

CAVES AND CAVERNS



FORTY-EIGHT CAVES & CAVERNS
WITH NINE PAGES OF CHARTS
& GUIDELINES USING
THE CITY STATE CAMPAIGN
HEXAGON SYSTEM

by John Mortimer

Judges Guild



A Judges Guild
UNIVERSAL
FANTASY SUPPLEMENT

RANDOM CAVE AND DUNGEON
GENERATION TABLES INCLUDED

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Table of Contents

Universal System Information	3
Terrain Effects Chart and Key	6
Random Generation of Caves, Caverns, and Burrows	7
Cave and Dungeon Generation Table	8
Random Occupants for Furnished Caverns	9
Random Occupants for Lairs	12
Caves and Caverns Maps	15

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This Booklet Belongs to _____

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This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

- CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.
- ALN: Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.
- LVL: Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.
- HTK: Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.
- ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.
- PSL: Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.
- STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.
- INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.
- WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.
- CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.
- DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.
- CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.
- END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

AGL: Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

LED: Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

LCK: Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY: Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

WPN: Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

BODY		HEAD		CONSTRUCTION MATERIAL		REINFORCEMENT MODIFIER	CONSTRUCTION METHOD	
1	SHOULDER GUARDS	3	HOOD	1	Silk, Linen, Cloth	---	0	Open
2	BELT	4	TURBAN	2	Soft Leather, Soft Wood	---	1	Ringmail
4	GIRDLE	5	CAP	3	Felt, Light Fur	---	2	Chainmail
6	BREASTPLATE	6	HELM	4	Wicker, Heavy Fur	+1	3	Formed Plate
8	TUNIC	9	BASINET	5	Hard Leather, Clay	+1		
10	COAT	11	HEAUME	6	Hard Wood, Horn, Bone, Onyx	+2		
				7	Gold, Copper, Marble, Jade	+2		
				8	Electrum, Silver, Bronze	+3		
				9	Platinum	+3		
				10	Iron	+4		
				11	Steel	+4		
				12	Adamantite, High Chrome Steel	+5		
				Method: Add all to obtain each piece of armor and total for the whole:				
				EXAMPLE:				
				Tunic made of Gold Ringmail		8 + 7 + 1 =	16	
				Heaume made of Steel w/Visor		11 + 2 + 11 + 3 =	27	
				Sleeves on Tunic		6 + 7 + 1 =	14	
				Tower Shield made of Iron		12 + 10 + 3 =	25	
				TOTAL:			082	ARM

Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
DRD	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHALCUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON

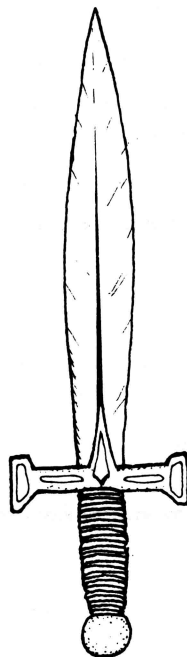
CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSELET
BA	BANDED ARMOR
CA	CLEMAL - ARMOR
JK	JACK
SL	STUDDED LEATHER
KK	KULAH KHUD
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES

CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED
L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICHALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON

SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DIRK
DG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
HS	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	PIKE
PA	POLE ARM
CP	CATCH-POLE
BP	BERDICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AWL PIKE
FC	FAUCHARD
GI	GUISARME
GV	GUISARME VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MF	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR



TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
DH	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALEST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SF	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
KN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATAPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALD
TB	TREBUCHET

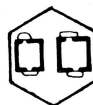
Terrain Effects Chart

FOREST



Effect on Movement
 Partial Hex: 3 MP/Full Hex: 5 MP - NH
Effect on Combat
 Light Woods: -2 on Missiles/Dense Woods:
 -4 on Missiles
 Light Woods: No Effect on Hand to Hand/
 Dense Woods: -1 on Hand to Hand
Effect on Clear Sighting
 Light Woods: 3 - 18 yards/Dense Woods:
 2 - 12 yards

BUILDING



Effect on Movement
 None
Effect on Combat
 None
Effect on Clear Sighting
 None

SWAMP



Effect on Movement
 Partial Hex: 4 MP/Full Hex: 6 MP - NH
Effect on Combat
 Partial Hex: No Effect on Missiles/Full Hex:
 No Effect on Missiles
 Partial Hex: -1 on Hand to Hand/Full Hex:
 -3 on Hand to Hand
Effect on Clear Sighting
 Partial Hex: 6 - 36 yards/Full Hex: 6 - 36
 yards

ROAD



Effect on Movement
 Track: +1", Path: +2", Trail: +3", Gravel
 Road: +4", Roman Road: +5",
 Asphalt: +6"
Effect on Combat
 None
Effect on Clear Sighting
 None

ELEVATIONS



Effect on Movement
 2 MP per line of elevation
Effect on Combat
 +1 per line of elevation above Missile target/
 -1 per line of elevation below Missile
 target
 No Effect on Hand to Hand
Effect on Clear Sighting
 +100' for each line of elevation

BURROW



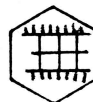
Effect on Movement
 Reduce Movement by ¼
Effect on Combat
 None
Effect on Clear Sighting
 Dependent upon length of straight tunnel;
 illumination needed

JUNGLE



Effect on Movement
 Partial Hex: 4 MP/Full Hex: 6 MP - NH
Effect on Combat
 Light Jungle: -2 on Missiles/Dense Jungle:
 -4 on Missiles
 Light Jungle: -1 on Hand to Hand/Dense
 Jungle: -2 on Hand to Hand
Effect on Clear Sighting
 Light Jungle: 3 - 18 yards/Dense Jungle:
 2 - 12 yards

CONSTRUCTED AREA



Effect on Movement
 None
Effect on Combat
 None
Effect on Clear Sighting
 Dependent upon length of straight tunnel;
 illumination needed

WATER



Effect on Movement
 River Ford, Stream, Deep Gully, or Swift
 Current: +3 MP to Cross
 Small Gully or Slow Current: +1 MP to Cross
Effect on Combat
 None
Effect on Clear Sighting
 Open Sea: 80 - 480 feet

UNDERGROUND CAVE



Effect on Movement
 None
Effect on Combat
 None
Effect on Clear Sighting
 Dependent upon length of straight tunnel;
 illumination needed

ENTRANCE



Effect on Movement
 None
Effect on Combat
 Dependent upon amount of cover provided,
 if any
Effect on Clear Sighting
 None

ABOVEGROUND CAVE



Effect on Movement
 None
Effect on Combat
 None
Effect on Clear Sighting
 Dependent upon length of straight passage-
 way; illumination needed

Random Generation of Caves, Caverns, and Burrows

These tables should be of use to the Judge looking for a quick and easy method to create lairs, hide-outs, or any type of habitation located underground. Please note that the Judge should shift, alter, or otherwise change any results from these tables that he or she feels does not quite fit in with his or her plans. These are, of course, only guidelines for the Judge. Note also that, since the surface of a cave or burrow is usually highly irregular, the dimensions given are for the highest or widest point only; the actual dimensions would probably vary at least a little. How much they vary is up to the Judge.

