to cross index with the weapon being used to find the base percentage chance of him being knocked out. There are some extra factors to be considered. If the victim has a helmet on, this lowers the percentage by 10%. With certain weapons, a thief adds 5% and a further 2% per level cumulative over 1st level. Once the percentage has been found, roll percentile die to see if the victim has been knocked out. There is also a chance that the blow has killed the victim. Where there is three factors first Constitution 2 - 8, second 9 - 14, etc.

The final part is to determine the length of unconsciousness. To find this simply roll percentile die times roll of D6 divided by the victim's Constitution. This time is in minutes.

To Hit: 15 for Thieves; 13 for Others

Dexterity + Strength:	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Add:	-3	-2	-2	-1	-1	-1	0	0	0	+1	+1	+1	+2	+2	+2	+3

Method	Victim's Constitution						Percentage Chance of Death
	3 - 5	6 - 8	9 - 11	12 - 14	15 - 17	18	
Hammer, Mallet	60%	58%	56%	54%	52%	50%	20/15/10
*Metal Bar	58%	56%	54%	52%	50%	48%	15/10/5
Rock	57%	55%	53%	51%	49%	47%	25/20/15
Heavy Stone	56%	54%	52%	50%	48%	46%	15/10/5
*Truncheon	53%	51%	49%	47%	45%	43%	5/3/2
Kick/Stomp in Head	52%	50%	48%	46%	44%	42%	10/5/3
*4 x 2	51%	49%	47%	45%	43%	41%	02
*Blackjack	50%	48%	46%	44%	42%	40%	02
Pole, Staff	47%	45%	43%	41%	39%	37%	02
Bottle	46%	44%	42%	40%	38%	36%	03
Chair	45%	43%	41%	39%	37%	35%	01
Bag of Gold	44%	42%	40%	38%	36%	34%	02
*Hand with Stud Belt	43%	41%	39%	37%	35%	33%	5/3/2
Jeweled Case	39%	37%	35%	33%	31%	29%	12/7/5
Flat of a Weapon	37%	35%	33%	31%	29%	27%	10/5/3
Heavy Book	35%	33%	31%	29%	27%	25%	3/2/1
Vase	30%	28%	26%	24%	22%	20%	01
*Double Hands	30%	28%	26%	24%	22%	20%	01

*Thieves gain a bonus as they are using "tools of the trade"!!

A simple illustration of how the rules work: Logarithm, a half-elf thief attacks a peasant from behind with an iron bar. Logarithm's Strength is 14, Dexterity is 16 giving him a bonus of +2 (16 + 14 = 30 divided by 2 = 15). So to hit, he must roll 17 or under on a D20. He rolls 15. The peasant's Constitution is 13, he wears no helmet. Base percentage to knock him out with an iron bar is 52%, add Logarithm's 5% bonus as a 1st level thief using a tool of the trade gives 57%. He rolls 43% so the peasant falls unconscious. Roll percentile die - 50 x the roll on a D6 - 5, divided by the victim's Constitution - 13, gives 19. So the peasant is out for 19 minutes. A roll of 15 means he does not die (a roll of 10 or less and he would have).



Estimating Power



By Thomas A McCloud

In a recent questionnaire, "What Do You Want," The Judges Guild Journal, June-July 1979, reference was made to a formula for estimating the "power" of a group of monsters, a formula involving numbers and level. Unfortunately a mistake was made in printing the formula. The formula printed was:

$$P = N L$$

where N is the number of monsters and L is their average level. What should have been printed is:

$$P = N^3 L^2$$

Just in case the exponents are dropped again, that is supposed to read "power equals number cubed times level squared."

The purpose of such a power is to provide a means of estimating the chances that one group will win in combat against another. This can then be used to provide a more balanced game, or to discover imbalance. It is also plausible to use power ratios in formulas for awarding experience.

Whether or not the formula "number-cubed-times-level-squared" accurately reflects the combat power of a group of characters or monsters is an open question. It certainly does not take into account obviously relevant factors such as armor class, missile weapons, magic, cover, and many others. But the formula $P = N^3 L^2$ has the virtue of simplicity, and some of the other potential factors can be worked into it by using the concept of "potencies."

