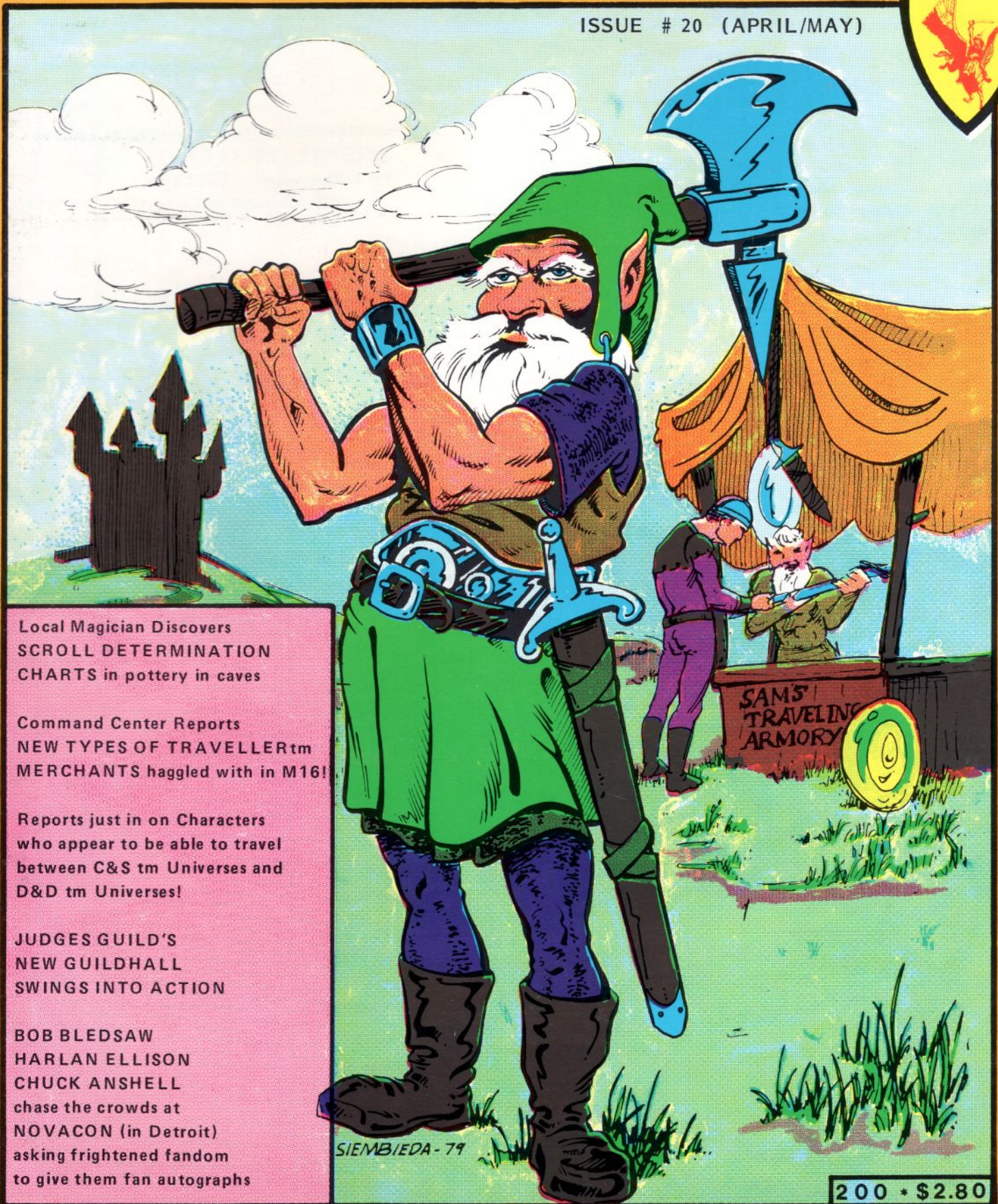


# THE JUDGES GUILD JOURNAL

DEDICATED TO SWORDS & SORCERY FANTASY GAMING

ISSUE # 20 (APRIL/MAY)



Local Magician Discovers  
SCROLL DETERMINATION  
CHARTS in pottery in caves

Command Center Reports  
NEW TYPES OF TRAVELLER™  
MERCHANTS haggled with in M16!

Reports just in on Characters  
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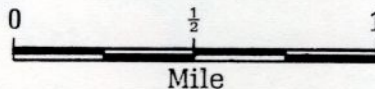
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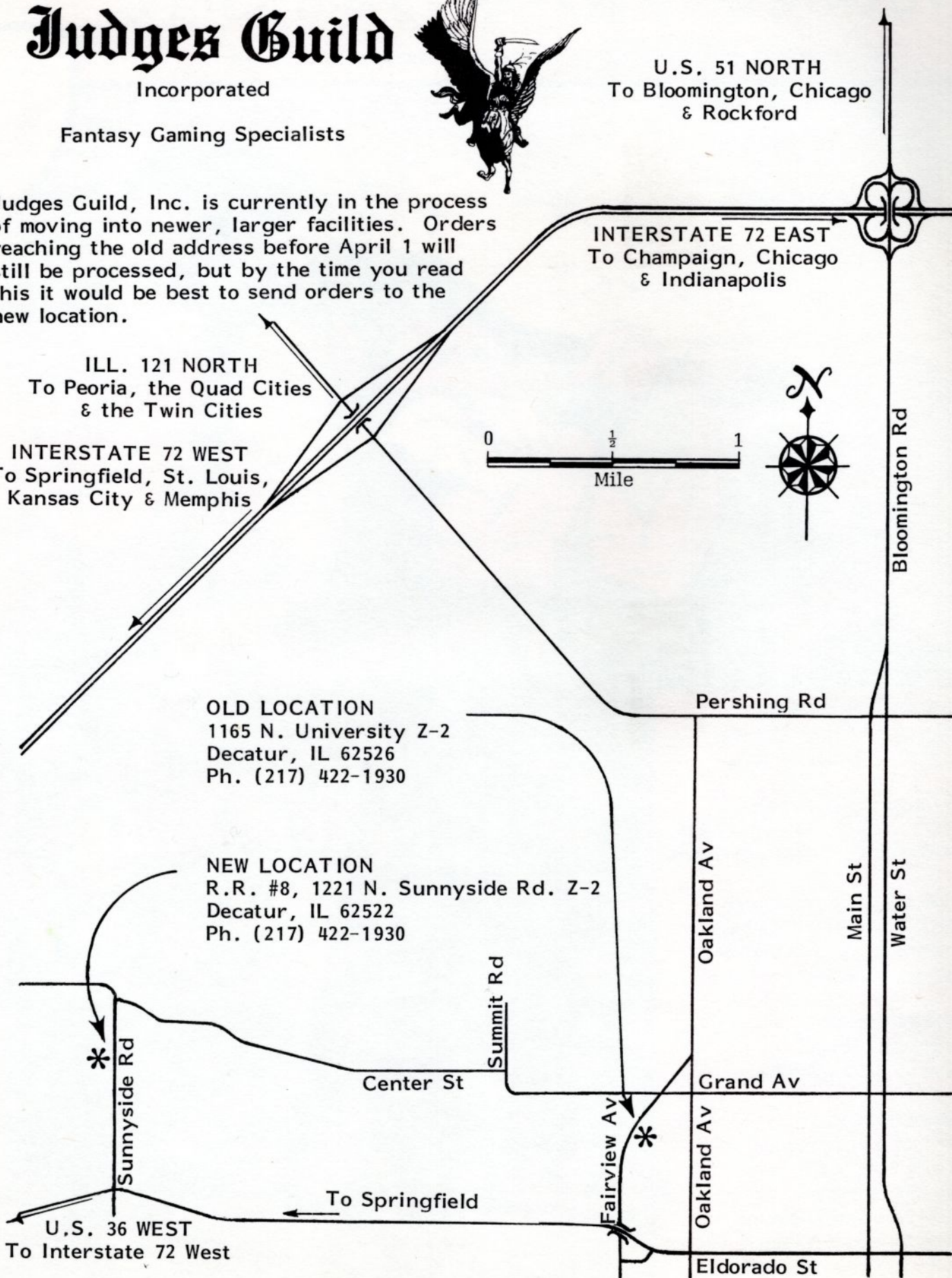
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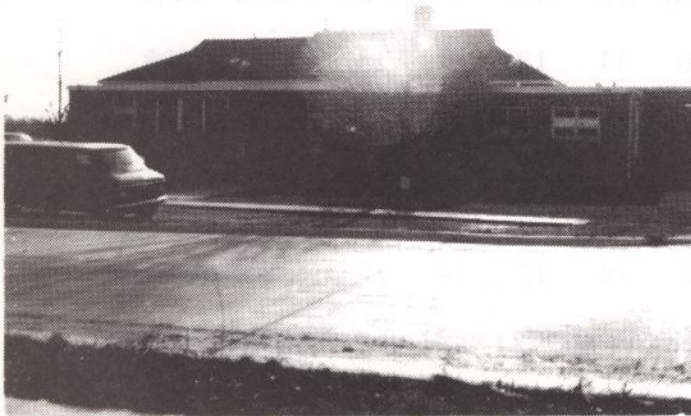
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# TABLE OF CONTENTS

ISSUE 20

APRIL/MAY, 1980



Above: Sunset over our new Guildhall. With over 13,000 square feet of building and 3½ acres to build on, Judges Guild will have plenty of growing room.



Above: Our cavernous indoor gaming area. In the background is a 25mm Ancients battle; at right is a 1:2400 WW II naval battle, at left foreground are HO Panzers in action. Stop by some Saturday afternoon and get in on a game, if you're passing through the area. More photos of our new Guildhall on pages 33-34.

**FEATURES:**

- “Traveller Merchants: An Expanded Character Generation System” by Patrick Larkin . . . . . 3  
*Larkin provides as much detailing for the merchant service in Traveller as has been done for the army, navy, marines and scouts in the Traveller supplements.*
- “Chivalry & Sorcery Conversion Tables” by Jack L. Webb . . . . . 6  
*Webb provides a complete conversion system to integrate ideas and weapons from C&S into an existing D&D campaign.*
- “Campaign Use Of ‘City State Of the World Emperor’ ” by Dave Sering . . . . . 14  
*Sering provides full details of the relationship of the Immortal City of Viridistan to other playing aids for the Judges Guild wilderness campaign.*
- “The Halls Of Theorat” by Robert Bowes . . . . . 35  
*A bit richer in treasure than most of our offered dungeons, Bowes’ work is also much larger – six complete dungeon levels.*

City State of the World Emperor Additional Shops . . . . . 2

**COLUMNS:**

- Shrewd Slants From the Sagacious Sage by Chuck Anshell . . . . . 2
- Omniscient Opinions: “Scroll Determination Chart” by Scott Arndt . . . . . 16
- Conventionwatch . . . . . 22
- Jocular Judgements by Chuck Anshell . . . . . 31
- The Magical Staff . . . . . 32

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# Shrewd Slants from the Sagacious Sage

Locks	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Govier Pender	FTR	LG	3	9	4	7	10	11	17	9	10	9	Dirk

Provides locks for doors, cupboards, drawers, chastity belts and chests. No magical locks. Five caches under four locks each.

## Baker

Gaskon the White	Mc	LG	2	5	8	7	10	14	12	14	12	15	Walking Stick
------------------	----	----	---	---	---	---	----	----	----	----	----	----	---------------

Gaskon is a slightly stooped old man whose multi-leveled cakes are greatly sought after. Breads 1 - 2 CP per loaf; cakes 3 - 18 CP. Cache in flour bin.

## Merriman Brothers Winery Outlet

Derikh Merriman	CL	LG	8	34	5	9	13	13	18	14	12	11	Mace
Berikh Merriman	CL	LG	7	24	5	9	10	16	10	7	8	15	Quarterstaff
Eyvind Bonjib	Mc	LG	4	14	8	6	9	12	14	9	16	13	Quarterstaff

Wine comes in four cask sizes: one tun (252 gallons) equals two butts, four hogsheads or eight barrels. But since the Merriman Brothers specialize only in the rare and the best, they sell in only the smaller two sizes of casks: Barrels at 70 GP each and Hogsheads at 120 GP each (average of all varieties sold). The Brothers direct all stages of the wine making, from supervising their vineyardist, hiring grape stompers, vat aging to selling. They also import fine wines from far off places. Secret room off basement hold nine barrels of Elven wine. The full winery-vats, storage, etc., is located mostly underground near Sunwatch but about 100 barrels are stored here for quicker service to the City's elite.

Dear Guildmembers,

Above you will find the listings for three City-State of the World Emperor shops. These three shops were inadvertently left out of the books.

In order to include these shops, though, I had to pull the Novacon story promised on the cover. I hope to get it into the next issue. . CA

Briefly, though, I wish to state that we all had a good time and those who couldn't make it missed a good convention. . . . CA

---

## SPECIAL ANNOUNCEMENT

Mikus Reaganus famed Guildmember and pyromaniac, whose picture has been carved for us and appears on page 32 of this issue, has recently been voted the honorary title of M.O.T.H.E.R. by his fellow members of P.A. (Pyromaniacs Anonymous) M.O.T.H.E.R. (Marquis of the Order of Torchers of High Explosives and Rubber-cement) is a title highly deserved by Mikus, we are told, for his devotion to torpedoing his own squadron of destroyers and for smoking while thinning rubber cement. . . .S.E.

---

## ANNOUNCEMENT FOR GUILDMEMBERS

We are sure that you have noted that the long-awaited tome on our fair city-state has finally seen the light of day. The first part was sent to you with our last installment. The second part with this one. This is to let all know that, in fact, you shall receive the last part of this magnificent manuscript with our next issue. Happy Gaming!

## JUDGES ROSTER

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# Traveller Merchants: An Expanded Character Generation System

By Patrick Larkin

With the publication of **High Guard**, both the main branches of the **Traveller**™ military services have been given expanded character generation tables. This article will provide tables of the same sort for those wishing to generate Merchant-class characters in more detail. The structure of the tables and their use should prove familiar to those who've seen **GDW's** recent expansion booklets, or the articles by Bill Paley in **The Dungeoneer**.

At the beginning of each term, the character rolls on Table 1 for his assignment to one of the two Merchant Service Branches; either Trade or Shiphandling. After receiving a general assignment, the character rolls on either Table 1A or Table 1B to determine the specific sub-branch of the Mer-

chant Service in which he will spend his four-year term. Table 2, Task Assignment, is rolled on every year of that term. Assignments are resolved using Table 3, and any skills acquired during that year are rolled for on one of the various sub-tables of Table 4.

Notes: 1) Commission and Promotion are dealt with as per the system in **Traveller Book 1**. I have assumed that any commission or promotion is awarded in the interval between terms; 2) The character automatically receives one roll on either the Merchant Life Skill Table or his current Specialty Skill Table during the first year of his first term.

## General Merchant Service Branch (1)

Die

Roll

1 - 2 Trade

3 - 6 Shiphandling

Die Modifier: -1 if past assignment was Trade.

## Table (1A) Shiphandling

Die

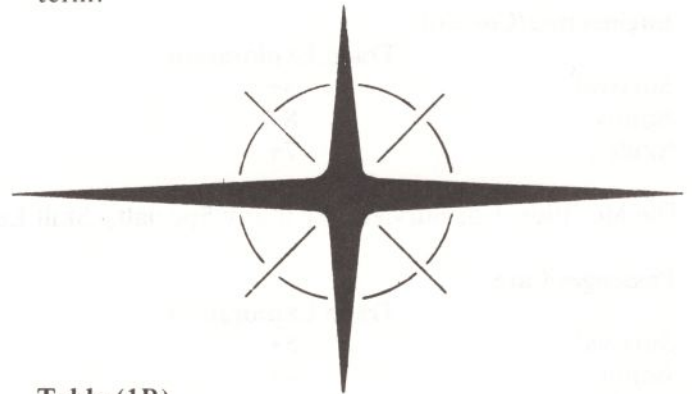
Roll

1 - 2 Weapons

3 - 6 Engineering

7 - 8 Control

Die Modifier: +2 if Education 8+  
+1 if Traveller Rank 4+



## Table (1B) Trade

Die

Roll

1 - 2 Passenger Care

3 - 6 Cargo

7 - 8 Xenology

Die Modifier: +2 if Education 9+  
+1 if prior service in Xenology

## 4 The Judges Guild Journal

### Task Assignment (2)

Die Roll	Service Sub-Branch					
	Engineering	Control	Weapons	Passenger Care	Cargo	Xenology
2	Trade Ex	Trade Ex	Trade Ex	Trade Ex	Trade Ex	Trade Ex
3	IS Trade	IS Trade	Trade Ex	IS Trade	Trade Ex	Trade Ex
4	IS Trade	IS Trade	IS Trade	IS Trade	IS Trade	Trade Ex
5	IS Trade	IS Trade	IS Trade	IS Trade	IS Trade	IS Trade
6	IS Trade	IS Trade	IS Trade	IS Trade	IS Trade	IS Trade
7	IS Trade	IS Trade	Mil Cnvy	IS Trade	IS Trade	Trade Ex
8	Mil Cnvy	Mil Cnvy	Mil Cnvy	IS Trade	Mil Cnvy	IS Trade
9	IS Trade	IS Trade	IS Trade	IS Trade	IS Trade	IS Trade
10	IS Trade	IS Trade	IS Trade	IS Trade	IS Trade	Mil Cnvy
11	Mil Cnvy	Mil Cnvy	Mil Cnvy	IS Trade	Mil Cnvy	Mil Cnvy
12	Trade Ex	Trade Ex	Trade Ex	Mil Cnvy	Trade Ex	Trade Ex

Abbreviations for Table 2: IS Trade = Interstellar Trade; Mil Cnvy = Military Convoy; Trade Ex = Trade Exploration.



### Assignment Resolution (3)

#### Weapons:

	Trade Exploration	Interstellar Trade	Military Convoy
Survival	5+	4+	6+
Bonus	8+	10+	8+
Skills	7+	9+	6+

Die Modifier: For Survival, +1 if any Specialty Skill Level is 2+.

#### Engineering/Control:

	Trade Exploration	Interstellar Trade	Military Convoy
Survival	5+	3+	6+
Bonus	8+	10+	8+
Skills	7+	9+	7+

Die Modifier: For Survival, +1 if any Specialty Skill Level is 2+.

#### Passenger Care:

	Trade Exploration	Interstellar Trade	Military Convoy
Survival	5+	3+	5+
Bonus	9+	10+	8+
Skills	8+	9+	7+

Die Modifier: For Survival, +1 if Medical or Mechanical Skill Level is 2+.

#### Cargo:

	Trade Exploration	Interstellar Trade	Military Convoy
Survival	6+	3+	5+
Bonus	7+	9+	9+
Skills	7+	9+	7+

Die Modifier: For Survival, +1 if ATV, Air/Raft, Streetwise, or Bribery 2+.

**Xenology:**

	Trade Exploration	Interstellar Trade	Military Convoy
Survival	6+	3+	5+
Bonus	7+	10+	9+
Skills	6+	9+	8+

Die Modifier: For Survival, +1 if any Specialty Skill Level is 2+.

**Skill Tables (4)**

Die	Merchant Life	Weapons	Control	Xenology	Engineering	Cargo	Passenger Care
1	Brawling or Blade	Computer	Computer	ATV	Mechanical	ATV	Mechanical
2	+1 Strength	Vacc Suit	Vacc Suit	Vacc Suit	Mechanical	Air/Raft	Steward
3	Gambling	Electronics	Electronics	Air/Raft	Vacc Suit	Streetwise	Steward
4	+1 Dexterity	Gunnery	Ship's Boat	Ship's Boat	Electronics	Bribery	Steward
5	+1 Endurance	Gunnery	Navigation	Computer	Engineering	Administration	Conversation
6	Gun Combat	Gunnery	Pilot	Alien Contact	Computer	Brokerage	Medical
7	+1 Education			Language Ability			
8	Vacc Suit						

Die Modifier: Merchant Life, Engineering, Cargo: +1 if Traveller Rank 1 - 2; +2 if Traveller Rank 3+; Control: +1 if Traveller Rank 3+; Xenology, Passenger Care: +1 if IQ 8+; Weapons: No Die Modifiers.

1) Bonuses: Bonuses are the Merchant Service equivalent of decorations. They are cash awards given to characters who've performed well in the course of an assignment. As such, they act as a Die Modifier on commission and promotion rolls. The character receives a +1 Die Modifier for every two bonuses received during that term when either commission or promotion are rolled for.

The cash accumulated from bonuses is added to that which the character receives upon mustering out. Bonus Amounts: Ordinary Spacehand: 500 CR; 4th Officer: 1,000 CR; 3rd Officer: 1,250 CR; 2nd Officer: 1,500 CR; 1st Officer: 2,000 CR; Captain: 3000 CR.

2) New Basic Skills, definitions of:

**Alien Contact**

General Description: The individual has training and experience in the methods of first contact with alien races, and is often able to obtain some knowledge of any special characteristics of an alien through observation. Specific Game Effects: The character may establish a basic form of communication with an alien race unknown to him at a Die Modifier of +2 per level of expertise. Base roll is 12+ per attempt, although races may vary in the ease or difficulty with which they can be contacted. The character may obtain vague knowledge of the characteristics and abilities of an alien by observation. Base roll is 10+, +2 per level of expertise above 1.