Another use of these tables is in the occurrence of a random encounter. Instead of simply stating, "You see a large, grey Dragon 80 feet in front of you," the Judge can quickly generate a lair for this monster, thus adding an extra dimension of adventure to the encounter. In fact, random encounters can often be transformed from an ordinary "hack and slash" episode to a mini-adventure in this way.

Of course, in addition to generating lairs, dungeons can also be generated using the tables. Again, the Judge should feel free to adjust the dimensions or content to suit the encounter or the campaign in question.

Type of Cave Encountered (1D20)	Major Terrain Type in Hex						
	Mountains	Hills	Swamp	Jungle	Clear	Sea Coast	Desert
Burrow	1 - 3	1 - 4	1 - 4	1 - 4	1 - 4	1 - 4	1 - 4
Abandoned Mine	1 - 3	5	---	---	5	5	---
Active Mine	4	6	---	---	6	6	---
Sea Cave	5	7 - 8	5	5	---	7 - 12	---
Stream Cut	6 - 8	9 - 10	6 - 8	6 - 9	7 - 8	13 - 15	---
Lava Tube	9 - 12	11	---	---	---	---	---
Limestone	13 - 14	12 - 15	9 - 15	10 - 15	9 - 15	16	5 - 12
Dungeon or Constructed Area	15 - 16	16 - 17	16 - 17	16 - 17	16 - 18	17 - 18	13 - 17
Geothermal	17 - 18	18	18	18	19	19	18
Talus	19 - 20	19 - 20	19 - 20	19 - 20	20	20	19 - 20

Type of Cave Entrance						
Type of Cave Encountered (1D20)	Entrance Type					
	Sinkhole	Constructed	Stream*	Deep Water*	Breakdown of Rock	Pit
Burrow	1 - 5	6	7	8	9	10 - 20
Abandoned Mine	---	1 - 10	---	---	11 - 18	19 - 20
Active Mine	---	1 - 10	---	---	11 - 18	19 - 20
Sea Cave	1 - 2	---	3 - 4	5 - 12	13 - 18	19 - 20
Stream Cut	1 - 2	---	3 - 10	11 - 12	13 - 18	19 - 20
Lava Tube	1 - 6	7	8	9	10 - 17	18 - 20
Limestone	1 - 6	7 - 8	9 - 11	12 - 13	14 - 16	17 - 20
Dungeon or Constructed Area	1 - 2	3 - 15	16	17	18	19 - 20
Geothermal	1 - 6	7	8 - 9	10	11 - 13	14 - 20
Talus	---	1 - 2	---	---	3 - 19	20

* Can only be reached from below the surface. Otherwise, the same as Breakdown of Rock entrance.

Note that Sinkholes and Pits require the use of ropes or some other method of descending safely. In the case of Burrows, the term "Pit" is used to represent a Burrow Hole and may not require the use of ropes since it may not be a vertical descent opening.

Size of Cave Entrances

Type of Cave Encountered	Size
Burrow	1' - 20' DIA / 3' - 12' H, 3' - 12' W
Abandoned Mine	3' - 12' H, 7' - 12' W
Active Mine	3' - 12' H, 7' - 12' W
Sea Cave	1' - 20' DIA / 3' - 18' H, 3' - 18' W
Stream Cut	1' - 20' DIA / 3' - 12' H, 3' - 12' W
Lava Tube	1' - 20' DIA / 3' - 18' H, 3' - 18' W
Limestone	1' - 20' DIA / 3' - 18' H, 3' - 18' W
Dungeon or Constructed Area	1' - 20' DIA / 3' - 18' H, 3' - 18' W
Geothermal	1' - 20' DIA / 3' - 18' H, 3' - 18' W
Talus	3' - 18' H, 3' - 18' W

The numbers before the slash mark (/) represent the size of a Sinkhole or Pit opening, and the number following the slash mark represent all other types of openings. Sinkholes and Pits have a depth of 1' - 100'.

CAVE AND DUNGEON GENERATION TABLE

Cave Type	Feature	60 Feet of Continuing Tunnel	Cavern	Vault	Pit	60 Feet of Underground Stream	60 Feet of Underground River	Underground Lake	Cross Another Tunnel (A)	Tunnel Ends (B)
	Burrow	1 - 14 1' - 20' DIA	15 1' - 20' DIA	---	16 1' - 10' DIA PROB: 60%	---	---	---	17 - 18 PROB: 20%	19 - 20
	Mine	1 - 9 3' - 8' SQ	10 10' - 40' SQ 3' - 8' H	---	11 3' - 8' SQ 10' - 40' DP PROB: 40%	12 3' - 8' W PROB: 20%	---	13 20' - 120' SQ 3' - 18' H PROB: 30%	14 - 17 20' - 120' SQ 3' - 18' H PROB: 30%	18 - 20
	Sea Cave	1 - 3 1' - 6' W 5' - 30' H	4 - 7 10' - 40' W 10' - 60' L 10' - 40' H	8 - 12 20' - 80' W 60' - 240' L 30' - 80' H	13 1' - 10' DIA 10' - 30' DP PROB: 5%	14 10' - 40' W PROB: 60%	15 30' - 80' W PROB: 40%	16 20' - 200' W 30' - 300' L PROB: 20%	17 PROB: 30% of Branch instead	18 - 20
	Stream Cut	1 - 14 20' - 200' W 30' - 80' H	---	---	---	---	---	15 - 16 30' - 300' W 40' - 400' L PROB: 40%	---	17 - 20 (C)
	Lava Tube	1 - 10 2' - 12' DIA	11 - 14 6' - 36' W 20' - 80' L 5' - 20' H	---	15 1' - 12' DIA 10' - 60' DP PROB: 10%	16 2' - 6' W PROB: 60%	17 10' - 40' W PROB: 30%	---	18 - 19 PROB: 70% of Branch instead	20
	Limestone	1 - 9 1' - 20' W 1' - 20' H	10 - 11 10' - 40' W 10' - 60' L 7' - 12' H	12 10' - 200' W 10' - 100' L 10' - 80' H	13 1' - 12' DIA 10' - 40' DP PROB: 15%	14 2' - 20' W PROB: 70%	15 6' - 36' W PROB: 50%	16 20' - 200' W 30' - 300' L PROB: 30%	17 - 19 PROB: 20% of Branch instead	20
	Dungeon or Constructed Area	1 - 8 5' - 20' W 5' - 20' H	9 - 11 10' - 100' W 5' - 50' H	12 - 13 10' - 100' W 5' - 50' H	14 4' - 12' DIA 10' - 40' DP	15 1' - 20' W PROB: 70%	16 2' - 40' W PROB: 70%	17 5' - 100' W 3' - 300' L PROB: 40%	18 - 19 PROB: 10% of Branch instead	20
	Geothermal	1 - 8 2' - 8' DIA	9 - 10 5' - 20' DIA 10' - 40' L	---	11 1' - 4' DIA 10' - 30' DP PROB: 10%	12 2' - 7' DIA PROB: 60%	13 10' - 30' W PROB: 30%	14 30' - 120' W 40' - 160' L PROB: 20%	15 PROB: 80% of Branch instead	16 - 20
	Talus	1 - 15 1' - 6' W 1' - 6' H	16 10' - 30' W 10' - 60' L 7' - 12' H	---	17 1' - 12' DIA 10' - 40' DP PROB: 25%	18 2' - 20' W PROB: 80%	---	---	19 PROB: 60% of Branch instead	20

* Roll 1D6 to determine whether tunnel veers: 1: veers left 60 degrees; 2: veers left 30 degrees; 3 - 4: straight ahead; 5: veers right 30 degrees; 6: veers right 60 degrees.