A "potency," as I use the concept, is any item of magic or special ability so potent in power that it affects the adventure as much as would another person. For such potencies I count the item or power as if it were another person and assign it some arbitrary level. For example, I (usually) count a Ring of Three Wishes as an 18th level potency. Thus if a group consisted of three persons of level two, their power would be: $P = 3^3 \times 2^2 = 108$. But add a Ring of Three Wishes and the power

jumps to: $P = 4^3 \times 6^2 = 2304$. In general the assignment of levels to potencies ends up totally subjective, but letting the level of a ring, wand, of similar device be equal to the level of the lowest level magic-user able to cast the spell stored in the device seems to work. So does letting the level of a weapon be equal to its best hit bonus.

The power formula discussed here is, of course, arbitrary and subjective. Nonetheless it seems to be in accord both with experience and with some thoughts on how the factors of number and level affect combat.

Consider the number of fighters on a side. Suppose one man is fighting three. Not only do the three men have three times as many attacks, the three men also are three times as many targets, and thus each has only one chance in three of being attacked.

By the foregoing argument it sounds as if the power of a group ought to be proportional to the square of the number of fighters, since number is involved in two ways. However, there is another consideration, the chance in odds as casualties are taken. I have seen this alot lately as my son and I play Michael Mayeau's Survival of the Fittest, Judges Guild product no. 95. We take in two characters. We meet four kobolds. The kobolds kill one of ours, and we get none of them. All of a sudden the odds have jumped from 2:1 to 4:1. Even if we manage to get one of the kobolds, the odds still jump from 2:1 to 3:1.

There is nothing new about this idea. Any good book on strategy in chess will explain that if you are ahead in point count it is a good idea to make exchanges where the exchanged pieces are of equal value. Whether or not it fully justifies the use of "number-cubed" in the power formula is moot. But it does make "number-cubed" more plausible.

What about "level?" Level appears to affect combat directly in two ways. First, higher level monsters and/or characters have more hit dice and, statistically, more hit points. Second, higher level characters and/or monsters are given better chances at getting hits by the "MEN ATTACKING" and "MONSTERS ATTACKING" tables.

However, the advantage in attacking does not always improve with level as fast as it does with numbers. Consider the following table, which shows the approximate chance of getting at least one hit on a single opponent, who is AC 5, with different numbers and levels of attackers. The attackers are assumed to be monsters, using the "MONSTERS ATTACKING" table. Chances have been rounded to the nearest percent, so any chance of 99.5% or better is 100%. It appears that, in general, raising the average level of the monsters by a given amount improves the chance of a hit by less than would increasing their number by that same amount. There are a few exceptions, where the change of a hit becomes 100% either way. On the other hand, increased numbers raise the possibility of getting more than one hit.

Chance of At Least One Hit Per Round vs. AC 5

Number: Level:	1	2	3	4	5	6	7	8	9
1.	35%	58%	73%	82%	88%	92%	95%	97%	98%
2.	40%	64%	78%	87%	92%	95%	97%	98%	99%
3.	40%	64%	78%	87%	92%	95%	97%	98%	99%
4.	55%	80%	91%	96%	98%	99%	100%	100%	100%
5.	60%	84%	94%	97%	99%	100%	100%	100%	100%
6.	60%	84%	94%	97%	99%	100%	100%	100%	100%
7.	65%	88%	96%	98%	99%	100%	100%	100%	100%

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8.	65%	88%	96%	98%	99%	100%	100%	100%	100%
9.	75%	94%	98%	100%	100%	100%	100%	100%	100%
10.	75%	94%	98%	100%	100%	100%	100%	100%	100%
11.	85%	98%	100%	100%	100%	100%	100%	100%	100%

The examination of the attack tables has made level seem less important, at least as far as getting hits is concerned. What offsets this, is that there is a slight but definite correlation between higher level and better armor class. The following graph illustrates this. It shows the number of different types of monsters at various levels and armor classes, based on the Judges Guild Judge's Shield. Some monster types, such as those of variable level or AC, were not included. The correlation is easy to see, less easy to describe. There seems also to be a very slight correlation between higher levels and more or more dangerous attacks. It is at least worth noting that none of the twelve or so first level (or nearly first level) monsters listed on the shield have more than one attack. Special powers, and such special defences as "only hit by magic weapons," are also apparently correlated with higher levels.

