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Fantasy Role-Play Gaming Explained

FANTASY ROLE PLAYING
A SWORDS & SORCERY PICNIC



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JOCULAR JUDGEMENTS

The "Monster Manual" by Gary Gygax is here! An illustrated compendium of monsters for use with Advanced Dungeons & Dragons TM, this 112 page hard bound book is another of the exciting releases from TSR that will gladden the hearts of any die-hard fantasy role playing fan...be he a novice or hardened veteran of 1001 nights of treasure seeking and monster slaying. Indexed and detailed within are Aerial Servants, Ankhkheg, Ant-Giant, Ape, Axebeak, Baboon, Badger, Baluchitherium, Barracuda, Basilisk, Bear, Beaver, Beetle, Bugbear, Bulette, Bull, Beholder, Black Pudding, Blink Dog, Boar, Brain Mole, Brownie, Buffalo, Camel-Wild, Carrion Crawler, Catoblepas, Cattle-Wild, Centaur, Centipede-Giant, Cerebral Parasite, Chimera, Cockatrice, Couatl, Crab-Giant, Crayfish-Giant, Crocodile, Demon, Devil, Dinosaur, Displacer Beast, Djinni, Dog, Dolphin, Doppelganger, Dragon, Dragonne, Dragon Turtle, Dryad, Dwarf, Eagle-Giant, Ear Seeker, Eel, Efreet, Elemental, Elf, Ettin, Eye-Floating, Eye of the Deep, Flightless Bird, Frog-Giant, Fungi-Violet, Gar-Giant, Gargoyse, Gas Spore, Gelatinous Cube, Ghost, Ghoul, Giant, Gnome, Goat-Giant, Goblin, Golem, Gorgon, Gray Ooze, Green Slime, Griffon, Groaning Spirit, Halfling, Harpy, Hell Hound, Herd Animal, Hippocampus, Hobgoblin, Homunculus, Horse, Hydra, Hyena, Imp, Intellect Devourer, Invisible Stalker, Irish Deer, Ixitxachitl, Jackal, Jackalwere, Jaguar, Ki-Rin, Kobold, Lamia, Lammasu, Lamprey, Larva, Leech-Giant, Leopard, Leprechaun, Leucrotta, Lich, Lion, Lizard, Lizard Man, Locathah, Lurker Above, Lycanthrope, Lynx-Giant, Mammoth, Manticore, Masher, Mastodon, Medusa, Men, Mermen, Mimic, Mind Flayer, Minotaur, Mold, Morkoth, Mule, Mummy, Naga, Neotyugh, Night Hag, Nightmare, Nixie, Nymph, Ochre Jelly, Octopus-Giant, Ogre, Ogre Mage, Orc, Otter-Giant, Otyugh, Owl-Giant, Owlbear, Pegasus, Peryton, Piercer, Pike-Giant, Pixie, Porcupine-Giant, Portuguese Man-Of-War, Pseudo-Dragon, Purple Worm, Quasit, Rakshasa, Ram-Giant, Rat-Giant, Remorhaz, Rhinoceros, Roc, Roper, Rot Grub, Rust Monster, Sahuagin, Salamander, Satyr, Scorpion-Giant, Sea Hag, Sea Horse-Giant, Sea Lion, Shadow, Shambling Mound, Shark, Shedu, Shrieker, Skeleton, Skunk-Giant,

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What is a Fantasy Campaign?

A fantasy campaign is a unique game concept which permits a group of players to experience the thrills of Star Wars, Star Trek, Flash Gordon, John Carter of Mars, Tolkien's Middle Earth, Conan, Tom Mix, The Lone Ranger, Superman, Hopalong Cassidy, Fritz Leiber's Lankmar, Andre' Norton's High Sorcery, Norman Marauder's Gor, Tarzan, or countless other mythos in an open ended format which permits the game to progress from session to session. Some campaigns have been running weekly sessions for years. The fascination which captures the imagination and inspires this new gaming concept is the assumption by the players of roles during the game sessions. One player is selected to fill the role of judge. The judge selects the mythos upon which the campaign is based. A set of rules are purchased to resolve conflicts and provide a game system whereby the game can progress from session to session without ambiguity. Usually the mythos selected will dictate which rule set should be purchased. Most campaigns are based on the Dungeons & Dragons TM rule set and this is the first fantasy role playing system to have been published.

The players begin play by selecting the type of creature they wish to assume as a role in the game sessions to follow. The mythos and rule set will determine the types of creatures which can be selected. Elves and dwarves are common in most campaigns, but if the mythos is the Wild West creatures are limited to men. Next the players dice for characteristics. Characteristics common to most rule sets include strength, intelligence, dexterity, and other qualities which give the creature life in the context of the game. The characteristics will indicate what class of profession the character should assume in the game. A high strength is the characteristic most desired by fighters, while magic users benefit most from a high intelligence. The options are limited by the mythos and rule set again...unless the judge wishes to develop his own professions for the game. The players are now ready to outfit their characters with equipment, and this usually entails the purchase of swords, shields, Colt 45's, and so forth with the money which the character begins play with. The money used is determined by a die roll according to the rule set used. What can be purchased is one of the first decisions the judge must make. Although most judges allow the players to purchase equipment listed in the rule books, his campaign mythos may not provide a general store whereby the players are automatically outfitted.

While all this may seem rather arbitrary with all the die rolling going on, it is important to remember that any good fantasy game system will allow for an orderly progression of the characteristics as the player-character gains experience which will tend to offset any very low die rolls by an unlucky player. One of the most important characteristics is how many points of damage the character can take (especially if he is going to venture forth seeking dragons to slay). These points (often called hits to kill or subdue) become greater and greater as the player-character goes up in levels of experience. Special dice called polyhedral dice have been developed to permit special probability rolls to be made and most rule sets for role playing make use of these 4-sided, 8-sided, 12-sided, and 20-sided dice. With the increased popularity of fantasy role playing, the price of these special dice has plummeted until they are now available for only \$1.49 per set.

Now the judge is ready to proceed with his major function. This includes creating situations in which the player-characters will have the opportunity to meet and defeat (usually) the enemy, perform heroic deeds and quests, grow in strength and wealth, and accomplish the impossible. The enemy is most often a fantastic creature of evil disposition which has accumulated a hoard of ill-gotten treasure and the player-characters (having heard the rumor as to the location) set off in search of the lair. The judge has drawn up a dungeon and populated it with orcs, goblins, and other denizens of the deep wherein the player-characters must venture to locate the evil dragon's hoard and rescue the maiden. The rules give guidance in this area of setting up situations but it is often advisable to select a judge at the beginning who is widely read in the mythos of your campaign. Many situations are derived from the rule sets because most offer a free form of extemporaneous play when the player-characters enter the wilderness surrounding the town in which they start. Random encounters of werewolves, trolls, griffons, centaurs, and other creatures are standard fare in most campaigns, especially in D&D based campaigns.

The player-characters can also encounter wandering monsters in the dungeons as they search for treasure and fame. An encounter will result in an immediate check to determine if the monster or player-characters are surprised and if so, which has the advantage of the first round of melee. This first round can be used to flee, speak, or close with the monster to strike the first blow. The rules for combat are not complicated once the players have been through a few melees. The monster is struck by rolling a 20-sided dice and crossindexing the result on a table which specifies the score required to hit the monster with the monster's armor class and the player-character's experience level and professional class. Fighters and Clerics can hit any given armor class easier than a magic user although all gain in hit probability as they increase in experience levels.

As a campaign progresses, the player-characters accumulate wealth which will permit them to hire guards, build castles, and engage in trade and other activities which will add new dimensions to your campaign. The player-characters often engage in friendly competition and seldom does relations between player-characters develop into total war. A campaign and the flow of strategic activities which experienced players tend to introduce in it as they begin influencing world events is an excellent excuse for a miniatures involving Middle Earth, Conan, and other armies which provide hours of fun and action. Miniatures also add color to encounters within the dungeons. While not necessary because most the play taking place in the dungeons is done on paper, a plethora of monster miniatures have been recently designed to meet the growing needs of fantasy role playing. Dragons, halflings, ghouls, mummies, and hundreds of others have been released in just the last year.

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The "Monster Manual" includes specifications on Frequency, 'the likelihood of a particular creature being encountered in a region or area where it might be an inhabitant'; Number Appearing, a general guideline; Move, the average speed on a constant basis (shorter periods of higher speeds being possible); Hit Dice, to determine the number of hit points a creature can withstand without being killed; % In Lair, the 'chance of encountering the monster in question where it domiciles and stores its treasure (if any)'; Treasure Type, A through Z; Number of Attacks, 'the number of basic attacks the monster is able to make in a given melee round'; Damage per Attack, the damage inflicted by a monster without a weapon since weapons do damage by type; Special Attacks, dragon breathe and so forth; Special Defenses, similar to Special Attacks; Magic Resistance, the percentage chance that a spell cast by a 11th level magic user will absolutely fail (must be adjusted up 05% for every level below 11th of the magic user casting the spell and also adjusted down 05% for every level above 11th of the magic user casting the spell); Intelligence, ranging from 0 to 21+ from non-intelligent to god-like intelligence respectively; Alignment, indicates 'the characteristic bent of a monster to law or chaos, good or evil, or towards neutral behavior possibly modified by good or evil intent'; Size, indicates the relative size of the monster compared to an average sized man S being smaller, M the same size, and L being larger than man-size; and Psionic Ability, showing Attack / Defense Modes if applicable to that creature. Detailed information is given for each monster and a picture is provided where necessary to give the correct concept. Many of the descriptions provide in-depth background that is ideal grist for any Judge. Needless to say, a work of this magnitude requires a great deal of time to digest and play test to do a complete and fair review but we feel confident that the vast majority of gamers will agree with us that the Monster Manual is a valuable tool for Judges and players alike that will enhance the field of fantasy role playing tremendously. The revised and expanded list of monsters is truly a labor of huge proportions personally handled by the master of fantasy role playing himself, E. Gary Gyax! The monster descriptions are concise and written in a very informative style which makes for great reading. Many completely new items of importance have been added to give depth and character to monsters which have been used badly by many Judges (myself included) in the past. We wish to congratulate Gary for this new achievement and whole-heartedly recommend the "Monster Manual" to guildmembers and fantasy role playing fans everywhere.

"Flashing Swords: #4" "Barbarians and Black Magicians", Published Nov. 1977 by Dell Publishing Co., Inc.; is a Swords & Sorcery anthology edited by Lin Carter.

"Swords Against the Marluk" by Katherine Kurty is the tale of the conflict between Brion Donal Cinnihl Urien Haldane, King of Gwynedd, Lord of the Purple March and The Marluk, Lord Hogan Guernach of Tolan, Festillic Heir to the Thrones and Crowns of the Elven Kingdoms. The story pivots about the magical utility of the Deryni, an elf-race of which the Marluk and Alaric, Brion's liegeman, belongs. An interesting and fast paced story.

"The Bagful of Dreams" by Jack Vance introduces Cugel the Clever to Iolo the Dream-taker, a magic-user on his way to an Exposition of Marvels financed by Orbal, Duke of Ombalique. Cugel is duped early in the story by a wiley horse trader but he shortly proves his ingenuity by outsmarting Iolo and leaves the exposition with a pouch-full of unearthly gems and precious metal from another universe. The whole tale is a pure delight to read.

"Storm in a Bottle" by John Jakes tells of the adventures of Brak, a barbarian on a "long journey southward to golden Khurdisan". He is captured by the soldiers of Lord Magnus the Worldbreaker who is at war with the Children of the Smoke. A magical drought has inflicted the land that not even Ool the Wizard can lift. Because of a stroke of luck, Brak is promised, "You will not die. You will not wear chains", but only if he can produce a downpour within two days and two nights. The fantastic ending is a classic swashbuckler vs. powerful sorcery.

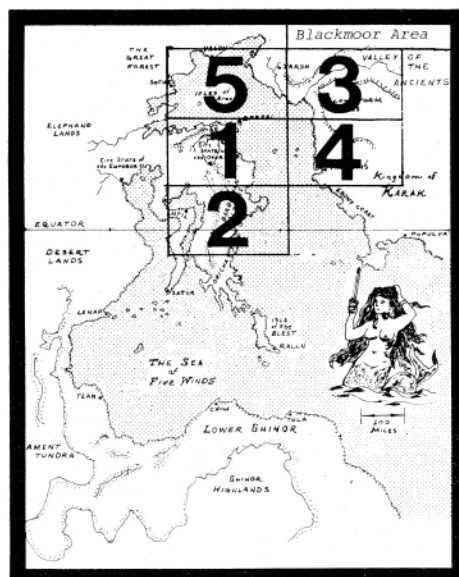
Poul Anderson's "The Tupilak" is a gripping saga of a merman, Tauno, and his sister, Eýjan, which seek their people, the Liri, in the chilly waters off glacier-crowned Greenland. The merfolk become embroiled in a conflict between the vikings and the Skraelings. The Tupilak is an undead monster antimated a warlock, the angakok, of the Skraelings and Tauno must defeat the terror to save his sister. The story is unusual in it's setting and a fascinating combination of history and fantasy.

"The Lands Beyond the World" by Michael Moorcock is another great adventure of Elric the Melnibonéan Prince and his black battle-blade Storm-bringer. He is confronted with a choice, to sail into danger and never return to his world or to risk landing "on island inhabited by the damned and those who prey on the damned". A sword-fight results in Elric meeting Count Smiorgan Baldhead, a mariner anxious to leave the island via the Crimson Gate back to Elric's world. Vassliss, a merchants daughter from Jharkor, is being pursued by Earl Saxif D'Aan, one of the greatest sorcerers of Melniboné. A mysterious white horse pursues Saxif D'Aan! Elric's spell casting ability is weak in the Islands Beyond the Crimson Gate!

"I am Elric, son of Sadric, and I am the four-hundred-and-twenty-eighth Emperor of the folk of R'lin K'ren A's, who landed upon the Dragon Isle ten thousand years ago. I am Elric, your Emperor, Earl Saxig D'Aan, and I demand your fealty". And Elric held up his right hand upon which gleamed a ring set with a single Actorios stone, the Ring of Kings.

This anthology is a great buy of "new, never-before-published stories of Swords and Sorcery written by five of the finest living masters of the genre", says Lin Carter, and we whole-heartedly agree. The Swordsmen and Sorcerer's Guild of America, Ltd. has a genuinely great series of anthologies in the Flashing Swords series (and the introduction "Of Warriors and Wizards" by Lin Carter alone is enough to make you feel like a genius of economics). This magnificent work of art sells for a mere 150 CP!

Since some people have asked how the campaign maps, I am reproducing the map from the Guide to the City State with the areas marked off. The numbers shown are the number of each campaign map. The area in the upper right was made to nominally fit in with Dave Arneson's Blackmoor area. We did this to expand the world area but it should be remembered that the maps are different scales-- our campaign maps are 5 miles per hex and Arneson's are 10 miles per hex. Two more campaign maps are being finished and will be available for sale from the next Journal (they will be optional) and not sent out as an installment.



To be advertised in the next Journal is our reformatting of the City State play aid and the Ready Ref Sheets package. The old Guide to the City State is out of print and the second edition will have all of the booklets, I & J material incorporated into it, and in larger page size. The players' city state map will be increased in size to 22x28" and the judge's map will be reduced to the same size- 22x28". Each will have a square move grid, lightly overprinted it. With all of the changes, we are reducing the price to \$8.00, from the previous \$9.00.

The Ready Ref Package will now be in booklet form and will include all of the rules-type material from issues I thru N, in addition to the previous ready reference sheets. This will be a big increase in material and give you what some of you have asked for- a complete source for our many rules and forms. The price will stay the same- \$2.99.

In case some of you missed it, the small numbers on some of the shops listed on the City State map are merely street numbers and not a key for further reference. We put them on for your own uses.