** PROB shown is chance of pit leading to an additional entrance. 1 chance in 6 per 10' fallen of 1D6 points of damage. Percentage chance of falling in pit is same as 30% minus AGL rating.

*** PROB shown is chance of finding a dry route. Players attempting to swim in 50 degree or colder water must Save vs. Hypothermia by rolling CON or less on 1D20. Players failing their Saving Roll lose 10 HTK per hour until dry clothing and/or a heat source is found.

A PROB shown is chance that a branch tunnel joins tunnel or passageway instead of intersecting (as in a 4-way intersection). Roll random direction for new tunnel as in *.

B Tunnel or passageway ends, or cavern, vault, room, or lake has no exit besides the original entrance through which the players entered; stream or river disappears into fissure. Tunnel end can be caused by fallen rubble, impassable thicket or plant growth, thick lava seal, or siphon (cave roof descends temporarily to water level).

C Tunnel or passageway ending at this point assumes cut through obstacle completed (or, optionally, river disappears into limestone or sea cave types).

Random Occupants for Furnished Caverns

The Judge is advised to use discretion when using this table because some highly improbable results could be obtained, such as four Cyclopi shacking up next door to a clan of Dwarves. The table is intended to be used as a general guide to what could be found in furnished caverns as a whole rather than for room by room generation, but it could be used to generate random rooms in this manner. Please note that some stats represent the average score for that particular creature (such as INT, AGL, PSY, etc.).

D% Roll	Occupant
01 - 03	Dwarves: See Dwarf Subtable
04 - 06	Gnomes: NAP: 5 - 30; HIT: 003; HTK: 003 - 024; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 003; ALN: CNX; ARM: 050; INT: 103; PSY: 103; MRT: 010; RAD: 015; POR: 020; AGL: 115; SPA: None; Origin Code: England.
07 - 08	Bugbears: NAP: 2 - 12; HIT: 004; HTK: 004 - 032; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 009; ALN: CEX; ARM: 060; INT: 091; PSY: 071; MRT: 061; RAD: 091; POR: 131; AGL: 101; SPA: None; Origin Code: England.
09 - 10	Giants: NAP: 1 - 6; HIT: 008; HTK: 008 - 064; NOA: 001; DPA: 2 - 16; SPD: 012; SIZ: 012; ALN: CNX; ARM: 070; INT: 071; PSY: 061; MRT: 134; RAD: 101; POR: 111; AGL: 063; SPA: Throw Rocks for 3 - 18; Origin Code: England.
11 - 12	Mummy: NAP: 1 - 10; HIT: 006; HTK: 006 - 048; NOA: 001; DPA: 1 - 8; SPD: 010; SIZ: 005; ALN: LEX; ARM: 034; INT: 105; PSY: 103; MRT: 060; RAD: 090; POR: 100; AGL: 094; SPA: None; Origin Code: England.
13 - 14	Cavewight: NAP: 1 - 4; HIT: 003; HTK: 003 - 024; NOA: 002; DPA: 1 - 6/1 - 6; SPD: 009; SIZ: 006; ALN: NEX; ARM: 090; INT: 166; PSY: 183; MRT: 156; RAD: 175; POR: 189; AGL: 175; SPA: None; Origin Code: Scandanavia.
15 - 16	Cacus: NAP: 1 - 6; HIT: 003; HTK: 003 - 024; NOA: 001; DPA: 2 - 12; SPD: 009; SIZ: 010; ALN: CNX; ARM: 050; INT: 072; PSY: 061; MRT: 071; RAD: 152; POR: 151; AGL: 071; SPA: None; Origin Code: Greece.
17 - 18	Cyclops: NAP: 1 - 4; HIT: 008; HTK: 008 - 064; NOA: 001; DPA: 3 - 18; SPD: 012; SIZ: 012; ALN: CNE; ARM: 060; INT: 063; PSY: 071; MRT: 071; RAD: 163; POR: 101; AGL: 093; SPA: None; Origin Code: Greece.
19 - 20	Elves: See Elf Subtable
21 - 22	Green Person: NAP: 1 - 10; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 4; SPD: 012; SIZ: 006; ALN: CNX; ARM: 000; INT: 133; PSY: 156; MRT: 156; RAD: 071; POR: 071; AGL: 153; SPA: None; Origin Code: Andre Norton.
23 - 24	Rat Men: NAP: 1 - 12; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 1 - 8; SPD: 015; SIZ: 004; ALN: CEN; ARM: 010; INT: 091; PSY: 071; MRT: 071; RAD: 123; POR: 153; AGL: 174; SPA: None; Origin Code: Miscellaneous.
25	Men: See Men Subtable
26 - 27	Minotaur: NAP: 1 - 3; HIT: 003; HTK: 003 - 024; NOA: 001; DPA: 3 - 12; SPD: 012; SIZ: 008; ALN: NEX; ARM: 070; INT: 091; PSY: 061; MRT: 061; RAD: 133; POR: 182; AGL: 103; SPA: None; Origin Code: Greece.
28 - 29	Nummin: NAP: 1 - 10; HIT: 003; HTK: 003 - 024; NOA: 002; DPA: 1 - 6/1 - 6; SPD: 015; SIZ: 009; ALN: CNX; ARM: 010; INT: 103; PSY: 111; MRT: 102; RAD: 113; POR: 112; AGL: 182; SPA: None; Origin Code: Dray Prescott.
30 - 31	Ogre: NAP: 1 - 6; HIT: 008; HTK: 006 - 048; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 010; ALN: CEX; ARM: 074; INT: 081; PSY: 084; MRT: 010; RAD: 020; POR: 020; AGL: 104; SPA: None; Origin Code: Miscellaneous.
32 - 33	Orchus: NAP: 1 - 10; HIT: 003; HTK: 003 - 024; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 008; ALN: LNX; ARM: 000; INT: 103; PSY: 073; MRT: 030; RAD: 010; POR: 010; AGL: 134; SPA: None; Origin Code: Italy.
34 - 35	Frogman: NAP: 2 - 20; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 1 - 4; SPD: 012; SIZ: 005; ALN: CNX; ARM: 010; INT: 061; PSY: 105; MRT: 031; RAD: 030; POR: 051; AGL: 131; SPA: Glow in the Dark; Origin Code: Sterling Lanier.
36 - 37	Nixie: NAP: 1 - 3; HIT: 002; HTK: 002 - 016; NOA: 002; DPA: 1 - 3/1 - 3; SPD: 015; SIZ: 005; ALN: CNX; ARM: 000; INT: 175; PSY: 123; MRT: 132; RAD: 163; POR: 102; AGL: 183; SPA: Form Change 3 x WK + Level; Origin Code: Germany.
38 - 39	Parne: NAP: 4 - 24; HIT: 001; HTK: 001 - 006; NOA: 001; DPA: 1 - 3; SPD: 012; SIZ: 004; ALN: CGX; ARM: 000; INT: 145; PSY: 134; MRT: 175; RAD: 165; POR: 155; AGL: 178; SPA: None; Origin Code: Finland.