Number of Types of Monsters at Given Levels and Armor Classes

AC	Levels																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
9						1															
8	2	1		1	2	1		1													
7	3	3	7	4			1	1													
6	1	3	2		2	2				2						1					1
5		4	4	3	6	1		2	1	2	1	1	1								
4		1	1		1	1	5	1	1	3	1	1	1			1					
3				1	2		2	1		2			1								
2				1	1	3	4	8	4	4	3	3	1								
1							1	1	1							1					
0								2	1	1						1					
-1									1	1	1										
-2									1	1	1	1									
-3																					1
-4								1		1											
-5												1									
-6																					
-7																					
-8									1												

What this all means, is that armor class, multiple attacks, and special powers, which might be hard to work into a power formula, are already considered in the monsters level. So what about the characters? For characters, any magic armor, magic weapons, etc. would be considered as a possible potency. Multiple attacks can also be considered a potency, of just subjectively used to raise the level of the character in applying the formula. Let us face it, there is no way around the fact that *Dungeons & Dragons*™ is a subjective game.

In any event, a subjective look at the effects of numbers and level on the power of a group in melee has not destroyed the plausibility of:

$$P = N^3L^2$$

But if this formula were totally untried, the concept would be simply a speculation, and I would expect plenty of dispute. I still expect plenty of dispute, but the formula is not totally untried. Three ways has it been tested.

First, what ought to have been the best test has been in actual D&DTM games where I have been Dungeon Master. So far I have not seen a group with less power beat a group with more. Unfortunately, many of the situations have been such that the player's characters had power in the millions, and the poor monsters being wiped out had power in the thousands at best. With such imbalance, my power would not need to be very accurate to predict the outcome. (Luckily, non-melee situations have been very interesting lately.)

Second, in an effort to test the formula, or find a better, I have programed a number of melee simulations on the computer I share with my father. After running several hundred melees... all I can say is that the runs have seemed to indicate that the formula is not unreasonable, at least at fairly low levels and numbers.

Third, about a year ago, I was discussing this formula with a friend of mine, Gary Rose, another (at the time) enthusiastic D&DTM DM and player. He agreed that numbers were more important than level, but thought the $P = N^3L^2$ formula underrated numbers. He bet me (not a real wager, we don't live in Nevada) that 100 first level orcs could beat up my worst 1000th level dragon. So, we agreed to try it. He got to use a computer to generate groups of 100 orcs with their normal treasure type and thus a chance at magic weapons etc. as well as full characteristics. He then picked out the best group, one which had chanced to have a "Dragon Slaying Sword." I prepared "Die!", a truly horrible Death Dragon, with a huge number of magic spells, and a breath of Annihilation. We did, however, agree on keeping the 3-breath-per-day limit on the dragon, and most importantly we agreed to use David Hargrave's Critical Hit and Fumble tables from The Arduin Grimoire. (A very unapproved playing aid.)

Gary came over at noon on Saturday. We expected to be done by 4PM. We finished at 4 all right, 4AM. It was quite a battle. There were, of course, many arguments. Gary had not expected the monster to be 120' long. Nor did he expect its huge wings to knock down and injure orcs. I agreed that that was too much and the dragon took up trampling the orcs. Not all of the advantages were on the dragon's side. Some of the orcs had missile weapons, and some had halberds and two handed swords, which do extra damage against larger than man sized foes. Furthermore Gary's orcs did get four critical hits. Against "Die's!" armor class -9, they needed 20's to hit anyway.

But, amid alot of "hey, you can't do that," the dragon used its magic twice to Summon. About round twelve it summoned in a Mantacora, which did a lot of damage before it got nailed. Then, toward the end, the dragon summoned in an Invisible Stalker. On other rounds, the dragon just tossed off simple things like Wall of Fire, or Meteor Swarm.

Nonetheless, two of the critical hits were "Stunned, 1-10 melee turns." So at the end, eight surviving orcs were hacking at the poor stunned dragon while being pestered by the Invisible Stalker. After it got four of them, the surviving four orcs got mad and ignored "Die!" long enough to kill it. But that was just enough delay. "Die!" recovered from being stunned, and killed the last four orcs himself.