Thanks to so many of you for buying from our new expanded catalog of fantasy items. We aim to be a full-service source of fantasy games and accessories, and have tried to give the best service to your orders. If this hasn't been achieved in your case, let me know. -Bill Owen



Fred Moyer, Inn of the Sunken Bridge
 Alan S. Dowd, Heraldry for Medieval/Fantasy Campaign
 Richard Mueller, Constructing Villages
 Lenard Lokafka, Lycanthropy, Missile Fire, & Special Damage
 Phil Benz, Witchcraft in Dungeons & Dragons
 Stephen Huff, Prodigious Platemail
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PUBLISHER'S STATEMENT

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Judges Guild Journal is published by the Judges Guild, P O Box 773 (304 S. Franklin St.), Decatur, Illinois, six times a year (bimonthly, starting in February). Subscriptions to the Journal are \$4.50/year or Guildmember subscriptions (\$12 & up) include both the Journal and much fantasy material and maps, bimonthly- see Booty List. Judges Guild Journal is copyrighted 1978 by the Judges Guild, all rights reserved.

Judges Guild would like to acknowledge TSR's help, encouragement and permission to reprint portions from Dungeons & Dragons TM c 1974 Tactical Studies Rules. Judges Guild fantasy game aids are officially approved for use with Dungeons & Dragons TM by TSR. We would like to recommend TSR's very fine Dragon magazine, \$1.50/copy from TSR, POB 756, Lake Geneva, WI 53147.

We would like to give credit to Simulations Publications, publishers of Strategy & Tactics, a very good magazine on historical boardgaming, for the hex grid numbering system used on our maps. Subscribers to S&T get a game in each issue- 1 year (6 issues) is \$14- from Simulations Publications, 44 East 23rd St., NYC, NY 10010.

We reserve the right to edit and change small portions of submitted material. Material accepted and published allows you credit in the amount of \$1 per 8 columnar inches. It is best to send complete rules, sets of NPCs, combat systems or what have you. Dungeon levels, castles and other items to be inked must be finished by us; however, more credit will be allowed for such items already cleanly inked, approximately \$5 to 10 per project (graph paper with light blue lines may be used for the original inking- do not use a dark grid, square nor hexagonal). In addition, authors will receive name recognition on their material. We can not return unsolicited material, unless a stamped self addressed envelope is included; please write your name on each section submitted.

OMNISCIENT OPINIONS

This section allows the guildmembers at large to express their opinions in article length. Lenard Lakofka is the author of the first two articles, Lycanthropy and Hit Location... the Hit Location article is projected to be used in the Advanced Dungeons & Dragons, according to Gary Gygax, who collaborated on its development. As such, the Hit Location is not official D&D, at least yet.

MISSILE FIRE, SPEARS, HAMMERS, DAGGERS & AXES

- 1. Training: Training is ESSENTIAL to firing a missile. If a person has had no training whatsoever in a weapon type (bow, spear, weighted projectile--hammer, axe, dagger) he will have very poor success. However a person with training in one type can use a similar type at only -1 (long bow trained can use short bow) if it is a lower class, but -3 if it is a higher class (short bow trained can use long bow). Training is reflected by Level
- 2. See if there is a hit on a NAKED BODY then see location then take armor into account!

Level	Hit	Location						Weapon	Shield
	face	head	neck	chest	abdom	leg	genit	arm	arm
1-2	1-5	5-11	12	13-35	36-70	71-88	89	90-95	96-00
3-4	1-6	7-12	13	14-38	39-74	75-86	87	88-94	95-00
5	1-7	8-13	14-15	16-40	41-76	77-84	85	86-93	94-00
6	1-8	9-14	15-16	17-42	43-76	77-82	83	84-92	93-00
7	1-9	10-16	17-19	20-46	47-74	75-80	81-83	84-92	93-00
8	1-11	12-20	21-24	25-50	51-72	73-78	79-81	82-91	92-00
9	1-13	14-24	25-28	29-54	55-70	71-78	79-81	82-91	92-00
10	1-15	16-28	29-32	33-58	59-70	71-76	77-79	80-90	91-00
11	1-18	19-32	33-35	36-60	61-70	71-74	75-77	78-89	90-00
12	1-21	22-35	36-38	39-64	64-72	73-74	75-77	78-89	90-00
13	1-25	26-40	41-44	45-70	71-74	75-76	77-81	82-91	92-00
14+	1-30	31-48	49-53	54-70	71-72	73-74	75-77	78-89	90-00

CHANCE OF SPECIAL DAMAGE (takes into account aiming points--face, neck, heart, weapon arm)

1-2	30%	14%	40%	25%	20%	10%	55%	10%	10%
3-4	33%	17%	43%	28%	23%	13%	58%	13%	13%
5	37%	21%	47%	32%	25%	15%	60%	17%	17%
6	42%	26%	52%	37%	26%	16%	63%	21%	21%
7	47%	30%	58%	42%	27%	16%	65%	25%	25%
8	53%	33%	64%	45%	27%	16%	66%	28%	26%
9	59%	36%	70%	47%	27%	16%	67%	31%	27%
10	66%	38%	77%	48%	27%	16%	67%	35%	28%
11	73%	39%	83%	49%	27%	16%	67%	40%	29%
12	80%	40%	89%	50%	27%	16%	67%	45%	30%
13	88%	41%	93%	51%	27%	16%	67%	50%	31%
14	95%	42%	98%	52%	28%	17%	67%	54%	32%

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SPECIAL DAMAGE DONE (1-10 Extra Points Plus The Following):

S=Stun 1 round	11-17	EyeSB	ScrB	Spine!	LungS	S	NveS	DB	Nve	drop	item	30%
D=dazed 1-4 rounds	18-25	EyeUB	"	Daze	LungD	S	NveD	"	Nve	drop	item	60%
drop items	26-30	BliUB	"	"	LungU	StoSB	NveDB	"	SB	drop	item	60%
U=Unconscious	31-36	BliUB	ScrS	Stun	LungU	StoSB	NveDB	"	B			
B=Bleeding	37-44	NoseB	"	"	DEAD	IntSB	Foot	UB	DB	drop	item	70%
1-4 pts/rnd	45-50	NoseS	"	"	DEAD	IntDB	Foot	"	DB	drop	item	80%
BB=2-8/rnd	51-55	NseUB	"	"	Spine!	IntDB	Heel	"	Elb	drop	item	35%
BBB=3-12/rnd	56-60	MouSB	ScrD	VoISB	Spine!	LivSB	Heel	"	Elb	drop	item	60%
	61-65	MouDB	"	VoIDB	SB	LivDB	AchT	"	Hand	drop	item	50%
	66-70	MouUB	"	VoIUB	SBB	LivUB	AchT	"	Hand	drop	item	75%
	71-75	EarS	ScrSB	DEAD	SBBB	KidDB	toes	"	Fing	drop	item	20%
	76-80	EarDB	"	spiD	DBB	KidDB	toes	DBB	Fing	drop	item	50%
	81-90	EarUB	ScrDB	spiDB	DBBB	KidUB	toes	"	Fing	drop	item	75%
	91-95	DEAD	DEAD	spiUB	UBBB	DB	B	"	Thumb	drop	item	40%
	96-00	scar	ScrUB	spiUD	UBBB	UB	BB	UBB	Thumb	drop	item	80%

! Spinal hits will yield total paralysis from the neck down 50% of the time, partial 30% Death 20% . Bleeding is mainly internal and outer treating will not stop it! Eye=blind in that eye, Bli=totally blind, Ear=deaf, scar=glancing but easily seen, Lung=reduce stamina, 40% permanent, 60% gradual healing, Sto=stomach, Int=Intestine, Kid=kidney always permanent loss, Liv=Liver (These internal damages have varing effects), Nve=nerve 30% disable feeling, 50% lose feeling and abilities below wound, 20% partial nerve damage may repair with time, Knee, foot, heal, acheles Tendon will likely yield lame result which can be mended with time but permanent limp possible.

EXAMPLE:

A 5th level archer aims at a man and fires at medium range. His base percent to hit is 75% with a long bow if the man is immobile and totally exposed (i.e. no cover). Let's assume a Hit,(14--6-to-20 would be a hit using a 20 sided die).

Roll percentile dice for Hit Location.

(47)=Abdomen Check armor class abdomen (Chain) Long bow needs an 11 or higher and you rolled a 14 earlier so there is penetration into the abdomen! Roll Percentile again.

(20) There is special damage from this hit in the abdomen. (26 or higher all you would have done is rolled a six sided die for arrow damage).

Roll a 10 sided for extra damage in points (4) then a six sided for base damage (3)=7 points of damage. Then roll percentile again; (47)=Intestinal damage, Dazed and Bleeding (internal bleeding) Roll a 4 sided die to determine the number of bleeding points that will be lost per round and another 4 sided to see how long you will be dazed by this wound. (3 & 2) three points per round for two rounds totally unable to defend or attack. Total damage is 7+3+ 3=13 points of damage by the time the initial reaction of the arrow hit (and penetration) into the abdomen occurred.

LYCANTHROPY

by Lenard Lakofka

LYCANTHROPY is a disease that produces a sort of shapechange/polymorph self result. The changeling stays basically humanoid in shape but facial features, limbs body posture change. The face assumes the general characteristics of the changeling; fangs for a weretiger, dense facial hair and fangs for a werewolf, elongated snout and huge canines for a wereboar, a muzzle like face for a werebear, a rat shaped face and elongated front teeth for a wererat. The limbs contort and change BUT THE FIGURE can still grasp an item because the opposable thumb is not wholly lost. Yet using a held item as a weapon is rare. Wererats and

Werewolves can use a weapon in their changeling form. The other common werebeasts can wield a weapon at from -1 to -4. Those weapons requiring dexterity and skill can not be used at all (such as a flail, spear (thrown), bow and arrow, pole arm, halbard, two handed sword etc.) by ANY changeling. Club like weapons only would be allowed; hammer, mace, sword and cutting weapons; dagger, sword. Since there is a personality change in the changeling form a magic weapon WOULD give its plus to hit but no powers or abilities as the changeling's mind would not be able to intepret them. In most cases limb changes involve the growing of extended claws or the formation of a hoof like structure. The body itself either remains basically unchanged (werewolf and wererat do not have major body changes) or the body grows as in the case of the werebear. The mind of the changeling is altered. He can not use any former abilities like casting magic spells for example. He thinks like an animal of prey though those thoughts are intelligent. He can use but the bare rudiments of language as the mental and facial changes prevent articulation. When changing from one form to another active memory is distorted so that the werefigure may not remember all that happened to him in human form and vice-versa!

Changing is not an instantaneous process! It takes 1-6 minutes (or more) to have all of the transformations occur. In wereform the figure is highly likely to discard unusable items, especially armor, back packs, and hand held items. This does not mean throw away with no thought of picking them up again it means that the figure will lay them aside and not carry them. In the wereform these items do not have a real grasp on his mind as being too important. Items that strap on, go around the neck or around a finger would likely be kept but remember that if the body dimensions change drastically there may be no choice in removing an item. Thus leather armor, e.g. would likely split and tear if a werebear did not remove it prior to changing. If the werebear had on armor he might be damaged in the transformation! Magic armor especially would be very difficult to expand into. A werebear trying to change while wearing mithril armor would likely die in the change! Mithril is especially noted because changelings loathe the touch of silver or dwarven "true silver", i.e. mithril! A werefigure would NEVER knowingly carry or allow to touch his person any silver item! Therefore werefigures will deliberately remove such items prior to, or in the first moments of a change! During the change they are a cross between the werefigure and human form and limited properties of each should be allowed.

Lycanthropy can not always be controlled. The longer a figure is a lycanthrope the more control he gains over the change BUT the greater desire he has to stay in changed form! Eventually he will almost wholly (or wholly) discard his human form!

In human form a figure can still gain experience in his area of expertise. He can progress up to his level in hit dice as a lycanthrope and has a CHANCE to go above that level based upon his prime requisit. For each point above normal (average of 12) he may go one level higher at a 10% chance per point over 12. Thus a fighter with strength 15 could go a maximum of 3 levels above the hit dice of his lycanthropic form if he makes a throw of 30% for each promotion. If he fails one throw he can never go higher. If the figure infected with lycanthropy is already above the necessary level (acceptable level) he will begin to drift down to his allowable level. Thus if a Wizard 12th level with Intelligence 16 is bitten by a werewolf (4 H.D.) then the wizard will drop (slowly) to a minimum of 4 H.D. (maximum of 8 H.D.). To determine how far he drops use the formula in reverse. He must throw 1-40 on percentile dice (16-12) (10%) to keep his 8th level. If he throws 41-00 he tests 7th level and so on. Once he makes a throw that is the lowest level he will drop to! He will lose a level in his chosen area of expertise every 2-24 days. This is irrevocable once the lycanthropy is permanent!

Note that experience gained as a lycanthrope can help in gaining levels as a human. Treasure gained can be used for training with no problem. Experience gained in lycanthrope form can be transferred on a 1;2 ratio. Each and every time the figure takes wereform he must make a saving throw to see if he will desire to return to human form! This is his normal saving throw AS A MONSTER vs. POISON. If he fails the throw he will stay in wereform for 4-24 hours before another test can be made. Once he fails three consecutive saving throw he will never return to human form!

As a lycanthrope a figure can be a part of a party. Yet in lycanthrope form the figure will have poor communication skills (he will NOT be allowed to write in the dirt (with his claw/hoof) and his interests in lycanthrope form are not easily transferable to human form and vise versa. Remember that in the transition memory is distorted and even lost. Make a saving throw vs poison for any specific memory, thought in question!

Chaotic lycanthropes, if they are EXPOSED to a FULL MOON (about three nights), will change at once and will not change back until they have killed a figure or until the FULL MOON has gone. A chaotic lycanthrope who is indoors has a 25% chance PER NIGHT to still be effected in this way.

Each time a figure changes his memory is distorted as I have said. This is ESPECIALLY damaging to a cleric or magic user! He may forget a spell or spells and not remember it when he returns to human form! In like manner the spell may not be lost but it may be distorted by the change! Distorted spells may not work, may backfire or may have lessened effects. For each spell the figure had in his head when he changed he must make a saving throw to see if he has retained the spell! If he makes the saving throw the spell is intact. If he fails the saving throw by 1 point the spell is distorted. A distorted spell will not function at all (1-25), backfire (26-60) or have diminished effects (61-00). If he fails the saving throw by 2 points the spell will be distorted and not function (1-70), backfire (71-80) or have diminished effect 81-00). If he fails the Saving throw by 3 or more he has just lost the spell totally. All the DM will tell him is that he has, or does not have the spell. The DM will NOT tell him it is distorted.

Note also that lycanthropy can effect alignment. The alignment of the figure that infects a victim is not the principle agent in determining the character's later alignment. The major factor will be the figure's alignment in human form. If the human is Neutral the Lycanthrope will be neutral 90% of the time. The other 10% he will be Good or Evil as defined for the lycanthrope. If the human is Good he will be neutral in Lycanthrope form 98% of the time if the choice is between neutral and evil (chaotic). The other 02% he will be evil in lycanthrope form and be a true Jekyll and Hyde character! He will loathe his alternate form and may openly plot to undo his alternate form. If the lycanthrope form is good then he will remain good 98% of the time being neutral the other 02%. If he is evil in human form just reverse the above percentages.

Lycanthropes can be of other forms than the ones listed in MONSTERS & TREASURES and/or GREYHAWK. The DM can invent other forms but he should remember that the basic human form will be retained thus a lycanthrope Dragon, Ki Rin, Balrog, Spider, Purple Worm etc. would not occur. However a Lizard man, Ogre, Gargoyle (likely without wings), Entish creature, Hulk, Golem like figure etc. might be good choices. A potion to produce lycanthropy might well be a choice for the magic research of a Magic User or Alchemist.