- 40 - 41 **Tsundigewi:** NAP: 2 - 40; HIT: 001; HTK: 001 - 003; NOA: 001; DPA: 1 - 4; SPD: 006; SIZ: 003; ALN: CGX; ARM: 010; INT: 131; PSY: 092; MRT: 152; RAD: 020; POR: 030; AGL: 156; SPA: None; Origin Code: Cherokee.
- 42 - 43 **Volescian:** NAP: 2 - 20; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 6; SPD: 012; SIZ: 006; ALN: NEX; ARM: 000; INT: 121; PSY: 063; MRT: 093; RAD: 010; POR: 040; AGL: 143; SPA: None; Origin Code: Lin Carter.
- 44 - 45 **Woodhelvenen:** NAP: 2 - 20; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 6; SPD: 009; SIZ: 006; ALN: NGX; ARM: 000; INT: 134; PSY: 174; MRT: 121; RAD: 010; POR: 020; AGL: 175; SPA: +5 to any Plant-related Ability; Origin Code: Stephan R. Donaldson.
- 46 - 47 **Rhaclaw:** NAP: 1 - 6; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 8; SPD: 006; SIZ: 007; ALN: CEX; ARM: 010; INT: 102; PSY: 061; MRT: 052; RAD: 145; POR: 020; AGL: 063; SPA: None; Origin Code: Dray Prescott.
- 48 - 49 **Saiyad:** NAP: 1 - 8; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 6; SPD: 012; SIZ: 006; ALN: LEX; ARM: 010; INT: 178; PSY: 165; MRT: 183; RAD: 175; POR: 175; AGL: 105; SPA: Turn Undead at 20% + Level; Origin Code: Persia.
- 50 **Zmay:** NAP: 1 - 4; HIT: 008; HTK: 008 - 048; NOA: 002; DPA: 2 - 16/2 - 16; SPD: 015; SIZ: 025; ALN: LEX; ARM: 040; INT: 165; PSY: 174; MRT: 175; RAD: 095; POR: 154; AGL: 124; SPA: Form Change 3 x WK + Level; Origin Code: Siberia.
- 51 - 52 **Serpent Spawn:** NAP: 1 - 4; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 007; ALN: CEX; ARM: 030; INT: 165; PSY: 072; MRT: 165; RAD: 145; POR: 167; AGL: 122; SPA: Form Change 1 x WK; Origin Code: Japan.
- 53 - 54 **Pongolian:** NAP: 4 - 40; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 1 - 6; SPD: 009; SIZ: 006; ALN: NGX; ARM: 030; INT: 061; PSY: 050; MRT: 030; RAD: 021; POR: 071; AGL: 092; SPA: Breathes Water; Origin Code: Lin Carter.
- 55 - 56 **Och:** NAP: 2 - 16; HIT: 001; HTK: 001 - 002; NOA: 001; DPA: 1 - 2; SPD: 009; SIZ: 002; ALN: NXX; ARM: 000; INT: 071; PSY: 031; MRT: 051; RAD: 011; POR: 020; AGL: 052; SPA: None; Origin Code: Dray Prescott.
- 57 - 58 **Ophigene:** NAP: 1 - 4; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 6; SPD: 009; SIZ: 006; ALN: CNX; ARM: 000; INT: 113; PSY: 121; MRT: 142; RAD: 051; POR: 183; AGL: 104; SPA: Gate to Sidhe Dimension 3 x WK + Level; Origin Code: Greece.
- 59 - 60 **Ohodowas:** NAP: 2 - 12; HIT: 001; HTK: 001 - 006; NOA: 001; DPA: 1 - 6; SPD: 009; SIZ: 003; ALN: CNX; ARM: 020; INT: 092; PSY: 091; MRT: 081; RAD: 052; POR: 032; AGL: 132; SPA: Gate to Sidhe Dimension 3 x WK + Level; Origin Code: Iroquois.
- 61 - 62 **Moruach:** NAP: 1 - 6; HIT: 002; HTK: 002 - 012; NOA: 001; DPA: 1 - 6; SPD: 009; SIZ: 004; ALN: LNX; ARM: 010; INT: 061; PSY: 071; MRT: 091; RAD: 031; POR: 051; AGL: 092; SPA: None; Origin Code: England.
- 63 - 64 **Kildoi:** NAP: 2 - 12; HIT: 002; HTK: 002 - 016; NOA: 002; DPA: 1 - 6/1 - 6; SPD: 015; SIZ: 007; ALN: NXX; ARM: 010; INT: 091; PSY: 071; MRT: 091; RAD: 051; POR: 071; AGL: 188; SPA: Tail Hand; Origin Code: Dray Prescott.
- 65 - 66 **Kajigakaka:** NAP: 1 - 3; HIT: 002; HTK: 002 - 016; NOA: 082; DPA: 1 - 8/1 - 8; SPD: 015; SIZ: 007; ALN: CEX; ARM: 030; INT: 103; PSY: 092; MRT: 174; RAD: 131; POR: 165; AGL: 178; SPA: Can change to Human 1/WK/LVL; Origin Code: Japan.
- 67 - 68 **Korrigan:** NAP: 1 - 4; HIT: 001; HTK: 001 - 004; NOA: 001; DPA: 1 - 4; SPD: 009; SIZ: 001; ALN: LGX; ARM: 000; INT: 142; PSY: 175; MRT: 183; RAD: 031; POR: 051; AGL: 165; SPA: Poison Breath (3 - 18) 3 x WK + Level; Origin Code: England.
- 69 - 70 **Lizardmen:** NAP: 4 - 40; HIT: 004; HTK: 004 - 032; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 008; ALN: LEX; ARM: 040; INT: 125; PSY: 091; MRT: 082; RAD: 091; POR: 152; AGL: 175; SPA: None; Origin Code: Andre Norton.
- 71 - 72 **Ikzikian:** NAP: 1 - 8; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 8; SPD: 009; SIZ: 006; ALN: NGX; ARM: 010; INT: 122; PSY: 105; MRT: 093; RAD: 061; POR: 071; AGL: 133; SPA: None; Origin Code: Lin Carter.
- 73 - 74 **Ghouls:** NAP: 1 - 6; HIT: 002; HTK: 002 - 012; NOA: 003; DPA: 1 - 4/1 - 4/1 - 6; SPD: 012; SIZ: 006; ALN: CEX; ARM: 030; INT: 071; PSY: 153; MRT: 162; RAD: 182; POR: 182; AGL: 103; SPA: None;
- 75 - 76 **Hsing-T'-len:** NAP: 1 - 6; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 006; ALN: NXX; ARM: 020; INT: 113; PSY: 105; MRT: 112; RAD: 071; POR: 151; AGL: 183; SPA: None; Origin Code: China.
- 77 - 78 **Fox Demon:** NAP: 3 - 18; HIT: 001; HTK: 001 - 008; NOA: 002; DPA: 1 - 4/1 - 4; SPD: 015; SIZ: 005; ALN: LEX; ARM: 030; INT: 155; PSY: 113; MRT: 165; RAD: 031; POR: 151; AGL: 183; SPA: Form Change 1 WK/Level; Origin Code: Japan.
- 79 - 80 **Flyman:** NAP: 2 - 20; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 10; SPD: 012; SIZ: 006; ALN: NEX; ARM: 000; INT: 121; PSY: 113; MRT: 121; RAD: 051; POR: 171; AGL: 152; SPA: Ultra-Violet Sight; Origin Code: Dragon's Byte.
- 81 - 82 **Werewolf:** NAP: 1 - 3; HIT: 005; HTK: 005 - 040; NOA: 001; DPA: 1 - 8; SPD: 030; SIZ: 006; ALN: CEX; ARM: 033; INT: 103; PSY: 101; MRT: 152; RAD: 112; POR: 152; AGL: 174; SPA: Immune to ordinary Weapons; Origin Code: Miscellaneous.