It was, in fact, a very very close fight. Admittedly the orcs had not hacked off enough of the dragon to kill him on hit points, but one more critical hit and they probably would have won. Indeed, had they dealt with the Invisible Stalker sooner, or brought chains to tie around the unconscious dragon, they would have bought enough time to hack him to pieces.

The result? Well, Gary Rose still claims that any 100 First levels can beat any 1000th level, which is not in the giant class. But the evenness of the melee did much toward vindicating the power formula, since the power on both sides by the formula: $1^31000^2 = 1,000,000 = 100^31^2$ was exactly the same.

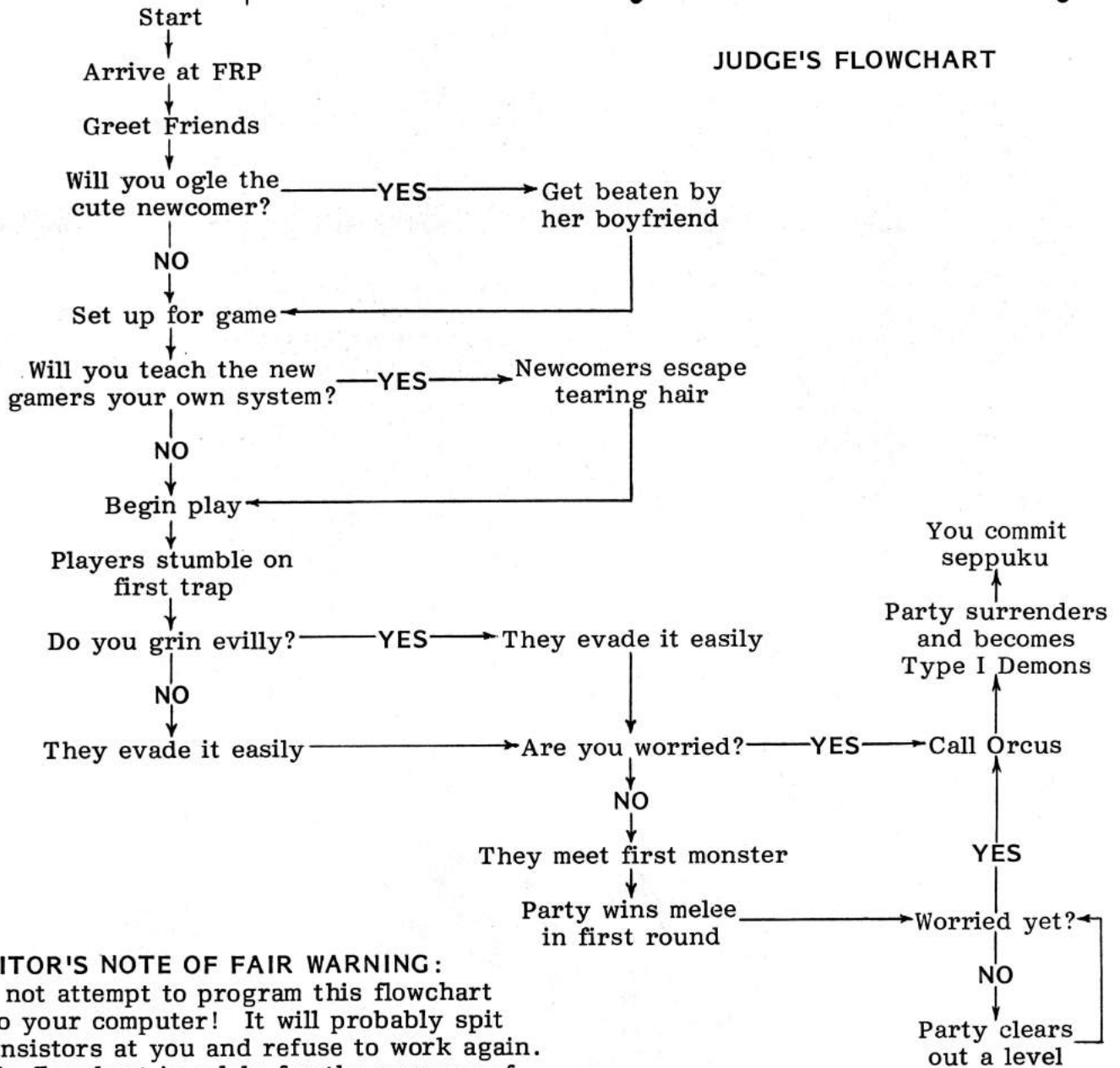
In conculsion, it seems at least that numbers do indeed count for more than level. Whether or not the power formula discussed here is the best one for providing balance in D&DTM games is a question only time will answer.