**Language Ability**

General Description: The character has been trained

in the techniques of rapid language acquisition. Specific Game Effects: The character requires only 1 - 6 weeks to pick up the basics of a foreign or alien language - Die Modifier of -1 per level of expertise. Fluency in that language would take between 8 to 48 weeks of intensive study, same Die Modifier as above. However, the individual may know, fluently, only two languages per level of expertise, plus an additional one language for every four points of Intelligence.

**Brokerage**

General Discription: The individual has experience in cargo purchase and resale, and is skilled at negotiating with potential buyers or sellers. Specific Game Effects: Brokerage expertise may be used as a Die Modifier on the Actual Value Table given in the Trade and Commerce section of **Traveller Book 2**. It may be applied to either the purchase or resale of goods. (Note: When this skill is used in a campaign it is recommended that the Judge disallow the use of the skills of Bribery or Administration as Die Modifiers on the Actual Value Table.)

**Conversation**

General Description: The character is skilled in the arts of polite conversation, and has developed the ability to extract information from the slightest inference. He is a "good listener". Specific Game Effects: This skill can be used as a Die Modifier for obtaining information more readily from those who might otherwise be hesitant in volunteering that information. It can be used as a Die Modifier on reaction table rolls as well.

# Chivalry & Sorcery Conversion Tables

By Jack L. Webb



Many long years ago I bought my first D&D books. I ran my campaign for a couple of years before discovering that document of enlightenment, "The Arduin Grimoire I". I immediately shut down my campaign in order to convert to this tome of understanding. Before I could run my first expedition a friend of mine stopped by with this curious document called "Chivalry & Sorcery". I scrapped my entire campaign in my lust for this new system. I was caught in the ferris wheel of technology, information becoming obsolete by the time it was printed. I ran a C&S campaign for a few months before I began to realize that it was lacking. I missed my Judges Guild information. I longed for the various and diverse monsters of D&D. I sorely missed the diversity of "The Arduin Grimoire". All these things were useless in conjunction with C&S. At first I tried to convert this information to C&S, but with the mountain of D&D information growing every day the task was never ending. Thus was borne this supplement. It makes all my Judges Guild information compatible, it brings back all the old D&D monsters, and once more David Hargrave becomes the sage of my campaign.

First of all, if you do not have a copy of C&S, either buy one or go no further, this in no way will supplant C&S. In fact without having read C&S first you'll never even understand this information.

The first and most obvious consideration I had was the innovation of fatigue and body levels as opposed to Hit Points. Thus a friend and I developed the first chart. To convert your player character or start a new one, start with the body base, check for any modifiers and check against your level under your class. All classes advance as one of those four: Fighter, Magic User, Cleric, or Thief. You gain pluses to the body, and you roll more dice as you gain experience. This chart replaces the one on page 113 of C&S. I use Hargrave's

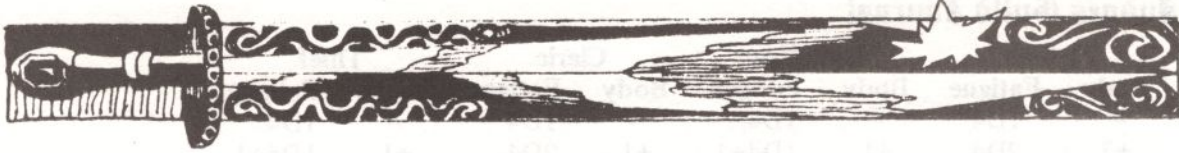
charts for determining level by Experience Points but you can use whatever you wish. The chart labeled "Gain of PCF per Class and Level", also replaces the information on page 113. This is how much your Personal Combat Factor increases as you go up. The chart for recovery of Fatigue Levels replaces the one on page 5 of C&S. Recovery of body is as in standard D&D, but you cannot replace fatigue points lost until your body is up to 100%.

Chart two replaces the Personal Combat Factor Table on page 7. When determining your PCF use the standard C&S method. When computing the Military Ability Factor a hitch comes in, if you use the 1 - 20 system for character attributes (Strength, Intelligence, etc.), then the chart on lower page 7 is okay. But if you use the 3 - 18 method substitute the following chart:

- + 1 Point if Wisdom is 17 or 18
- + 1 Point if Charisma is 17 or 18
- + 1 Point if Dexterity is 17 or 18
- 1 Point if Wisdom below 6
- 1 Point if I. Q. below 6
- 1 Point if Charisma below 6

With these two charts, crossover of characters is 100% possible. The average player in my system and the average player in the D&D system have the same Hit Points and the same plus to hit at all levels from the first to twenty plus. I have only had one player get higher than what I have calculated for, he still gains fatigue and has the same Hit Points as he does in D&D but he gets no better with the sword after Level 21. In my world you can only get so good with the sword. If they live long enough everyone will get the same plus to hit at the top level of PCF, some will do it at Level 19, some as late as 26. But in the end it all evens out. In D&D all 3rd Level Fighters have a





plus one to hit over a 1st Level. In my system, not all 3rd Level have the same plus to hit, most do, but some are killers and some are clowns.

One point on page 7 needs explaining, the Class Factor. It is fairly simple if you are an Elf, Dwarf, Halfling, Cleric or Magic User, just look for your class and you have it. There are however, several numbers for fighting men. In my system, all Fighters are 1.0, unless they have military training or experience, then they count as a sergeant at 1.2. If they are fortunate enough to become a squire they get the rating for squire or knight. If you know the C&S rules you know it ain't all that easy to become a knight!

Now comes the Combat Chart (Oh no, not another Combat Chart!). With so many Combat Charts around, I hated to make another but not a single one has all the weapons I like and the one in C&S has a second number of critical hits I just don't like. When you have a crossover of characters from C&S to D&D do not use this Combat Chart while the used standard D&D, just take your level and roll it up and use the chart and damage point system of whichever your player crosses over to. Example: My 3rd Level Fighter, 6 Body, 8 Fatigue, goes into a regular D&D campaign. In that campaign, he uses 3D8 and whatever combat system everyone else is using at the time. That is all the explaining the Combat Table needs except for this. You will note there's no damage listed with the weapons. That is because the chart I use is in the *Arduin Grimoire* and it is illegal to reprint it. The chart in *Greyhawk* works but does not have all the weapons I have listed.

I use the standard Archery Table in C&S but the damage the missile does, I get from the *Arduin Grimoire*. You have to reduce the damage done because the original C&S character takes almost twice the damage of a D&D character. Use all the rules in C&S Combat as they stand, target variations, parrying, dodging, just substitute for damage and use my charts when a similar one comes up in the book.

For a Critical Hit Chart use the one in *Arduin Grimoire I*, there is no other like it. Use the *Arduin Grimoire I* Fumble Chart if you want one otherwise forget it. When in any table of C&S, especially the Armor Table on 52, and it says anything about an extra die of damage, use a four-sided not a six-sided. The Bare Hand Combat Table works quite well with my system, and the throwing matrix and bash results are a must.

In the horse vs. horse section on page 59, it

shows the lance doing "PCF damage multiplier times 3 plus 1 - 10" plus an additional 1 - 20 if target is counter charging. Make that just plain 1 - 10 and 1 - 12 instead of 1 - 20. The rest of the combat remains standard C&S.

To make the magic system of C&S compatible with D&D you have to use one or the other. Either use the D&D system and forget the system in C&S, or do as I do and use the highly complicated but very realistic C&S method. To make the C&S magic compatible, remember that fatigue is twice as valuable as it was before this supplement. Simply cut all fatigue costs for spells by  $\frac{1}{2}$  unless the cost is stated as a percentage, then do nothing to that spell. The percent loss for casting spells on page 69 is fine like it is. If the fatigue loss is only one, then double the distance the spell can go, **only** the time length. If a spell does damage, and has a specific die amount reduce to the next largest type die:

1 - 20 becomes 1 - 12

1 - 10 becomes 1 - 8

1 - 6 becomes 1 - 4

The best way to do this is to buy a bottle of liquid paper, blot out the old number and put in the new one by the method I have listed here.

When using *Judges Guild* information, or any pre-factored material, it will list a character's Hit Points. To convert that into fatigue and body, simply split it in two. One half goes to fatigue and one half to body. If it is an odd number, give the extra point to the fatigue.

If you decide to use the C&S magic system, I highly recommend you also use the C&S Cleric system. They are a matched set. Conversion for the Cleric is done with the same guidelines set down for the magic system for considerations of damage done and fatigue lost.

Well, that's my system. You may have to improvise in some areas such as which charts to use and which classes. There are overlapping C&S and D&D charts and character classes. Do you use the C&S Thief or the D&D Thief. The C&S Forester or the D&D Ranger. Which system for magic swords, movement in the underworld, surprise, etc. I use C&S wherever possible and David Hargrave where I can't. You will have to have the *Arduin Grimoire I*, and *Arduin Grimoire II* will help a lot. Use what you like of my system, throw the rest in the can. Have fun, improvise.

## 8 The Judges Guild Journal

Level	Fighter		Magic User		Cleric		Thief	
	Body	Fatigue	Body	Fatigue	Body	Fatigue	Body	Fatigue
1	--	1D4	--	1D4	--	1D4	--	1D4
2	+2	2D4	+1	1D4+1	+1	2D4	+1	1D4+1
3	+2	3D4	+1	2D4	+2	2D4+1	+1	2D4
4	+2	4D4	+2	2D4+1	+2	3D4	+2	2D4+1
5	+2	5D4	+1	3D4	+2	4D4	+1	3D4
6	+2	6D4	+1	3D4+1	+1	5D4	+1	3D4+1
7	+2	7D4	+1	4D4	+2	5D4+1	+1	4D4
8	+2	8D4	+2	4D4+1	+2	6D4	+2	4D4+1
9	+2	9D4	+1	5D4	--	½/LVL	+1	5D4
10	+1	+1	+1	5D4+1			+1	5D4+1
11		+2	+1	6D4				+½/LVL

Use 10 for all even Levels; Use 11 for all odd Levels.

### Body Base

- 2 Fighters
- 1 Clerics, Theives
- 0 Magic Users

### Body Modifiers

	Strength	Constitution	Intelligence
3	- 1	- 1	- 1
4	- 1	- 1	- 1
16	+1	+1	0
17	+1	+1	+1
18	+2	+2	+2

Due to the many and varied ways to determine size suffice it to say:

#### Height

Lower 10% of Class	- 1
Upper 20% of Class	+1
Top 5% of Class	+2

#### Weight

Lower 10% of Class	- 1
Upper 20% of Class	+1
Top 5% of Class	- 1

You don't gain by being fat.



SIEMBIEDA - 80

Gain of PCF per Class and Level

Level	Fighter	Magic User	Cleric	Thief
2	+2/LVL	+1	+1	+1
3		+1	+1.5	+1.5
4		+1	+1.5	+1.5
5		+1	+1.5	+1.5
6		+1	+1.5	+1.5
7		+1	+2/LVL	+2/LVL
8		+1		
9		+2/LVL		



Use the base and method for figuring PCF as in C&S.

Recovery of Fatigue Based on Constitution

	3	4 - 5	6 - 10	11 - 15	16	17	18
Walking Unencum./Hour	- 1	0	0	+1	+1	+2	+2
Rest/Hour	0	+1	+1	+2	+3	+3	+4
Sleep/Hour	+1	+1	+2	+3	+4	+4	+5

Players with a negative body are DOA and never start. Those with a body of 0 are Level 0 and do not advance. Magic Users may start with a body of 0 and advance but must spend the first level studying spells only.

PCF Level	Using L and L+ Weapons		Using LH and H Weapons			Shield		
	Blows	Hit	Parry	Blows	Hit	Parry	Dodge	
0 - 2.5	- 1	- 5%	+ 5%	- 1	- 7%	+10%	-	+ 5%
2.6 - 3.5	--	--	--	--	--	--	--	--
3.6 - 9.5	--	+ 5%	- 5%	--	--	--	- 3%	- 5%
9.6 - 11.5	--	+ 8%	- 8%	--	+ 5%	--	- 5%	- 8%
11.6 - 13.5	--	+10%	-10%	--	+ 8%	- 5%	- 8%	-10%
13.6 - 15.5	--	+12%	-12%	--	+10%	- 5%	-10%	-15%
15.6 - 17.5	+1	+15%	-15%	--	+12%	- 8%	-12%	-18%
17.6 - 19.5	+1	+18%	-18%	+1	+15%	-10%	-15%	-20%
19.6 - 21.5	+2	+20%	-20%	+1	+18%	-12%	-18%	-22%
21.6 - 23.5	+2	+22%	-22%	+1	+20%	-15%	-20%	-25%
23.6 - 25.5	+3	+25%	-25%	+2	+22%	-17%	-25%	-28%
25.6 - 27.5	+3	+28%	-28%	+2	+25%	-20%	-30%	-30%
27.6 - 29.5	+4	+30%	-30%	+3	+28%	-22%	-35%	-35%
29.6 - 31.5	+4	+35%	-35%	+3	+30%	-25%	-38%	-40%
31.6 - 33.5	+5	+38%	-38%	+4	+32%	-28%	-40%	-45%
33.6 - 35.5	+6	+40%	-40%	+4	+35%	-30%	-45%	-50%
35.6 - 37.5	+6	+45%	-45%	+5	+38%	-33%	-50%	-50%
37.6 - 39.5	+7	+50%	-50%	+5	+40%	-35%	-52%	-55%
39.6 - 41.5	+7	+50%	-50%	+6	+42%	-38%	-55%	-55%
41.6 - 43.5	+8	+50%	-50%	+6	+45%	-40%	-55%	-55%
43.6 - 45.5	+8	+52%	-52%	+6	+48%	-42%	-55%	-55%
45.6 +	+8	+55%	-55%	+6	+50%	-45%	-55%	-55%

# 10 The Judges Guild Journal

Type	Blows	0	1	2	3	4	5	6	7	8	9	10
1 L Dagger, Knife	4	40	30	25	20	15	10	5	0	0	-5	-10
1 L Dagger, Rear Attack, Double Damage, Critical on +15%	4	55	50	45	40	35	30	25	20	20	15	10
1 L Garrot	1	60% chance of instant kill if it follows a successful move silent. Does not affect AC 7 or higher or Helmet +4. A +50% hit is decapitation.										
2 L Hatchet, light club, Does Damage as Cudgel	3	40	35	25	20	15	10	5	0	-5	-10	-15
2 L+ Hand Axe, Tomahawk	3	40	35	25	20	15	10	5	5	0	-5	-10
2 LH Numchucks (2) Does Damage of Cudgel	4	60	55	45	35	30	25	15	5	-5	-10	-15
3 L Shortsword	3	50	45	40	30	20	15	10	5	5	0	-5
3 L Short Rapier, Does Damage as Rapier. Used with Rapier.	3	55	50	40	30	25	25	15	5	-5	-10	-15
4 L+ Cudgel, Hvy. Club, Wood Axe	3	45	40	35	30	30	20	15	10	5	0	0
4 LH Mace	3	35	35	35	30	30	25	25	20	15	10	10
4 LH War Hammer, +1 blows when used by Dwarf	3	40	40	35	35	30	25	25	20	15	10	10
5 L Rapier, etc.	3	60	55	45	35	30	25	15	5	-5	-10	-15
5 L+ Sabre, etc.	4	55	50	40	35	30	25	20	15	10	5	0
5 L+ Katana (2)	4	65	60	50	40	35	30	25	20	10	5	5
5 LH Broadsword, Falchion	3	45	45	40	35	30	20	15	10	10	5	5
5 LH Battle Axe*	3	45	45	40	35	35	35	25	20	15	10	10
5 LH Short Flail*	3	35	35	35	30	30	25	25	20	20	15	10
5 LH Shovel, Chain, Crowbar	3	40	35	30	25	20	15	10	5	0	-5	-10
6 LH Longsword	3	50	45	40	35	30	25	15	15	10	5	0
6 LH Knight's Broadsword (One-Handed Bastard Sword)	3	50	50	45	40	35	30	25	25	20	10	10
6 H War Hammer*, Maul* (2)	2	35	35	35	30	30	30	25	25	20	15	15
7 LH Bastard Sword (2) **	2	45	40	35	35	35	30	30	25	20	15	15
7 H Morning Star**	2	40	40	40	40	40	35	30	30	25	20	20
8 L+ Short Spear	2	45	45	40	35	25	20	15	10	5	-5	-10
8 LH Quarter Staff* (2)	5	60	55	40	35	35	15	10	0	-5	-10	-10
8 L+ Trident	2	50	45	40	35	30	25	20	15	10	5	0
8 H Two-Handed Sword***	2	35	35	35	35	35	35	30	25	25	20	20
8 H Two-Handed Battle Axe, Needs 4' of Clearance, each side.	2	35	35	35	35	35	30	30	25	25	20	15
8 H War Pick** (2)	2	35	35	35	30	30	25	25	25	20	15	10
9 LH Long Spear, Short Pike	2	50	45	40	35	30	25	20	15	10	5	0
9 H Flail*** (2)	2	30	30	30	30	30	25	25	25	20	20	15
10 L+ Bullwhip*	2	70	50	30	20	10	0	-10	-15	-20	-30	-40
10 LH Pole Arms, Bills, Scythes, etc.****	2	50	45	40	35	30	25	20	15	10	5	0
10 H Halberd*** (2)	2	50	45	40	35	35	30	30	30	25	20	15
10 H Pike**** (2)	2	35	35	35	35	35	30	25	15	10	5	0

L+ = 20% chance of bash against opponent in 0 - 6 Armor and not 100+ pounds heavier.  
10% chance of bash against opponent in 7 - 8 Armor and not 100+ pounds heavier.

LH = 25% chance of bash against opponent in 0 - 6 Armor.  
20% chance of bash against opponent in 7 - 8 Armor.  
10% chance of bash against opponent in 9+ Armor.

H = 30% chance of bash against opponent in 0 - 6 Armor.  
25% chance of bash against opponent in 7 - 8 Armor.  
20% chance of bash against opponent in 9+ Armor.

Increase chances for bash +5% for every 100 pounds the attacker is heavier and decrease -5% for every 100 pounds the defender is heavier.

- \* Needs 3 feet clearance on each side of wielder.
- \*\* Needs 5 feet clearance on each side of wielder.
- \*\*\* Needs 6 feet clearance on each side of wielder.
- \*\*\*\* Too long to be used in dungeons.

Unadjusted 95 - 00 is a fumble, any hit +25% is critical. When a hit is critical roll a ten-sided die with each Hit Point representing 10% of the total damage to be applied directly to the body. If character is killed and he has enough fatigue left to offset the damage, he is in a coma and needs the help of a Cleric or medikit to live.

Spears and Pikes are +10% vs. charge on both hit and bash and do double damage if grounded.

Bills may be used to hook a man and pull him down: no damage, check for bash.

(2) Indicates a two-handed weapon that the name does not designate so.

Use the standard C&S chart for naturally armed monsters with standard chance for critical and fumble. Ignore the lower numbers for their critical use the +25% as being critical as for men. Use the amount of damage done as is listed with monster description. Use common sense for whether the monster has large or small fangs, etc. Use the C&S bash probabilities as listed for monsters.



Further Notes on a C&S to D&D Conversion

One of the things in C&S that I love best is their Thief. He has a chance of discovery percent and a different way to figure the Move Silent. The Move Silent is based on whether the listener can hear the Thief not on the Thief's Move Silent. This way everyone has a chance to Move Silent, as they should. Thieves are just better. If you use the D&D Thief, substitute the C&S method of Silent Move (based on the chart on page 107 of C&S "Surprise") and add the other parts D&D lacks. The Chance of Discovery, Mugging, Hear Noise, and whatever else you like matches pretty evenly through all the levels. If you use David Hargrave's Thief as I do, substitute the following chart for Move Silent and tack onto Hargrave's these additional things.

Level	Move Silent	Mugging	Hear Noises	Chance of Discovery
1	--	--	--	45%/10%
2	- 3%	--	--	40%/10%
3	- 4%	--	--	35%/10%
4	- 5%	--	+ 5%	33%/9%
5	- 7%	--	+ 7%	30%/9%
6	- 8%	--	+ 7%	28%/8%
7	- 9%	+ 5%	+ 8%	27%/8%
8	-10%	+ 7%	+ 9%	25%/7%
9	-11%	+ 8%	+10%	23%/7%
10	-12%	+10%	+12%	20%/6%
12	-13%	+12%	+13%	19%/6%
14	-15%	+15%	+14%	18%/5%
16	-16%	+17%	+15%	17%/5%
18	-17%	+20%	+16%	16%/5%
20	-18%	+22%	+17%	15%/5%
25	-19%	+25%	+18%	14%/4%
30	-20%	+27%	+19%	13%/4%
40	-21%	+30%	+20%	12%/3%
50	-22%	+40%	+21%	10%/2%
75	-23%	+50%	+22%	8%/2%
100	-25%	+60%	+25%	5%/1%

The explanations and base numbers for these percentages is found in C&S, page 60.

## 12 The Judges Guild Journal

The Combat Chart I present earlier works well with player character vs. player character, but what does the average man or monster you meet do? I shall explain. Here is what the average man, 9 - 12 on all attributes, does through the levels. This way you don't have to figure the PCF for each and every opponent. This applies to all weapon using monsters too.