- 83 - 84 **Wraith:** NAP: 1 - 4; HIT: 005; HTK: 005 - 040; NOA: 001; DPA: 1 - 8; SPD: 010; SIZ: 006; ALN: CEX; ARM: 012; INT: 163; PSY: 153; MRT: 090; RAD: 180; POR: 180; AGL: 143; SPA: Hit by Magic or Energy only; Origin Code: England.
- 85 - 86 **Clay Warrior:** NAP: 5 - 30; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 1 - 8; SPD: 020; SIZ: 006; ALN: NXX; ARM: 020; INT: XXX; PSY: XXX; MRT: 040; RAD: 189; POR: 189; AGL: 104; SPA: Reform after Construction; Origin Code: Judges Guild.
- 87 - 88 **Anss:** NAP: 6 - 60; HIT: 003; HTK: 003; - 024; NOA: 001; DPA: 1 - 8; SPD: 050; SIZ: 003; ALN: NXX; ARM: 081; INT: 011; PSY: 051; MRT: 106; RAD: 093; POR: 093; AGL: 122 ; SPA: None; Origin Code: Germany.
- 89 - 90 **Mind Plant:** NAP: 1 - 10; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: SPEC; SPD: XXX; SIZ: 002; ALN: NXX; ARM: 010; INT: XXX; PSY: XXX; MRT: 010; RAD: 010; POR: 010; AGL: XXX ; SPA: None; Origin Code: Germany.
- 91 - 92 **Goblins:** NAP: 2 - 40; HIT: 003; HTK: 003 - 024; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 004; ALN: CEN; ARM: 010; INT: 103; PSY: 103; MRT: 010; RAD: 010; POR: 020; AGL: 115; SPA: None; Origin Code: Judges Guild.
- 93 - 94 **Orcs:** NAP: 5 - 100; HIT: 004; HTK: 004 - 032; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 005; ALN: CEX; ARM: 020; INT: 103; PSY: 103; MRT: 010; RAD: 010; POR: 020; AGL: 112; SPA: None; Origin Code: North America.
- 95 - 96 **Orcs (Great):** NAP: 4 - 80; HIT: 006; HTK: 006 - 048; NOA: 001; DPA: 1 - 8; SPD: 012; SIZ: 006; ALN: CEX; ARM: 030; INT: 113; PSY: 103; MRT: 010; RAD: 010; POR: 020; AGL: 113; SPA: None; Origin Code: David Chapman.
- 97 - 98 **Giant Cave Rat:** NAP: 1 - 12; HIT: 002; HTK: 002 - 016; NOA: 003; DPA: 1 - 3/1 - 3/1 - 2; SPD: 018; SIZ: 003; ALN: NXX; ARM: 021; INT: 042; PSY: 042; MRT: 010; RAD: 010; POR: 020; AGL: 115; SPA: None; Origin Code: Miscellaneous.
- 99 - 00 **Giant Scorpion:** NAP: 1; HIT: 005; HTK: 005 - 040; NOA: 001; DPA: 1 - 8; SPD: 030; SIZ: 006; ALN: NEX; ARM: 070; INT: 113; PSY: XXX; MRT: XXX; RAD: XXX; POR: 189; AGL: 175 ; SPA: None; Origin Code: Judges Guild.

Dwarf Subtable

D% Roll

Occupants

- 01 - 40 Eight Dwarves: CLS: FTR; LVL: 001; HTK: 001 - 010; ARM: 050; AGL: 093; WPN: Varies.
One Dwarf: CLS: FTR; LVL: 004; HTK: 004 - 032; ARM: 090; AGL: 124; WPN: VDH.
- 41 - 60 Six Dwarves: CLS: FTR; LVL: 001; HTK: 001 - 010; ARM: 030; AGL: 112; WPN: Varies.
Two Dwarves: CLS: FTR; LVL: 005; HTK: 005 - 050; ARM: 100; AGL: 071; WPN: WSB, IAK, IMS.
- 61 - 80 Ten Dwarves: CLS: FTR; LVL: 001; HTK: 001 - 010; ARM: 040; AGL: 121; WPN: Varies.
One Dwarf: CLS: FTR; LVL: 003; HTK: 003 - 030; ARM: 090; AGL: 091; WPN: VBA.
One Dwarf: CLS: MAG; LVL: 009; HTK: 009 - 036; ARM: 000; AGL: 151; WPN: LBO, WSF.
- 81 - 90 Six Dwarves: CLS: THF; LVL: 003; HTK: 003 - 018; ARM: 000; AGL: 171; WPN: MKN, WDB.
One Dwarf: CLS: THF; LVL: 010; HTK: 010 - 060; ARM: 010; AGL: 169; WPN: MTH, IKN, VDK.
- 91 - 00 Three Dwarves: CLS: BER; LVL: 006; HTK: 006 - 060; ARM: 000; AGL: 163; WPN: VTS, VDK.
One Dwarf: CLS: BRB; LVL: 007; HTK: 007 - 070; ARM: 020; AGL: 131; WPN: VSW.

Elven Subtable

D% Roll

Occupants

- 01 - 40 Five Elves: CLS: FTR; LVL: 001; HTK: 001 - 010; ARM: 050; AGL: 153; WPN: ASW, VDK.
One Elf: CLS: ILL; LVL: 002; HTK: 002 - 008; ARM: 000; AGL: 171; WPN: MDK.
- 41 - 60 Seven Elves: CLS: FTR; LVL: 002; HTK: 002; 020; ARM: 070; AGL: 141; WPN: EJV, ASS.
Two Elves: CLS: FTR; LVL: 006; HTK: 006 - 060; ARM: 050; AGL: 136; WPN: MTH, VSW.
- 61 - 80 Ten Elves: CLS: FTR; LVL: 001; HTK: 001 - 010; ARM: 030; AGL: 122; WPN: ISW.
One Elf: CLS: MAG; LVL: 006; HTK: 006 - 024; ARM: 000; AGL: 171; WPN: SDB.
- 81 - 90 Five Elves: CLS: RGR; LVL: 003; HTK: 003 - 030; ARM: 020; AGL: 131; WPN: VLB, HSP.
- 91 - 00 One Elf: CLS: FTR; LVL: 010; HTK: 010 - 100; ARM: 100; AGL: 131; WPN: VSS, VDK.
One Elf: CLS: MAG; LVL: 010; HTK: 010 - 040; ARM: 000; AGL: 187; WPN: LWH, YDK.