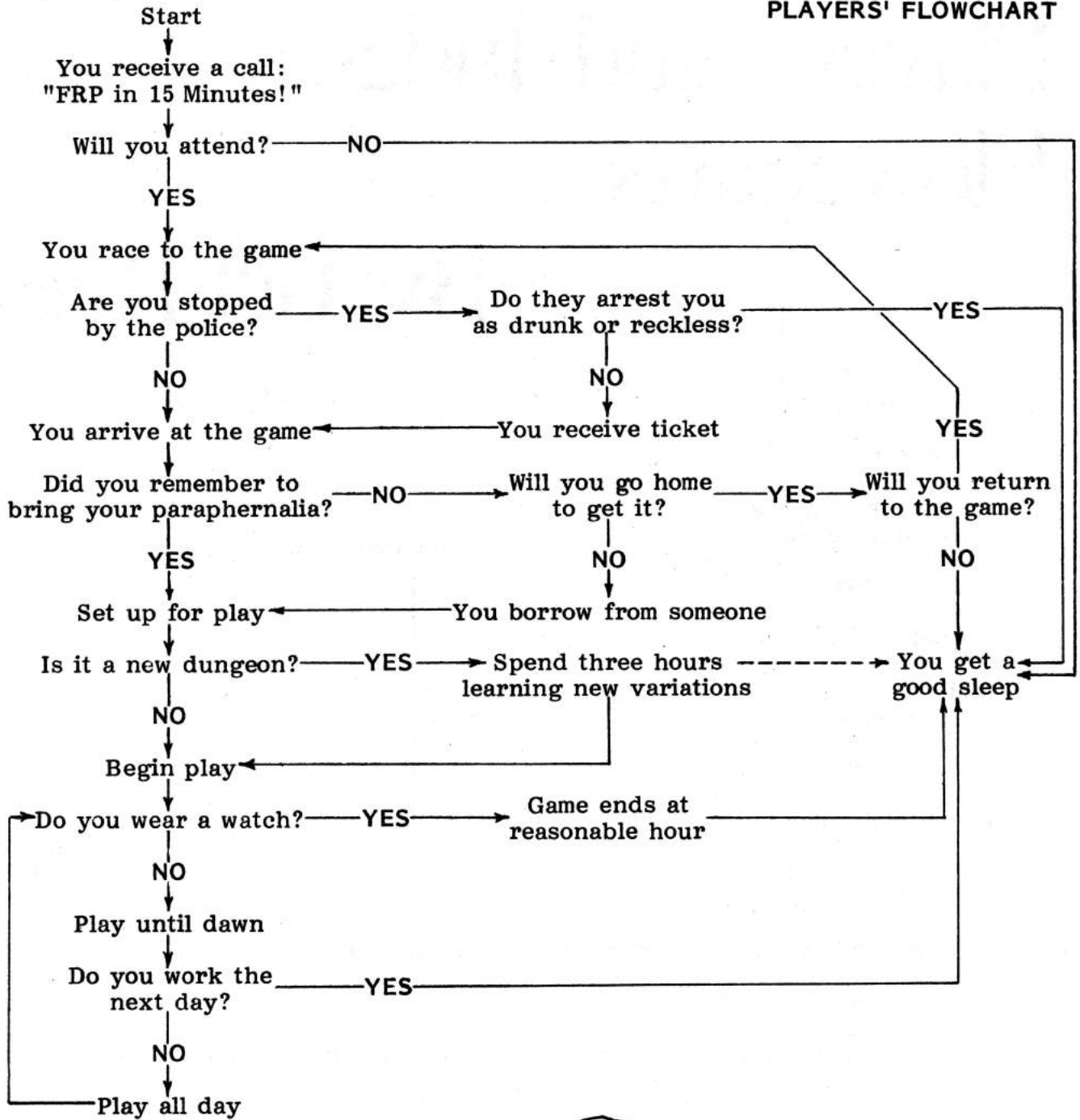
Players' and Judge's Flowcharts

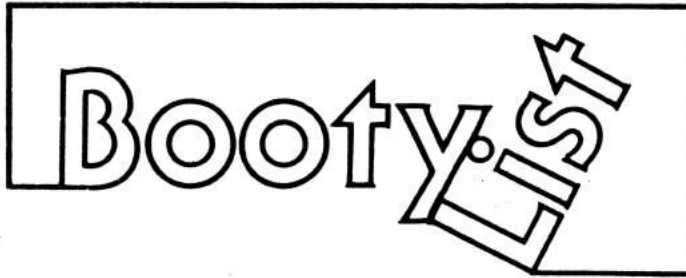
By Bill Paley

JUDGE'S FLOWCHART



EDITOR'S NOTE OF FAIR WARNING:
 Do not attempt to program this flowchart into your computer! It will probably spit transistors at you and refuse to work again. This flowchart is solely for the purpose of your edification as a role-playing Judge or player and should not be construed as an actual, useful, valuable program.





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Last-Minute Erratum: between pages 19-20 of Journal #18 we left out a chunk of Mike Mayeau's Monster Encounter Tables. Here are the missing entries:

Monster		PG	Cold	Moderate	Warm	Desolar
Ear Seekers	V	36	--	245	240	240
Gas Spore	R	42	237-239	246-247	241-243	241-242
Goblin	U	47	240-249	248-253	244-250	243-248
Halfling	R	50	--	254-255	--	249-250
Hobgoblin	U	52	250-259	256-261	251-257	251-256
Jackal	C	56	--	--	258-266	--
Kobold	U	57	--	262-267	--	257-262
Leprechaun	U	60	--	268-273	--	263-268
Orc	C	76	260-273	274-283	267-275	269-278
Pixie	V	79	--	284	--	279
Rot Grub	R	83	274-276	285-286	276-278	280-281
Large Spider	C	90	--	287-296	279-287	282-291
Sprite	R	92	277-279	297-298	288-290	292-293
Stirge	U	92	--	--	--	294-299
Elves	U	39	280-289	299-304	291-297	300-305
Giant Ant	R	7	290-292	305-306	298-300	306-307
Bombardier Beetle	C	9	293-306	307-316	301-309	308-317
Dryad	V	35	--	317	--	318