Continued 4th Page, 1st Column

Lycanthropy Continued

If a Magic User or Alchemist made a potion to produce lycanthropy (blood or saliva of a living lycanthrope or monster type would be almost surely required) then a potion to CURE Lycanthropy might also be made! A cleric would almost surely be involved. Remember that in the form of a lycanthrope the figure would not want to be cured (The Science Fiction book CITY --I forget the author--has an excellent example of transformed figures not wanting to change back) and would openly oppose such an attempt. Such a potion would not only be rare but its effectiveness would be limited. Roll percentile dice. That number or less would have to be rolled again to produce the cure once the potion was taken. Failure could yield permanent lycanthropy (and likely alienation of the lycanthrope from the party), an increase or decrease in the lycanthrope's abilities or even death (acting as a poison instead).

When a figure converts to a lycanthrope he does not automatically gain the Hit Dice of the lycanthrope. If he is young and/or frail he will have fewer hit dice but if he is very healthy and/or strong he may gain more hit dice! In like manner if he exceptionally intelligent/stupid and/or is much higher or lower in rank than the lycanthrope the abilities of the changeling could be altered accordingly.

In general lycanthrope should be, at best, no change in a figure's potential. He might temporarily gain from the changeling form but eventually it should become limiting and even detrimental to him. A disease is not meant as a permanent benefit and should never be treated that way by the DM.

WITCHCRAFT IN DUNGEONS AND DRAGONS

by Phil Benz

Witches are found throughout stories of ancient lore and deserve a place in DUNGEONS and DRAGONS. Some DMs have witches function exactly like their male counterparts as magic users, but this leaves a bit to be desired. At the risk of my life, I propose a new character class: The Witch (or more properly, the Psionic Woman)

If Psionic Powers are taken as in ELDRITCH WIZARDRY, a player with Psionics is much more powerful than one without, introducing much imbalance ("Oh no, I'm cornered by a Landshark. I think I'll teleport away.") As an alternate, the witch uses these powers as her mainstay, without the chance to meet Psionic creatures. She also gets some other abilities unique to her class.

Level	Experience	Basic Abilities	Superior Abilities	Att Def Modes
Student	0	1		1 1
Witch	2500	2		1 1
Yellow W.	5000	3	1	2 2
Green W.	10000	4	1	2 2
Blue W.	20000	4	2	3 2
Purple W.	40000	5	2	3 3
Red W.	80000	7	2	4 3
Black W.	150000	9	2	4 3
Sorceress	300000	10	3	4 4
Demoness	500000	12	3	5 4
Hag	700000	13	4	5 4
Warlock	900000	15	5	5 5
Priestess	1100000	17	5	5 5
High Pr.	1300000	19	6	5 5
Black Pr.	1500000	21	7	5 5
Demon Pr.	1700000	21	8	5 5
Emelkartha	????	21+	18+	5 5

Witches are neutral to evil with chaotic tendencies. They are seldom player characters and always female (exception: males may become witches on a one-year contract to Satan).

Other characteristics include: 4 pip dice, at 1st level can prepare drugs, at 3rd can prepare love potions, at 5th can prepare cursed talismans, at 7th can prepare talismans of death, at 8th can prepare potions, at 9th can animate one broom per month, at 13th can prepare magic items as wizard. Each witch has her own additional personal abilities which may be determined by the referee. Witches often need obscure items for their brews and potions, such as eye of newt, hand of elf, gonad of dwarf.

Explanation of Abilities:

Prepare drugs- as Alchemists

Prepare Love Potions-base 50% chance of success modified-minus 5% for each point of intelligence above 14, plus 5% for each point below 8. Potions have a 10% chance of misdirection (i.e. fall in love with the wrong person) and 5% chance per level of victim being detected.

Cursed Talismans-require a lock of hair from person to be cursed. Typical curses are "May Lord Milquetoast lose all bodily hair forever" or "May Ninevah the dwarf be stricken with clap", saving throws allowed.

Talismans of Death-Require 20,000 GP and 2 months to prepare. They need a lock of the victim's hair and a skin sample. If the save is made the victim must save again or be cursed.

Prepare Potions-As Wizards, or possibly Alchemists

Animate Broom- 30,000 GP and one month

Evil witches may optionally be allowed to sell their souls to the Devil on a seven year contract. She then gains: cause 3 light wounds, 2 cause serious wounds and one finger of death per week.

Whenever a witch makes a potion or magical item she must concoct a magic brew consisting of a multiplicity of items compiled by the referee. Some items will be very difficult to find, or cost quite a bit to get. These should be essential to the more powerful magic items and potions. As far as magic is concerned, witches can use any items usable by a magic user, and those with pacts to Santan can also use (anti-) clerical magic items excepting armour and weapons.

Finally, don't forget witch trials, burnings and harassment by peasants.



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THE BROKEN LANCE

BRYAN D HINNEN

A travel-stained and bandaged fighting-man confronted a Constable in front of the Wine Shop of By-Water Road, Porter Borowrain, proprietor. Both brandished their weapons, but a kind-faced cleric intervened and no blows were exchanged.

The fighter, who was not recognized by any of the large crowd nearby, had come by horseback down By-Water Road past the Flipping Frog Tavern. Customers at the Flipping Frog noticed his passage, and also observed a black dragon's horn slung on his back.

The fighter then dismounted next door at the Wine Shop and went inside, to purchase a bottle of Bouquet d'Agrat wine, a fine and expensive imported wine, paying from a bulging purse with gold coin. He apparently stumbled on the masonry steps at the door of the Wine Shop, falling against a passing Constable. Both the bottle of wine and the Constable's lance fell to the street, broken.

The Constable quickly drew his mace and prepared to attack. The fighter, with darkly-gleaming plate armor, drew a shining sword to counter. But a cleric, shopping for wine to give communion, stepped between them and explained that the encounter was accidental. Many bystanders sensed the use of magic as the cleric talked the two men into putting weapons away.

The two then discussed their differences. The fighter was heard to say, "You dare to challenge me? Me, the one living man who has laid eyes upon the Empire Stone of the Citadel of Agrat?" There was a tense moment when it seemed that the men were about to draw their weapons again. The swordsman's weapon came half out of its scabbard, and the Constable readied his mace. But the latter noticed a gleam of enchantment on the half-revealed blade, and some of his stubbornness vanished. Eventually the Constable yielded several silver coins to the fighter, collected the broken, trampled and muddy fragment of his lance, and hurried off. The fighter put the silver in his purse, mounted up, and rode off down the road. He continued down Sea-Brigand's Street and stopped at the Gaming House on Beggar's Street. His forceful presence of character, said to equal of a Swashbuckler, was so strong that the gutter beggars evaded him.

The fighter spent the rest of the evening at the Gaming House, speaking of the Empire Stone at the Citadel of Agrat, then mounted up again and rode off in the direction of Caravan Street. A fifty-gold-piece reward is offered for his capture, on the charge of assaulting and extorting a Constable in the performance of his duties.

Hear ye, hear ye! Cross my palm with silver and hear the world of the streets! Gather round and hear the news of the City State! An armed confrontation between a Constable and an unidentified fighting man occurred last Thursday night, at the Wine Shop on By-Water Road, Porter Borowrain, proprietor. Weapons were brandished but a passing cleric intervened and no blows were exchanged.

The fighter rode into the city on a heavy, armored charger, with a Black Dragon's horn strapped to his back, on the Twilight Road through the Grand Gate.

He turned down By-Water Road, where his passage was noted at the Flipping Frog Tavern, Pug Shadbolt, proprietor. Customers later said that he was very weary-looking, travel-stained, and bandaged, and both his own head and his horse's were bowed with exhaustion.

So many customers and shop owners on By-Water Road witnessed his passage that a street name has surfaced, "The Dark Horseman." His real name, and any and all knowledge of him save what I tell, is not known or kept secret.

As he passed the Sailmaker's, Longwithy, proprietor, the Dark Horseman tossed a bulging purse to a loiterer, who nodded and vanished into a dark alley. It is thought that this loiterer may have more knowledge of the mysterious fighter. No one saw him clearly, but he is believed to have been an elven thief.

(This loiterer may contact me at the Flipping Frog. I will pay silver for knowledge of the Dark Horseman.)

The fighter then stopped at the Wine Shop and purchased a quart bottle of Bouquet d'Agrat, a fine and expensive imported vintage, paying from another huge purse bulging with gold.

As he stepped back into the street, the Dark Horseman may have either stumbled into or attacked a passing Constable, Saland Tovansa, and the bottle of wine and the Constable's lance fell into the mud, broken. Tovansa cursed and drew his mace. A brightly-shining three-foot blade slid halfway out of the Horseman's scabbard.

At that moment Kalim Vestumium, on his way to the Wine Shop to purchase wine for communion, saw the disturbance. The cleric stepped between them and raised his hand. Observers later mentioned sensing a wave of peace and well-being emanating from the cleric.

The tension of the moment subsided as Tovansa saw the glow of the enchantment on the Dark Horseman's half-exposed blade, and the dark gleam of his plate armor.

The Constable put away his mace, the fighter sheathed the sword, and after a few moments Tovansa gathered up the trampled, broken fragments of his muddy lance, gave the Horseman his own purse, and silently skulked away.

After taking the purse and mounting up, the Dark Horseman rode to the Wild Surf Tavern, Lindworm Oyveloor, proprietor, on Beggars' Street. He stabled his horse and stayed all night, after an evening in which he drank large quantities of ale, telling other patrons of the fortress of Yankhorim and the many things he encountered there. Those who heard him will say no more of it...

In the morning the Dark Horseman had disappeared with his mount and belongings, leaving his fees on the bed. He stopped that Friday morning at the Gaming House, Verstagin, proprietor, and spoke of a lich stronghold, the Citadel of Agrat, where he saw the priceless Empire Stone and slew all manner of horrible creatures. The Citadel, according to him, is some 400 miles southwest of the city. A reward of 100 gold pieces has been offered for his capture, on charges of assaulting and extorting a Constable.

You desire to hear yet more? Ah, you tax my patience!... Oh, very well! At the Lamp and Oil Shop on Fog Street, Vathak, proprietor, a steady customer told of a secret cavern beneath the city. The customer, Kargrel Reosar the dwarven fighter, stated that the paintings detailed an ancient race of great warriors who slew Mammoths and buffalo for food. Apparently the region where the City-State now stands was once a great prairie with bedrock close to the surface. These warriors mined into the bedrock for iron, and lived in the tunnels, coming out only to hunt for food.

One set of paintings, Reosar said, showed a great change in the history of this warrior race. It depicts them trading iron for strange artifacts with red men who flew through the sky in magical machines. Several works showed the red men pointing out certain bright stars to the warriors. Next, a strikingly climactic mural showed a breakdown of relations and war between the warriors and the red men. The latter would attack with devastating effect from the ground and from their sky chariots firing strange and deadly weapons that cut warriors in two with beams of light. Final paintings showed the survivors shelving their dead in the mined catacombs, tunneling upwards, and opening more passageways to the surface. The last scene showed the warriors planting crops and building crude houses on the surface, with one man sealing up the cave entrance. They left the strange artifacts of the red men in the crypts of their dead.

...Very well! You shall hear more legend lore for your silver. Six fighting men brought what was thought to be the body of a young Tyrannosaurus to the Taxidermist's on Water-Rat Road, Laughing Tawn, proprietor. The body, to be stuffed, was carted in an ox-drawn heavy wagon. The service cost them 250 gold pieces.

As Tawn examined and prepared the subject, he noticed certain peculiarities in the anatomy of the carcass. He called in a zoologist, who found it to actually be a particularly dead mutant form of a Green Dragon. The band of fighters returned four days later, on Friday morning last. Upon inquiries, they disclosed that they had sighted large numbers of identical creatures but would not divulge where they had been seen. Wingless, hornless, very young Green Dragons roam the wilderness, with greater powers than norm. Tawn and the zoologist attempted to keep the discovery a secret, but a new strain of horrible monsters surely lurks somewhere in the wildlands. Adventurers, caravan merchants, and other travellers are hereby forewarned of this new danger.

The Fisher, Yaridar Babok of End-Gate Road, is said to have netted a Sahuagin leader and six bodyguards twenty miles beyond the mouth of the estuary. They broke loose, chopped their way through ten deck-hands, and leaped over the side. One of the hands, Elivor Heygar, was killed; two others were critically wounded, and the other seven received minor wounds. It is heard that this was not the only encounter with Sahuagin.

The Fisher of Water-Rat Road, Ghoully Mab, was attacked by Sahuagin thirty miles from the estuary mouth. No one was injured, but the ship was severely damaged.

The Ship Magnate nearby, Balinoika, knows at least four ships coming in from distant lands have been pulled under within sight of land during the last four months.

Hear ye! I have just received word from my messenger that the Sailor of By-Water Road, Helmsman Parzival today killed four Sahuagin and drove off others that attacked his ship as it neared the mouth of the estuary!

I read to you now the message: "The ship I was hired to navigate was set upon by some twenty Devil-Men of the Deep. My employer, Sir Willegmont, was killed by a cast trident. Two other crewmen were injured. Several Devil-Men were began swarming up the sides, their lamprey-mouths working and drooling in anticipation of a feast."

"I and another crewman, brave Sklar Voiderwell, leaped in among them as they came over the gunwale. I was wounded slightly in the arm; Sklar succumbed to many trident thrusts. The Devil-Men fled into the sea as we sailed into the estuary, leaving four of their dead on the deck. I may have the bodies mounted by a taxidermist, and am willing to pay a cleric to resurrect brave Sklar."

Enough! You have each paid me only one silver to speak, you do not own me. Get you hence!

And with that, the Hawker of By-Water Road strode off to the Flipping Frog, to find more rumors to pass on.

The City-State of the Invincible Overlord is a living, growing metropolis. Its legend lore must also grow as time passes. Eight new legends have surfaced in the Hawker's speech, for several establishments which had no information for an adventurer interested in the usual. And, hopefully, the Hawker will soon return to our street to tell us more.

The Harbinger of Madfantim
Street Reporter for
The Judges Guild

How do you get started in setting up a campaign?

Select a mythos that you feel will suit the tenor of your group. By this I mean you should decide roughly whether your campaign should have the depth to hold the interest of the group for a long period or merely several sessions. This should give an idea as to how much effort you should expend in creating a unique and structured universe for the players. Are your players purists when it comes to the Tolkien approach? Should you populate the area with many adventure possibilities or simply have one dungeon for your group? These are questions only the judge can answer and if time is precious he may opt to purchase several playing aids to lighten the workload. It is important to get an area map around the dungeon prepared before beginning play because it will give the players a feel of reality if the features can be mentioned as they move into the wilderness. For a really short-shrift campaign, this problem can be circumvented by locating the dungeon in the same one-horse town as the player-characters begin in...but it isn't near as much fun.

As has been implied up to this point, dungeon adventuring comprises a significant portion of the play. While this holds true at the beginning of a campaign, the players will gravitate towards more esoteric pursuits as they gain power and influence in your pseudo-universe. Much time is spent in designing castles to be constructed, developing magic spells and devices, manufacturing potions, engaging in trade, and dealing with the situations which only result when establishing the player-character as a baron or notable earth-shaker. Many times the players find these activities more enjoyable than the actual adventuring. They often spend weeks developing organizational structures, defensive and offensive strategic plans, and political machinations to achieve the goals which they set for themselves. Adventuring then is often used in reducing a thieves' quarter, protecting trade, or obtaining tools to accomplish elaborate ends. The campaign takes on a life of it's own as the players begin to interact with the campaign's powerful non-played characters created by the judge.

With this in mind it behoves the judge to anticipate the interaction to come and develop a plausible background of non-played characters for any long-term campaign. Non-played characters are created by the judge using the same game system which the players use to create their player-characters. In addition, the judge usually names the characters, giving them personalities, backgrounds, and positions in the social structure. Some may be mere armorers, smiths, or tavern keepers, while others will be kings, chieftains, and generals. The playing aids sold by Judges Guild supplies hundreds of N.P.C.s (non-played characters) which can save the novice judge many hours of preparation. Players particularly enjoy developing continuing relationships with the non-played characters of a campaign and even a villain of mischievous intent is eventually the object of affection if his, or her, or it's personality is strong and tinged with humor. Reactions, negotiations, and other guidelines are provided in many rule systems to lend spontaneity to non-played characters. Some N.P.C.s enter the game by becoming hirings of the player-characters while many are introduced by adventuring, such as a rescued sage or princess.