Level or Hit Die of Monster or Man	PCF
1	8
2	10
3	12
4	14
5	16
6	18
7	20
8	22
9	24
10	26
11	28
12	30
13	32
14	34
15	36
16	38
17	40
18	42
19	44
20	46

Clerics and Thieves fight at one level lower than their actual level and Magic Users fight at two levels lower than their real one. This can be made to apply to all naturally armed monsters. The manner for figuring is the same but naturally armed monsters have no weapon or shield parry, only dodge. Additionally all naturally armed with low Dexterity (3 - 8) dodge at 5% less than rated. Those with high Dexterity dodge 5% more than rated (Dexterity 13 - 18).

When using the naturally armed monster chart on C&S, page 57, you have to determine what the monster is armed with. Whether it is claws or fangs is obvious, the size is the problem. If your favorite nasty is man-sized it has medium claws, fangs, talons or whatever. Smaller than a man uses small type attacks and larger than a man uses large attacks. Figure the weight of the monster for bash purposes. Use the monsters weight listed in C&S and use them as a guideline for other monsters. It is possible to publish all the attack types, weights of monsters, and attack with dodge bonuses for monsters but it would take forever to get ALL the monsters and would lead to a cumber-

some chart. Save the time of having to cross index to several charts, guesstimate.

### Random Notes on Damage Point System Magic, Etc.

There are two new systems out for figuring Hit Points, one by E. Gary Gygax and one by Dave Hargrave. In **Advanced Dungeons & Dragons tm**, Fighters take a ten-sided die and Magic Users an eight-sided die. Clerics remain at six. Here is how to make my system work in that. Magic Users would advance as Fighters, for purposes of damage points. Fighters would have an additional point added to their body on all even levels, two through eight. Fighters would gain plus three, instead of plus two on levels two, four, six and eight. If you use the new **Arduin Grimoire, Vol. III** system, on page 25 of said book, then I gotta do a little explaining. First, this is how Hargrave's system works. You get one point for each Constitution point, one point for every Constitution point over twelve, a base amount set on **Arduin Grimoire III**, page 25, and a plus five bonus for Fighters, Thieves, etc., or a plus 3 bonus if you are a Cleric type. Magic Users get no bonus. Example:

A first level Fighter with a Constitution of 15 gets:

- 15 for Constitution
- 3 for each Constitution Point over 12
- 14 Base for Human Male
- + 5 for being a Fighter
- 37 Hit Points

It looks high but from then on you only get one point for every one, two or three levels you advance after that. To divide that into a body-fatigue mode it goes like this. Your Constitution represents your fatigue. The base amount represents your body. Any Constitution bonus goes to the body. Fighters get a bonus of plus two body and plus three fatigue. Clerics and the like get plus three fatigue, Magic Users get no pluses. From then on the point you add every one, two or three levels (depending on character class) is added to fatigue. In the case of our earlier Fighter, he would have:

- Fatigue**
- 15 for Constitution
- + 3 for being a Fighter
- 18 Fatigue

**Body**

- 3 for each Constitution Point over 12
- 14 Base for Human Male
- + 2 for being a Fighter
- 19 Body

From then on, he would gain one point to his fatigue for every level he earns. This is the system presently in use in my dungeon. If you use this system there is a catch. You can't go around having encounters with ten 6th level Orcs. To keep monsters on the level system and take the players off? The monster gets what is set down for him in the book, one die for Orcs, five to twelve die for Dragons. It is possible to have one 2 or 3 die Orc in a party of one die Orcs, or a second or third level Thief, Fighter, Magic User, etc. But if you put one in of fourth level or more he starts getting two many points and should be made into a non-player character and given points just like a player character in this new system. This system applies to player characters and non-player characters only, you can't go around giving every first level Orc, 37 Hit Points, it eliminates the advantage of this system and just causes a cold war type escalation. More guys tend to stick around for second level this way and a whole lot less for super high levels. Which is how it should be. You should get to a high level on your wits. I've seen too much dumb stuff done with high level people just because the player knew he could take the damage and live.

In C&S give all primitive talents a *Heal Light Wounds Herbally*. At 6th level give them a *Heal Serious Wounds Herbally*, and at 8th level, give them a *Cure Disease Herbally*. Judge picks the herb. (Quick, this guy's gotta have some Acapulco Gold!) To put a D&D spell into a C&S magic system (or one of Hargrave's spells) rate the spell at one level higher than listed (two for Hargrave's) and give the spell a BMR of one higher than the spell level. Put the spells in whatever category you desire. It might be best to stick them all into ancient lore so the Judge can control which of these non-C&S spells the players aquire.

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# Campaign Use Of "City State Of the World Emperor"

by dave sering

With the release of the **City State of the World Emperor**, the fantasy gamer has a second Judges Guild City to adventure in. Viridistan is at once more extensive and more flexible than our previous **City State of the Invincible Overlord**. It is composed of three maps and three books. Book I and the two Campaign Maps No. Six came as the Guildmember Installment with Journal 20. The maps were the Guild's special detailed Judges and non-detailed Players versions which fit into the series of campaign maps of the Guild's own campaign universe. Book I contains the complete historical background of Viridistan and its relationship with its neighbors. Politics is extremely important in Viridistan and the long-simmering crisis with the Mycretians is building up to another confrontation. The Mycretians are a new character class and are completely detailed in Book I. General information on the city itself, citizen behavior customs, mores and government is contained in the first six pages. This information would be available to visitors to Viridistan and should be read by or to players. The rest of Book I contains the Campaign Guidelines for the Judge.

These Guidelines consist of **Ruins & Relics**, **Lurid Lairs**, and the **Village Listing**. Each entry is keyed to location by the four digit hex location number. **Ruins & Relics** are small minor encounters of various types, each of which is suitable for a complete encounter for a low-level character. None of these are very dangerous but pose an opportunity to demonstrate problem solving skills. **Lurid Lairs** gives the location of monsters, a guaranteed opportunity for a player character to exercise their combat skills. The **Village Listing** contains the location and name of all the villages on the campaign map. All other relevant statistics are listed here such as Population, Type of Inhabitants, Alignment of Inhabitants, Ruler Name, Ruler Level, Ruler Alignment, Ruler Class, Ruler Type, and the major commercial Resource available. The Judge usually finds the **Village List** most

useful in forming a base of operations for groups of player characters to explore the surrounding lands. The Alignments give hints for political possibilities and the Resources possibilities for trade.

From page 12 to 29 is the real meat of the Campaign Guidelines. Each of the six provinces is detailed in order. First is given the provincial capital, the statistics and personality of the ruling Padisha and his top aids. Next appears a summary of the city or town itself and a section of rumors and information for the Judge to impart as desired. Then each major geographical feature is listed, giving a complete description of the feature, rewards, traps, inhabitants and other useful items.

Page 30 starts the section on Religions of Viridistan, giving a breakdown of Sources of Power, Teaching Alignment, Adherents Alignment, Hierarchy, Buildings, Rituals, Frequency of Ceremonies, Sacrifice Offerings, Main Teachings, and Peculiarities. Most of this section is concerned with the religion of Mycr, the Unknown One and the guidelines for running player characters of the new class known as Mycretians. This new class has some affinities to the Clerics and Paladins but many unique features, both in social and religious practices and relationships and their special 'Spirit Gifts'.

Books II and III cover the City of Viridistan itself. Book II contains the listing of all Shops and Stores. It includes places where bulk purchases of food are made. Restaurants/Eateries, Taverns and Inns are covered in Book III. The listings are arranged alphabetically by the type of goods or service offered here. Note that no specific location is listed in the book. The full color map of the city itself has a hexagonal location grid with each hexagon identified by a unique four-digit number. Some important buildings have specific locations and these are identified on the map. All these buildings are in Book III and have a location number printed after the name of the building. A special space provided after the name of each Shop or building where the Judge may list a specific loca-



tion code if he or she so desires. In some instances a generalized location is given in terms of the "Quarter" of the City, such as "Merchant Quarter, Thieves Quarter, Nobles Quarter, etc." The Quarters are locateable by the street names on the map. The borders of each Quarter are deliberately left a little vague so that the Judge may adjust them to better reflect the tone of his or her campaign. The Noble's Quarter occupies the southeast section between the riverfront, Coracle Creek, the Emperor's Palace and Imperial Avenue. The Military and Entertainers inhabit the area between Imperial Avenue, Grande Promenade, with the Alchemists and other less savory individuals in the northeastern area backed against the walls. Artisans occupy the area between Grande Promenade and Market Avenue and extend several blocks westward toward the Avenue of Power. Approaching the Avenue of Power from the northeast, Artisans merge gradually into Merchants. The higher class Merchants are located between the Avenue of Power and the cliff edge. The Thieves Quarter occupies the areas to the northwest of Hedonae Temple (hex 1513). The Seamans Quarter lines both sides of the Silver Shod Canal on the riverfront down below the cliffs. The Elph Quarters occupy the caves in the cliff face itself. The Palace and Temple Quarters are located in the center of the city.

The listing for each shop gives first in bold-face type the name of the shop or the type of goods or services sold here. Next is listed the major people at this establishment in order of importance. Minor personages are listed in the text of the shop description where appropriate. Listing for each person are in order: Name, Class, Alignment, Level, Hit Points, Armor Class, Social Level, Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma, and most favored Weapon. In the text of the description are listed any specific treasure items appropriate to this shop. At the end of the description may also be listed "cache". This refers to the tables in the center of Book II, pages 40 and 41. These tables permit a Judge to locate and describe in whatever degree of detail necessary those "stashes" of valuables that person were wont to make in an era that does not have banks with safe deposit boxes. Lines are provided at the end of each shop for the Judge to record whatever items of interest he or she desires. Two lines are also provided for most shops with those establishments which are of greater import having a greater number of lines.

The index to Important Persons (Book III, page 77) lists persons of note and where information about them is recorded. Only those persons of note are listed here. This means only those persons

of moderate to high social level or those important in game terms because of special talents, positions, or functions would be listed. As a general state of affairs personages in Viridistan tend to be a level or two higher than equivalent people in the **City State of the Invincible Overlord** owing to the tougher level of competition. Also since more trade flows through Viridistan the level of cash flow and total of treasure are slightly greater. Beware; since the guards and traps are tougher too!

The Restaurants/Eateries, Taverns and Inns are covered in Book III, pages 50 through 76. They are listed in no special order so an alphabetical index is provided on page 76 as is a repeat of the general prices charged for meals and lodging by the various classes of establishment. Each listing gives the same information as for shops and also includes comments on the clientele and special items of note.

Pages 78 and 79 of Book III are an alphabetical index to Streets and Squares, giving the hex location number of the beginning and end of each street, alley or lane. Many of the smaller alleys have no name given on the map so that the Judge, if desired, may add names appropriate to their specific campaign.

Book III includes all the encounter tables for the city, pages four through six. Temples are listed here as are all Governmental Offices, Services, and Beaureaucrats. Complete details are given on each Military Unit, its weapons, abilities, quality of personnel, and the details of its commander. An extensive list of Rumors is provided, full of juicy bits of gossip about people and events in Viridistan which could help or mislead the player character. In all instances, when confused as to where to turn, look on the back cover of Book III. There is given a complete index to all three books. On the back cover of Book I is given an Abbreviations Index.

Remember that our products are intended to aid you in the conduct of your own campaign. Do not be hesitant as Judge to modify any of our material to better suit the tone of your own campaign. Happy Gaming from Judges Guild!

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# Scroll Determination Chart

By Scott Arndt

For the last two years of DMing a Fantasy campaign I have always had trouble with scrolls because I knew that spells are not the only things put on scrolls and therefore there is a serious gap in the game because of lack of detail in the scroll determination chart. A more detailed system follows. Some notes and comments are:

All ingredients are usually hard to find and very odd things, such as Eye of Newt, Pixie Dust, Hydra Teeth, Rage Eaters Sap and Rust Monsters Claw. The ingredients may be very detailed also, such as the right pin feather of a female sparrow with no more than one pregnancy which was caught in the middle of the night when there was no moon; or the left nail of the claw of a female

Werebear that is a virgin.

Rituals include such things as burning incense made of sweet herbs in a golden censor while chanting a special verse and bathing the object in blood of a black-haired, blue-eyed virgin taken on the night of the first full moon of the summer and then waving the object around while saying: . . .etc.

General summoning will bring the Gods, etc., in a generally favorable state of mind, but caution must be used in dealing with them. Demons are usually under control or restraint for a short time. Summoning from curses, however, will bring the summoned down in a very angered state of mind.

Disease must be removed by both a Remove Curse and a Cure Disease spell. Effects take place immediately but symptoms will, usually, start out slow and develop to full potential, until death where indicated.

Teleportation takes place immediately and there are some chance that the teleported will lose his clothes, weapons, treasure in whole or in part. Teleportation may include just one, two, etc., or the whole party and the scroll will disappear immediately after all the teleportation has taken place.

Die Roll	Type of Scroll
01 - 20	Spells: go to Table I
21 - 40	Summoning: go to Table V
41 - 60	Potion Preparation: go to Table X
61 - 80	Magical Item Preparation: go to Table XIII
81 - 00	Curses: go to Table XVIII

[This table may be adjusted to reflect probabilities of your own worlds—Ed.]

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Table I Number of Spells

Die Roll	Number of Spells
01 - 30	1 Spell
31 - 40	2 Spells
41 - 50	3 Spells
51 - 65	4 Spells
66 - 75	5 spells
76 - 85	6 Spells
86 - 90	7 Spells
91 - 95	8 Spells
96	9 Spells
97	10 Spells
98	1 - 12 Spells
99	1 - 20 Spells
00	1 - 100 Spells

Go to Table II.

Table II Level of Spells  
(Roll for each Spell)

Die Roll	Level of Spell
01 - 20	1st Level Spell
21 - 40	2nd Level Spell
41 - 50	3rd Level Spell
51 - 60	4th Level Spell
61 - 70	5th Level Spell
71 - 80	6th Level Spell
81 - 90	7th Level Spell
91 - 95	8th Level Spell
96 - 99	9th Level Spell
00	10th Level Spell

Go to Table III.

Table III Aids and Ingredients

Die Roll	Instructions
01 - 50	Just read Scroll
51 - 75	Need 1 - 8 items + Level of Spell
76 - 90	Need 3 - 24 items + Level of Spell
91 - 00	Need 3 - 24 items + Level of Spell + a Ritual

Go to Table IV.

Table IV Type of Spell

Die Roll	Type
01 - 40	Magic User 76 - 80 Healer
41 - 55	Clerical 81 - 90 Songs of Bards
56 - 60	Druidic 91 - 95 Jester's Tricks
61 - 65	Witch 96 - 99 Psionic Abilities
66 - 70	Illusionist 00 Special Table IV-A
71 - 75	Mage

Table IV-A Types of Special Spells

Die Roll	Effects
01 - 25	Unleash strong Chaotic forces throughout world.
26 - 30	Unleash Law/Neutral forces throughout world.
31 - 40	Alter Global wide conditions in Economic and Physical ways.
41 - 50	Mass Insanity.
51 - 60	Create new Continent.
61 - 70	Move world into another Plane of existence.
71 - 00	Etc.

Table V Items Needed or Aids in Summoning

Die Roll	Instructions
01 - 30	Read Scroll only
31 - 50	2 - 8 Items
51 - 75	3 - 24 Items
76 - 85	3 - 24 Items + involved Ritual
86 - 00	4 - 48 Items + very long Ritual

Go to Table VI.

Table VI Alignment Summoned

Die Roll	Alignment	
01 - 25	LAW	Go to Table VII
26 - 75	NEUTRAL	Go to Table VIII
76 - 00	CHAOTIC	Go to Table IX

Table VII LAW Summoned

Die Roll	Who Summoned
01 - 15	Major God
16 - 30	Regular God
31 - 40	Godling
41 - 50	Immortal
51 - 60	Defender of LAW
61 - 70	Lesser Devil
71 - 90	Greater Devil
91 - 00	Arch-Devil

Table VIII NEUTRAL Summoned

Die Roll	Who Summoned
01 - 15	Major God
16 - 30	Regular God
31 - 40	Godling
41 - 60	Ruler Class (Elemental, Animal, and Beings) From Elric Story Line.
61 - 75	Immortal Defenders of Neutrality
76 - 85	Lesser Elementals
86 - 90	Efreeti
91 - 00	Djinni

# 18 The Judges Guild Journal

Table IX CHAOTIC Summoned

Die Roll	Who Summoned
01 - 25	Major God
26 - 30	Regular God
31 - 40	Lesser God
41 - 50	Immortal Defender of Chaos
51 - 60	Demon Level 1
61 - 70	Demon Level 2
71 - 80	Demon Level 3
81 - 90	Demon Level 4
91 - 95	Demon Level 5
96 - 99	Demon Level 6
00	Demon Prince

Table X Number of Potions

Die Roll	Number of Potions
01 - 25	1 Potion
26 - 35	2 Potions
36 - 45	3 Potions
46 - 55	4 Potions
56 - 65	5 Potions
66 - 75	6 Potions
76 - 85	7 Potions
86 - 90	8 Potions
91 - 95	9 Potions
96	1 - 12 Potions
97	2 - 16 Potions
98	1 - 20 Potions
99	3 - 36 Potions
00	1 - 100 Potions

Go to Table X-A.

Table X-A Potion Named

Die Roll	Named
01 - 75	Potion Named in Scroll
75 - 90	Potion Unnamed in Scroll
91 - 00	Potion Named wrong in Scroll

Go to Table XI.

Table XI Types of Potions

Die Roll	Type
01 - 30	Regular
31 - 50	Alchemist Specials
51 - 70	Poisons
71 - 75	Anti-Poisons
76 - 85	Drugs
86 - 95	Blade Venom
96 - 99	Acids
00	Special: Greek Fire, Gases, Powders, etc.

Go to Table XII.



Table XII Ingredients

Die Roll	Ingredients
01 - 30	1 - 4 ingredients + Ritual
31 - 50	1 - 6 ingredients + Ritual
51 - 60	1 - 8 ingredients + Ritual
61 - 70	1 - 10 ingredients + Ritual
71 - 80	1 - 12 ingredients + Ritual
81 - 90	1 - 20 ingredients + Ritual
91 - 95	3 - 18 ingredients + Ritual
96	4 - 48 ingredients + Ritual
97	5 - 60 ingredients + Ritual
98	6 - 72 ingredients + Ritual
99	7 - 84 ingredients + Ritual
00	1 - 200 ingredients + Ritual

Table XIII Number of Magical Items on Scroll

Die Roll	Number of Magical Items
01 - 30	1 Item
31 - 40	2 Items
41 - 50	3 Items
51 - 65	4 Items
66 - 75	5 Items
76 - 85	6 Items
86 - 95	7 Items
96 - 99	8 Items
00	1 - 20 Items

Go to Table IXV.