Ghoul	U	43	307-316	318-323	310-316	319-324
Homonculus	V	53	317-318	324	317	325
Wild Horses	U	53	319-328	325-330	318-324	326-331
Imp	V	54	329-330	331	325	332
Pseudo-Dragon	V	79	--	332	--	333
Huge Spider	C	90	--	333-342	326-334	334-343
Giant Tick	R	94	331-333	343-344	335-337	344-345
Giant Toad	C	95	--	345-354	338-346	346-355
Poisonous Toad	U	95	--	355-360	347-353	356-361
Wolf	C	101	334-347	361-370	354-362	362-371
Zombie	R	103	348-350	371-372	363-365	372-373
Anhkheg	R	6	--	373-374	--	--
Giant Badger	V	8	351-352	375	366	374
Black Bear	C	9	353-366	376-385	367-375	375-384
Wild Boar	C	11	367-380	386-395	376-384	385-394
Warthog	C	11	--	--	385-393	--
Bugbear	U	12	381-390	396-401	394-400	395-400
Harpy	R	51	391-393	402-403	401-403	401-402
Leopard	U	60	--	404-409	404-410	403-408
Mountain Lion	U	61	394-403	410-415	411-417	409-414
Wild Mule	C	72	404-417	416-425	418-426	415-424
Stag	C	92	--	426-435	--	425-434
Quasit	V	80	418-419	436	427	435
Giant Weasel	R	100	420-422	437-438	428-430	436-437
Dire Wolf	R	101	423-425	439-440	431-433	438-439
Wolverine	U	101	426-435	--	--	--
Ape	V	7	--	--	434	440
Blink Dogs	R	10	436-438	441-442	435-437	441-442
Bulls	C	12	439-452	443-452	438-446	443-452
Doppleganger	V	29	453-454	453	447	453
Ghast	R	43	455-457	454-455	448-450	454-455
Hell Hound	V	51	--	456	451	456
Jackalwere	R	56	--	--	452-454	--
Werewolf	C	63	458-471	457-466	455-463	457-466
Ogre	C	75	472-485	467-476	464-472	467-476
Giant Owl	R	77	486-488	477-478	473-475	477-478