The judge must determine the nature of each adventure until he has built up a store of possible alternate adventuring possibilities for the players. In essence all that is necessary is a dungeon (drawn up by the judge or purchased as a playing aid) populated with monsters which hoard treasure. For a long-term campaign however, the judge will often place within reasonable distance from the starting village a lair or two, a dungeon, a stronghold with a N.P.C. requiring some assistance by adventurers, a small temple with a priest requiring some quest to be fulfilled, a tavern wherein can be heard the rumor of some magical item which is hidden and protected, or any number of options for the player-characters to decide for themselves how to set off to seek their fortunes. This ability to make their own decisions or blunders permits the players to more readily identify with their characters and the judge should be careful not to become arbitrary in his manipulation of the player-characters within the framework of the rules.

Bob Bledsaw

What Role Playing Games are Available?

Deserving first mention is Dungeons & Dragons, the first game utilizing the role playing campaign concept. European & Greek mythology is the basis for D&D and is thus readily identifiable to those with American and European upbringings (yes, the game is popular overseas, particularly in England). Dungeons & Dragons is a three booklet set, and is also available as an introductory version called Basic Dungeons & Dragons. Another similar but even more detailed game is Empire of the Petal Throne, by Prof. M.A.R. Barker. The professor has created a complete mythos replete with exotic monsters and cultures for his extensive game, which gives many game aids in setting up a campaign. Empire of the Petal Throne includes a large rules/background and three colorful maps of the continent and main capital.

Well-known fantasy author, Lin Carter, has co-authored another game recreating the adventures of Flash Gordon. For medieval history buffs, a very detailed role-playing game, Chivalry & Sorcery, has been developed. This game allows for jousting and numerous kinds of dark magic in addition to the monsters that terrorize the populace. When your medieval role-playing expands to include an entire battle, a miniatures battle rule set, Emerald Tablet, boasts actual Thaumaturgical Encyclopedias as source material.

Switching to science fiction, we find in addition to Flash Gordon and the Warriors of Mongo, more role playing vistas. Metamorphosis Alpha describes a giant spaceship lost in the dark void and stricken by dangerous radiation. However, this scenario allows the players to assume the roles of unusual creatures with mixed characteristics, struggling for control of the numerous man-created landscapes of this artificial 'world'. Traveller, a three booklet set, describes your induction into the futures space marines et al. Detailed procedures allow for diversified interaction and even the building of custom spaceships- a very expensive undertaking, however! Space Patrol focuses in on the individual adventures of space travellers on an alien planet's surface. The rules detail futuristic weaponry and have guidelines on the 'creation' of unique alien peoples replete with strengths and weaknesses.

Venturing out to the Wild West, Boot Hill allows the player to assume the role of would-be gunslingers. Modern Bat Mastersons must roll dice to determine their gun handling, speed and even gambling ability! Another imaginative concept is found in Superhero 2044, a game where the participants become comic book heroes. Superhero 2044, exoposits a future where a man may equip himself to take advantage of strongpoints in the neverending fight against crime. With an updated slant, these crimefighters are occasionally pitted against desperate terrorists, in addition to those scattered throughout the comic book world.

En Garde! is a chivalrous representation of the age of the Three Musketeers. Here a player is not only concerned with his swordsmanship and fair play, but also his social status in a very genteel society. Monsters, Monsters! takes the more common fantasy theme and gives it a different twist. In it the players become the monsters who come out of the dungeon to raise havoc among the adventurers above ground. Bunnies & Burrows portrays the world of intelligent rabbits as depicted in the popular novel Watership Down. As more and more people get hooked on this habit-forming hobby, the list grows larger- allowing more choice to would-be adventurers.

What Game Aids are Available to Enhance a Starting Campaign?

For Swords & Sorcery type role-playing games, like Dungeons & Dragons, Judges Guild offers a wide range of referee aids. Its City State of the Invincible Overlord details an entire fantastic, medieval city, room by room. Like Tegel Manor, a haunted house, many non-played characters, legends and helpful campaign guidelines are included. For a larger 'feel', its Wilderness of High Fantasy provides many large maps of part of the City State 'world'.

To promote smoother play Judges Guild has produced many 'nuts & bolts' aids Judges Shield, in addition to providing a screen for the referee's secret maps, also contains game charts and references to Dungeons & Dragons. Campaign Hexagon System provides mapping paper for detailing campaign areas and is usable for virtually any game system.

TSR, the company that produced Dungeons & Dragons, has made Dungeon Geomorph dungeon areas that may be rearranged for variety. Monster & Treasure Assortment provide useful listings of random items usable in D&D.

Heraldry for Medieval/Fantasy Campaigns

by Alan S. Dowd

The birth tables described in "The Dragon" and the advent of the "Chivalry and Sorcery" rule set have made personal heraldry a potential facet of any medieval/fantasy campaign. This can pose a problem when non-played characters appear. What now does the DM do when he rolls up the son of a duke for his Rent-a-Thief? How does he respond when the player asks, "What arms do those horsemen bear?" during a wilderness encounter? Hopefully, he turns to these tables to generate the appropriate arms. Note that only the nobility, whether by birth or by elevation, may bear arms in their own right, although a retainer might bear his master's arms on some sort of badge.

Since these tables are designed for someone with a basic knowledge of heraldry, no technical terms will be defined. A good introduction to heraldry can be found in Simple Heraldry by Iian Moncrieffe. KISS (Keep It Simple, Stupid) has been my watchword throughout while designing these tables. I have intentionally avoided the rarer tinctures, varied fields, sub-ordinaries, modified lines of partition and a multitude of possible charges and their variations. Table VIII is not intended to be exhaustive or proportionally representative of heraldic charges; it simply lists fifty of the more common charges found in the British heraldry. For some extensive information on British heraldry, see Boutell's Heraldry by J.P. Brooke-Little, Complete Guide to Heraldry by A.C. Fox-Davies or Shield and Crest by J. Franklyn. For Continental heraldry, see The Art of Heraldry by A.C. Fox-Davies or Rietstap's Armorial General and its supplements from the Genealogical Publishing Company. Remember, these tables are intended to produce the basis of simple, accurate heraldry in spur-of-the-moment situations, not to bind otherwise inventive players into an arbitrary and limited set of constraints.

A final word about cadency before I give some examples of using the tables. Only in Great Britain have marks of legitimate cadency been formalized, and that at a fairly late date (e.g., 1572 in England). Marks of illegitimate cadency have never been formalized and there is no such thing as "bar sinister" (shudder!) to indicate bastardy. All of the works cited above discuss cadency at length; I shall say no more.

As a first example of generating arms, Simon the Simple rolls a "3" on Table I, a "5" on Table IV, a "2" on Table VII, a "28" on Table VIII and a "6" on Table IX. His arms are "Vert, a boar's head argent".

Orluk the Awful is our second armiger. He rolls "6" on Table I, "3" on Table IV, "5" on Table V, "2" on Table VI, "6" on Table XI (which requires re-rolling) and a re-roll of "3" on Table IX. At this point he has a gold shield with a blue saltire. Now he must determine what other charges are present since he rolled "5" on Table V. On Table VII he rolls a "2" and, wanting some other charges, rolls again, getting an "8". Satisfied with this, he goes to Table VIII where he rolls "37" for his first charge and "2" on Table IX for its tincture. Then he goes back to Table VIII for the second charges and rolls a "68" followed by a "4" on Table IX. His finished arms are "Or, a saltire azure between a martlet gules and two fleur-de-lis vert". More properly, the blazon is "Or, a saltire azure between in chief a martlet gules and in fess two fleur-de-lis vert". At times the DM must supplement what the dice generate. Note also that Orluk rolled twice on Table VII; artistic judgement over-ruled the die-roll.

Our final poor soul is Oiving the Confused who rolls a "10" on Table I. He then rolls a "6" on Table II. Going back to Table I, he rolls "1", "10" (which he ignores), "6", "1" (which he also ignores) and "8". He goes to Table III and rolls "4". Starting with the partition with the "1", he rolls "5" on Table IV, "7" on Table VII, "44" on Table VIII and "3" on Table IX. So far he has generated "Per pall gules two scallop shells or, and ermine". Going back to Table IV, he begins on the partition with the "5" by rolling a "2". This he follows with a "6" on Table V, "4" on Table VI, "6" (ignored) and "4" (used) on Table IX, "10" on Table VII, "23" on Table VIII and finally "1" on Table IX. At this point he has "Per pall, gules two scallop shells or, or a chevron vert between three bears' heads sable, and ermine". To complete his arms, he returns to Table IV where he rolls "1". Subsequently he rolls "1" on Table V, "2" on Table VI and "2" on Table IX. His final blazon reads "Per pall, gules two scallop shells or, or a chevron vert between three bears' heads sable, ermine a fess sable".

Table I Field

- 1 Gules
- 2 Azure
- 3 Vert
- 4 Sable
- 5 Purple
- 6 Or
- 7 Argent
- 8 Ermine
- 9 Vair
- 10 Party field

Table II Party Fields

- 1 Per pale
- 2 Per fess
- 3 Per bend
- 4 Per bend sinister
- 5 Per chevron
- 6 Per pall
- 7 Per saltire
- 8 Quarterly
- 9 Re-roll
- 10 Re-roll

Continued 7th Page, 1st Column

Table III	Charges on Party Fields
1-2	Single charge over all of shield - go to Table VIII
3-6	Each partition is charges separately - roll on Table IV through Table IX for each partition

Table IV	Presence of Ordinaries
1-3	Ordinary present- go to Table V
4-6	No ordinary present - go to Table VII

Table V	Other Charges with Ordinaries
1	No other charges
2-3	Charges on ordinary
4-6	Charges around ordinary

On a roll of "1", determine the type of ordinary from Table VI and its tincture from Table IX. On rolls "2" through "6", determine the ordinary and its tincture, then determine the number, type and tincture of additional charges as appropriate from Tables VII, VIII and IX.

Table VI	Ordinaries
1	Pale
2	Fess
3	Cross
4	Chevron
5	Bend
6	Bend sinister
7	Saltire
8	Pall
9	Chief
10	Re-roll

Table VII	Number of Charges
2-6	Single charge
7-8	Two charges - identical
9-11	Three charges - identical
12	Multiple, different charges - roll twice, ignoring "12"

Table VIII		Charges	
01	Lion rampant	51	Serpant
03	Lion passant	53	Wyvern
05	Lion's head	55	Crescent
07	Horse rampant	57	Sun
09	Horse passant	59	Star
11	Horse's head	61	Oak tree
13	Griffon rampant	63	Oak leaf
15	Unicorn rampant	65	Trefoil
17	Unicorn passant	67	Fleur-de-lis
19	Unicorn's head	69	Rose
21	Bear rampant	71	Thistle
23	Bear's head	73	Arrow
25	Boar passant	75	Axe
27	Boar's head	77	Bow
29	Hound passant	79	Castle
31	Hound's head	81	Gauntlet
33	Eagle displayed	83	Hammer
35	Eagle's head	85	Harp
37	Martlet	87	Helm
39	Dolphin	89	Hunting horn
41	Fish	91	Key
43	Scallop shell	93	Knife
45	Dragon rampant	95	Spear
47	Dragon passant	97	Sword
49	Dragon's head	99	Tower

Table IX		Tinctures of Ordinaries and Charges		
Field is:				
Die	Color	Metal	Ermine	Vair
1	Or	Sable	Or	Or
2	Or	Gules	Sable	Sable
3	Or	Azure	Gules	Gules
4	Argent	Vert	Azure	Vert
5	Argent	Purple	Vert	Purple
6	Argent	Re-roll	Purple	Re-roll

Use this table to determine the tincture of charges on ordinaries (Table V, 2-3) as well as for the tinctures of ordinaries and charges on fields. For an overall charge on a party field (ref Table III) roll against the "Metal" column, re-rolling if the tincture of the charge matches one of the partition tinctures; roll against the "Color" column if "6" is rolled against "Metal".

JUDGES GUILD CHRISTMAS PARTY, DECEMBER 17, 1977

Below are pictures of the Guild's year end fet. First shown are Scott Rowan, Craig Fogle & Mike Petrowsky. In the 2nd pic, attempting to start a Kingmaker game (which lasted 1 turn), are (from left) Bill Davis, Mark Holmer, Doug Hazelrigg, Scott Rowan & TJ Kater. In the third is Debi Bledsaw, Marc Summerlott, Mark Holmer & Craig Fogle.

LET ME GO OR I'LL CRACK YOU
OVER THE HEAD!

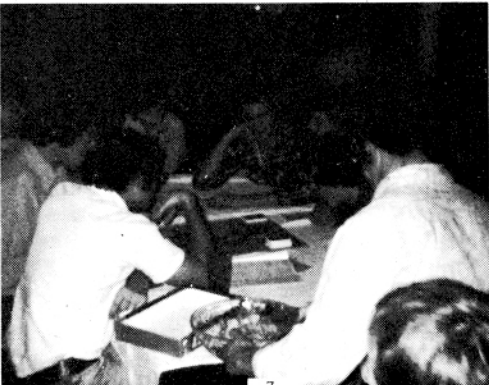


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CONSTRUCTING VILLAGES

by Richard Mueller

Foremost in every wilderness campaign; be it a forty-man expedition in search of enchanted treasure or two mangy thieves trying to kill off some harmless wildlife in order to get up to Fourth Level; is the village or town or city. Our characters live in them, provision in them, gamble, lie, cheat, steal, and often die in them. We base in them before setting out on dungeon expeditions and each village, be it Freyr or Dobleburg or Kurremkarmurrek, is an essential part of the local cosmos.

But too often the directions we get upon entering the village amount to nothing more than an automatic direction to the inn or weapons shop and, if the referee has really done his homework, the brothel. Some referees seem loath to go into the intricacies of constructing even the smallest of villages which, considering the torturous machinations they go through building a dungeon, is plainly silly. I propose a possible system to make this easier and more fun:

First decide where you want the village. This should be done esthetically, conforming to contours of valleys, river junctions, road termini, etc. In other words, put them where you think they'd be or, if that fails, where they'd please you. Next figure out the dominant alignment of the area and make the village correspond. Very special and highly unlikely circumstances would make a lawful village possible at the foot of a powerful chaotic castle but if you want to throw in an occasional free port or open city, do it. Variety is the spice of death in D&D. Lastly figure out the dominant life form using the same table you use to determine the birthplace of adventurers. Again variations are possible: Some creatures would not herd together in towns, such as Ents or Dragons. In other cases you might want an entire province of Orcs or Elves. Feel free to experiment.

When you've done the above three steps you get to my tables. I find they work well for me and are, as everything in this game, adaptable to endless variations.

TABLE I: POPULATION AND SIZE

# Rolled	Population	# of Commercial Buildings
1-10	10-100	1-8
11-14	101-250	4-24
15-17	251-500	5-40
18-19	501-1000	6-60
20	1000-	10-100

Next we go to the fun table.