Men Subtable

D% Roll	Occupants
01 - 40	Six Humans: CLS: FTR; LVL: 001; HTK: 001 - 010; ARM: 030; AGL: 121; WPN: DBS. One Human: CLS: FTR; LVL: 002; HTK: 002 - 020; ARM: 050; AGL: 131; WPN: EBA.
41 - 60	Five Humans: CLS: BEG; LVL: 002; HTK: 002 - 012; ARM: 000; AGL: 131; WPN: WQS. Two Humans: CLS: BUF; LVL: 002; HTK: 002 - 012; ARM: 000; AGL: 129; WPN: VCS.
61 - 80	Ten Humans: CLS: FTR; LVL: 001; HTK: 001 - 010; ARM: 030; AGL: 101; WPN: IMS. One Human: CLS: FTR; LVL: 006; HTK: 006 - 024; ARM: 000; AGL: 131; WPN: HQS.
81 - 90	Eight Humans: CLS: THF; LVL: 003; HTK: 003 - 018; ARM: 010; AGL: 161; WPN: JSS, ISS. Two Humans: CLS: ASN; LVL: 006; HTK: 006 - 036; ARM: 020; AGL: 171; WPN: VDK, HLB, VSS.
91 - 00	Two Humans: CLS: MNK; LVL: 007; HTK: 007 - 070; ARM: 020; AGL: 175; WPN: VQS, HDB. Two Humans: CLS: SAM; LVL: 006; HTK: 006 - 060; ARM: 070; AGL: 151; WPN: VQS, ZSW.

Random Occupants for Lairs

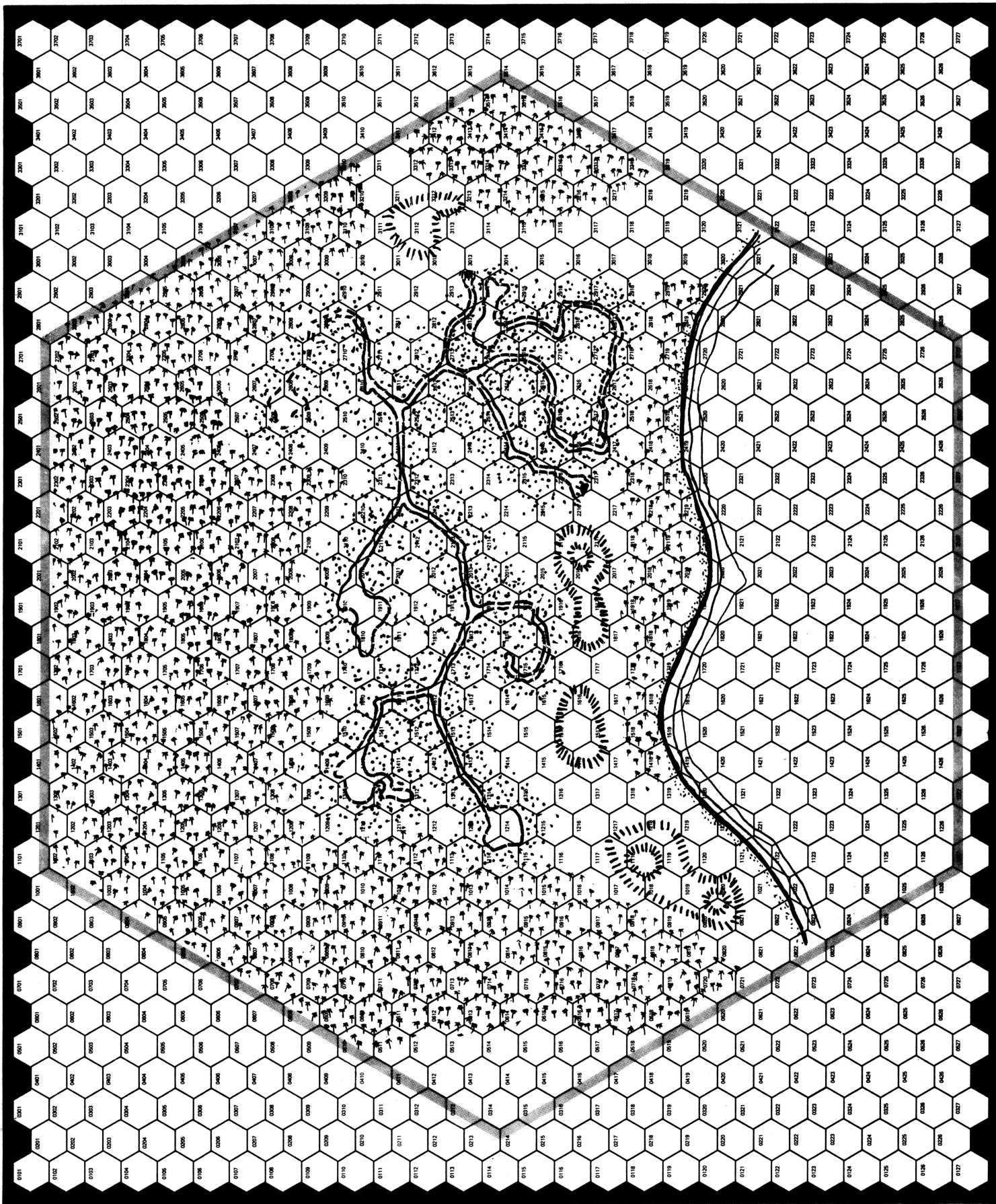
D% Roll	Occupant
01 - 02	Wolves: NAP: 1 - 10; HIT: 003; HTK: 003 - 018; NOA: 001; DPA: 1 - 6; SPD: 024; SIZ: 004; ALN: NEX; ARM: 032; INT: 104; PSY: 163; MRT: 010; RAD: 010; POR: 010; AGL: 183; SPA: Form Change 1 x WK per Level; Origin Code: Japan.
03 - 04	Lions: NAP: 1 - 6; HIT: 005; HTK: 005 - 030; NOA: 003; DPA: 1 - 6; SPD: 028; SIZ: 003; ALN: NEX; ARM: 040; INT: 103; PSY: 051; MRT: 010; RAD: 010; POR: 010; AGL: 165; SPA: Gas Attack; Origin Code: Judges Guild.
05 - 06	Trolls: NAP: 1 - 4; HIT: 008; HTK: 012 - 054; NOA: 003; DPA: 1 - 6; SPD: 024; SIZ: 010; ALN: CEX; ARM: 135; INT: 082; PSY: 082; MRT: 060; RAD: 080; POR: 100; AGL: 081; SPA: Regenerate at 2 HP/Rd; Origin Code: Miscellaneous.
07 - 08	Kobolds: NAP: 5 - 30; HIT: 003; HTK: 002 - 008; NOA: 001; DPA: 1 - 6; SPD: 010; SIZ: 002; ALN: CEX; ARM: 050; INT: 082; PSY: 092; MRT: 010; RAD: 010; POR: 020; AGL: 115; SPA: Infravision; Origin Code: Miscellaneous.
09 - 10	Rock Cat: NAP: 1 - 4; HIT: 005; HTK: 005 - 030; NOA: 003; DPA: 1 - 4; SPD: 020; SIZ: 006; ALN: CXX; ARM: 090; INT: 143; PSY: 000; MRT: 000; RAD: 030; POR: 000; AGL: 186; SPA: Poison; Origin Code: Judges Guild.
11 - 12	Giant Soldier Ants: NAP: 2 - 12; HIT: 003; HTK: 003 - 018; NOA: 001; DPA: 1 - 8; SPD: 020; SIZ: 003; ALN: NXX; ARM: 044; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 144; SPA: None; Origin Code: Miscellaneous.
13 - 14	Giant Beaver: NAP: 1 - 20; HIT: 004; HTK: 004 - 032; NOA: 002; DPA: 1 - 8/4 - 24; SPD: 015; SIZ: 009; ALN: NXX; ARM: 030; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 163; SPA: None; Origin Code: Miscellaneous.
15 - 16	Bat Dragon: NAP: 1; HIT: 010; HTK: 010 - 080; NOA: 003; DPA: 1 - 6/1 - 6/1 - 8; SPD: 012/024; SIZ: 035; ALN: CEX; ARM: 030; INT: 102; PSY: 121; MRT: 131; RAD: 171; POR: 153; AGL: 163; SPA: None; Origin Code: Miscellaneous.
17 - 18	Centaur: NAP: 1 - 6; HIT: 003; HTK: 003 - 024; NOA: 003; DPA: 1 - 4/1 - 4/1 - 2; SPD: 024; SIZ: 008; ALN: CNG; ARM: 010; INT: 133; PSY: 111; MRT: 131; RAD: 132; POR: 061; AGL: 178; SPA: None; Origin Code: Greece.
19 - 20	Kajigakka: NAP: 3 - 18; HIT: 002; HTK: 002 - 016; NOA: 002; DPA: 1 - 4/1 - 2; SPD: 012; SIZ: 007; ALN: CNE; ARM: 020; INT: 092; PSY: 073; MRT: 032; RAD: 051; POR: 101; AGL: 161; SPA: See Invisible; Origin Code: Japan.
21 - 22	Mole Person: NAP: 1 - 4; HIT: 001; HTK: 001 - 008; NOA: 002; DPA: 1 - 4/1 - 4; SPD: 012; SIZ: 003; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 132; SPA: None; Origin Code: Cherokee.
22 - 24	Karashishi: NAP: 4 - 24; HIT: 003; HTK: 003 - 024; NOA: 003; DPA: 1 - 6/1 - 5/1 - 5; SPD: 024; SIZ: 008; ALN: NXX; ARM: 020; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 175; SPA: Infravision; Origin Code: Judges Guild.
25 - 26	Long-Beaked Goblin: NAP: 5 - 30; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 1 - 4; SPD: 012; SIZ: 004; ALN: CEX; ARM: 010; INT: 071; PSY: 031; MRT: 061; RAD: 030; POR: 061; AGL: 163; SPA: Hide in Shadows 50% + 5% per Level; Origin Code: England.
27 - 28	Grizzly Bear: NAP: 1 - 4; HIT: 004; HTK: 004 - 040; NOA: 003; DPA: 1 - 6/1 - 6/1 - 4; SPD: 012; SIZ: 010; ALN: NXX; ARM: 030; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 132; SPA: +10% of Effect of Healing Magic; Origin Code: Blackfoot.