Table IXV Type of Magical Items

Die Roll	Type	
01 - 20	Sword	1 x Table 15, 16 & 17
21 - 35	Armor	1 x Table 15, 16 & 17
36 - 40	Misc. Weapons	1 x Table 15, 16 & 17
41 - 65	Misc. Magical Items	2 x Table 15, 16 & 17
66 - 85	Wands/Staves	3 x Table 15, 16 & 17
86 - 90	Rings	2 x Table 15, 16 & 17
91 - 95	Twin Weapons, Matched Sets, etc. of Magical Items	4 x Table 15, 16 & 17
96 - 99	Lesser Artifact	4 x Table 15, 16 & 17
00	Greater Artifact	5 x Table 15, 16 & 17

**Table XV Ingredients for Magical Item Manufacture**

Die Roll	Ingredients
01 - 40	1 - 4 ingredients
41 - 50	1 - 6 ingredients
51 - 60	1 - 8 ingredients
61 - 70	1 - 10 ingredients
71 - 80	2 - 20 ingredients
81 - 90	3 - 30 ingredients
91 - 95	4 - 40 ingredients
96 - 99	5 - 50 ingredients
00	1 - 100 ingredients

**Table XVI Time Needed for Manufacture of Magical Items**

Die Roll	Time
01 - 10	1 - 4 Days
11 - 20	1 Week
21 - 30	1 - 4 Weeks
31 - 40	1 Month
41 - 50	1 - 12 Months
51 - 60	1 Year
61 - 70	1 - 4 Years
71 - 80	1 - 10 Years
81 - 90	20 Years
91 - 99	1 - 100 Years
00	1 - 100 Centuries

**Table XVII Procedures**

Die Roll	Description
01 - 25	Simple Ritual
26 - 50	Hard Ritual
51 - 75	Involved Ritual
76 - 99	Difficult Ritual
00	Very Long and Very Difficult Ritual

**Table XVIII Types of Curses**

Die Roll	Type
01 - 20	Summoning (as Table V)
21 - 35	Monsters (Table IXX)
36 - 45	Disease (Table XXIII)
46 - 55	Polymorph (Table XXIV)
56 - 65	Teleport (Table XXVI)
66 - 75	Growth or Shrink (Table XXVII)
76 - 90	Minor Alterations (Table XXX)
91 - 00	Terrible Major Curse (Table XXXI)

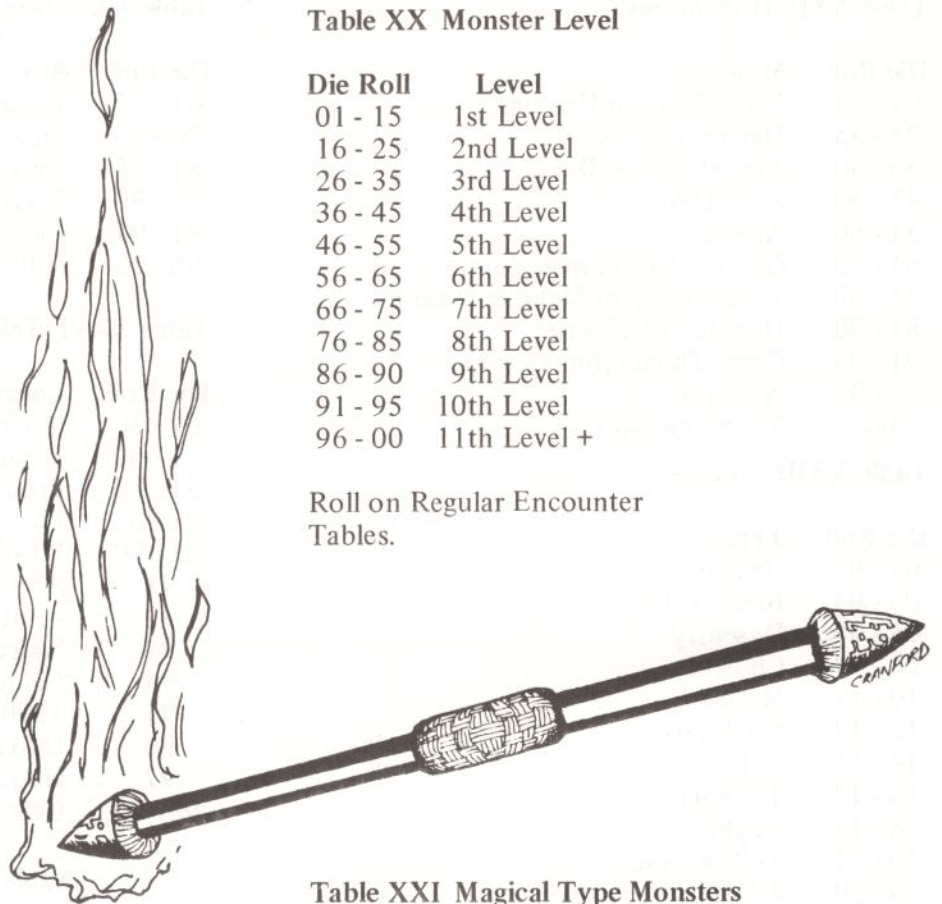
**Table IXX Monster Type**

Die Roll	Category
01 - 75	Regular Monster Type (Table XX)
76 - 95	Magical Guardian (Table XXI)
96 - 00	Holy Moses! (Table XXII)

**Table XX Monster Level**

Die Roll	Level
01 - 15	1st Level
16 - 25	2nd Level
26 - 35	3rd Level
36 - 45	4th Level
46 - 55	5th Level
56 - 65	6th Level
66 - 75	7th Level
76 - 85	8th Level
86 - 90	9th Level
91 - 95	10th Level
96 - 00	11th Level +

Roll on Regular Encounter Tables.



**Table XXI Magical Type Monsters**

Die Roll	Type
01 - 02	Aerial Servant
03 - 10	Elemental
11 - 13	Gargoyle
14 - 17	Ghast
18 - 20	Ghosts
21 - 22	Ghouls
23 - 25	Golems
26 - 29	Banshees
30 - 33	Hell Hounds
34 - 37	Homonucleus
38 - 39	Imp
40 - 46	Invisible Stalker
47 - 48	Lich
49 - 51	Lycanthrope
52 - 54	Mummy
55 - 60	Spirit Naga
61 - 62	Night Hag
63 - 64	Salamanders
65 - 68	Skeleton
69 - 75	Slithering Tracker
76 - 81	Spectre
82 - 85	Vampire
86 - 87	Water Wierd
88 - 89	Wight
90 - 93	Wraith
94 - 96	Wind Walker
97 - 99	Zombie
00	Other

## 20 The Judges Guild Journal

**Table XXII Holy Moses!**

Die Roll	Monster
01 - 25	Large Party of Demons
26 - 35	Demon Princes
36 - 40	Large Party of Devils
41 - 50	Arch-Devil
51 - 60	Angels
61 - 70	Giant, Giant Purple Worms
71 - 80	Large Group of Metallic Dragons
81 - 90	Hoarde of Valkyrie
91 - 95	Giant Thunderbunnies
96 - 99	Air Squid
00	Typhoonagater

**Table XXIII Diseases**

Die Roll	Type
01 - 02	Grippe
03 - 04	Bubonic Plague
05 - 07	Dysentery
08 - 09	Cholera
10 - 11	Malaria
12 - 13	Small Pox
14 - 15	T. B.
16 - 17	Typhoid
18 - 19	Typhus
20 - 24	Yellow Fever
25 - 29	Advanced Leprousy
30 - 47	Crud
48 - 49	Spotted Fever
50 - 59	Bending Fever
60 - 71	Lycanthropy
72 - 74	Black Bloat
75 - 76	Scarlet Screaming Sickness
77 - 78	Green Ague
79 - 80	Melting Sickness
81 - 82	Steaming Doom
83 - 84	Grey Rot
85 - 86	Curse of White Eyes
87 - 88	Bursting Sickness
89 - 90	Spiraling Death
91 - 92	Angry Death
93 - 94	Stumbling Mania
95 - 96	Red Sleep
97 - 98	Withering Wakeness
99	Aurora Fever
00	Other

**Table XXIV Polymorph To:**

Die Roll	Object
01 - 50	Animal
51 - 60	Bird
61 - 70	Insect
71 - 80	Fish
81 - 90	Plant
91 - 99	Rock
00	Other

**Table XXV Size**

Die Roll	Size
01 - 75	Regular
76 - 80	Small
81 - 85	Very Small
86 - 90	Microscopic
91 - 95	Large
96 - 00	Humongous

**Table XXVI Teleport To:**

Die Roll	Location
01 - 30	Mountain Top
31 - 60	Island
61 - 70	Prison Cell
71 - 80	Pit
81 - 90	Pit with Monster
91	Air (1000 - 6000 feet high)
92	Another World or Plane
93	Space
94	Center of the Earth
95	1000 - 6000 miles away
96	Into a fight
97	Into a Dragons Supper Dish
98 - 00	Other

**Table XXVII Size of Change**

Die Roll	Description	
01 - 10	Microscopic	1 - 6mm
11 - 20	Very Tiny	6mm - 6 inches
21 - 30	Tiny	6 - 8 inches
31 - 40	Very Small	8 - 12 inches
41 - 50	Small	1 - 3 feet
51 - 60	Medium	4 - 6 feet
61 - 70	Large	7 - 10 feet
71 - 80	Very Large	11 - 20 feet
81 - 90	Huge	21 - 50 feet
91 - 98	Humongous	51 - 100 feet
00	Growth of Body Part	Table XXVIII

**Table XXVIII  
What Part Grows**

Die Roll	Part	
01 - 04	Toes	60 - 64 Hands
05 - 09	Legs	65 - 69 Fingers
10 - 14	Knees	70 - 74 Thumbs
15 - 19	Thighs	75 - 79 Neck
20 - 24	Sexual	80 - 84 Head
25 - 29	Waist	85 - 89 Nose
30 - 34	Chest	90 - 92 Mouth
35 - 39	Breasts	93 - 94 Eyes
40 - 44	Buttocks	95 - 96 Ears
45 - 49	Shoulders	97 - 98 Hair
50 - 54	Arms	99 Teeth
55 - 59	Elbows	00 Other

**Table IXXX Size**

Die Roll	Size
01 - 25	½ as Large
26 - 35	¼ as Large
36 - 45	4 x Smaller
46 - 55	0 - 100 x Smaller
56 - 65	2 x Larger
66 - 75	3 x Larger
76 - 85	4 x Larger
86 - 00	1 - 100 x Larger

**Table XXX Minor Alterations**

Die Roll	Effect
01 - 20	Strength Drain 1 per day till death
21 - 40	Level Drain 1 per day till death
41 - 60	Intelligence Drain 1 per day till 0
61 - 80	Constitution Drain 1 per day till death
81 - 90	Wisdom Drain 1 per day till 0
91 - 00	Other (As Geas Non-performance)

**Table XXXI Major Curses**

Die Roll	Curse
01 - 10	Constant Harrassment from a Preist-hood or Religion.
11 - 20	Always having friends killed (-2 savings)
21 - 30	Very, very slow and painful death of a strange and unknown disease.
31 - 40	Live in constant fear and paranoia.
41 - 50	Insanity
51 - 00	Other



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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 here, 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, CO=Comics, CU=Computers, ST=Star Trek.

**WEST POINT CON III (G), April 5-6.** Games, Seminars, Films and Dealers Contact: Jacob Kovel, Co. H - 4 USCC, West Point, N. Y. 10997. Phone: (914) 938-4346.

**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.

**CAPCON '80 (SF), Apr. 26-27.** Terry Hollern, 45 W. Blake, Columbus, OH 43202.

**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.

**LEPRECON 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), May 23-26.** GrimCon, 1749 Sonoma Ave., Berkely, CA 94707.

**M. I. G. S. '80 (G), May 25.** Les Scanion, Pres. M.I.G.S., 473 Upper Wentworth, Hamilton, Ontario, Canada.  
Phone: (416) 388-5632. Derek C. Watson, 255 Holton Ave. S., Hamilton, Ontario, Canada L8M 2M1  
Phone: (416) 544-9050.

**MICHICON IX (G), Jun. 6-8.** Includes DipCon '80. Oakland University, Rochester, MI (location). MDG,  
POB 787, Troy, MI 48099 (information).

**X-CON 4 (SF), Jun. 6-8.** X-Con 4, 6107 W. Lisbon Ave., Milwaukee, WI 53210. (414) 351-0991.

**PRO-CON (SF), Jun. 12-14.** Tony Toscano, 242 N. University, Provo, UT 84601.

**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.

**NANCON III (G), Jul. 4-6.** Nan's Toys and Games, 1385 Galleria Mall, 5015 Westheimer, Houston, TX  
77056. (713) 622-0760.

**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 Orlovski 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, Cam-  
bridge, 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 XI (G), Nov. 21-23.** MDG, POB 787, Troy, MI 48099.

**AQUACON (SF), Feb. 12-15, 1981.** Aquacon, POB 815, Brea, CA 96261.

**DENVENTION II (SF - 39th WorldCon), Sep. 2-7, 1981.** Denvention II, POB 11545, Denver, CO 80211.

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**Judges Guild**



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Each question can be answered with a number which is explained with the appropriate question. In all cases (except 19 - 20), a blank or a 0 (zero) response means "no opinion" or "not applicable".

Rule each of the articles in this edition of **The Judges Guild Journal** from 1 (bad) to 9 (good).

- 1) Shrewd Slants From the Sagacious Sage
- 2) Merchants: An Expanded Traveller Character Class
- 3) C&S Conversion Tables
- 4) Campaign Use Of City State Of the World Emperor
- 5) Omniscient Opinions (Scroll Determination)
- 6) The Halls Of Theorat
- 7) Conventionwatch
- 8) Jocular Judgments
- 9) The Magical Staff
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- 32) Empire of the Petal Throne tm
- 33) Skulls and Crossbones
- 34) The Fantasy Trip tm
- 35) Adventures in Fantasy tm
- 36) Bushido tm
- 37) En Garde
- 38) Top Secret
- 39) High Fantasy

Also on a scale of 1 (low) to 9 (high) rate your interest in seeing Judges Guild produce:

- 40) Board Games based on Science Fiction novels
- 41) Board Games based on Fantasy novels
- 42) Role Playing games based on Science Fiction novels
- 43) Role Playing games based on Fantasy novels
- 44) Role Playing aids and supplements (using other companies systems) based on Science Fiction novels
- 45) Role Playing aids and supplements (using other companies systems) based on Fantasy novels

### 30 The Judges Guild Journal

- 46) Campaign maps and aids (for example, The Wilderness of the Magic Realm)
- 47) The Wilderness Project (for example, Mines of Custalcon and Witches Court Marshes)
- 48) Contest Dungeons (for example, Operation Ogre)
- 49) Solo Dungeons (for example, Survival of the Fittest)
- 50) City Playing aids (for example, The City State of the World Emperor)
- 51) Dungeon Scenarios (for example, Dark Tower)
- 52) Its own Fantasy role playing system(s)
- 53) Its own Science Fiction role playing system(s)
- 54) Science Fiction board games
- 55) Fantasy board games

- 60) Escape from Astigar's Lair
- 61) Caverns of Thracia
- 62) Dark Tower
- 63) Book of Treasure Maps
- 64) The Maltese Clue
- 65) Operation Ogre
- 66) Verbosh
- 67) Broken Tree Inn
- 68) Dra'k'ne Station
- 69) Trek-80
- 70) Wilderlands of the Magic Realm
- 71) Treasury of Archaic Names
- 72) Survival of the Fittest
- 73) Under the Storm Giant's Castle

On a scale of 1 (bad) and 9 (good), rate the quality of the following products:

- 56) Mines of Custalcon
- 57) Campaign Map 6 and Guidebook (City State of the World Emperor)
- 58) Tower of Ullision
- 59) Sword of Hope

Rate the following statements from 1 (strongly disagree) to 9 (strongly agree):

- 74) I use Judges Guild products in my campaign with almost no changes.
- 75) I am able to use products designed for different games systems in my campaign with very little difficulty.

#### ANSWERS

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# JOCULAR JUDGMENTS



## THE BALLAD OF JUDGES GUILD A Ribald Asininity By Chuck Anshell

Harken, Ye, Guildmembers, both old and new  
To a true tale – told just for you –  
Of valiant Men and Maidens fair  
And how they moved to here – from there.  
A tale of joy and toiling hard  
Of old phone numbers and a new business card  
Of a massive Exodus, I write this tome  
Of relocating Judges Guild to its new home.

Though where we were t'was nice (tis true)  
We needed more space – were we to do  
The things required to continue to be  
Of service to you, in the same way we  
Had always been throughout our past  
And needed a home whose size would last  
Through further expansion in years to come,  
So we could serve *all* well (and not just some).

“Expand?”, You say, “Expand some more?”  
“Of course!”, I answer, “We need more floor  
Space, desks, and chairs, and more personnel,  
More storage, more things than words can tell!  
Our Guild has grown in many ways  
So many new products – you’d be amazed  
At how many projects we’re working on now,  
We’re getting better and bigger – that I’ll avow.

“We used to have Bledsaw’s (Both Norma and Bob)  
And Sering and John Lind were known to hobnob  
Around the old Guildhall along with Bryan Hinnen,  
Anshell and Reagan (who’d, games, be a-winnin’)  
And there was Bill Davis, here from the start,  
Mark Holmer has always done his own part  
And Pat and Penny and others (now gone),  
All the folk using both their brains and their brawn.



“Now Rudy Kraft has joined our fold.  
Rick Houser and Dan Hauffe, too, I am told.  
Tim Ellrick has been added to our big crew  
And Ron Ellrick (Tim’s Dad) has joined with us too.  
Debbie McGill has been typing away  
And Debbie Holmer packs orders each day.  
Now Dorothy and Helen do their best to impart  
Their knowledge of the way to any man’s heart.”

So, month’s ago, “Leader” (Bob Bledsaw, by name)  
Decided there was no way we could remain  
in the same

Location much longer, he went on a pilgrimage  
To locate our new home and provide anchorage  
Where all of our stock and equipment would fit  
And each of us would have his own place to sit  
And work on our play-aids, games and magazines  
And hold our games sessions for oldsters and teens.

He finally alighted at Sunnyside School  
When we saw the place – the space made us drool,  
So he hassled his way through the legalities  
And we started to move in – as fast as you please,  
And, though to conventions some of us did wend,  
Bill, Pat and Debbie, the orders did send.  
Remodeling and painting go on without pause  
“Design” keeps on writing – and all for your cause.

We added a TRS-80 (Mod II),  
And added a darkroom for handling a few  
Photos and color, for our new product lines.  
We opened our offices and set out our signs.  
All this we did while we still played our games  
With miniatures and microarmor and things  
with no names.

We FRP at a wink killing Dragons on sight  
Saying “Happy Gaming to all – and to all  
a good Knight!”

# The Magical Staff



## DEBBIE HOLMER COLLATION & MAIL ORDER

Debbie Holmer was born in New York City. Her family moved to Decatur when she was two years old. Why they chose Decatur, she has never figured out. She got married two years ago to a great guy (Mark Holmer). What a day that was!! Debbie likes dogs, plants, music, dancing partying, and in general, having a good time. She is a wild and crazy lady!

She has been working for Judges Guild for a while now, helping Pat with the mail orders. She knows about the games since Mark plays all of them. She is easy to work with and she brightens up any day with her happy outlook on life.

## MIKE REAGEN ADVERTISING DIRECTOR AND DESIGNER

Mike Reagan (that's me) was born at 3:15 am on April 2, 1948, in the delivery of the Decatur Memorial Hospital (I was not impressed but who cares about my ego). Michael (me again) drifted through life without direction or purpose until he reached the age of fifteen, when he found an old game of **D-Day** in a yard sale (why anyone would sell a yard is beyond me). Purpose came into Mike's life, the quest for an opponent. Ten years passed and someone said, "Do you know what **Midway** is?" Mike said, "Yes! Yes!" and a game was on, and on, and on. . . .

Mike was in the Navy for four years of his life. He travelled around quite a bit. About six years ago, Mike got married to a grade school teacher, Harla. School teachers I had never looked like her!

In 1979, Bob Bledsaw said, "Why don't you quit your job and come work for me." Mike said, "Yes! Yes!" and so he did. He is known around the Guild as "Torch" for some unknown reason (except to a few!). He says he will live happily ever after (that's what he thinks!).



**DEBBIE MCGILL  
TYPESETTER**

Hi! I'm Debbie McGill. I was born August 21, 1952 in St. Louis, MO. I lived there until September of last year, then moved up to Decatur, IL. I have never been married but I have gone with the same fellow for nine years. I just don't want to get married yet, plenty of time to do that later. When I came up to Decatur, I went to CETA and worked for Job Service. Ceta brought me to Judges Guild, Inc. I like my job very much and I hope to stay with the company for a long time to come.



## Foto Follies

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

*Upper Left:* John Lind squares things away in a corner of our cavernous warehouse area. As usual, he's moving so fast that you can't see him. *Lower Left:* Bearded Bob Bledsaw in our spacious new Design Department. *Lower Right:* Our cooks, Helen and Dorothy, take a break from cooking up something delicious in our alchemy lab — er...uh, food services kitchen.



AVAILABLE FROM JUDGES GUILD

# BUSHIDO

ROLE PLAYING ADVENTURE IN FEUDAL JAPAN



Phoenix Games

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In *Bushido* the Players take roles as members of various Professions and wander through Nippon. The overall campaign is organized by a Games Master whose imagination is only the starting point for many hours of intriguing and entertaining enjoyment. "The Heroes of Nippon" is the player's guide and contains the rules for creating characters, combat, and magic. It features an Attribute system which allows a character to be tailored to a player's specifications. "The Land of Nippon" is the referee's guide and contains rules of Encounters, Battles, and other things necessary to the campaign. *Bushido* uses pencil and paper, six and twenty-sided dice, a Game Master, and as many players as will brave the perils of Nippon.

## Judges Guild



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# The Halls of Theorat

By Robert Bowes

**Background:** Less than a month ago, deep in the heart of the Kalojovan Woods, the great castle of Oglethorpe the Superfluous towered over the trees of the forest. But, just two weeks ago, a huge flaming meteor fell from the sky, and exploded as it hit the castle. When a party went out the next day to see what had happened, they were stunned. There was nothing: no rubble, no signs of the impact; it was like the entire castle had vanished into thin air. Nothing was left; nothing, that is, but a mysterious flight of stone steps descending down into the black nothingness that lay below. Since the bizarre event, no one in town has returned to the site, and, if questioned about the occurrence, they become terrified, mumbling only something about a "theorat" (which is an ancient word from a long dead civilization meaning meteor). Slowly, but surely, anxious adventures like you have made their way to this small, remote town to venture down into the depths and see what lies beyond the stone steps. From the few that have already ventured in and managed to return, you have learned that what lies below is a very treacherous dungeon, and it has quickly become known as the Halls of Theorat. The trail that leads to the cold, stone steps can be easily found, and, barring any unfortunate encounters (20% chance) with bandits (70% chance) or lycanthropes (30% chance) during your journey there, you soon find yourself standing at the top of the stairs that will take you and your companions into the depths of the Halls of Theorat.

**Note to DM:** Oglethorpe the Superfluous was a highly lawful good illusionist of the 49th level. He was found, however, by his gods, to be in the process of constructing a highly evil dungeon in the labyrinth of rooms and passages beneath his castle. As a result, his gods both destroyed the castle (the meteor was used as a ploy to make the townspeople believe that it wasn't an act of the gods) and condemned Oglethorpe's soul to be forever entombed within the dungeon that he had created. Oglethorpe is not dead. He is very much alive and still roams the dungeon corridors, attempting to help and offering his services to any predominating lawful good party that is in trouble and in need of help, for he still believes that the gods will change their minds if he can prove his regret of the actions he took and prove he is worthy of their trust again.