TABLE II: BUILDINGS

# Rolled	Establishment	Conditions
01-04	Brothel	at least 1/500*
05-19	Inn	at least 1/1000***
20-27	Armorer	at least 1/300*
28-33	Farrier	at least 1/200*
34-39	General Store	at least 1/200*
40-41	Dock/Toll Gate	
42-45	Cemetery	at least 1/500*
46-47	Stonecutter	
48-49	Butcher	
50-51	Lumber	
52-54	Leather	
55-57	Tailor	
58-60	Silo-Grain Warehouse	
61-64	Smith	
65-66	Mill	
67-68	Weaver	
69-72	Barracks	at least 1/300*
73-74	Magic Shop	*
75-76	Temple	*
77	Jewels	*
78	Money Lender	*
79-81	Slave Bazaar	*
82-83	Winery	
84-85	Brewery	
86-87	Wheelwright and Cooper	
88-89	Localized Ind. (Shipyard, etc.)	
90-91	Potter or Glassblower	
92	Tax House	at least 1/500 *
93	Alchemist	
94	Cartographer	*
95	Guild Hall	*
96	College	*
97	Library	*
98	Shrine	
99-00	Other	

At this point I will construct at random, a village: Yokunem, a human habitation. Yokunem has 305 inhabitants with 15 public structures. Immediately we can see that among those are 3 inns, an armorer, a farrier, a general store and a barracks. That leaves 8 to be determined randomly. They are a smith, a magic shop, a second general store, a tailor, a second farrier, a cemetery (increased chance of undead), a stonecutter and a second smith. With two smiths and two farriers we can infer heavy road traffic and a stonecutter suggests a nearby quarry and a tie in to the cemetery via headstones.

When dealing with the regions capital city follow the asterisks: The capital will contain first off, regardless of size (though it is usually among the largest of cities), a brothel, 3 inns, an armorer, a farrier, a general store, a cemetery, a barracks, temple, magic shop, jeweler, money lender, slave bazaar, tax house, cartographer, guild hall, college and library. Again, any reasonable variation is permissible.

Then, once you have the basics set up, you can, if you wish, map the village and inventory each public structure, as per the following table:

NAME:
TYPE:
LOCATION:
LAYOUT:
INVENTORY:
STAFF:
DETAILS:

With these tables and any variations of your choosing, you can give the adventurers who travel your roads, a bit of variation, whether it be in Yokunem or in Fort Fnert...with populations of 11 and 1100, respectively.



SQUASHIANS BY PIXIE BLEDSAW

AC 9 HD 1-1 NA 1-6 MOVE 4" FREQUENCY UNCOMMON % IN LAIR 35
TREASURE TYPE J NO. OF ATTACKS 1 DAMAGE / ATTACK 1-3 SIZE M
MAGICAL RESISTANCE 30% INTELLIGENCE VERY ALIGNMENT LAWFUL-GOOD

"AROLF" POTENTATE OF SQUASHIRE KINGDOM

The squashians are a totally weaponless society located in a marshy region near the Phantasmagmire. Their only defense is to hurl themselves on the enemy to subdue him. They have never been conquered mainly because they are not worth the effort. Their chief use is as scouts due to their multiplicity of eyes. They are completely without emotion, selling themselves to the highest bidder and then plodding doggedly through their appointed task in a most singleminded fashion. Their bodies are quite nerveless being composed of vegetable matter rather than flesh and they have no objections to rendering up portions of themselves if food runs short on a long trek. However this is purely a matter of desperation as they taste extremely nasty. Their mouths are used solely for vocalization. They receive their sustenance in the form of minerals and water absorbed through the soles of their feet. They reproduce by planting the "corms" on the ends of their fingers.



Aroolf holds the Sacred Leaf-Staff of the Great Seed which can control 3-18 plant creatures (saving throw applicable).



COMING CONVENTIONS

As a service, the Judges Guild Journal, will list upcoming conventions. Organizations planning same should send a postcard or letter to the Journal, Box 773, Decatur, IL 62525. For more information on the event, entrance fees and lodging available write to the addresses listed under each con.

Emperor's Birthday Convention VIII, February 18, 1978
Location: McNaughton Park Pavillion, Elkhart, Indiana
Info: R. Hagerty (219) 293-4398
525 Middlebury St. Apt. 302
Elkhart, IN 46514

TEXCON, March 10-12, 1978
Location: Stephen F. Austin Hotel, Austin, Texas
Info: TEXCON
PO Box 12385
Austin, TX 78711

CANGAMES 78, May 20-22, 1978
Location: Holiday Inn, Dalhousie St., Ottawa, Ontario, Canada
Info: CANGAMES 78
201-360 Dundas St. Vanier, ONT, Canada K1L 7W7

ORIGINS 78, July 14-16, 1978
Location: University of Michigan, Ann Arbor, Michigan
Info: Metro Detroit Gamers
c/o Al Slisinger
19941 Joan
Detroit, MI 48205

GENCON XI, August 18-20, 1978
Location: University of Wisconsin-Parkside, Kenosha, Wisconsin
Info: TSR, GenCon XI
PO Box 756
Lake Geneva, WI 53147

PENN CON '78, June 23-25, 1978
Location: Widener College, Chester, PA
Info: PENN CON '78 c/o Strategy and Fantasy World
Valley Forge Shopping Center
King of Prussia, PA 19406

PRODIGIOUS PLATE MAIL

Sorry to hear about the blizzard! I can easily understand how you could get drowned in orders and correspondence. Since I am one of the laziest persons you could ever meet, I am generally pleasantly surprised at the speed with which you answer my questions and fill my orders. The other two are my dad and my little brother, George.

I am enclosing two cards with Judges names on them for your DM listing. Dale Walter plays a dwarf named Dur in my campaign. He is very strong on judging fighters and somewhat weak on magic. Because of his attention to game balance and his tendency to squat Sumo Wrestler beer belly and all on magic users, he is one of my favorite Judges. Squatting on MU's has a tendency to aid game balance I have noticed. MacDougal, who introduced me to the game, judges with a total disregard for the rulebooks and a great deal of loving interest in the game. His adventures are among the best I have been on and I prefer playing in his wilderness more than most others I have been in. Because he and I were the only two Judges with regular campaigns while he was stationed with me, we have never been on an expedition together. Last time we talked, he related that he had just achieved 38th Level Wizard. As a Judge, I am offended at the very thought of a 38th Level Wizard. The dungeon I am designing for his benefit will probably get him at the entrance. It is not that I'm viscious, but every dungeon I do has been designed to make him sweat. If he slips up just once, it will get him. I never have managed yet, so I just can't help working on a sure catch gottcha! Of course, we never use Auto Kills and it will only work if he makes the wrong move.

I have an advantage because I subscribe to the Judges Guild and the Dragon. I therefore have a clearer idea of what works and can draw on the suggestions of numerous other Judges for dirty tricks. I'll scream if he escapes!

My players recently named my campaign "Turtle-Dragon Castle". Mycroft's World surface is divided into two major portions, those inhabited by humans and those unknown and forbidden to humans. The first portion of the play area consists of a strip of world 1200 miles across and 49,500 miles in circumference on the surface and beneath the twin suns and seven moons. The world is hollow and there is a similar strip on the inside that is eternally lighted by the molten core except for that portion which is in eternal shadow from the interior moon which is also inhabited by monsters and humans. The world's creation is shrouded in myth and is variously attributed to different gods and beings by the different races and monsters. Known only to a few is the fact that the world was created in the full bloom of it's existence, complete with histories, cultures, and ruins dating back hundreds of thousands of years...created by an alliance of six magic users of great power and the race of Great Dragons which were shifted into this universe from another continuum about 378 years ago. The Dragons required a place created in pact with creatures of this continuum where they could breed if they were to survive.

When first entering this continuum, the Dragons encountered the spacecraft of Mycroft, sorcerer brother of Harold, conqueror of a hundred worlds. Mycroft was fleeing all worldly things with his love, the slave girl, Kelrena. After this meeting, Mycroft summoned the other five wizards to a meeting in the Astral Plane. There came, Ashton Smith who rode upon a an eight foot spider of quasihuman intelligence named W0lf, Mikyl Donovan, master of the Black Pirates of Donovan's World, Steven Hall, son of the Founder of the Institute of General Knowledge and deified in the Solar System as the God of Magic, John Cabot, creator of the science of Homology (my version of Psychohistory), and another shap whose name is forgotten except his best friend was a Tyranosaurus Rex named Oscar who spoke English with an Oxford accent and his wife was a princess of Atlantis on Earth (the sorcerer not the lizard).

The Great Dragons possessed the power to create by singing (also to cause to cease being by singing a different song). Together with the six Sorcerers they created Mycroft's World, first by writing it's symphony and then by singing it beneath the twin suns. Created shortly thereafter were the Guardians and Dragonriders, to see that the will of the Six Sorcerers was accomplished. The world was divided into 55 domains, each being 1200 miles by 450 miles. For each domain, a Guardian was appointed chosen from the puissant and colorful heroes and villains of human history and literature which the Six were familiar with. To serve these Guardians, two special races, the Dragons and the Dragonriders were created with special abilities and equipment to insure that the will of the Six would be paramount upon the world. These creatures and their dwelling places (as well as the dwellings of the Six) were hidden from the eyes of normal mankind and monsters by secret enchantments and may only be seen by those who can see into the realms of the three Kings of Faerie. Only the most powerful beings even know of their existence.

Because the world's existence is dependent upon the Six who aided in it's creation, if anyone of them is killed one sixth of the world will cease to exist... that sixth that he himself created. Stephen Hall created the elves and the goddesses Isis and Brigit, the three Kings of Faerie, and much of all that is fantastic and strange in the world. Mycroft created magic such as humans can use, the roots, depths, and all the great mysteries of the world, and the god Vulcan and Asura which is the one occupying the High Seat of the 12 gods. John Cabot created unicorns, pegasi, and all other lawful good beings, the Courts of Law, the god Mitra, and the god Oghma, being the mightiest warrior and the wisest sage of the world respectively. Ashton Smith created Chung Kuei (so that all men may be tested), Dionchect to help all mankind, and all beasts of fire, air, and water to roam the far reaches of the world. Mikyl Donovan created Set, Tsothoggus, and all manner of demons and monster races to plague and destroy so that all might prove interesting and amusing to observe. The last of the Six created Manannan MacLair for the sake of all who sail the oceans and Pan for the Elves and the poorest of creatures. Each of them also created many things too numerous to list here. Since the destruction of any is linked to a similar destruction of the world, nothing made from the materials of this world or forged on this world will harm any of the Six.

The areas inhabited by humans and monsters are surrounded by impenetrable mountains, and beyond these mountains lie the breeding grounds of the Great Dragons, covered by a great fog. Any beings venturing into this fog are immediately teleported randomly to any inhabited portion of the world. No saving throw is permitted! In addition to the outer surface, the inner surface, and the inner moon, there are many bubble universes created by sorcery or the whim of powerful beings or at the time of creation, which may be entered through magical doors scattered throughout the world. There are some doors which lead to other worlds which are not ruled by the Six.

On the surface, technology is an odd combination of Medieval and ancient Mediterranean. Within the center of the world there are many special enclaves of differing technologies and occasionally a spaceship will land there by way of the great openings at the poles. No players normally adventure there although they may land there by circumstances beyond their control.

It is an open wilderness campaign, which means that I will accept anyone who wants to play regardless of the relative level of their character. If the level difference is too great for the regular group of players, I just allow the character to enter an area suitable for the charcter or if my normal wilderness would not offer enough challenge, I create a bubble world or special dungeon and locate it a few thousand miles from my players. Melee and hit probability is Greyhawk (as well as monster attacks and damages). The gods are from Gods, Demigods, & Heroes. Monsters are largely of my own design. The hierarchy of Hell for example is drawn from my copy of the Sorcerers' Handbook and designed to fit my vision of the beautiful Despair of that realm. Rules for enchantment are from the Dragon issue that mentioned Wizard Blades and Embedding Spells. Tenth level spells are only used by mages of 19 or higher intelligence and eleventh level spells are restricted to those with intelligence above 21. Thus far, no players are capable of using such spells because of the level requirements. Gnomes, gnolls, hobgoblins, kobolds, goblins, yeti, leprechauns, and some others do not appear on my encounter tables as they are limited to special areas of small extent which have special encounter tables or live in only in other worlds. I sometimes completely rewrite them for inclusion by the result of special actions. I have the Bastarrii, an intelligent race of humanoid with cat-like characteristics and created by the cat goddess Bast. The Chelopta are an intelligent race of insectoids with a hive culture. The Rakha are semi-intelligent winged bald greyskinned creatures noted for their cowardice. The Fuzzies are straight out of the book, Little Fuzzy by H. Beam Pipers.

I have special monsters which I originated which are far too numerous to mention. I have rewritten almost all of the monsters in D&D to include life cycles which might seem to you as farfetched. I have, for example, 6 varieties of Ogre which occur naturally and one which occurs only as a result of great enchantment. The effects of magical spells are out of the books, with the gaps filled in as best as possible. An exception to the men and magic rules that I use is that magic users may use magical swords & fireballs do not bounce off walls but lightning bolts do. One interpretation I play is to allow plus 5 armor and shields to repel lightning bolts and fireball blasts but stand a fair chance of being destroyed in the process.

The highest level player character in my wilderness at the moment is a fifteenth level wizard. Since all of the other judges moved out on me, I have occasionally taken my own player on adventures into my wilderness. As might be expected, he tends to get in more serious trouble there, than in anyone else's world since I roll for his actions randomly. He is a fifteenth level wizard with a Mysard Blade of 1,200,000 FP. At the current time, most of the players in my wilderness play married barons and are raising crops of heirs so that they can go out again and not be bored. It's a lot easier to make an adventure interesting for 1st to 5th levels. Besides, they've recently developed interests in being merchants.

The plot lines of my wilderness vary with the continent, country and area you are in. The major conflict is between the Dark Lord Khasrau and Carl the VII Emperor of Tanara- this embroils almost the whole of half on my world, though the real action is majorly confined to half a down domains. Agents of the major contenders do find their way to the oddest portions of my world. This has little effect upon the majority of my players who live on the other side of the Poles. One player is engaged in a minor war with the King of the Wererats and the other two are engaged in starting a school of martial arts and a military academy- but have new worries with the discovery of platinum on their island!

They named my game, Turtledragon Castle after the Castle of my player character, Bard a wizard. My castle has been in existence for over 15 game years now, and is extensive and quite detailed. I like using Bard as an NPC in my campaign because I can say with assurance what would happen in that particular corner of the world because it is so well mapped out. Needless to say, in a world as extensive as mine, the larger portion of it is drawn with broad strokes- the details being largely in the vicinity of the actual players and in those areas where players had been.

When there were other judges playing and judging campaigns here, back in the good old days, I was considered a tough Judge and only a few people would play in my world. Now that most of the others have left, those who wouldn't play in my world before, will now, but the number is small. One of these days I would like to see a game where there were fifteen or twenty players, instead of all their associated NPCs. Oh well, such is life. I still like playing first levels, but you get so attached to your old player characters that you don't want to stop playing them.

I would like to close out this letter with a few questions before you look into my order. First, could you explain the status of TSR's revised D&D rules and their progress. One of my players said that his brother had a set but I've heard that they haven't completed them yet. Second, could you tell me something about Heritage miniatures. You list Good Wizards for 2.95- is this a set or what? Third, what would you suggest for a figure of a wizard with a wizard blade, or just wizards in general. Likewise for Lords, dwarves and elves. Lastly, thank you for your invariably polite replies and swift service. Best wishes,

Stephen Huff

Dear Stephen,

It's good to hear about different slants on D&D judging. It's apparent that your desire to 'see' a game of twenty players is not the way you want to judge your campaign though or you wouldn't be so tough! But, to each his own. I've played it both ways and must admit that a dozen people is just too much and prefer smaller.

TSR's Monster Manual is due to be shipped by the middle of January; but then, their printer had told them the middle of December, which is why we ran our ad in the last issue. If it is finished before this Journal goes to print, the info will be in the Stop Press section. Your friend's brother apparently has a D&D Basic book which is available (since GenCon X in August) now, but is mainly a cleaned up, simplified D&D. The item that you really want to know about is the D&D Advanced. We have not seen any drafts of the Advanced edition but will when it is furthur along- all I can say is that we will let you know when it is imminent.

All of the Heritage, Grenadier and Fantastiques are sets of similar figures. Usually, the pack has 4-10 figures in 1-4 poses.