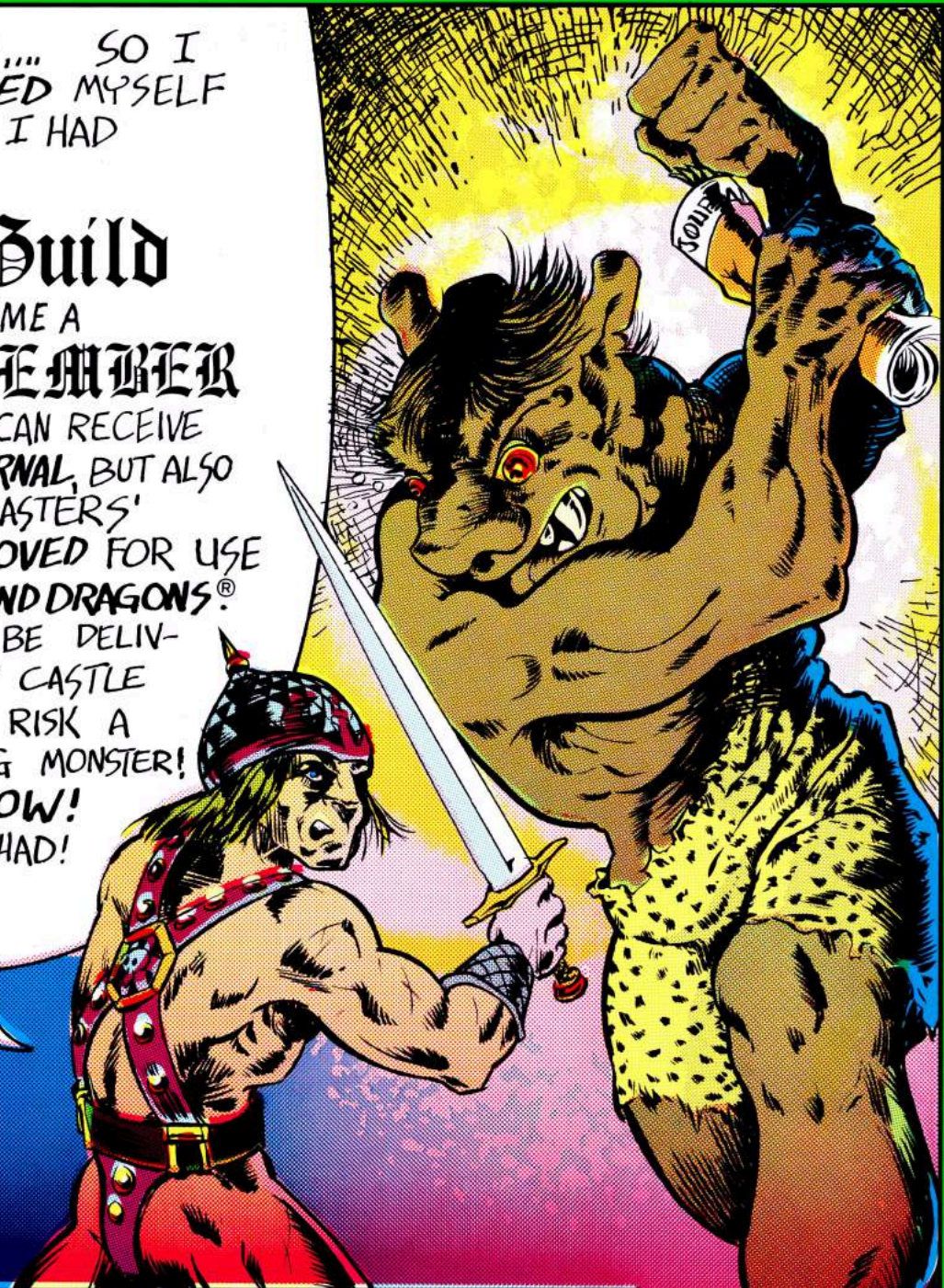
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