**Special:** No Psionic powers will work within the Halls of Theorat, except for the major and minor disciplines a given character may have (monsters included).

**Notes on wandering monsters:**

1. There is a 1% chance every time a wandering monster encounter is indicated that Oglethorpe the Superfluous will be encountered instead (see description below).
2. All monsters in the dungeon of low or better intelligence get a plus two (+2) on their saving throws versus illusions, fear, and confusion. This is in addition to any other bonuses they may already be entitled to. The only exception to this is their saving throws versus the wands or spells of Oglethorpe the Superfluous, in which case all saves are made with a minus

### 36 The Judges Guild Journal

- four (-4) on the die.
3. Every time a wandering monster encounter will be indicated, there is a 20% chance that the monster(s) encountered will be illusionary.
  4. Every time an illusionary wandering monster encounter is indicated, there is a 75% chance that the monster(s) will not actually be real and a 25% chance that the monster(s) will appear as something other than what they actually are (probably will appear as a different type of monster).

#### Oglethorpe the Suprefluous:

STR 13	CON 17	Class- Illusionist	HP- 121
INT 18	DEX 16(18)	Race- Human	AC- -9
WIS 12	Cha 14	Level- 49th	

#### Magical Items:

Bracers of Defence AC2	Ring of Protection +3
Gauntlets of Dexterity	Ruby of Total Regeneration
Wand of Fear (38 charges)	Luckstone
Wand of Illusion (26 charges)	Cloak of Protection +2
Ring of Elemental Summoning	Portable Hole
Ring of Invisibility	

The Orb of the Dragonette:  
Power 1- Wizard Eye  
Power 2- 10-die Cold Ray 3 times/day  
Power 3- Must consume 25,000 GP every month and one magical item every year to sustain its power.

He is able to read and speak every language that is known to exist.

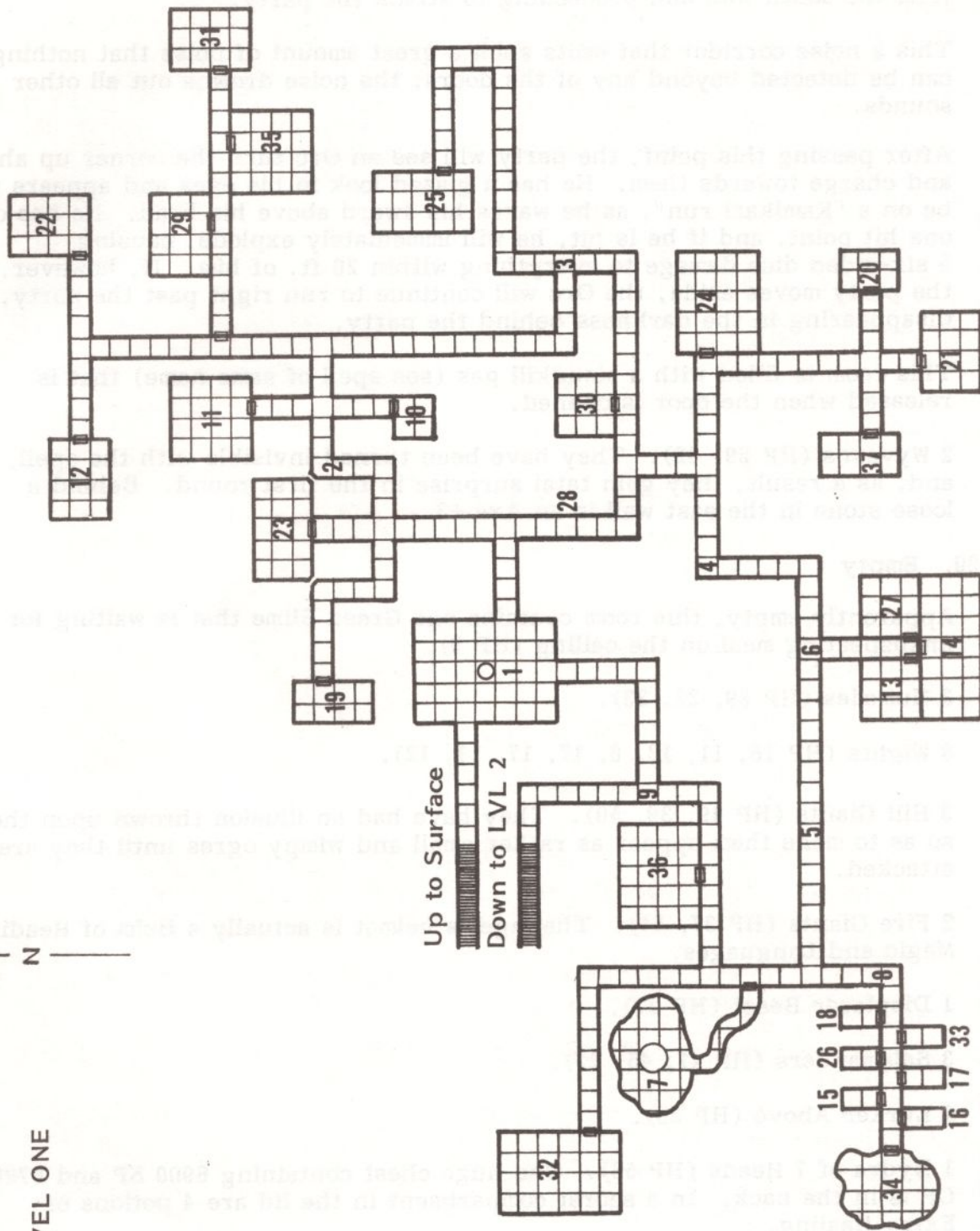
#### LEVEL 1

1. A large statue sits in the middle of this room, and when it is approached, it will slowly repeat the following numbers for about two minutes: 50, 60, 30, 30.
2. This is a 40 ft. deep pit in the middle of the corridor. Scratched into the stone at the bottom are the numbers: 30, 30, 120, 40.
3. Scrawled on the ceiling here are the numbers: 30, 100, 40, 50.
4. Under a loose stone in the floor at this point is a piece of paper upon which the following numbers are written: 50, 40.
5. In the middle of this corridor lies a Brown Mold. Beneath it is a small trapdoor, below which are the following items: a normal mace, a Ring of Magic Resistance (ST+4 vs. magic), a Staff of Power (only 10 charges remain of each power), and a Sword +4 (Int.11, Ego.2, N).
6. In the middle of the corridor is a 10 ft. pit with steel spikes at the bottom (4 six-sided Dice damage per character falling in). When looked at from above, the arrangement of the spikes spells out the number "50".
7. In the very center of this cave is a small, but deep, pool of very clear water. There appear to be a few hundred platinum pieces (600 to be exact) at the bottom, about 30 ft. down. Every turn the party is within the cavern,

# The Halls of Theorot

By Robert Bowes

LEVEL ONE



### 38 The Judges Guild Journal

there is a 10% chance (not cumulative) of an Umber Hulk (HP 49) emerging from the south wall and proceeding to attack the party.

8. This a noise corridor that emits such a great amount of noise that nothing can be detected beyond any of the doors; the noise drowns out all other sounds.
9. After passing this point, the party will see an Orc turn the corner up ahead and charge towards them. He has a glazed look in his eyes and appears to be on a "Kamikazi run", as he waves his sword above his head. He has only one hit point, and if he is hit, he will immediately explode, causing 5 six-sided dice damage to everything within 20 ft. of him. If, however, the party moves aside, the Orc will continue to run right past the party, disappearing in the darkness behind the party.
10. This room is filled with a cloudkill gas (see spell of same name) that is released when the door is opened.
11. 2 Wyverns (HP 29, 32). They have been turned invisible with the spell, and, as a result, they gain total surprise in the first round. Behind a loose stone in the east wall is an Axe +3.
- 12-20. Empty
21. Apparently empty, this room contains one Green Slime that is waiting for an unsuspecting meal on the ceiling (HP 9).
22. 3 Mummies (HP 29, 22, 33).
23. 8 Wights (HP 16, 11, 12, 6, 17, 17, 11, 12).
24. 3 Hill Giants (HP 49, 39, 50). They have had an illusion thrown upon them so as to make them appear as rather small and wimpy ogres until they are attacked.
25. 2 Fire Giants (HP 37, 54). The lager's helmet is actually a Helm. of Reading Magic and Languages.
26. 1 Displacer Beast (HP 27).
27. 3 Salamanders (HP 41, 45, 22).
28. 1 Lurker Above (HP 29).
29. 1 Hydra of 7 Heads (HP 56). One huge chest containing 6900 SP and 6700 CP is in the back. In a secret compartment in the lid are 4 potions of Extra-Healing.
30. 3 Hell Hounds (HP 13, 18, 13). Each are of 4 hit dice.
31. 5 Wraiths (HP 25, 28, 30, 22, 25).
32. 17 Ghouls and 2 Ghosts (HP 9, 11, 6, 10, 5, 15, 15, 16, 14, 9, 10, 7, 2, 9, 7, 10, 10) and (HP 13, 17). There is one chest in the back containing 3200 EP and 1700 GP.
33. 3 Shadows (HP 15, 16, 19). There is one chest in the back containing



8000 SP.

34. 2 Bombardier Beetles (HP 23, 18). An invisible small coffer lies in the back containing 20 100 GP gems.
35. 4 Carrion Crawlers (HP 17, 9, 19, 17).
36. 7 Werewolves (HP 20, 17, 22, 28, 21, 29, 25).
37. 1 Will o' Wisp (HP 40). Lying in the back are a Sword +3 (Int. 7, Ego. 3, C/G) and a potion of Etherealness. Behind a loose stone in the west wall is a Staff of Withering with 52 charges left.

### LEVEL 2

1. This is an ogre lair. There are 17 normal ogres (HP 24, 19, 21, 15, 22, 12, 14, 24, 16, 22, 14, 14, 18, 18, 23, 26), 2 ogre magi (HP 26, 24), and 1 ogre of the clerical type (HP 25). There are also 10 females (HP 10, 23, 10, 20, 19, 18, 22, 19, 12, 10) and 6 youngsters (HP 4, 6, 1, 1, 4, 7). They are in the act of performing some sort of ritual chant, and it is obvious it has something to do with the 13 tied up dwarves (each is 3rd level; (HP 20, 16, 15, 19, 11, 10, 17, 17, 14, 14, 19, 20, 18) in the rear. Their treasure consists of the following: 7000 PP, 22,000 GP, 8400 EP, 15,800 SP, a Mace +3, and 12 potions -3 Clairaudience, 1 Resurrection (as per the spell), 2 Human Control, 1 Healing, 1 Heroism, 1 Plant Control, 1 Cold Resistance, 1 Treasure Finding, and 1 Poison (marked Heroism). Note: the clerical-type ogre is of the 8th level of experience.
2. 13 Shriekers (HP 11, 21, 15, 5, 15, 9, 16, 11, 13, 9, 20, 9, 20).
3. 1 Spectre (HP 33).
4. 1 Umber Hulk (HP 40).
5. 1 Frost Giant (HP 55).
6. 1 Cockatrice (HP 19).
7. 1 Wyvern (HP 40).
8. What is in this room varies according to which room it is entered from. As a result, this room can be entered 5 times (once from each possible entrance) and there will be something new and totally different in it each time. If entered from : room #3) 5 Stone Giants (HP 42, 45, 37, 30, 31) with one chest that contains a Crossbow of Speed, a Shield +1, 2 potions of Diminution, and 4300 SP; room #4) 1 Hydra of 9 Heads (HP 72) with no treasure; room #5) 1 Shambling Mound (HP 56) of 11 hit dice with no treasure; room #6) 1 Chimera (HP 35) with a small coffer that is hidden behind a loose stone in the the wall (x) and contains 6 400 GP jewelry; room #7) 1 ancient, huge sized Green Gragon (HP 72) with 1 potion of Resurrection (as per the spell), a Wand of Fireballs, a Ring of Flying, 1 potion of Treasure Finding, a Sword +2 (Int. 12, Ego. 10, L/G). 15,000 CP, 20,000 SP, 16,000 EP. 3000 GP, 1000 PP, 190 MP, 160 AP, and 19 500 GP gems.
9. 1 Lamia (HP 46). Around her neck is a medallion whose power is that it causes the alertness of everyone within a 10" radius of it to falter. Thus,

#### 411 The Judges Guild Journal

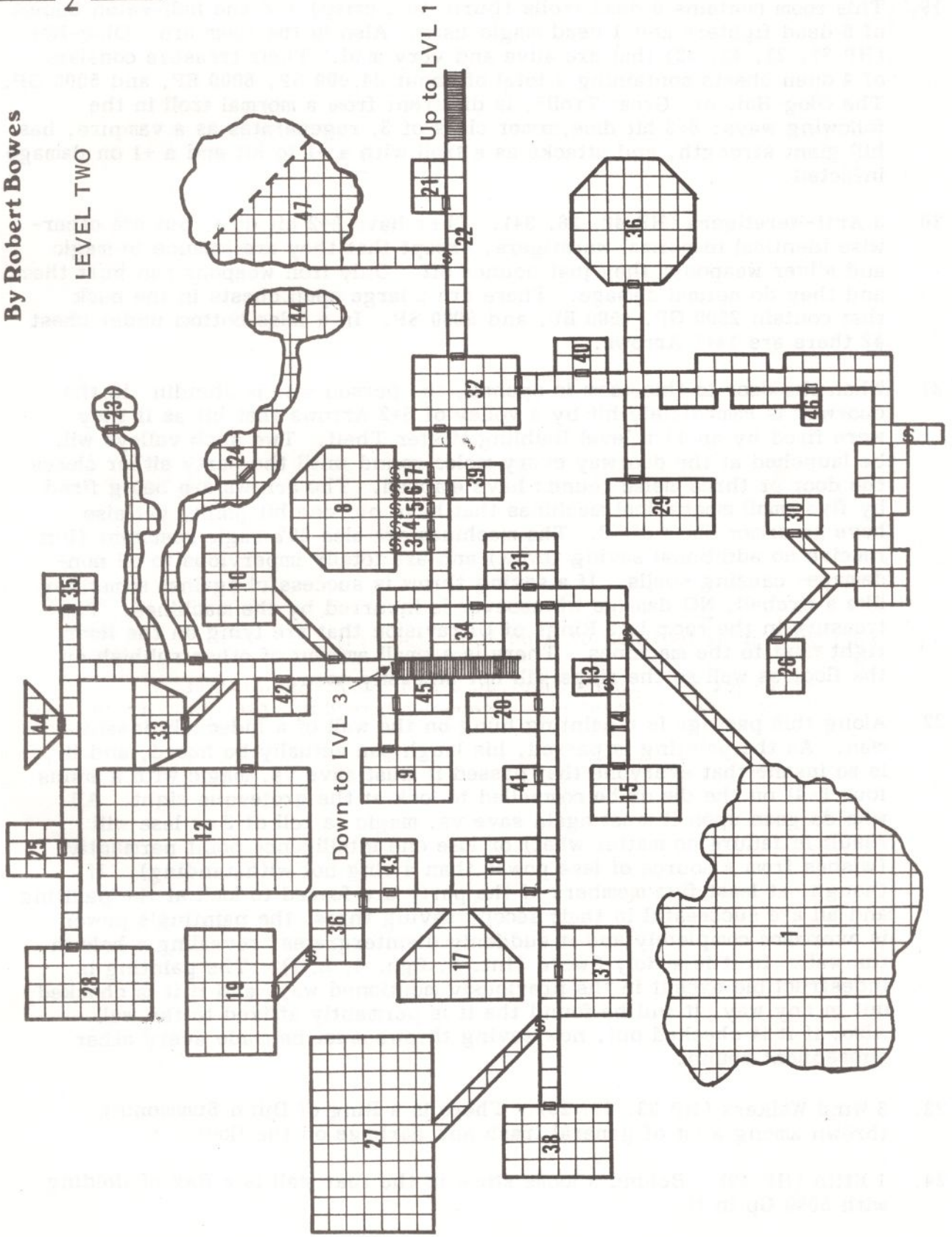
ESP doesn't work, secret doors and traps are missed, all chances for surprising something are lost, etc.

10. 2 UMBER Hulks (HP 37, 42). on the floor is an invisible cylinder (2%/person/turn cumulative chance to find) containing a Wand of Illusions. The wand is hollow (although it still works) and it contains a map to room 11.
11. This room contains nothing except for a large urn in the center in which are 1200 AP.
12. 32 Bugbears (HP 10, 8, 12, 11, 18, 22, 12, 15, 11, 14, 14, 14, 9, 14, 10, 14, 18, 14, 7, 18, 14, 19, 7, 16, 15, 9, 13, 8, 13, 10, 25, 16). There are 2 chests in the back containing 450 PP, 2100 GP, 4500 EP, and 6900 SP.
13. This is the lair of one Behinder (HP 40) that likes to patrol the outer corridor. Its treasure consists of 500 EP, 10 2000 GP jewelry, a Snake Staff, a scroll of 1 magic spell-Wizard Eye, and a scroll of 1 Clerical spell-Exorcise. The Behinder- It is an indescribably hideous creature that is sensitive to ESP and telepathy and will not attack a party which is using either. It always attacks the last in line and the mere sight of it causes paralyzation or, if a save vs. magic is made, slows for one full turn. It has the power to place the suggestion "fall behind" in its intended victim's mind (save vs. magic). It "hides in shadows" and "move silently" like a Master Thief. It has 8 Hit Dice, and armor class of 2, a movement allowance of 18', an intelligence of 15, a dexterity of 18, and 3 attacks: 1 bite for 1-12 damage and 2 claws for 1-4 damage each (all cause a save vs. paralysis).
14. This corridor is patrolled by 1 behinder (see 13).
15. 1 Cyclops (HP 63). This giant has 12 hit dice, an armor class of 3, a movement allowance of 12", and 1 attack for 3-36 damage, but he has a minus two(-2) to hit because of his lack of depth perception. His treasure consists of a large sack which contains 1900 PP.
16. 5 Stone Gargoyles (HP 15, 15, 26, 17, 13). They have 4 hit dice, an armor class of 1, a movement allowance of 9" on land and 15" in air, and 4 attacks: 2 claws for 1-6 damage each, 1 bite for 2-12 damage, and 1 horn for 2-8 damage. They are similar to normal gargoyles, but are impervious to fire, cold, and fear, and its mind is totally blank when it isn't moving.
17. 1 Ice Golem (HP 70). It is guarding a War Hammer +3 with return and a Shield +5 that are resting on a large stone block in the back of the room. The Ice Golem - It attacks as a 13 hit die monster, has an armor class of 0, has a movement of 6', gets 1 attack for 2-20 damage, and has a breath weapon of cold that can be used once every six melee rounds and causes 8-48 damage to all within 15 ft. of its front. It can only be hit by magic weapons of +3 or better. All weapons, save those of fire and cold, freeze when they first touch the golem. There is a 40% chance, less 5% for each plus the weapon has, that a frozen weapon will shatter every blow, and a frozen weapon will stay that way for one hour. Fire slows the golem, cold regenerates its hit points, and lightning causes 1 point per 1 die of damage.
18. This room is totally engulfed in fog (visibility 5"), and from the back come low growling sounds. The growling is from 3 Hell Hounds (HP 28, 33, 28), each of 6 hit dice, that are just being rudely awoken from their daily (or nightly) nap. There is no treasure.

# The Halls of Theorat

By Robert Bowes

LEVEL TWO



## 42 The Judges Guild Journal

19. This room contains 6 dead trolls (burnt to a crisp) and the half-eaten bodies of 5 dead fighters and 1 dead magic-user. Also in the room are Olog-Hai (HP 32, 21, 43, 32) that are alive and very mad. Their treasure consists of 4 open chests containing a total of about 24,000 SP, 8000 EP, and 5000 GP. The Olog-Hai, or "Great Troll", is different from a normal troll in the following ways: 8+3 hit dice, armor class of 3, regenerates as a vampire, has hill giant strength, and attacks as a troll with a +1 to hit and a +1 on damage inflicted.
20. 3 Anti-Weretigers (HP 40, 36, 34). They have 8+2 hit dice, but are otherwise identical to normal weretigers, except that they are immune to magic and silver weapons; they just bounce off. Only iron weapons can hurt them, and they do normal damage. There are 3 large open chests in the back that contain 2500 GP, 4500 EP, and 6900 SP. In a false bottom under chest #2 there are 14+1 Arrows.
21. When the door to this room is opened, the person who is standing in the doorway is immediately hit by a volley of 5+2 Arrows that hit as if they were fired by an 11th level Halfling Master Thief. Two such volleys will be launched at the doorway every melee round until the party either closes the door or three melee rounds have elapsed. The arrows are being fired by five small mechanical machines that have but one hit point, yet also have an armor class of -8. The machines are also 60% magic resistant (but receive no additional saving throw) and are totally impervious to all non-damage-causing spells. If a saving throw is successful against something like a fireball, NO damage whatsoever is incurred by the machines. The treasure in the room is 3 Rings of Ultravision that are lying on the floor right next to the machines. There is a small amount of other rubbish on the floor as well so the rings will not be easily seen.
22. Along this passage is a painting hung on the wall of a hideously insane man. As the painting is passed, his laugh can actually be heard, and it is so insane that everyone that passed it must save vs. magic with a minus four (-4) on the die or be compelled to look at the grotesque sight. All who do gaze upon it must again save vs. magic (a roll of 3 or less will result in failure no matter what) or lose one intelligence point permanently (wishes from a source of less power than a ring notwithstanding). If, though, at least five members of the party are forced to look at the painting and all are successful in their second saving throws, the painting's power is overcome completely and it suddenly disintegrates, revealing a hole in the wall. In it is a Holy Sword (Int. 8, Ego. 4, L/G). The painting is indestructible except in the previously mentioned way, and if it is checked out in any way, it will be found that it is permanently affixed to the wall. Also, if it is checked out, new saving throws must be made every other subsequent round.
23. 3 Wind Walkers (HP 33, 41, 29). There is a Ring of Djinn Summoning thrown among a lot of general trash and garbage on the floor.
24. 1 Ettin (HP 49). Behind a loose stone in the rear wall is a Bag of Holding with 5000 Gp in it.
25. 1 Basilisk (HP 32). There are 3 chests in the back containing 2600 GP, 4800 EP, 7100 SP, and 7500 CP.
26. 1 Bone Devil (HP 39). His hook-like weapon is studded with 23 750 GP gems and his stinger is of solid sapphire (worth 14,000 GP).