While, I like Garrison's wizards the most- none have swords. I like Grenadier's Dwarves and elves and Heritage's Superheroes (Garrison's also). - Bill Owen

INN OF THE SUNKEN BRIDGE

Sirs,

Enclosed is the "Inn of the Sunken Bridge". I think you'll find it plugs directly into your system. It has been modified from a wilderness inn I have been using in my campaign. In that campaign, it has worked as a fairly secure base of operations for a number of years. Hopefully, the enclosed material is self-explanatory. If I've skipped any points, it's probably through over familiarity and I apologize. I grant you permission to use any or all of the enclosed material.

Yours,

Fred Moyer
554 E. Cavanaugh
Lansing, Mich. 48910

INN OF THE SUNKEN BRIDGE

Three days ride north of the City State, beyond Moonraker Moorlands, the road to the Majestic mountains crosses the north branch of the river Stillring. The river there is not wide, but is deep and swift enough to require a ferry. This is the only known crossing of the north branch.

On the south side of the ferry there is a walled inn, the Inn of the Sunken Bridge. The stone inn and ferry are both owned by Dismar the Stout. Dismar claims to be a retired fighter of great renown, but all that is known of him for sure is that he paid for the ferry and for the construction of the inn with gold, and the inn is said to have been protected from dragons, fireballs, and lightning by an extremely powerful west coast Wizard (42nd level) for whom Dismar had performed some service. While not a citadel, the inn is enough of a stronghold to have beaten off several attacks by bandits of various races and, with the help of a party of traders, a determined attack by the goblins of Trollstore.

On an average evening, there are 3-30 guests at the inn. They are mostly merchants traveling the Rorystone road with their guards. The cost of a day and night in a private room at the inn is 1 gold piece with fire, 10 silver pieces without fire. A shared room on the second floor is 1 silver piece. Private rooms come with two beds each, the shared rooms with straw pallets. Food is 1 silver piece extra with no charge for preparing food brought in by the travelers. A mug of beer or wine costs 1 silver piece. A drink of winter brandy costs 5 silver pieces. The cost of stabling an animal is 10 silver pieces. Turning an animal loose in the horse pens is 1 silver piece, but is allowed only with animals that won't upset the horses. The horse pens at the rear of the inn hold 3-24 horses plus the guest's animals. 1/2 the guests have no animals, 1/4 have one animal and 1/4 have 2-16 animals. Anyone who wishes to, may stay free of charge in the field across the road from the inn. (10% chance of being raided by wild animals or goblins each night.) Crossing the road towards the inn after dark invites an attack from the watch hut 50% of the time. Going to the rear of the inn after dark invites an attack from Monon, the hostler, 50% of the time.

Class/Align/Lv1/HTK/Soc.Lv1/Str/Int/Wis/Con/Dex/Char/AC/Weapons

Dismar	Fgt	N	7	32	7	14	9	11	15	11	12	5	+1 L.Bow
Jasu (wife)	Fgt	N	6	28	6	16	9	9	10	14	9	7	Sword
Negal (1st son)	Fgt	N	4	20	5	17	8	8	16	12	5	4	+2 Sword
Lango (2nd son)	Thf	N	5	18	5	12	11	10	14	16	14	6	+1 Dagger/Sword
Dis (3rd son)	Fgt	N	4	21	5	13	10	12	15	12	13	4	Axe
Dema (mother)	Special		10	20	6	9	15	14	6	15	12	9	Spells
Smiles (cook)	Fgt	N	8	36	4	18	9	3	9	9	6	8	Meat Cleaver
Monon (hostler)	Fgt	N	6	40	3	16	5	6	18	9	4	8	Hammer
stable boys													
Nod	Fgt	N	2	13	3	10	8	9	12	10	7	8	Bow
Shalt	Fgt	N	1	8	3	9	7	6	9	13	8	8	Bow
Zeb	Fgt	N	1	6	3	13	11	10	6	11	10	8	Bow
barmaids													
Jenaf	Thg	N	3	12	4	12	12	11	10	15	16	8	+3 Dagger/Bow
Luce	Fgt	N	1	5	3	16	9	9	9	11	9	8	Bow
Grenwaith	Fgt	N	1	6	3	11	6	14	11	9	14	8	Bow

Dismar's family and Smiles will act as bouncers, the others will fight only if the inn is attacked or they are personally assaulted.

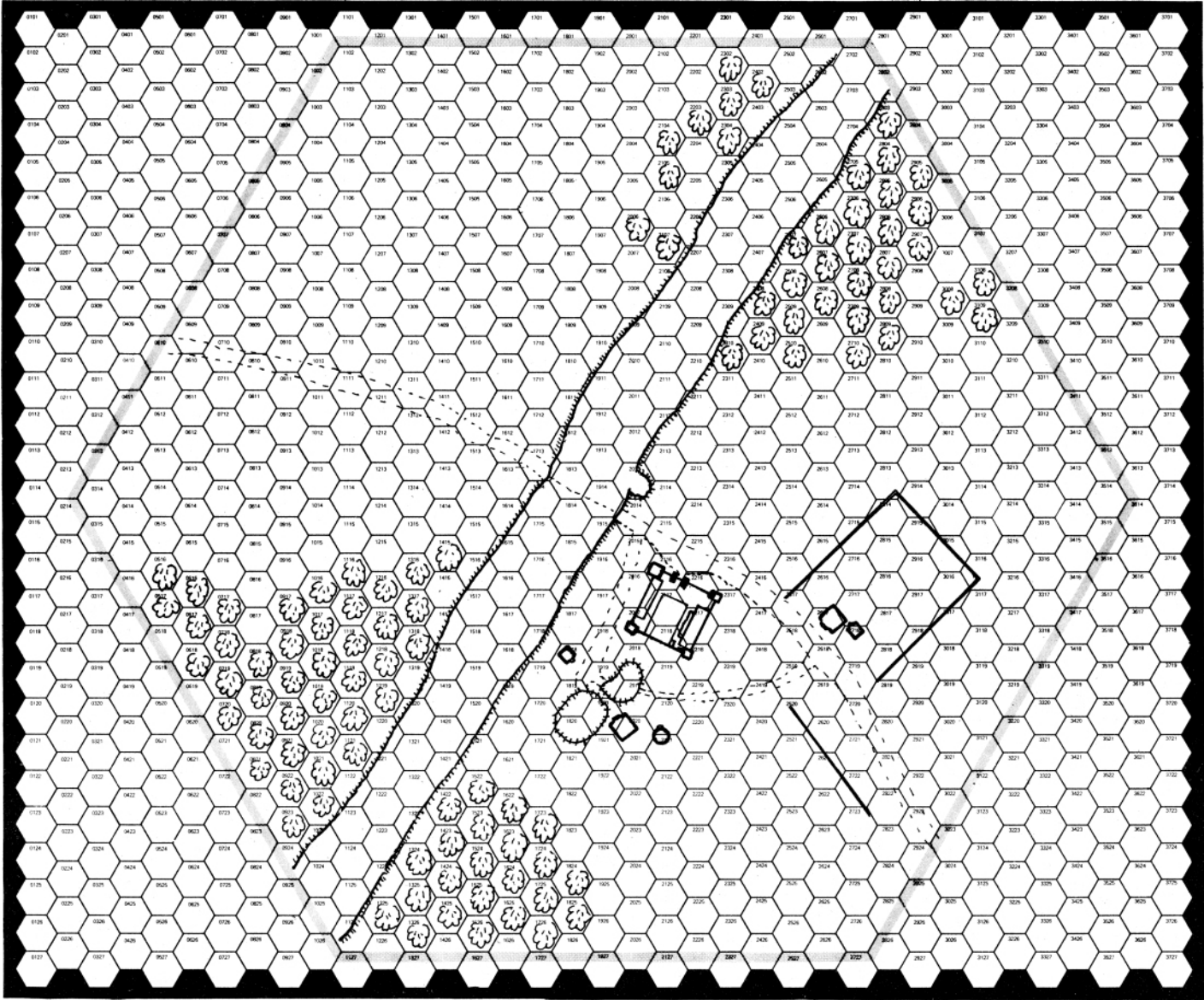
Dismar the Stout - Owner of the inn and ferry. Although the area is under nominal control of the governor of Byrny, Dismar is the defacto magistrate of the area and uses his sons as constables. He is a former warrior but has only continued in practice of the long bow. He will occasionally gamble with the patrons for drinks at double or nothing (H.O. +10%) but has no patience with hagglers concerning either ferry or inn rates.

Jasu, Dismar's wife - A large woman who is very quick for her size. She's quite proud of the family and all its property. She's also proud of a sword she owns that she got by killing a trouble-making minor noble with one blow of a chamber pot. The sword hilt is worth 500 GP.

Negal the Noseless - Dismar's eldest son lost his nose in battle when a goblin bit it off. He's hated goblins ever since and is extremely morose and touchy about any talk that refers to noses or good looks. He fights well at long range, but tends to berserk (50% chance each melee round) in hand to hand combat.

Lango the Holy - Dismar's second son always carries himself with a very pious air. He spent three years studying with the thieves guild at the City State. The family refers to this as his time at the seminary. He investigates the baggage of all strangers who stop at the inn and, in some cases, will pick pockets for further information.

Young Dis - A younger version of Dismar, he spends much of his time away from the inn while roaming the area ten miles to either side of the inn. He is the best woodsman of the family and often supplies table meat by hunting. He seems to have the ability to blend with whatever background he's in and be forgotten. He overhears a lot that way.



CAMPAIGN HEXAGON SYSTEM BOOKLET
Judges Guild, Box 773, Decatur, Ill. 62525

Area Mapped

Old Dema - An aged woman who may or may not really be related to the family, she's called mother by both Dismar and Jasu. She refers to herself as a Hedgewitch and has the following powers: Cure light wounds, cure disease, remove curses (50% chance), make up love potions (10% chance of effectiveness), cast illusion, speak with animals (scavengers only), and she can curse one person a melee round, indefinitely. She's normally found sitting by the fire in the kitchen, wandering through the woods around the area or mixing things together in the shed to the left of the gate as you go out.

Smiles - The cook is a mute with a facial scar that gives him a permanent grin. He also has scar across his throat as if it was once cut. He is fearfully loyal to Dismar. He fights with a meat cleaver like it was a +3 hand axe.

Mad Monon - The inn's hostler and blacksmith is good with all animals and, in addition, has a ring of mammal control. He brings in additional money to the inn by breaking wild horses that Dismar buys from traders coming around the mountain from Shewolf. Other than smithing and handling animals Monon is more than a little strange in his actions and appearance.

Stableboys and Barmaids - General help from local peasant families. Dismar has trained them all to use bows, but other than Jenaf, none are very good in hand to hand combat. Jenaf has been at the inn a long time and is Lango's mistress.

Peasants - The nearest peasants farm the five acres that keep the inn supplied with food. There are two families of them with separate huts each. One family has eight members, the other, five. In case of trouble, they disappear.

RUMORS:

Hydra attacking partys on the Roarystone road north of Byrny.

Dragon attacked Trollstore and badly damaged the goblins, but only got 1/10 of their gold.

Silverminers at Anvil are being turned into zombies by something in the mines.

Huge monster has been driving folks out of the west end of the Swarthlad Plain.

Pirates have established a portage between the rivers Stillring and Conquerors' river and are passing themselves off in the City State as river traders from the north when they sell their loot.

Huberic of Haghill has the pox.

(If traveling north) There's a surplus of horses to the north and no market. (The inn will buy horses at a discount.)

(If traveling south) There's a shortage of horses in the south, a real sellers market. (The inn will sell a few of its own short supply at a premium.)

The Paladin of Nimbus Tor is marching against Belash of Maskhol.

An army of giant rats is attacking the nobles homes every evening in the City State.

Far to the west, in a land of golden people, there is a great treasure called the Eyes of Zanuck. It is said to cause eternal youth and happiness.

- S - Secret door.
- D - Door, opens to side pictured.
- F - Fireplace.
- G - Guest room.
- SG - Special guest room, only high level, high charismatic guests. Costs 3 GP per night including meals.
- T - Trap door.
- TB - Trap door for lowering and raising supplies from the basement.
- SR - Strong room. The room has a double illusion. One illusion is that the large block of wood in the center of the room is an iron bound chest. The second illusion disguises the locked wooden cabinet on the south wall as a solid part of the wall. The cabinet holds any valuables the guests want held plus Dismar's treasure: 1329 GP, 5392 SP, and 4362 CP.

There is a strongbox in the kitchen with the day's receipts and a fund to make change, 15 Gold Pieces, 43 Silver Pieces, and 57 Copper Pieces.

Loose floor boards provide access to the guest rooms from the basement. There is a crawl space between the first and second floors and loose floor boards in the guest rooms on the second floor.

All interior walls are 6" thick. All exterior building walls 1 foot thick. The outer wall is 5' thick, 10' high and has a 4' high battlement. The northwest corner tower is 20' high and has a 4' high battlement and a watch hut on it. All the other towers are the same as the wall as is the gate.

SOME NOTES TO D.M.'S ON THE WHYS AND WHEREFORES OF "THE INN OF THE SUNKEN BRIDGE"

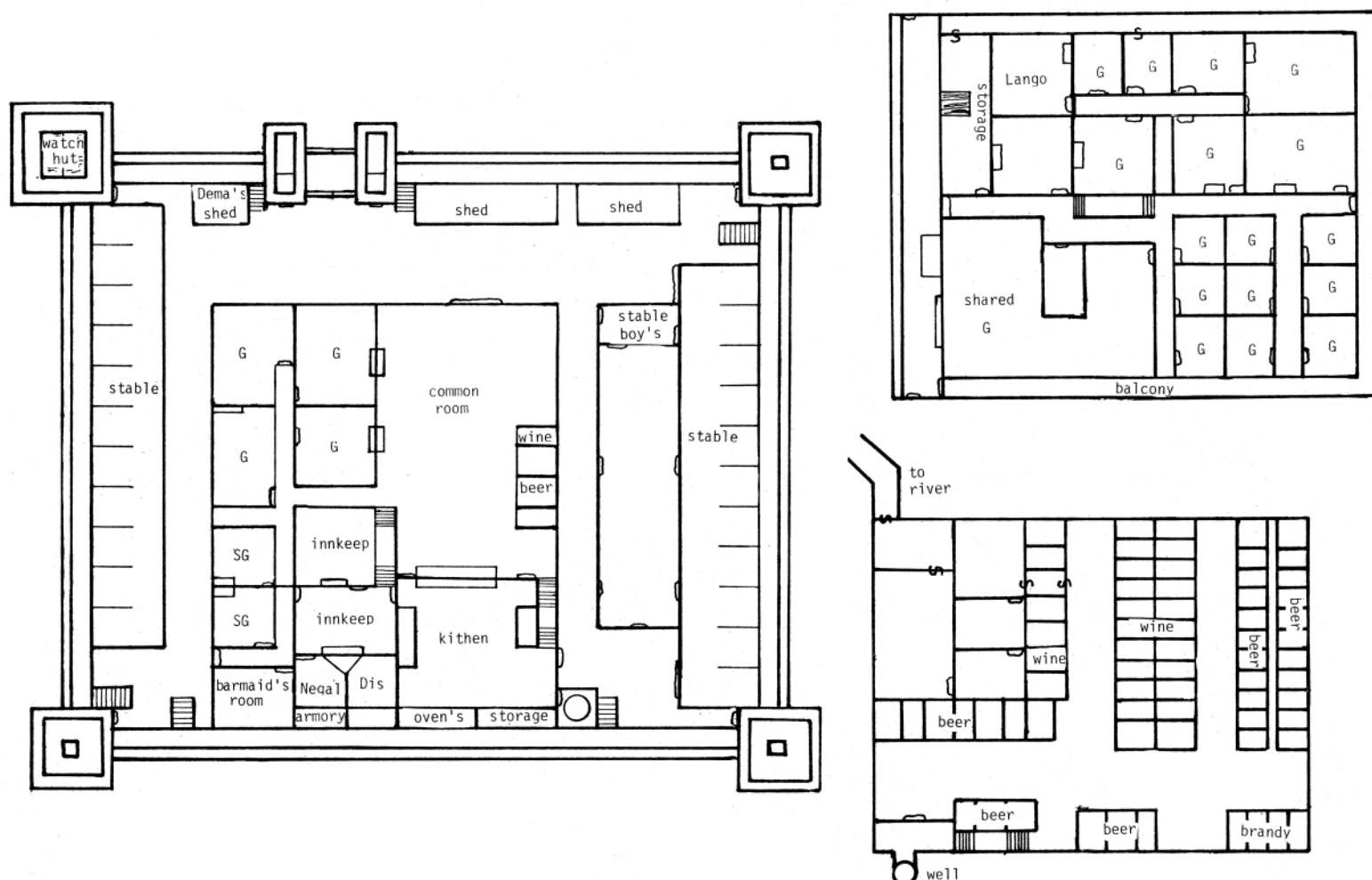
To make the inn effective in your scheme of things, you should remember some things about it and about inns in general. It is self-sustaining, but doesn't have exceptional storage areas. If you remove the surrounding cleared fields and pasture land, you must create another ready local supply of food and other materials, or add a much larger storage area.