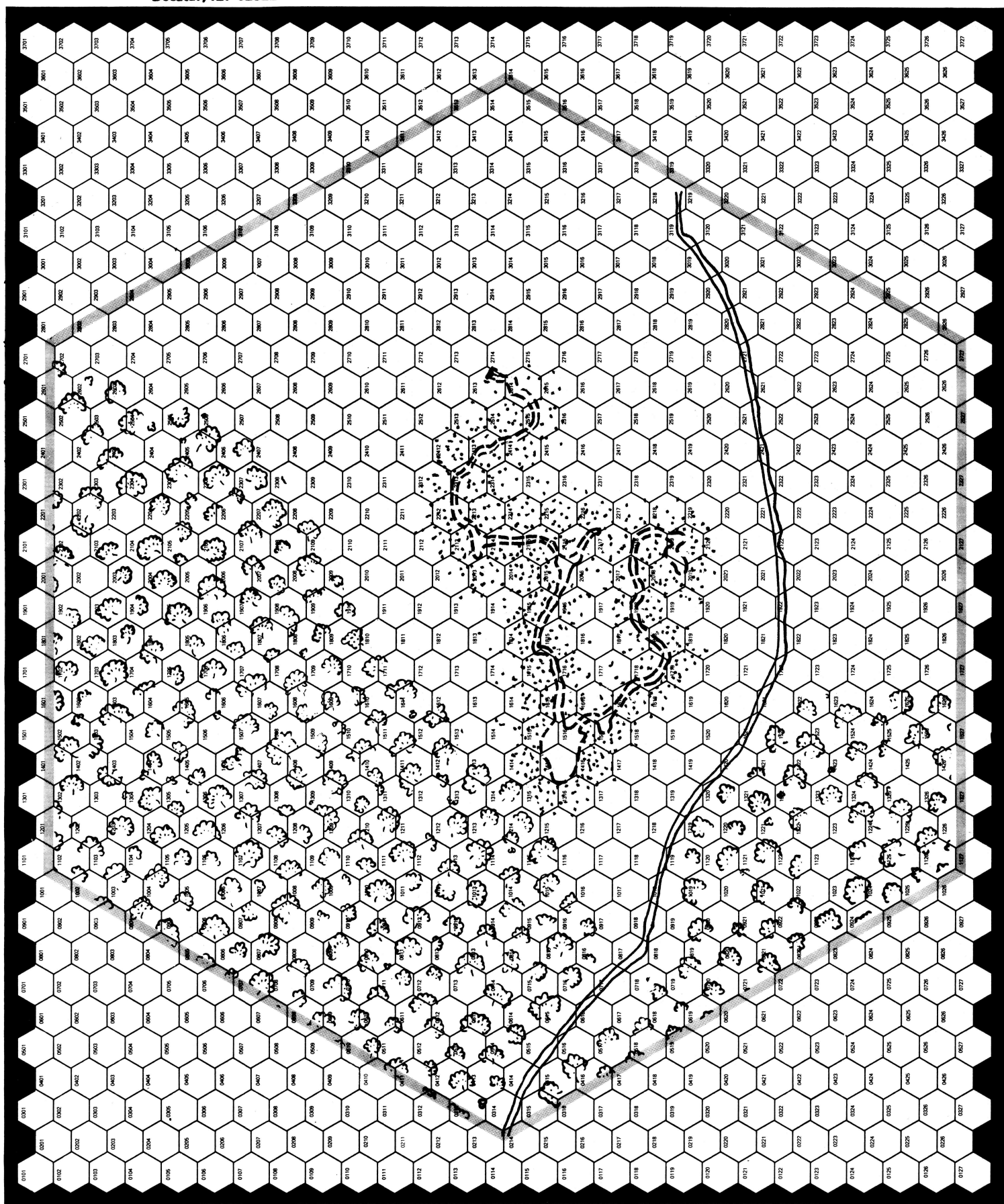
- 29 - 30 **Ludki:** NAP: 1 - 6; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 1 - 4; SPD: 012; SIZ: 004; ALN: NXX; ARM: 010; INT: 031; PSY: 061; MRT: 051; RAD: 113; POR: 131; AGL: 167; SPA: +1 to Hit per 2 Levels/-1 ARM per 4 Levels; Origin Code: Siberia.
- 31 - 32 **Panther Person:** NAP: 1 - 4; HIT: 002; HTK: 002 - 016; NOA: 003; DPA: 1 - 4/1 - 4/1 - 4; SPD: 018; SIZ: 006; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 183; SPA: Prehensile Tail; Origin Code: Cherokee.
- 33 - 34 **Ranihin:** NAP: 1; HIT: 003; HTK: 003 - 024; NOA: 002; DAP: 1 - 6/1 - 6; SPD: 024; SIZ: 010; ALN: NGL; ARM: 020; INT: 165; PSY: 154; MRT: 166; RAD: 051; POR: 175; AGL: 166; SPA: None; Origin Code: Enak Kane.
- 35 - 36 **Hypnotic Spider:** NAP: 1 - 6; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 4; SPD: 009; SIZ: 006; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 189; AGL: 178; SPA: Hypnotic Gaze (12th Level); Origin Code: Dray Prescott.
- 37 - 38 **Tiger Wolf:** NAP: 2 - 12; HIT: 002; HTK: 002 - 016; NOA: 003; DPA: 1 - 4/1 - 4/1 - 4; SPD: 018; SIZ: 006; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 167; SPA: None; Origin Code: Japan.
- 39 - 40 **Death Flyer:** NAP: 5 - 30; HIT: 002; HTK: 002 - 016; NOA: 004; DPA: 1 - 4/1 - 4/1 - 8/2 - 12; SPD: 024; SIZ: 003; ALN: NXX; ARM: 020; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 175; SPA: Electricity 4 HD/6 x WK; Origin Code: David Chapman.
- 41 - 42 **Ghost Dog:** NAP: 1 - 4; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 3 - 18; SPD: 036; SIZ: 003; ALN: LEX; ARM: 030; INT: 131; PSY: 121; MRT: 175; RAD: 071; POR: 189; AGL: 187; SPA: Hit by Magic or Energy only; Origin Code: England.
- 43 - 44 **Coyote:** NAP: 3 - 18; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 1 - 4; SPD: 018; SIZ: 005; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 175; SPA: Move Silently; Origin Code: Blackfoot.
- 45 - 46 **Cave Fiend:** NAP: 1 - 4; HIT: 006; HTK: 006 - 048; NOA: 003; DPA: 1 - 6/1 - 6/1 - 4; SPD: 012; SIZ: 009; ALN: LEX; ARM: 010; INT: 183; PSY: 175; MRT: 178; RAD: 152; POR: 175; AGL: 181; SPA: None; Origin Code: Miscellaneous.
- 47 - 48 **Fear Beast:** NAP: 1; HIT: 014; HTK: 014 - 112; NOA: 003; DPA: 2 - 12/2 - 12/3 - 18; SPD: 018; SIZ: 025; ALN: LEX; ARM: 050; INT: 185; PSY: 175; MRT: 165; RAD: 185; POR: 166; AGL: 175; SPA: Cause Fear (16th Level); Origin Code: Dragon's Byte.
- 49 - 50 **Gas (Red):** NAP: 1 - 4; HIT: 006; HTK: 006 - 048; NOA: 002; DPA: 2 - 10/1 - 5; SPD: 001; SIZ: 015; ALN: NXX; ARM: 000; INT: XXX; PSY: XXX; MRT: XXX; RAD: XXX; POR: XXX; AGL: 010; SPA: Hit by Magic or Energy only; Origin Code: Dragons's Byte.