27. 1 Symbolic Dragon (HP 68). It attacks just like a white dragon, except that, for a breath weapon, it spits black pudding (up to five times a day with a range of 40 ft. and an area covered of 225 square ft.: 15' x 15'). It has 12+8 hit dice, an armor class of 1, it can't be subdued, and the black pudding it spits becomes normal black pudding (mobile and all) right away. It appears to have no treasure, but if its body is moved, a large trap door in the floor is revealed. If opened, there is a flight of steps descending down into a small room. In the center of the room is a small table on top of which is the following: a Helm of Brilliance, 4 Javelins of Lightning, a Ring of Reading Magic, a Spear +2, and 310 AP.
28. 2 Fire Lizards (HP 51, 39). Two large chests lie in the back containing 6100 SP, 2400 GP, 5 4000 GP jewelry, and a scroll of 5 clerical spells-plane shift, protection from evil, neutralize poison, cure disease, and true seeing. If either of the chests is opened, a volley of ten spears flies from the back wall.
29. 3 Wyverns (HP 45, 34, 37).
30. 1 Cockatrice (HP 28).
31. 2 Fire Giants (HP 48, 55). There is one chest in the room with 5000 GP.
32. 2 Evil Necromancers (HP 29, 29), and 3 Evil Superheroes (HP 48, 48, 44). Their only treasure is the magic items they possess, which are: Necro.#1) Wand of Cold (25charges left) and an Elven Cloak; Necro.#2) Bracers of Defence AC2; S.H.#1) Armor +4, Shield +1, and a Flaming Sword (Int.12, Ego.1, C/E); S.H.#2) Flaming Sword (Int.5,N); S.H.#3) Armor +1 and a Sword +3 (Int. 12, Ego.9,N). The necromancers each have 39 spell points and they have the following spells: #1) Charm Person, Dancing Lights, Shield, Magic Missile, Darkness 15' Radius, Detect Invisible, Web, Ray of Enfeeblement, Blink, Lightning Bolt, Slow, Confusion, Fear, Rock to Mud, and Teleport; #2) Enlarge, Charm Person, Magic Missile, Dancing Lights, Invisibility, Levitate, Mirror Image, Ray of Enfeeblement, Blink, Haste Dispel Magic, Remove Curse, Wall of Ice, Conjure Elemental, and Distance Distortion.
33. 1 Manticore (HP 38).
34. 6 Blink Dogs (HP 19, 26, 15, 26, 29, 10).
35. 1 Cockatrice (HP 33). There are 2 stone superheroes (C/G) standing in the rear of the room.
36. 6 Trolls (HP 27, 16, 51, 27, 37, 29).
37. 11 Wererats (HP 14, 16, 11, 17, 18, 22, 20, 25, 17, 17, 12).
- 38-46. Empty
47. This is the abode of 6 Evil Warlocks (HP 15, 22, 18, 23, 22, 23). that have succeeded in taking 5 Pegasi (HP 15, 19, 24, 24, 28) captive. All have only one goal (to breed these things for profit), and are thus worried about only one thing: protecting their property. As a result, all of them possess the same spells, which are: Charm Person, Dancing Lights, Web, Shield, Magic Missile, Mirror Image, Darkness 15' Radius, Haste, Slow, Lightning Bolt, Confusion, And Fear. Each has 27 spell points and the following

## 44 The Judges Guild Journal

magical items: #1) Ring of Invisibility, Wand of Magic, Detection; #2) Ring of Three Wishes (all remain), Wand of Secret Door and Trap Detection; #3) Wand of Fireballs (41 charges left); #4) Wand of Metal Detection; #5) None; #6) Ring of Spell Turning. If the Pegasi are freed (they are being held in a huge cage), there is a 70% chance each that they will become the loyal steed of one member of the party, so long as they are of good alignment.

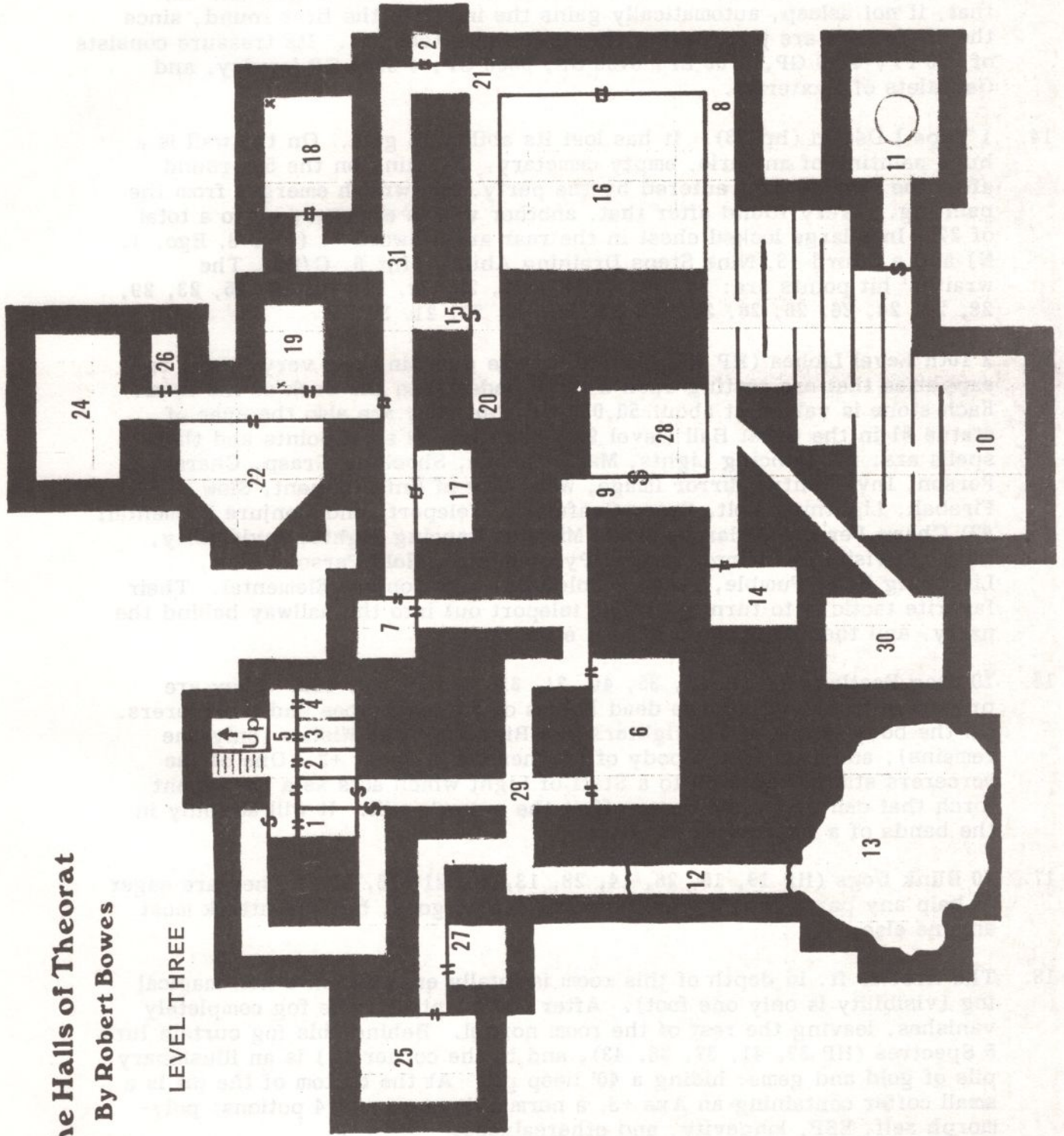
### LEVEL 3

- 1-4. Each of these rooms contains One Spectre (HP 42, 30, 45, 41) and a very valuable jewel-encrusted sword that is mounted on the back wall. If the door is broken open (treat as wizard-locked), it is one-way (in). It will not close, though, until the sword on the back wall is touched, at which time it flies shut and cannot be opened from the inside without the correct magical words (see 5). It can be opened from the outside again, but if the sword is being touched by anything foreign to it or if it is dismounted from its place on the wall, the door will not open under any circumstances.
5. Magic runes are set on all doors along this corridor. All are identical, and they are the words that, if read (via a Read Magic spell) and then spoken, will open the door to which they are directed. The words are "SuYala".
6. 2 Basilisks (HP 41, 25). They are guarding ten chests that each contain 3000 EP.
7. 2 Green Slimes (HP 9, 7) share the ceiling of this room that contains a rather share of rubbish, among which a pair of normal boots and a normal cloak have been thrown.
8. At this point in the corridor, 3 lawful good Superheroes (HP 43, 46, 54) are found fighting a purple worm (HP 77).
9. 17 Giant Spiders (HP 26, 22, 16, 27, 26, 25, 30, 17, 22, 24, 27, 13, 28, 19, 17, 18, 18). They have blocked the passage with their webs which are all over the ceilings and walls as well. As a result, the spiders will attempt to attack from all possible sides: dropping from above, moving around behind, and attacking from the front. They possess no treasure.
10. 28 Skeletons (HP 5, 6, 8, 7, 1, 7, 5, 1, 2, 1, 7, 8, 7, 2, 5, 2, 1, 8, 8, 6, 5, 3, 5, 4, 5, 6, 4, 4). They have but one hit die, yet they attack as if they were 10th level fighters, and they can fire their fingers joints (5 at a time) as if they were +1 Arrows. There is an unlocked chest in the back of the room which contains a Longbow +2 and 30 +2 Arrows
11. In the center of this room is a small fountain that is full of very diluted Extra-Healing potion. As a result, 6 ounces of the liquid must be consumed to regain 1-10 hit points. The only problems are: 1) too much of any liquid gives a person cramps and slows them down physically; 2) in the fountain is one Water-Wierd (HP 23). The fountain recycles any liquid that it contains, and there are only 80 gallons of the diluted potion, so there are only a total of 427 doses worth. Also, if the Water-Wierd is killed at any time (via a Purify Water spell), it will reform again anyway, only it will be 2-12 hours later.
12. In this dust-filled corridor is a permanent whirlwind and, therefore, anyone passing through is temporarily blinded (4% chance of permanency). The

# The Halls of Theorat

By Robert Bowes

LEVEL THREE



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#### 46 The Judges Guild Journal

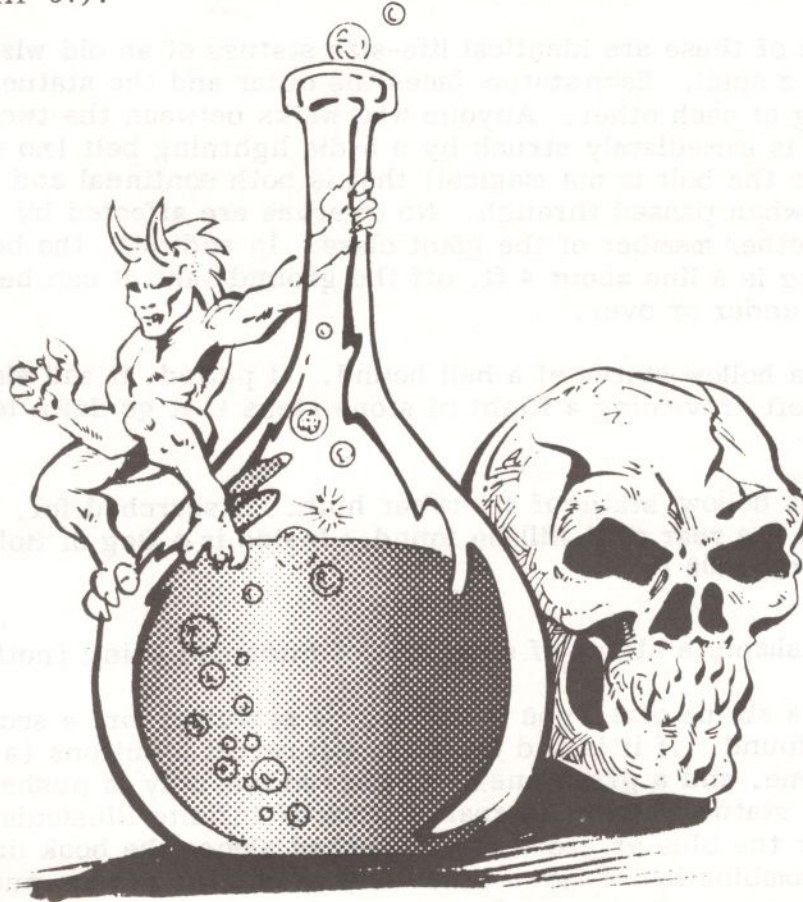
blindness, though, only lasts for the time spent within and an additional 20-30 seconds afterward (if not permanent).

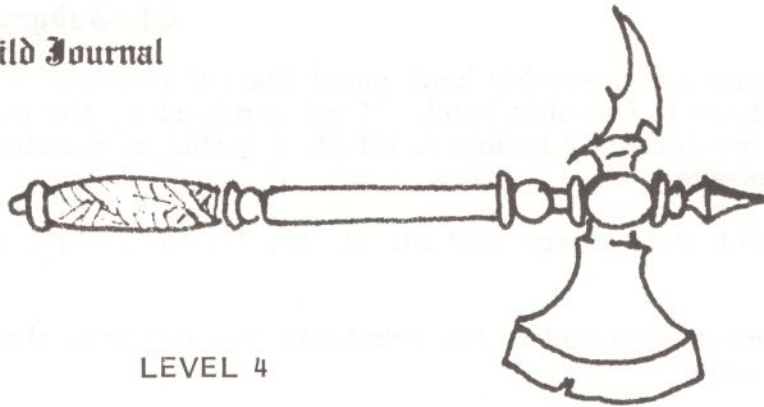
13. This huge cavern contains 1 old, average sized, Black Dragon (HP 42) that, if not asleep, automatically gains the initiative the first round, since the characters are just leaving the dust storm (see 12). Its treasure consists of 650 PP, 4700 GP, 6700 EP, 8700 SP, 9800 CP, 4 3000 GP jewelry, and Gauntlets of Dexterity.
14. 1 Type I Demon (hp 33). It has lost its ability to gate. On the wall is a huge painting of an eerie, empty cemetery. Starting on the 5th round after the room is first entered by the party, one wraith emerges from the painting. Every round after that, another wraith emerges, up to a total of 27. In a large locked chest in the rear are a Sword +1 (Int. 8, Ego. 1, N) and a Sword +3, Nine Steps Draining Ability (Int.6, C/E). The wraiths' hit points are: 24, 16, 31, 23, 21, 25, 28, 17, 30, 14, 25, 23, 29, 28, 24, 24, 26, 25, 26, 30, 28, 25, 26, 18, 20, 21, 36.
15. 2 10th Level Liches (HP 45, 43). They are guarding two very large, red sapphires that are resting upon a large pedestal in the back of the room. Each stone is valued at about 50,000 GP, but they are also the eyes of statue #1 in the Great Hall (level 9). Each has 39 spell points and their spells are: #1) Dancing Lights, Magic Missile, Shocking Grasp, Charm Person, Invisibility, Mirror Image, Web, Ray of Enfeeblement, Slow, Fireball, Lightning Bolt, Fear, Confusion, Teleport, and Conjure Elemental; #2) Charm Person, Enlarge, Magic Missile, Dancing Lights, Invisibility, Detect Invisibility, Mirror Image, Pyrotechnics, Hold Person, Slow, Lightning Bolt, Fumble, Fear, Feeblemind, and Conjure Elemental. Their favorite tactic is to turn invisible, teleport out into the hallway behind the party, and then conjure up a mean elemental.
16. 10 Stag Beetles (HP 27, 23, 35, 40, 31, 31, 38, 37, 40, 40). They are preparing to feast upon the dead bodies of 3 superheroes and 2 sorcerers. On the body of one of the fighters is a Ring of Three Wishes (only one remains), and next to the body of another lies a Spear +2. One of the sorcerers still clutches on to a Staff of Light which acts as a permanent torch that can be turned on or off at the owner's will. It will act only in the hands of a magic-user of cleric.
17. 10 Blink Dogs (HP 19, 19, 26, 14, 28, 13, 22, 21, 16, 31). They are eager to help any party that is predominantly lawful good, but will attack most anyone else.
18. The first 20 ft. in depth of this room is totally engulfed in a non-magical fog (visibility is only one foot). After the twenty ft. the fog completely vanishes, leaving the rest of the room normal. Behind this fog curtain lurk 5 Spectres (HP 39, 41, 37, 36, 43), and in the corner (x) is an illusionary pile of gold and gems, hiding a 40' deep pit. At the bottom of the pit is a small coffer containing an Axe +3, a normal dagger, and 4 potions: polymorph self, ESP, longevity, and etherealness.
19. This appears to be an empty room, but behind a loose stone in the wall (x) is a small coffer. When opened, it releases one ghost (HP 45). The coffer also contains 3 potions of Super-Heroism.
20. An indestructible coffin stands upright at the end of this corridor. Within it is one Vampire (HP 54) that, if killed, will reform again in 1-8 hours.



The coffin possesses a removable back panel that, if removed, will reveal a set of stairs down to the next level. If not replaced by the party, the back panel will mysteriously return to its place within 30 minutes, re-blocking the passage.

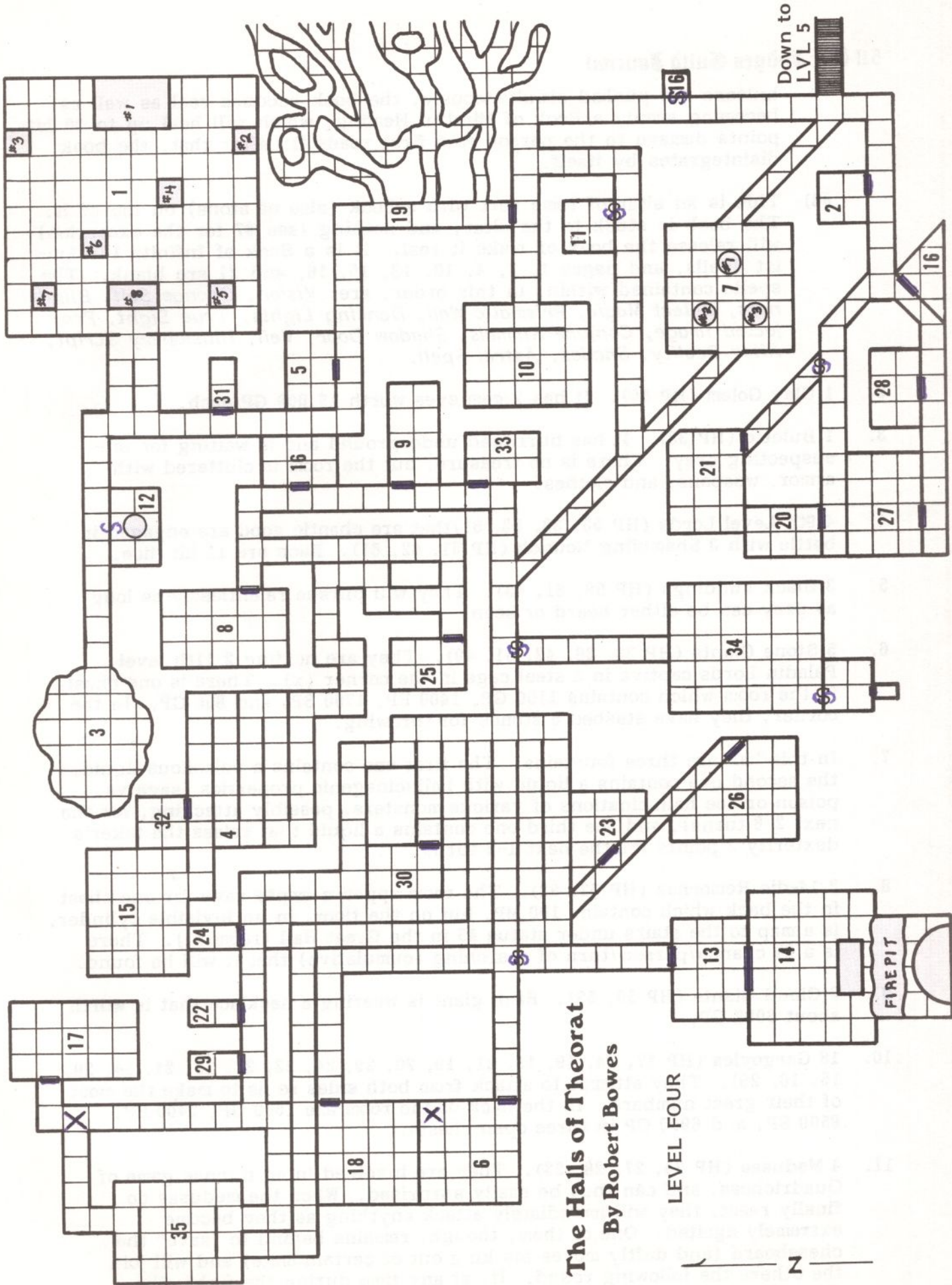
21. 12 Shriekers block the passage (HP 20, 14, 18, 21, 15, 20, 17, 15, 13, 11, 13, 10).
22. This EMPTY room is engulfed in fog (visibility 4'), but from the rear came low growling sounds.
23. 1 Rust Monster (HP 16).
24. A large statue rests in the center of this room that emits wierd sounds.
25. 3 Fire-Resistant Mummies (HP 26, 40, 43).
26. 1 Wind Walker (HP 22).
27. 4 Displacer Beasts (HP 16, 25, 29, 17).
28. 2 Rakshasas (HP 47, 46). On the table in the back is a small jewelry box that contains 37 500 Gp gems.
29. 1 Lurker Above (HP 43).
30. 3 Rhinoceros Beetles (HP 53, 57, 55).
31. 1 Trapper (HP 57).