The inn, like all good structures, has a reason for existing. In the case of this inn, it is located at a ferry crossing and is a days normal caravan or wagon ride from the nearest logical stopping places on the Roarystone road. These reasons are independant of its nearness to the mountains or to a high banked river which might house cavern entrances. Remember, despite rumors to the contrary, normal citizenry doesn't hang around the entrance to a dungeon full of nasties, nor do they set up inns where there are no travelers. So if you put the inn too near monsters or too far from travel routes, make it an abandoned one.

The Inn of the Sunken Bridge is a walled inn. It is not a stronghold or citadel. It is strong enough to hold off raids by bandits, animals, and the nearest active unfriendlys, the goblins at Trollstore, because it can count on them being just that, raids. So, with the help of random travelers and guests, the inn is defendable. If the inn is approached by an army, in all likelihood, the innkeep will cut and run. Sensable, wealthy travelers avoid armys. Even friendly armys have a tendency to drink now and then pay never. Since there is little to be gained by innkeepers who hang around, an inn in the path of armys or in an area that has been extensively marched or fought over is also likely to be abandoned.

This particular inn deals on the side in horses, thus it needs corrals, feed sheds, etc.. If your inn deals in money changing, it will need a strong room, if in armor, storage and probably a smithy, etc.. Remember, if it deals in any product on the side, it will need a source of that product or of the raw materials to make it, storage, work areas and all the rest.

About the behavior of players at the inn. None of my characters is able to take on a really obnoxious high level player by themselves, nor do they want to. They will either wait to gang up on him, or, by preference in my game, just let things slide and poison the wine on the way out the door. Unless you wish to put a super strong character in residence, you might find the second solution preferable as a means of reminding players that N.P.C.'s are people, too.



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35. Three Monster Statistics Compendium Sheets (printed both sides) .50
 36. Character Chronicle Cards- new NPC and player character cards for recording characteristics, weapons, magic items etc. 100 cards for 1.98
 37. First Fantasy Campaign by Dave Arneson- 92 page booklet and two campaign maps describe the development and background of the original dungeon game 7.98

38. Judge's First Fantasy Campaign Map 17x22" 1.50
39. Players' First Fantasy Campaign Map 17x22" 1.50
40. Judges Guild T-Shirt, adult sizes 3.75
41. Judges Guild T-Shirt, children sizes 3.25
42. Judges Guildmember Button .25

SUBSCRIPTION ITEMS:

43. Barbarian Altanis/Glow Worm Steppes Issue (N) 5.50
 44. Wilderlands Campaign map from issue N 17x22", specify which you want- Judge's or Players' (printed both sides) each 1.80
 45. Judges Guild Journal N .80
- NON SUBSCRIPTION ITEMS:
46. Blank Wilderlands Hex Grid 17x22" printed both sides on same paper as other maps .80
 47. Campaign Hexagon System, a booklet of 55 light grey hex fields (hexes are numbered & .3" in size- making them .2 mile for the standard D&D 5 mile Wilderness hex) 8x11" 2.50

48. Wilderlands of High Fantasy includes two sets of five different campaign maps and campaign guidelines 8.50

SUBSCRIPTION ITEMS:

49. Valon/Tarantis Issue (O) 5.50
50. Wilderlands Campaign Map from issue O 17x22", specify which you want- Judge's or Players' (printed both sides) each 1.80
51. Judges Guild Journal O .80
52. Thieves of Badabaskor 3.00
53. Judges Guild Journal P .80
54. Thieves of Badabaskor Issue (includes Journal P) 3.50

JOURNAL SUBSCRIPTIONS:

Six bimonthly issues \$4.50 (Canada & Foreign add \$1, for 3rd class/ sea mail- no 1st/air service).

GUILDMEMBER SUBSCRIPTIONS:

See postal surcharges at end of list.
ASSOCIATE SUB, \$12, includes Judges Shield as 1st sent item plus the next 6 issues.
SEVEN ISSUE SUB, \$12, includes the next 7 issues.
CATCH UP SUB, \$22, includes the last 4 issues, just published, plus the next 6 issues.
CITY STATE CATCH UP SUB, \$30, includes the last 4 issues, just published and a City State Play Aid plus the next 6 issues.
ADVANCED GUILDMEMBER SUB, \$19, includes the City State Play Aid as the first sent item, plus the next 6 issues.

POSTAL SURCHARGES: CANADA*
Effective Jan. 1, 1978 1st Class +4.50
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1st Class +3.50 FOREIGN*
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*this surcharge is levied for the extra cost of sending the issues- any items to be sent out as '1st sent' items will go the best way, regardless- UP, 1st Class or Air, respectively.

SUBSCRIBERS, IF YOUR ADDRESS LABEL has a 'P' next to your name, re-subscribe today so you won't miss an issue. If it has a 'Q' next to your name, you may get \$1 early resub' discount if you resub by March 15, 1978. Don't Delay!

CHANGE OF ADDRESS:

Please enclose old address and effective date in addition to new address.

Stop Press!

LATEST NEW RELEASES
AVAILABLE FROM JUDGES GUILD



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

TSR's Monster Manual	\$9.95
SPI's Middle Earth	20.00
SPI's War of the Ring	15.00
Fantasy Games Unlimited Archworld	6.00
Metagaming Concepts Rivets	2.95
& Wizard	3.95

(note that the price is \$1 more than the other Minigames)

Another belated release which I expect in by the printing of this Journal is MACHIAVELLI from Battletline @ \$12.95. I saw it at the Wintercon held at the U of I Campus at Urbana, IL. I've been assured that we will be receiving our copies soon. It looks like an interesting Diplomacy-type game with lots of extra goodies like bribery and assassinations. It's boxed with map and die cut counters. The game's designer, Stephen Peek, told me it's best for 4-6 players but 2-8 will do also.

From Valiant Miniatures, Space Ship enthusiasts be watching for the new Stardate miniatures including many smaller ships, even a Star Wars-type fighter. We'll let you know when they are available. -Bill Owen



DUNGEONS & DRAGONS

* T.M. Reg. App. for.

Monster Manual now available

9.95



Dungeons & Dragons, the original fantasy role playing game system. Includes three booklets, boxed (polyhedra dice required). More extensive than the D&D Basic Book which is an updated low level game system. Includes information on all phases of adventuring- dungeon, wilderness, sea and air \$10.00

Dungeons & Dragons Basic Book, a good start into fantasy gaming including all of the basic information for lower level of play (1st three levels). As a note, an advanced version will be released, also rewritten and expanded, to add on to this basic system 5.00

Dungeons & Dragons Basic Set, includes the D&D Basic Book, a Monster & Treasure Assortment, a Dungeon Geomorph and a polyhedra dice set 9.95

Supplements to D&D:

The following Supplements are not strictly necessary to play D&D, but do add much depth of play once your campaign has been established.

Greyhawk, Supplement 1 5.00
Blackmoor, Supplement 2 5.00
Eldritch Wizardry, Supplement 3 5.00
Gods, Demi-Gods & Heroes, Supplement 4 5.00

Battle Rules for Miniatures:

Chainmail, the original medieval battle rules with man to man section recommended for use in D&D 5.00
Swords & Spells, battle rules designed for use with the D&D game system, very detailed 5.00
Legions of the Petal Throne, battle rules designed for use with the EPT game system (listed below) 5.00

Aids for D&D:

Monster & Treasure Assortment #1, gives tables for random treasures and monster encounters for levels one through three 2.49
Monster & Treasure Assortment #2,

tables for levels four through six 2.49
Dungeon Geomorph 1- Basic Dungeon, geomorphic pieces of a dungeon floor plan designed to fit together many different ways 2.49
Dungeon Geomorph 2- Caves & Caverns, pieces of a cavern-type floor plans 2.49
Dungeon Geomorph 3- Lower Dungeon, (For Listing of Dice, see back page) 2.49

Publications on D&D:

Strategic Review is a small newsletter with new monsters, character classes and other D&D material. Strategic Review later became The Dragon which is a colorful, glossy magazine with emphasis on D&D material (with some on EPT and others). Strategic Review Vol. I, #1, 2, & 3 each .50
Vol. I, #4, 5, Vol. II, #1 each .75
Vol. II #2 1.00

The Dragon (Vol. I #1-6 is out of print) Vol II, #1, 2, 3, 4 each 1.50

Other Role Playing Titles:

Empire of the Petal Throne, a huge game system, world maps and capital city map, boxed. The theme is a complete fantasy mythos of the world of Tekumel developed by Prof. M.A.R. Barker. Exotic peoples, monsters, gods, background and language abound. 27.50

Metamorphosis Alpha, a role playing game system for a giant, lost space ship where the players can choose characteristics via strange mutations 5.00

War of the Wizards, a game magic in the arena designed as adjunct to EPT. Very detailed spells and interactions 7.50

Boot Hill, relives the wild west in a role playing game system allowing players such characteristics as gambling skill, throwing, marksmanship etc. 5.00

Star Probe, the first part in a Sci-fi trilogy game, includes star map 6.00

Star Empires, the second and very detailed part of the Sci fi trilogy, with star map 7.50

Don't Give Up the Ship, miniature rules for the age of sail 5.00

Classic Warfare, ancient miniature rules by Gary Gygax 10.00

Tractics, very detailed rules for armored miniatures from World War II to the present. Includes three volumes, charts & box 11.95

Wizards & Warriors, simple fantasy quest game of escorting a princess past monsters to the castle. Pieces, colorful map and box 6.95

Dungeon!, simple game of players entering different parts and levels of a dungeon to win treasure from the menaces therein. Includes colorful board, monster & treasure cards and pieces 9.95

GARRISON MINIATURES Available from Judges Guild, order including miniatures must total at least \$10.00 (other items may be ordered for minimum).

Garrison miniatures are very well done and may be purchased 1 figure at a time, if desired. However, since the figures are imported from England, we will be out of some numbers until another shipment arrives; each newsletter we will list the figures that we are out of at that time- these will be marked at a star.

Foot Figures are 40¢ each (almost all 'SS' and 'ME' numbers are foot except as noted) Cavalry Figures are 85¢ each (and are listed as 'SSM' and 'MEC')
Special Figures and Sets are marked to side of the figures' name.

These figures are highly recommended.

MEDIEVAL

Knights on Foot @40¢ each
ME1 Short spear closed plumed basinet
ME2 Sword Basinet open
ME3 Battle axe chapeau de fer
* ME4 Two Handed sword crested helmet
ME5 Knight with mace and chain

Men At Arms on Foot @40¢ each
ME6 Short spear and shield
ME7 Glave no shield
ME8 Battle axe and shield
ME9 Footman w/military flail
ME10 Longbowman firing bow
ME11 Longbowman taking arrow from belt
ME12 Genoese Crossbowman
ME13 Genoese Crossbowman readying crossbow
ME14 Foot Soldier w/spear & shield
ME15 Foot Soldier w/Pavise & Spear
ME12A Pavise for use with Crossbowman
ME16 Scot with claymore
ME17 Scot w/lochaber axe
ME18 Footman w/halberd
ME19 Scots Spearman
ME20 Foot Knight w/poleaxe
ME21 Scots Pikeman, advancing c.1320



Royal Armies of The Hyborean Age



SWORDS & SORCERY Designed especially for the Hyborean age of the 'Conan' series (See Fantasy Games Unlimited rulebook on Hyborean battles)

AQUILAND

SS19 Bosnian Archer
* SS20 Pikeman
SS21 Infantryman
SS22 Standard Bearer
* SS23 Dark Legion
SSM24 Mounted Knight
* SSM25 Black Guard @85¢
* SSM26 Mounted Standard Bearer @85¢

NIMIDIA

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

NORTHMEN

SS4 Infantryman w/mace
SS7 Archer
SS8 Infantryman w/spear
SS9 Infantryman w/axe
SS10 Standard Bearer

CORINTHIAN

SS34 Infantryman

HYKAN

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

PICT

SS36 Infantryman

SHIM

SS3 Guard
SS38 Archer

AMAZON

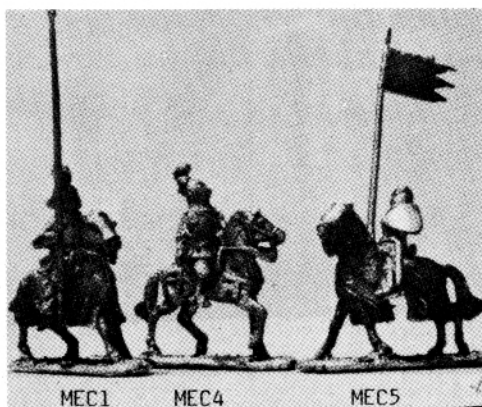
SS37 Archer

STYGLIA

SS39 Infantryman
SS40 Archer
SS41 Standard Bearer
SS51 Chariot & Crew @3.95

TARUN

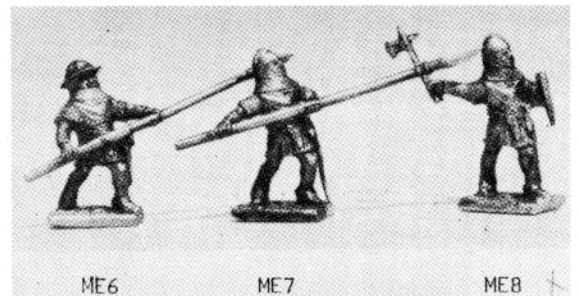
SS42 Infantryman
SS43 Immortal
SS44 Archer
SS45 Standard Bearer
SSM46 Heavy Cavalryman @85¢
SSM47 Horse Archer @85¢
SSM48 Mounted Standard Bearer @85¢



Knights Mounted @85¢ each
MEC1 Lance crested helmet barded horse
MEC2 Mounted Knight w/sword
MEC3 Battle axe closed plumed basinet unbarded
MEC4 Mace crested helmet unbarded horse
MEC5 Squire open basinet carrying forked banner
MEC6 Mounted Knight w/small banner
MEC7 Mounted Knight w/standard
MEC9 Man at Arms, Mtd. w/spear
MEC10 Mounted Crossbowman

*unavailable at this time

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



VANHA

SS49 Infantryman
SS50 Archer
SS51 Guard
SS52 Standard Bearer
SS52 Mammoth and Crew @4.00

HERO'S

SS1 Barbarian on Foot
SSM58 Barbarian Mounted @85¢

WIZARDS

SS53 Order of The Pale Hand
SS54 Wizard of The Dark Ring
SS55 Druid
SS56 Priest of Matri
SS57 Follower of SET
SS2 White Magician
SS61 Enchantress