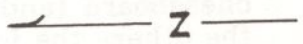
LEVEL 4

1. The Great Hall - This huge room's floor, ceiling, and walls are all made of solid marble blocks. It contains 8 marble carvings that are presently guarded by 3 Hill Giants (HP 28, 45, 50), 3 Stone Giants (HP 50, 46, 43), 1 Frost Giant (HP 54), 3 Fire Giants (HP 57, 68, 53), and 1 Cloud Giant (HP 70) that has a Ring of Cold Resistance. The statues are:
  - #1) This is a huge throne that is set up against the rear wall. In it is seated another statue of a huge being (over 18' tall) that appears to be humanoid. It has one major flaw, though, as its eyes appear as empty sockets. If the two giant sapphires from the 8th level (room 15) are placed into these sockets, the being comes to life. It is a 20-die Titan (HP 103) that will gladly serve the party for 18 game months. He can use the following spells: Magic Missile, Dancing Lights, Mirror Image, Detect Invisible, Haste, Blink, Fear, Confusion, Feeblemind, Cone of Cold, Death Spell, Disintegrate, Duo-Dimension, Reverse Gravity, Command, Protection From Evil, Chant, Hold Person, Dispel Magic, Cure Blindness, Divination, Cure Serious Wounds, Flame Strike, Dispel Evil, Blade Barrier, and Word of Recall.
  - #2 & #3) Both of these are identical life-size statues of an old wizard casting a spell. Each statue faces the other and the statues are also pointing at each other. Anyone who walks between the two pointing fingers is immediately struck by a 5-die lightning bolt (no save is given as the bolt is not magical) that is both continual and invisible except when passed through. No dwarves are affected by this, as well as any other member of the giant class. In addition, the bolt of lightning is a line about 4 ft. off the ground, and it can be easily be passed under or over.
  - #5) This is a hollow statue of a hell hound. If petted, it will slowly slide to the left, revealing a flight of stone steps that go down to the next level.
  - #4) This is a hollow statue of an umber hulk. If searched for, a secret panel in the rear of it will be found. Inside is a Bag of Holding containing 3000 PP.
  - #6) This is simply a statue of some sort of humanoid being (nothing else).
  - #7) This is a statue of a Type V Demon. If searched for, a secret panel will be found. If it is slid aside, it will reveal 3 buttons (a red one, a blue one, and a green one). If the red one only is pushed, the book on statue #8 becomes real (a Book of Infinite Illusionist Spells). If either the blue or green one is pushed alone, the book disintegrates. If any combination of two buttons is pushed, the person pushing the



**The Halls of Theorot**  
 By Robert Bowes

LEVEL FOUR



Down to  
LVL 5

FIREPIT

## 50 The Judges Guild Journal

buttons are pushed simultaneously, the book becomes real as well as becoming simply a Book of Mindful Healing, which will heal up to 30 hit points damage to the person who first reads it; after that, the book disintegrates by itself.

- #8) This is an altar of some sort with a book (also of stone) on top of it. The book is stuck to the altar, and nothing (see #7 for the exception) will release the book or make it real. It is a Book of Infinite Illusionist Spells, and pages 1, 2, 4, 10, 13, 15, 16, and 21 are blank. The spells contained within, in this order, are: *Vision*, *Change Self*, *Blindness*, *Detect Magic*, *Prismatic Wall*, *Dancing Lights*, *True Sight*, *Projected Image*, *Conjure Animals*, *Shadow Door*, *Veil*, *Illusionary Script*, *Alter Reality*, *Shades*, *Astral Spell*.
2. 1 Clay Golem (HP 50). It has 2 gem eyes worth 15,000 GP each.
  3. 1 Bulette (HP 38). It has burrowed underground and is waiting for unsuspecting prey. There is no treasure, but the room is cluttered with armor, weapons, and clothes.
  4. 4 9th Level Lords (HP 53, 33, 53, 51) that are chaotic good are engaged in battle with 3 Shambling Mounds (HP 51, 62, 61). Each are 11 hit dice.
  5. 3 Black Puddings (HP 58, 61, 43). They will pursue relentlessly as long as prey can be either heard or seen.
  6. 5 Stone Giants (HP 33, 36, 42, 51, 49). They are holding 2 11th level Paladin Lords captive in a steel cage in the corner (x). There is one chest in the room which contains 1100 GP, 1400 EP, 1700 SP, and 800 CP. In the corner, they have stashed 6 stones for throwing.
  7. In this hall are three fountains. The first one contains a poisonous liquid, the second one contains a liquid with hallucinogenic properties (save vs. poison or see hallucinations of various monsters, possibly attacking, for the next 2-8 turns), and the third one contains a liquid that raises the taker's dexterity 2 points for the next 1-8 turns.
  8. 2 14-die Remorhaz (HP 52, 82). The room appears empty save for one chest in the back which contains 100 MP, but on the floor, in an invisible cylinder, is a map to the stairs under statue #5 in the Great Hall (room #1). There is a 2% chance/person/turn of searching (cumulative) that it will be found.
  9. 2 Cloud Giants (HP 58, 58). Each giant is wearing a necklace that is worth about 6000 GP.
  10. 18 Gargoyles (HP 17, 24, 19, 18, 21, 19, 20, 29, 24, 22, 21, 19, 21, 14, 20, 15, 16, 29). They attempt to attack from both sides so as to make the most of their great numbers. In the back of the room are 1600 GP, 2400 EP, 8500 SP, and 6900 CP in three open chests.
  11. 4 Medusae (HP 24, 27, 28, 23). They are involved in an intense game of Quadrichess, and can thus be easily surprised. When the medusae do finally react, they will immediately attack anything as they become extremely agitated. One of them, though, remains behind to "save" the chessboard (and deftly moves his king out of certain mate) and will join the others the following round. If, at any time during the fight, the

chessboard is disturbed in any way, all of the medusae will fight at +1 on all attack dice for the next 3 melee rounds. All of the chest pieces (64 in all) are made out of solid mithril. They are worth 340 GP each, making the entire set worth 21,760 GP just in the straight value of the material; the set as it is, could a buyer be found, would probably be worth up to 45,000 GP.

12. This room is engulfed in a dense fog that is non-magical except for being magically held within the room. This fog is so dense that visibility is only two ft. in front of your face, so the floor can't even be seen. There is a fifty ft. deep pit in the center of the room.
13. This room is totally engulfed in perpetual flames (non-magical), and visibility is therefore low. They cause 1-10 damage per five melee rounds within, and if someone enters without a ring or potion of fire resistance, he will take full damage. In the back are the huge double doors leading to the lair of Koribal, the balrog (room 14).
14. This is the lair of Koribal, the Balrog (HP 59). He is found in the act of sacrificing a beautiful young girl to a huge idol in the rear. He will kill her before he tends to the intruders (thus he can easily be surprised), and if she is then brought back to life, she will raise any 3 separate attributes of each of her rescuers by one and then she will vanish into thin air. Koribal's treasure consists of 29 1500 GP gems which are set into the idol. The only problem is that in front of the idol is a large firepit that stretches from one wall to the other and is about twenty ft. in width. Every turn there is also a 15% chance of the flames suddenly surging up to the ceiling for about two seconds (the same sort of thing as with solar flares).
15. The Room of Illusion - This room contains 2 Purple Worms (HP 64, 78) that are actually an illusion. They are real, though, to any person who fails a saving throw vs. magic with a minus three (-3) on the die. To those who make it, any attempts to convince those who failed it that the worms aren't real will be in vain. In addition, any attempts by those who successfully saved to help those that didn't fight the worms will be futile, for you can't kill something that you both can't see and know not to exist. In the north-west corner is an illusionary wall that, if touched, will be found to be so (no saves are given for the mere sight of it). Behind this "wall" is one open chest that contains 1500 illusionary mithril pieces. Anyone who fails their save vs. this illusion (-2 on the die) will believe the mithril to be real. Also in the chest is a huge gem that appears to be worth 45,000 GP; actually it is a loadstone with an illusion on it, such that only those who touch it may make a saving throw, and the save is with a minus four (-4) on the die.
16. Empty.
17. 5 Fire Giants (HP 47, 67, 58, 53, 59). There are 3 locked chests in the back: A) 4200 GP; B) 4500 GP, 900 PP, and a Bag of Holding that contains 5000 GP; C) 9800 EP. When chest B is opened, a gas is released that automatically resurrects and dead creature in the room (giants and characters alike). Also, all living of the party are given a saving throw vs. poison (dead things don't get saving throws, though). If it is made, nothing happens; if it isn't made, the character is returned to full hit points. Since the giants are again alive, battle must resume once more.
18. 2 Basilisks (HP 23, 24).

## 52 The Judges Guild Journal

19. These are beetle tunnels that contain 36 Stag Beetles (HP 28, 28, 37, 30, 36, 27, 35, 38, 26, 28, 31, 31, 26, 40, 36, 28, 39, 29, 35, 31, 27, 34, 43, 26, 38, 31, 38, 30, 23, 24, 35, 21, 33, 41, 30, 32). The tunnels are only 5-6 ft. in diameter.
20. 1 Bone Devil (HP 29).
21. 2 Ettins (HP 40, 39). There are two chests in the rear with 5500 GP each.
22. 1 Ghost (HP 44).
23. 2 Fire Giants (HP 70, 58).
24. 1 Gorgon (HP 34).
25. 1 Hydra of 10 Heads (HP 80).
26. 1 Fire Lizard (HP 50). There is one small coffer in the corner that contains 7 poynions of Heroism and 1 potion of Poison (also marked Heroism).
27. 2 Ogre Magi (HP 26, 27).
28. 5 Mummies (HP 27, 38, 28, 38, 34).
29. 1 Roper (HP 64).
30. 2 Rust Monsters (HP 19, 27).
31. 1 Salamander (HP 34).
32. 1 Umber Hulk (HP 51).
33. All who enter this room are instantly teleported to point "X".
34. This is the hame and laboratory of the amd scientist Belin Sklom. He is totally insane and he has two major inventions: a stone on a spring that he wears around his neck that will REFLECT directly back up to 25 spell levels per game year; and an apparent playing card that has a checker pattern on the back (25 checks), but it gives the owner the power to call any one monster on the wandering monster list, level five or lower. When this playing card is used, one check disappears for each monster summoned and after 25 uses it becomes totally worthless. It may be used once every four melee rounds. Belin keeps no written records of anything because he is extremely well conditioned in controlling his mind; so much so, that he saves vs. magic as a 25th level wizard; and power word sleep which is a spell that will put any one creature or person, regardless of level of hit dice, to sleep just like the first level spell (no saving is given either). Sklom has also discovered a special potion that permanently raises dexterity to 20, and only he knows the formula, though he will die before revealing it. In addition, since he has totally mastered the control of his mind, it cannot be found out in any possiable way. As a result of this potion, Belin's armor class is -4 and he can only be hit by -3 or better weapons. He does, however, only have 10 hit points. In the room are three experiment tables and on them are all sorts of equipment It is unwise to taste any of the liquids which are on these tables, for Berlin is currently working on a nwe extremely powerful poison. Along the back wall is a counter above whic is a small opening. Beyond this

opening is another room, a kitchen, in which six small mechanical men are preparing food. There is a secret door in the back wall which will allow entry, but once the room is entered by anyone other than the scientist, the mechanical men exit through a small hole in the wall, and another section of wall slides away, revealing Sklom's treasure: a Ring of Djinn Summoning, a Wand of Fear, a Wand of Magic Detection, a Staff of Power, a Helm of Brilliance, a Displacer Cloak, 6 potions of Extra-Healing, a Girdle of Masculinity/Femininity, and 100 AP. Guarding it, though, is one Poi-Poi: 22 hit dice, movement allowance of 12", a dexterity of 18, armor class -6, two attacks per turn for 5-30 damage each, a breath weapon of cold that is usable six times a day and does 8-48 damage, and it is 70% magic-resistant. It has 100 hit points.

36. When this point is passed, a steel grate drops, barring and immediate exit. Right away, 187 skeletons (6 hit points each) attack, and they are followed by 98 zombies (13 hit points each). All of these zombies and skeletons are 70% magic resistant, and, although basic attack die rolls stay the same, they can hit any armor class with a roll of 20. If all of them are killed, a high level evil cleric is seen zapping himself out of the room. On the table at which he was sitting are 1-3 of the following items, which he apparently leaves behind in his haste to escape: a Mace +3, a Deck of Many Things (2 draws are left), a potion of Undead Control, and a Staff of Darkness (causes darkness in a 15' radius around the owner at the owner's will).

#### LEVEL 5

1. 6 Shadows (HP 15, 19, 15, 12, 20, 19). Among a lot of other rubbish is a crumpled up scroll of 1 magic-user spell: Death Spell.
- 2-5. 6 Shadows each. #2) (HP 21, 17, 11, 15, 9, 16), #3) (HP 21, 13, 19, 19, 13, 13), #4) (HP 15, 25, 15, 23, 16, 27), #5) (HP 17, 18, 11, 9, 15, 13). All contain no treasure, although there is a large amount of junk in each room.
- 7-8. 6 Shadows each. #7) (HP 21, 18, 18, 13, 13, 18), #8) (HP 15, 16, 16, 19, 17, 17). Both contain no treasure, although there is a large amount of junk in each.
6. 6 Shadows (HP 10, 22, 9, 17, 10, 21). Behind a loose stone in the rear wall is a Flaming Sword (Int. 11, Ego. 12, L/G).
9. 6 Shadows (HP 16, 20, 15, 9, 19, 12). An invisible coffer lies in the northwest corner. It contains 2 jewelry worth 3000 GP each.
10. 6 Shadows (HP 17, 12, 13, 15, 17, 24). There is no treasure, although there is a lot of junk in each.
- 11-21. All are totally empty except for numbers 13, 17, 20, and 21.
13. Sindak, the lawful good 13th level Wizard, is sitting at his desk memorizing spell. He will not attack unless he is first attacked, in which case he has 29 hit points, and if he isn't attacked, he will inform the party about the secret passage just off the main corridor about fifty ft. away. If asked, there is a 20% chance that he will consent to joining the party. He has only 71 spell points, as the others he is in the process of memorizing, and he can call upon the following spells: Shield, Tenser's Floating Disc, Charm Person, Magic Missile, Feather Fall, Invisibility, Knock, Levitate, Ray of

## 54 The Judges Guild Journal

Enfeeblement, Web, Dispel Magic, Gust of Wind, Lightning Bolt, Slow, Infravision, Charm Monster, Ice Storm, Wall of Ice, Polymorph Self, Remove Curse, Cloudkill, Cone of Cold, Passwall, Teleport, Feeblemind, Disintergrate, and Tenser's Transformation. He also has a scoll of Death spell and a Wand of Fireballs, with 61 charges left, and since his spell books are out, he may attempt to use any spell from within his books.

17. There are 2 12th level Hobbit Master Thieves trapped at the bottom of a 25' deep pit. They are named Limpo and Kinto. Limpo has a Shield +1, a Sword +4 (Int. 4, L/G), a potion of Invisibility, and a Helm of Telepathy. Kinto has a Dancing Sword (Int. 4, N), a Shield +3, and Gauntlets of Ogre Power. If rescued, they are very thankful and will ask to join the party. If they are refused, they will simply walk off, but if they are taken in, they will share information they know of the dungeon with the party. They are both lawful good.
20. 2 Vampires (HP 33, 45). It is totally empty otherwise.
21. In the back of the room is a chest that, when opened, releases 3 Ghosts (HP 46, 49, 39). In the chest are also 6 potions of Longevity (for those who need it after the fight) and 8 potions of Extra-Healing.
- 22-35. All of these rooms contain monsters only. There is NO treasure.
22. 2 Spectres (HP 40, 46).
23. 2 Wind Walkers (HP 36, 40).
24. 2 Umber Hulks (HP 39, 42).
25. 2 9-die Shambling Mounds (HP 55, 45).
26. 2 Black Puddings (HP 50, 43).
27. 1 Fire Giant (HP 47).
28. 1 14-die Remorhaz (HP 69).
29. 1 Cloud Giant (HP 53).
30. 1 Hydra of 12 Heads (HP 96).
31. 3 Basilisks (HP 30, 26, 36).
32. 2 Will O' Wisps (HP 43, 39).
33. 1 Type IV Demon (HP 58).
34. 2 Rust Monsters (HP 22, 26).
35. 1 Iron Golem (HP 80).
36. Lying on the floor of this room are a Sword of Sharpness and a set of Gauntlets of Ice and Fire which allows the wearer to cause any held weapon to flame or gain the properties of cold, thus the weapon will either cause an additional 1-8 fire damage OR 1-6 cold damage.



37. 5 Basilisks (HP 40, 38, 27, 37, 29). They are sitting on top of 5500 PP.
38. 1 Beholder (HP 65). It has had an illusion placed upon it so as to make it appear as a small crystal ball. It is resting in the center of a large table in the middle of the room. The saving throw against this illusion is at a minus four (-4) on the die. Around the table are seated 12 dead bodies in large chairs. They do not appear dead, but, instead, as if they were in some sort of a trance. Once the room is entered, the door automatically closes itself. The beholder then immediately sheds the illusion and will automatically gain the first round initiative, if not surprise (if anyone fails their saving throw). It has suicidal tendencies, and it will move to the center of the party. It is also berserk as well and will thus gain the use of one additional eye every melee round. Its treasure consists of an invisible, small coffer in the southwest corner containing a Deck of Many Things, a scroll of one magic spell: Power Word Blind, and one potion of Resurrection (as per the magic spell) /
39. Empty
40. 3 Chimerae (HP 34, 40, 48). There are 15 chests lined up along the back wall, each containing 2500 GP.
41. Empty
42. 10 Ogres (HP 26, 23, 10, 17, 25, 11, 18, 19, 18, 19). In the back of the room is a large pile of dung, in which one Neo-Otyugh (HP 43) dwells. Its treasure consists of 5 jewelry worth 4000 GP each which are buried in the dung with it. The Neo-Otyugh is of 11 hit dice.
43. 1 14th Level Lich (HP 58). It has 85 spell points and knows the following spells: Reversr Gravity, Death Spell, Disintergrate, Cone of Cold, Feeblemind, Telekinesis, Rock to Mud, Confusion, Curse, Ice, Storm, Fear, Fireball, Lightning Bolt, Slow, Suggestion, Phantasmal Force, Web, Mirror Image, Ray of Enfeeblement, Darkness 15' radius, Invisibility, Charm Person, Magis Missile, Enlarge, Dancing Lights, and Hold Portal. In an iron trunk in the back of the room is a suit of +4 Armor and a +4 Shield.
44. 2 Evil 12th Level Lords (HP 106, 113). Each possesses Armor +2 and a Shield +2, and each has an 18 constitution.
45. 6 Rust Monsters (HP 16, 19, 16, 22, 15, 23). All are 75% magic resistant and totally immune to fire. In a wooden chest in the back are Chimes of Opening.
46. 2 Cloud Giants (HP 59, 51). If not attacked, they are friendly. They are in need of two more players to join them in a bridge game that they want to have. If the party concedes to joining the game, the giants will give them information about the shortcut secret passage to the other side of the level. If they are attacked, there is no treasure.
47. This large cavern contains lots of scattered coins, armor, weapons, clothes, and general garbage on top of the loosely packed dirt floor. Below the surface a foot or two are 5 Ankhhegs (HP 24, 31, 33, 36, 36) that are awaiting unsuspecting prey. Among the things strewn about the room are a suit of Armor -3 and a Girdle of Frost Giant Strength. All of the ankhhegs

## 56 The Judges Guild Journal

are of 7 hit dice.

48. This is an empty room from which sounds of voices, shuffling, and clattering can be heard. When entered, the floor opens up into a slide which appears to descend about one level, but actually goes up one, and one party ends up outside of the door to room 17 on level 9.
49. 10 Fire-Resistant Trolls (HP 34, 34, 35, 37, 42, 32, 38, 36, 43, 34). They are totally unaffected by fire but are, however, very susceptible to cold, having a minus two (-2) on all cold-related saving throws and taking +1 on each die of damage sustained. To be killed, they still must be immersed in acid or killed magically (Death Spell, Disintegrate, etc.). Their treasure consists of 1 huge chest containing 4500 GP and 13500 EP. In a false bottom will be found a Ring of Ultravision and a potion of Treasure Finding.
50. 4 Type II Demons (HP 41, 34, 43, 41). If they are fairly well outnumbered at any time, ALL will attempt to gate in additional demons to equal the opposition. This tactic precludes all others. On a small table in the back of the room is the Book of Skelos, upon which has been placed a totally undetectable and extremely powerful Glyph of Warding. Up to five saving throws must be made by ANYONE touching the book and a roll of four (4) or less will result in failure of the save NO MATTER WHAT, and after one save is failed, that's it (no more are made).

Save Not Made:

Effects:

1st	Character Irrevocably Dies
2nd	" Permanently Blinded *
3rd	" Permanently Paralyzed *
4th	" Takes 25 6-sided Dice Damage @
5th	" Takes 17 6-sided Dice Damage @
None	" Takes 10 6-sided Dice Damage @

\* Nothing short of a non-spell wish will restore normalness to the victim.

@ Damage is electrical; loss of 1-3 intelligence points (brain damage) if brought to life a spell.

The Book of Skelos combines the following books in one: Manual of Puissant Skill at Arms, Manual of Golems, Manual of Stealthy Pilfering, Book of Exalted Deeds, Manual of Quickness, and a Tome of Understanding. It will never disappear!

51. 6 Manticores (HP 34, 36, 28, 25, 33, 32).
52. 2 Red Dragons (#1: average size, very old, (HP 70); #2: average size, old, (HP 60). Both can speak and use magic - #1 spells: Charm Person, Magic Missile, Web, Ray of Enfeeblement, Lightning Bolt, Haste, and Ice Storm (16 spell points); #2 spells: Magic Missile, Charm Person, Web, Mirror Image, Slow, and Haste (12 spell points). They are exceedingly charismatic and have convinced 5 Salamanders (HP 42, 37, 47, 34, 44) to live with the dragons (in room x) and, for payment, be their "body guards". at least two will be on guard at all times, and the others will arrive two rounds later. They are very well paid and their loyalty to the dragon is exceptionally high. Each possesses a +3 Spear which is actually minus two (-2) except when used by a chaotic evil being. The treasure is: 28,000 CP, 52,000 SP, 14,000 EP, 49,000 GP, 29,000 PP, 43 250 GP gems, 12 4000 GP jewelry, and a Flaming Sword (Int. 10, Ego. 6, L/G).



## 58 The Judges Guild Journal

53. A symbol of pain has been placed above the entrance to this cavern. In it is Turnbow, the chaotic evil 15th level Wizard and his 5 Charmed UMBER Hulks (HP 46, 52, 53, 39, 34). He has a Ring of Fire Resistance and a Wand of Illusions with 54 charges left. The cavern appears otherwise empty except for a large boulder in the northwest portion that, if rolled away, reveals the stairs down to the 11th level. Turnbow has 94 spell points and his spells are: Charm Person, Dancing Lights, Magic Missile, Shield, Tenser's Floating Disc, Invisibility, Knock, Web, Mirror Image, Levitate, Dispel Magic, Fireball, Haste, Lightning Bolt, Slow, Charm Monster, Fear, Ice Storm, Polymorph Self, Hallucinatory Terrain, Conjure Elemental, Wall of Force, Feeblemind, Cone of Cold, Passwall, Tenser's Transformation, Disintegrate, and Duo-Dimension.
54. 4 Gorgons (HP 32, 42, 36, 34). They are resting behind a wall of seven human statues. They are in a very bad mood and will attack anything that enters the room. On the finger of one of the statues is a Ring of Flying.
55. 3 Purple Worms (HP 68, 87, 78). In the back of the cavern are a pair of Elven Boots, an Elven Cloak, and a Helm of Chaos/Law.
56. 1 Hydra of 15 Heads (HP 120). It can regenerate its head on a one-for-one basis immediately after the loss except if fire is applied. In the rear is a huge pile of gold (8500 GP). Buried in this pile is a Rod of Astral Projection (as per the magic-user spell) that contains 25 charges. In a secret compartment in the wand is the Ring of the Midas Touch.

The Ring of the Midas Touch - When worn, everything the wearer touches turns to gold, but as soon as the ring is removed, everything that has been touched reverts back to its original state. As this ring is worn and used, the wearer is compelled by it to use it more and more often. In fact, after 350 days of use, the ring has totally taken over the wearer and will not allow him to remove it. As a result, the character slowly dies. There is NO saving throws against the powers of this ring, and if the wearer dies, there is no possible way to remove the ring short of the combined use of three wishes\*, a dispel magic and a remove curse. Note that there is absolutely no way for a body to be brought back to life while the ring is still being worn.

\* Not spells.

57. 1 Brown Mold.
58. 3 Halfling 10th Level Master Thieves (HP 37, 29, 38). They are named Tander, Colun, and Jeruk, and they are cornered by 8 weretigers. Tander has a pair of Elven Boots, Colun has Gauntlets of Ogre Power, and Jeruk has both a Ring of Poison Resistance (+4 on all saves vs. poison) and a Luckstone.
59. 20 Shadows (HP 21, 14, 20, 19, 17, 18, 17, 26, 17, 15, 19, 16, 18, 23; 13, 18, 13, 17, 13, 12). They guard this passage from use by anything but monsters.
60. All doors along this passage have the same magical runes upon them. If they are read (via a Read Magic spell) and then spoken, the door in front of the party will open by itself. The words are "jolumpah kalunpah phu".

LEVEL 6

1. This passage appears to be a dead end, but the end wall contains a large stone block about 4 ft. square that is loose and can be rather easily removed. The resultant hole in the wall can be crawled through by most anyone save for probably some dwarves and the like. Note: it is up to the DM as to whether this is to be considered a secret passage.
2. This room contains four statues that will animate, one at a time, and become the following: #1) Flesh Golem (HP 40); #2) Stone Golem (HP 60); #3) Clay Golem (HP 50); #4) Iron Golem (HP 80). In the center of the back wall is a curtain that is hiding a large stone which is stuck the Sword of Oglethorpe (an illusionist of the 49th level). It is stuck such that only a fighter with an 18/80 strength or greater can remove it.

The Sword of Oglethorpe - It is an illusionary vorpal blade of immense power. Saving throws against its power may only be made by those touching the sword; to all others it is real. The only exception to this is that the person who initially removes it will never receive a saving throw. All saves against it are made vs. magic with a minus four (-4) on the die. It has both an intelligence and ego of twelve (12) in addition to being 100% lawful good. It has no normal special powers as per its intelligence, although it has a plus five (+5) to hit bonus versus all monsters who fail their saving throw against it. Any monster that does make its save, though, will take no damage and all "would-be" hits are near misses as far as all the observers are concerned. The only exception to this is that, on any attack roll of 18-20, the monster, even though making its save, still takes damage as per a normal long sword. Also, in combat against any demons or devils, they receive no magic resistance roll, only a normal saving throw, as the sword's tremendous power and its lawful good alignment overcome it.

3. This is the abode of Kalbidor the Pit Fiend (HP 63). When the room is entered, he is found sitting on a huge throne in the rear of the room. Along both the east and west walls are 15 ft. wide firepits, and the room is extremely hot. His treasure is all in one chest and it consists of: a Dancing Sword (Int.11, Ego.4. L/G), a Shield +4, a Mace +2, 2 potions of Superheroism, 2 potions of Water-Breathing, 2 potions of Clairaudience, scrolls of Protection from Magic and Protection from Elements, a Ring of Shooting Stars, and Bracers of Defence AC4.
4. This room contains 3 statues that will animate into Stone Golems (HP 60, 60, 60) when the room is entered. They are guarding a huge stone block (about 4' high, 10' long, and 8' deep) that has a Ring of Fire Resistance and a Staff of Healing on top of it.
5. This cavern contains 23 Boring Beetles (HP 26, 25, 19, 16, 18, 23, 18, 32, 21, 21, 21, 19, 22, 19, 21, 29, 25, 23, 22, 13, 20, 28, 29) that are in the process of attending to the various slimes and molds they are now growing. They consist of: 5 Black Puddings (HP 36, 51, 55, 38, 35), 7 Gray Oozes (HP 18, 11, 17, 17, 15, 7, 23), and 6 Ochre Jellies (HP 33, 36, 14, 21, 32, 21)-- these are all 75% magic resistant; 4 Green Slimes (HP 5, 9, 9, 16), 2 Yellow Molds (HP 10, 10), and 2 brown molds surrounding the beetles' treasure which is 7000 PP in one large chest.
6. This is a huge torture chamber containing 6 Barbed Devils (HP 25, 42, 22, 32, 30, 40) and the seven prisoners they are holding that are all chained

## 60 The Judges Guild Journal

to the west wall. The prisoners (X's) all have only 1-6 hit points remaining each and they consist of: 2 12th level Lords, 1 12th level Paladin Lord, 1 11th level Ranger Lord, 1 11th level Illusionist, 1 Dwarven 10th level Master Thief, and 1 13th level Wizard. There are two additional dead magic-users, as well as a dead cleric, still chained to the wall (Y's). Besides all the various torture equipment, there is also a small craps table, around which all the devils are standing. They are engaged in a little game, and upon the table are 106 AP, 131 MP, 109 PP, 211 GP, and 156 EP. The devils will fight to the death if need-be, but they will attempt to capture the adventurers. If the prisoners (all are either C/G or L/G) are freed and helped from the dungeon, there is a 25% chance that each will offer to join the party on future expeditions. If not, they will at least attempt to repay the party in some way.

7. 3 Beholders (HP 60, 55, 55). They are holding 13 Champions captive behind an iron gating. All are still armed and everything, but are trapped and can't escape. The Beholders will not speak to kill any of the party, if possible, as they are attempting to accumulate enough prisoners to be able to ransom their companions that were taken prisoner by Jerragon the ice devil. The Champions' hit points are as follows: 40, 26, 29, 41, 54, 35, 45, 35, 30, 30, 45, 46, 41.
8. 2 16-die Fire Elementals (HP 74, 68) are guarding the doors.
9. 21 Winterwolves (HP 21, 38, 32, 19, 30, 25, 29, 27, 25, 29, 25, 32, 28, 28, 26, 28, 27, 28, 21, 22, 28). The room also contains statues carved out of ice, and the temperature is about  $-10^{\circ}\text{F}$ .
10. This passage is hewn out of solid rock and is about 12' high and 5' wide. The temperature is about zero.
11. This is the abode of Jerragon, the Ice Devil (HP 56). The room is at about 85 degrees below zero and the walls, floor, and ceilings are made of ice. Jerragon is standing in the back of the room, and at each side of him is a winterwolf of maximum hit points (48) and with a double-strength breath weapon. Behind a wall of ice at point X are 2 Beholders (HP 70, 65) that are being cryogenically preserved. If Jerragon is in desperate trouble at any time, he will blast the wall and then teleport away. The beholders will be mobile in three melee rounds. Jerragon's treasure consists of 50 open chests containing a total of 350,000 CP, 81,000 SP, 26,000 EP, 12,000 GP, 31,000 PP, 1600 MP, 1100 AP, 82 1000 GP gems, and 19 5000 GP jewelry.
12. Written on this door in the common tongue is the following: "The key to the forces of nature lies within, but nothing has come out that has ever gone in." The door is hollow and behind a secret panel is a book called a "Canon of Changes" that, when read, gives the reader the power to create any non-magical item at will. Once it has been read by one person, though, it self-destructs.
13. This is a funnel-shaped room that acts as a giant vacuum. Anything that passes the plane of the doorway is sucked down the funnel into oblivion. Anything sucked into it is irrevocably dead and totally unrecoverable. Note, however, that the vacuum has no effect past the plane of the doorway, and that the door is magically held to the wall by an unknown spell of immense power. The door will also close by itself ten minutes after it is opened.



## 62 The Judges Guild Journal

14. 10 Shambling Mounds (HP 52, 55, 52, 52, 41, 51, 46, 50, 40, 49). All are of eleven hit dice value. They are protecting 100 unlocked chests, each containing 2000 EP. In chest 18, there is also a pair of Elven Boots; in chest 57, there is also a Sword of Cold (Int.2, N); and, in chest 82, there is also an Amulet of Spell-Eating that will "eat" any spell within 5 ft. of it, up to a total of 150 spell levels per game year (it has already eaten its 150 this year). The only problem, though, is that, for every turn of fighting of banging around looking in chests, there is a 5% cumulative chance of drawing the attention of Kuntosh, the chaotic evil 20th level Wizard who resides in the room beyond the secret passage and who charmed the shambling mounds to guard his hoarde. His quarters will contain nothing magical, for all of his magical possessions will be found upon his person. They are: a Deck of Many Things with two picks remaining, Pipes of the Sewers, a Cloak of Protection +2, a Wand of Fireballs with 42 charges left, a Ring of Haste (as per spell the spell), and a Ring of Invisibility. In addition, he has 162 spell points and the following spells memorized: Charm Person, Spider Climb, Magic Missile, Shield, Dancing Lights, Mirror Image, Ray of Enfeeblement, Strength, Web, Detect Invisibility, Dispel Magic, Gust of Wind, Hold Person, Lightning Bolt, Slow, Charm Monster, Confusion, Ice Storm, Polymorph Other, Remove Curse, Wall of Force, Cone of Cold, Feeblement, Rock to Mud, Anti-Magic Spell, Geas, Tenser's Transformation, Invisible Stalker, Duo-Dimension, Reverse Gravity, Mordenkainen's Sword, Mass Charm, Power Word Blind, Symbol, Shape Change, Prismatic Sphere, and Teleport. He will attack anyone and anything, fighting to the death, and it is highly unlikely that he will show any mercy to those he defeats.
15. This is a first class gambling hall in which all basic casino games are played. The minimum bet is 500 GP and there is no maximum whatsoever, as even magic items may be wagered. The only problem is that the games are fixed (i.e. in a poker game all the other players get six cards each, etc.).
16. This a large cavern in which is an underground swampy lake. Standing a few feet into the swampy water are Two Catoblepas (HP 26, 41) that are slowly feeding on some of the swampgrass. From the cavern is a small tunnel about 4 ft. in diameter that leads to the home of a kobolist (kobold illusionist) of the 14th level(HP 32). There is an 80% chance that he will not be in his quarters. If so, he has a Cloak of Protection +3, a Helm of Teleportation, and Bracers of Defense (AC2), all of which he carries with him at all times. If not, the above mentioned things will not be there, but he does keep the following things in his room: a Mace of Disruption, 350 AP, a Silver Dragon Slaying Sword (Int.8, Ego.6, N), 3 potions of Frost Giant Strength, 2 potions of Ethereality, 1 potion of Poison the is marked Water-Breathing, and a Robe of Powerlessness. He is extremely intelligent (20) and has been able to memorize every spell in the book, as well as gaining an additional two spell points per level of experience, giving him a total of 96.
17. 3 Type V Demons (HP 38, 43, 40). The largest of them is wearing the Ring of Kalo. They have no other treasure.

The Ring of Kalo - It gives the wearer the power to cast cold, a fireball, or a lightning bolt (all of six dice value and as per wands) once every other melee round for an unlimited number of uses. It has a high intelligence and ego (as per swords): Int.=10, Ego =16. It also possesses a strong power which gradually takes over control of the wearer, making him permanently become more and more chaotic evil. This ring can definitely be considered either an artifact or relic.



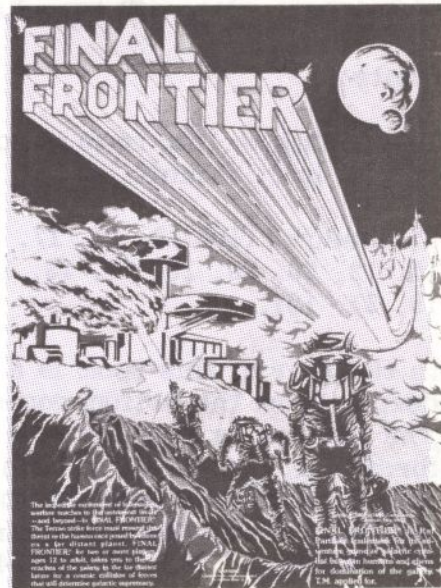
18. This room emits all sorts of sounds like voices, shuffling, and clattering, although it is empty except for a pile of old clothes which contains nothing special and a larger than normal share of general rubbish.
19. 2 Type V Demons (HP 27, 42). Hanging on the back wall is a huge tapestry (35'x15', weighs 4500 GP, apparent value is 150,000 GP) depicting something that the characters can't quite make out (it is unimportant). If the tapestry is taken home and not sold, but placed inside a character's permanent residence, that character will gain the following: if he is a magic-user or Illusionist, he will gain a bonus of 5 spell points or 2 HP for each level attained from that point on, however, the choice is permanent, so if a character chooses the hit points the first time, he gets them every time (and vice versa): if he is a fighter, he automatically gains a plus one (+1) on his attack dice and he also gains 4 HP for every additional level attained thereafter; if he is a thief, he gains either 2 HP or %5 in each of any two of any two of his thieving abilities for every subsequent level gained (note, though, that these bonuses alternate every time after the initial choice is made); if he is a cleric, the choices are identical to those of the magic-user. Note that these bonuses pertain to all subclasses as well. For any multi-classes characters, they may choose only one class to apply these bonuses to, and that one class then becomes the only class to which the bonuses may be applied. Note that, after eight game years from the time the tapestry is first removed from the dungeon, it permanently loses all of its powers, and all bonuses cease.
20. 2 Rakshasas (HP 30, 36). They are guarding the doors to the giant gambling hall (see 15). When approached, they will ask for the password, which is the word "eleusis". If they are not answered quickly or are stalled in any way, they will immediately attack.
21. Empty.
22. The ceiling to this room is covered with green slime, and anyone that isn't careful is in trouble.
23. 37 Shadows (HP 18, 15, 17, 17, 11, 15, 12, 14, 15, 23, 16, 17, 15, 17, 21, 15, 12, 26, 20, 16, 17, 18, 16, 16, 17, 23, 23, 21, 12, 16, 17, 17, 16, 23, 19, 21, 19).
24. In the rear of this room is a large pool of perfectly clear water about 15 ft. deep. From the bottom comes a soft glow, the glow of the Ring of Find. The problem is that the pool is covered by an invisible and impenetrable forcefield. Also, along both the north and south walls are forcefields. the north one conceals 11 Umber Hulks (HP 34, 42, 35, 35, 50, 46, 41, 41, 43, 57, 41) and the south one conceals 14 Shambling Mounds (HP 54, 47, 57, 53, 51, 49, 47, 42, 66, 44, 45, 37, 49, 54) each of 11 hit dice. In the center of the room is a small pedestal on top of which is a set of four buttons (red, blue, green, and yellow). If the yellow or red button is pushed along with the blue, or the red and green are pushed, the forcefield over the ring vanishes. If any other combination of two buttons or any one button is pushed, the north forcefield opens. If all buttons are pushed at once, both the north and south forcefields open simultaneously. If, at any time, both the north and south forcefields have been lowered and the one over the ring has not, the ring will become a Ring of Protection +3 with a 10 ft. radius of effect and no other powers. Note that no magic spells (wands included) will function in this room, although spell points used are still lost.

The Ring of Find - It is a ring of treasure finding (as per the potion) that, when worn, exudes an aura of power which draws much attention, thus doubling the chances of wandering monsters. The ring also causes the alertness of all within 15' to falter, doubling the chances of being surprised and halving the chances of detecting secret doors, traps, etc. Its power is so great so as to cause all magic items (excluding miscellaneous magic) within a 10 ft. range to suffer the same effects (50% chance of failure). The ring does, however, also act as a Ring of Protection +2 with a 10 ft. radius effect.

- 25. 16 Stone Giants (HP 40, 46, 45, 42, 54, 28, 34, 56, 39, 42, 42, 31, 52, 32, 39, 35). They have six solid gold rocks (5000 GP each) and 16 normal rocks for throwing. Because of their weight, the gold rocks do an additional 1-6 damage when thrown.
- 26. When the stairs down to this level are descended, the block in the center will randomly move to block either the north, west, or east passage. When the stairs are ascended, the stone moves back to the center.
- 27. This passage slopes noticeably downward the entire length of it and gets very, very cold the deeper you go.
- 28. 19 Remorhaz (HP 64, 64, 63, 60, 62, 55, 72, 64, 70, 60, 66, 58, 58, 58, 63, 62, 71, 77, 58) all of which are of 14 hit dice and are 65% magic-resistant. In the back is a huge glass case containing the Axe of the Elven Kings (+6 and, in the hands of an elf, it has vorpal abilities) and a Dancing Wand of Lightning (as per the sword) with 150 charges.

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