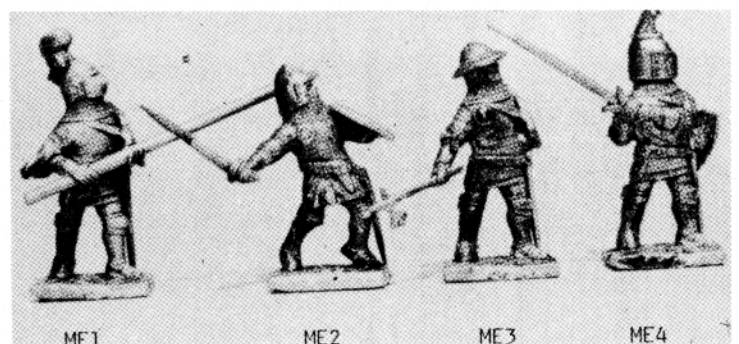
MISCELLANEOUS

SS59 Queen with Tiger @1.00 per set
SS62 Attendant
SS63 Attendant
SS64 Temple Dancer
SSM60 Mounted King @85¢
SSM68 Mounted Sultan @85¢
SSM69 Enchantress Riding Tiger @85¢

DEMONS & MONSTERS

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

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



MEDIEVAL WARRIORS

25mm

GLADIATOR SET:
6 Gladiators in different positions
Lights, Mediums, Heavy and Tridentman
Price...\$1.98



- 1066
- M 1 Viking Swordsman
 - M 2 Viking Axeman
 - M 3 Viking w/spear
 - M 4 Viking Archers
 - M 5 Viking Berserkers
 - M 6 AngloSaxon Housecarl w/axe
 - M 7 AngloSaxon Housecarl w/sword
 - M 8 AngloSaxon Archers
 - M 9 AngloSaxon Fyrd Spearman
 - M 10 AngloSaxon Fyrd Clubman
 - M 11 Norman Swordsman
 - M 12 Norman Spearman
 - M 13 Norman Maceman
 - M 14 Norman Archers
 - M 15 Norman Crossbowmen
 - M 16 Mounted, Norman w/Lance
 - M 17 Mounted, Norman w/Sword
 - M 18 Mounted, Norman w/Mace
- 1400 - 1550
- M 19 Man-at-Arms, Sword*
 - M 20 Man-at-Arms, Axe*
 - M 21 Man-at-Arms, Battle Axe
 - M 22 Man-at-Arms, Poleaxe
 - M 23 Man-at-Arms, Bills & Halberds

- M 24 Man-at-Arms, Crossbow firing
- M 25 Man-at-Arms, Crossbow loading
- M 26 Man-at-Arms, Longbow firing*
- M 27 Man-at-Arms, Handcannon
- M 28 Peasant levies, Spears & Gleeves
- M 29 Knights w/Swords*
- M 30 Knights w/Maces or Axes
- M 31 Knights w/Morning Star & Warhammers
- M 32 Mounted, Man-at-Arms w/Bills
- M 33 Mounted, Man-at-Arms w/Axe
- M 34 Mounted, Man-at-Arms w/Crossbow
- M 35 Mounted, Knights Charging Lance
- M 36 Mounted, Knights w/Sword
- M 37 Mounted, Knights w/Axe
- M 38 Mounted, Knights w/Mace
- M 39 Mounted, Knights w/Lance
- M 40 Mounted, Knights w/Morning Star
- M 41 Bow Shields (6) \$2.98
- M 42 Medium Gun w/crow \$2.98
- M 43 Heavy Siege Gun w/crow \$3.98
- M 44 Hussite Warwagon \$4.98

PRICES:

All Footmen Packs \$1.98 (6 figs)
All Mounted Packs \$2.40 (3 figs)
All Others As Marked



Unless Marked Otherwise
\$1.98 Packs- W1-26 W28-31 W33-36
\$2.40 Packs- W27 & W32

WIZARDS AND WARRIORS

25mm

- W 1 Hobbits w/bow, spear & Swordsman (8)
- W 2 Mountain Dwarves w/Swordsman and Warhammer (6)
- W 3 Mountain Dwarves Axemen & Bowman (6)
- W 4 Elves of the Forrest Swordsman & Bowman (6)
- W 5 Elves of the Forrest Spearman
- W 6 Gnomes of the Rune Shield Swordsman, Axemen & Spearman (8)
- W 7 Ents of the Great Wood Two different Ents
- W 8 Good men of the West Bowman
- W 9 Good men of the West Swordsman, 3 types (6)
- W 10 Good men of the West Spearman & Axemen (6)
- W 11 Female Characters Fighting Woman, sword, spear, bow, 2 sorceress & thief (6)
- W 12 Northern Barbarians Swordsman & Axemen (6)
- W 13 Sorcerors 6 different types of Magic users
- W 14 Specialists Thief, Assassin, Bard, Cleric Ranger (6)
- W 15 Orcs of the Red Eye Swordsman & Axemen (6)
- W 16 Orcs of the Red Eye Bowman & Spearman (6)
- W 17 Orcs of the White Hand Swordsman & Battleaxemen (6)
- W 18 Orcs of the White Hand Polearms & Bowman (6)
- W 19 Goblins of the Misty Mount Swordsman (6)
- W 20 Goblins of the Misty Mount Axemen & Spearman (6)
- W 21 Goblins of the Misty Mount Warg Wolf Riders (3)
- W 22 Kobolds Swordsman & Spearman (6)
- W 23 Trolls Wood trolls & Cave trolls (6)
- W 24 Mordor Command pack Goblin, Orc, Great Orc, Standard Bearer, Nagul & Dungeon Duke
- W 25 Chaotic Warriors of the East Swordsman (6)
- W 26 Berserkers Axemen & Swordsman (6)
- W 27 Mounted Black Riders (3)
- W 28 Monsters #1 Balraha (1) & Wraiths (3)
- W 29 Monsters #2 Slimes, molds, oozes, jellies, etc. (6)
- W 30 Monsters #3 Werewolves (3) & Wererats (3)
- W 31 Monsters #4 Ghouls (3) & Mummies (3)
- W 32 Monsters #5 Elementals, Air, Earth, Water, Fire (4)
- W 33 Monsters #6 Ogres (3) & Giant (1)
- W 34 Monsters #7 Minotaur (2) & Medusa (2)
- W 35 Monsters #8 Zombies (2) Skeletons (2)
- W 36 Monsters #9 Gargoyles (2)
- W 37 Purple worms (2) Giant Snakes (2)
- W 38 Large Monster #1 - Hydra \$4.00
- W 39 Large Monster #2 - Red Dragon \$4.00
- W 40 Large Monster #3 - Blue Dragon \$3.00
- W 41 Large Monster #4 - Wyvern \$3.00
- W 42 Large Monster #5 - Manticora \$3.00
- W 43 Large Monster #6 - War Mammoth \$4.75
- W 44 Catapult w/orc & man crew \$4.00
- W 45 Dart thrower w/orc & man crew \$3.00

GAMERS' NOTES:

Wizards and Warriors broad range and highly imaginative designs has rapidly made it the most popular line in America. The line contains everything you need to stock a dungeon, organize legions of warriors or create your own fantasy world. Unlike our competitors we do not force you to buy more figures of one type than you can use. We package both our creatures and warriors in careful multi-packed proportions for your convenience and enjoyment. Our special sets have proven to be popular with dungeoners and diorama builders alike. If you need a temple scene, wizards quarters or dungeon room, we have it. Mix and match them to serve your special needs. Grenadier Medieval and Ancient lines are ideal for supplementing your Fantasy ranks. Many of these figures have recently been used by Professor M.A.R. Barker for his fantasy temple based on the Empire of the Petal Throne.



WESTERN GUNFIGHTER

25mm

- C 1 LAWREN & COWBOYS PACK Sheriff Deputy Sheriff 2 cowboys with rifle 2 cowboys with pistol
- C 2 BANDITS & BADMEN PACK 2 Mexican Bandits 3 Holdup men 1 Gunslinger All poses different
- C 3 SALOON FIGHT PACK Saloonkeeper w/scattergun Gambler Saloon Girl 3 fighting cowboys
- C 4 TOWNSPEOPLE SET 1 Bankguard w/carbine Cowboy w/sack Townsman Old veteran Gold miner Townsman & child
- C 5 TOWNSPEOPLE SET 2 Store owner w/rifle Lady shopkeeper Depot agent Prisoner in irons Town Judge Townsman
- C 6 TOWN CHARACTERS PACK Undertaker w/tombstone Mountaiman Barber Dude Doctor Town drunk
- C 7 CAVALRYMEN PACK Officer 2 Troopers firing 2 Troopers charging Trooper loading carbine
- C 8 INDIANS PACK Chief 2 Indians firing bows 2 Indians firing rifles Indian w/war club
- C 9 PERSONALITIES PACK Wyatt Earp Doc Holliday Bat Masterson John Slaughter Shootist, Woe Harding Squirrel Tooth Alice
- C 10 MOUNTED COWBOYS 3 different mounted cowboys w/pistols and rifles

ALL PACKS: \$1.98 each

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



Starguard, Sci-fi miniature rules \$3.50

STAR SOLDIER

25mm

POWERED ARMOR TROOPS

- S- 1 Troopers*
- S- 2 Troopers with Bomb Racks
- S- 3 4 Recon troopers, 1 Commander

INFANTRY, NONHOSTILE ENVIRONMENT

- S- 4 Troopers with Laser rifles*
- S- 5 Grenadiers and Rocketeers

INSURGENT INFANTRY

- S- 6 Insurgent with needle rifle
- S- 7 Insurgent with Coneguns and Rocketgun
- S- 8 Command Pack, Infantry and Insurgent

(* = Pkg. contains 2 different positions)

ANDROMEDA ALIENS

- S- 9 Photon Rifleman
- S-10 Bombadier and Rocketeers
- S-11 Statist Fieldmen and Officer

GALAXY ALIENS

- S-12 Rayrifleman
- S-13 Rocketeer and Grenadiers
- S-14 Statist Fieldmen and Officer

HEAVY WEAPONS

- S-15 Laser Cannon w/crowman for Humans and Aliens
- S-16 Statist Generators and Mortars (4)
- S-17 Rocket Pods (2) and Mines (5)
- S-18 Antigrav Sled w/Detachable Rocket Pod



MILGAMEX RULEBOOKS Available from Judges Guild.

Sword & Spear, a very interesting matrix for blow by blow melee combat with basic a temporarily e) sions. Dozens of weapon classes (7 sword of Print 15) along with a fantasy supplement are included

Ancient Warfare, a very detailed rule set for large ancient battles (utilizing the WRG stand sizes). Many interesting concepts on generalship, scouting, melee and a middle earth supplement in addition 3.95

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



WAR OF THE RING & MIDDLE EARTH Available from Judges Guild.

The following games, by the publishers of Strategy & Tactics Magazine, have been long in the making- and are now available! Each makes use of S&T's colorful maps and die cut counters and is enclosed in a large plastic box (with compartmented counter storage).

Middle Earth, the Wars of Middle Earth S.R. 1419, is the complete game with the double-map campaign game (WotR below) and two smaller battle games (Assault on Gondor & Battle for the Ring) \$20.00

War of the Ring, a campaign game with double map of Middle Earth covering the quest of the Ringbearer's party and the war itself. The major part of the Middle Earth game, above, available separately 15.00

NEW!



CHAOSIUM FANTASY GAMES Available from Judges Guild.

Booty List Cont.



Elric, of Michael Moorcock's series is the subject of this medium-complexity campaign type game. Accent is on the characters and magic of this Melnibonae epic, for which colorful cards and die cut counters are provided. The playing map is 22x28" and quite beautiful in four colors \$12.50
All the World's Monsters, 120 8½x11" loose leaf (three-hole punched) pages of at least 265 new monsters usable for D&D adventures. Characteristics, attacks, descriptions and occasional illustrations are included. Also included is a Monster Creation table to allow you to roll up a unique monster 8.00
White Bear and Red Moon, is a complete fantasy boardgame with die cut counters and map-board. Colorful 70 page booklet includes background, heroes, tribes and rules 9.95
Nomad Gods, second in a series with WB&RM, is similar with colorful map, counters and background/rules booklet, 72 pages 9.95
Troy, is a complete boardgame with die-cut counters, colorful mapboard and 44 page booklet of rules & background of the siege of Troy. Also included is cards allowing intervention by the residents of Mount Olympus in this recreation of Homer's Iliad 9.95

FANTASY MINIATURES AVAILABLE FROM JUDGES GUILD



FANTASY MINIATURES

Packs that are starred (*) have not been released at this time.

Der Kriegsspielers Fantastiques

1057 The Fellowship	\$3.98
1055 The Foes	3.98
1058 The Hobb	3.98
1056 The Friends	3.98
1059 The Supporting Cast	3.98
1054 The Characters	3.98
1086 Balrog w/whip & sword	2.98
1087 Ring Wraith on winged beast	3.98
1088 Ent (Treeman)	2.49
1089 Stone Troll (Giant) w/cudgel	2.49
1090 Ogre w/club	1.98
1091 Smog (Dragon) NEW!	19.95
1092 Eagle of Misty Mtns.	2.25
1093 Lycanthrope (man & bear)	1.98
1098 Black Riders (2 mtd.)	2.25
ORCS OF THE RED EYE	
1000 Lesser Orcs w/scimitars & spears (6)	1.98
1001 Lesser Orcs w/bows & axes (6)	1.98
1002 Lesser Orcs w/hammers & bills (6)	1.98
1003 Lesser Orc Comd. - Leader & Standards (4)	1.98

1007 Great Orcs w/maces & whips (4)	1.98
1008 Great Orcs w/short swords & bills (4)	1.98
1009 Great Orcs Comd.-Ldr. & Standard (4)	2.49
*1021 Great Orcs w/bows & siths (4)	1.98
ORCS OF THE WHITE HAND	
1004 Orc Comd.-Leaders & Standard (4)	2.25
1005 Orcs w/short swords & spears (4)	1.98
1006 Orcs w/bows & poleaxes (4)	1.98
ORCS OF THE NORTH	
1010 Warg Riders (3 mtd.)	1.98
1011 Wild Wargs (4)	1.98
ORCS OF THE MISTY MOUNTAINS	
1012 Goblins w/bows & clubs (6)	1.98
1013 Goblins w/bills & scimitars (6)	1.98
1014 Goblins w/axes & spears (6)	1.98
1020 Goblins Comd.-Leader & Standard (4)	1.98
TROLLS OF EVIL DISPOSITION	
1015 Hill Trolls (3)	1.98
1016 Wood Trolls (3)	1.98
1017 Cave Trolls (4)	1.98
1018 River Trolls (3)	1.98
1019 Mountain Trolls (3)	1.98
EVIL MEN	
*1022 Half-breeds (6)	1.98
WILD HILL MEN	
1023 Dumbings Comd.-Leader & Standard (4)	1.98
1024 Dumbings w/clubs & axes (6)	1.98
1025 Dumbings w/spears & swords (6)	1.98
SOUTHERNERS	
1026 Hareds w/spears & bows (6)	1.98
*1030 Hareds w/swords & javelins (6)	1.98
*1031 Hareds (2 mtd.) w/bows	2.25
1032 Hareds (2 mtd.) w/scimitars	2.25
1096 Hareds (2 mtd.) w/lances	2.25
*1033 Hareds Elephant w/driver	1.98
*1034 Hareds Comd.-Leader & Standard (4)	2.49

1028 Corsairs w/scimitars & boarding pike (6)	1.98
1099 Corsairs leader & archer (6)	1.98
1027 Various of Khan w/scimitars & bills (6)	1.98
1097 Various of Khan Command (4)	2.49
1029 Men of Far w/whips & spears (6)	1.98
EASTERNERS	
*1035 Men of Ruin w/bows & spears (6)	1.98
1036 Men of Ruin w/axes (6)	1.98
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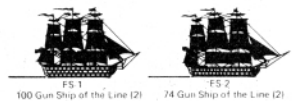
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