- 51 - 52 **Stone Gargoyle:** NAP: 1 - 6; HIT: 015; HTK: 015 - 120; NOA: 002; DPA: 1 - 10/1 - 12; SPD: 009; SIZ: 015; ALN: CEX; ARM: 090; INT: 152; PSY: 135; MRT: 171; RAD: 171; POR: 183; AGL: 152; SPA: Eyebeams do 16D6, 6 x WK; Origin Code: Dragon's Byte.
- 53 - 54 **Gas (Crystal):** NAP: 1 - 4; HIT: 004; HTK: 004 - 032; NOA: 001; DPA: 1 - 8; SPD: 001; SIZ: 012; ALN: NXX; ARM: 060; INT: XXX; PSY: XXX; MRT: XXX; RAD: XXX; POR: XXX; AGL: 010; SPA: None; Origin Code: Dragon's Byte.
- 55 - 56 **Ghoul 1:** NAP: 1 - 6; HIT: 005; HTK: 005 - 040; NOA: 001; DPA: 1 - 4; SPD: 009; SIZ: 006; ALN: NEX; ARM: 010; INT: XXX; PSY: XXX; MRT: XXX; RAD: XXX; POR: XXX; AGL: 031; SPA: STR Drain 2 PTS per minute; Origin Code: Dragon's Byte.
- 57 - 58 **Gila Monster:** NAP: 4 - 16; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 1 - 3; SPD: 024; SIZ: 002; ALN: NXX; ARM: 030; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 165; SPA: Poison (15th Level); Origin Code: North America.
- 59 - 60 **Ghost 6:** NAP: 1 - 3; HIT: 002; HTK: 002 - 016; NOA: SPEC; DPA: SPEC; SPD: 009; SIZ: 006; ALN: NEX; ARM: 020; INT: 183; PSY: 175; MRT: 173; RAD: 189; POR: 189; AGL: 032; SPA: Curse (6th Level); Origin Code: Japan.
- 61 - 62 **Faceless Ghost:** NAP: 1 - 3; HIT: 003; HTK: 003 - 024; NOA: SPEC; DPA: SPEC; SPD: 009; SIZ: 006; ALN: NEX; ARM: 030; INT: 174; PSY: 051; MRT: 042; RAD: 189; POR: 189; AGL: 135; SPA: Hit by Magic or Energy only; Origin Code: Japan.
- 63 - 64 **Portal Gremlin:** NAP: 1; HIT: 003; HTK: 003 - 024; NOA: 000; DPA: 000; SPD: 000; SIZ: 008; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 189; AGL: 010; SPA: None; Origin Code: Dragon's Byte.
- 65 - 66 **Kuh-Hra-Ohje:** NAP: 1 - 6; HIT: 001; HTK: 001 - 008; NOA: 001; DPA: 3 - 18; SPD: 024; SIZ: 005; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 010; SPA: Hit by Magic or Energy only; Origin Code: Dragon's Byte.
- 67 - 68 **Leonis:** NAP: 1 - 4; HIT: 003; HTK: 003 - 024; NOA: 001; DPA: 1 - 10; SPD: 012; SIZ: 007; ALN: NEX; ARM: 030; INT: 153; PSY: 121; MRT: 111; RAD: 131; POR: 031; AGL: 161; SPA: None; Origin Code: Dragon's Byte.
- 69 - 70 **Kataki:** NAP: 4 - 20; HIT: 003; HTK: 003 - 024; NOA: 003; DPA: 1 - 4/1 - 4/1 - 3; SPD: 009; SIZ: 009; ALN: NEX; ARM: 020; INT: 121; PSY: 091; MRT: 091; RAD: 031; POR: 071; AGL: 132; SPA: Prehensile Tail; Origin Code: Dray Prescott.
- 71 - 72 **Half-Kajigaka:** NAP: 1 - 6; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 6; SPD: 009; SIZ: 006; ALN: NEX; ARM: 020; INT: 050; PSY: 070; MRT: 080; RAD: 070; POR: 061; AGL: 171; SPA: None; Origin Code: Japan.

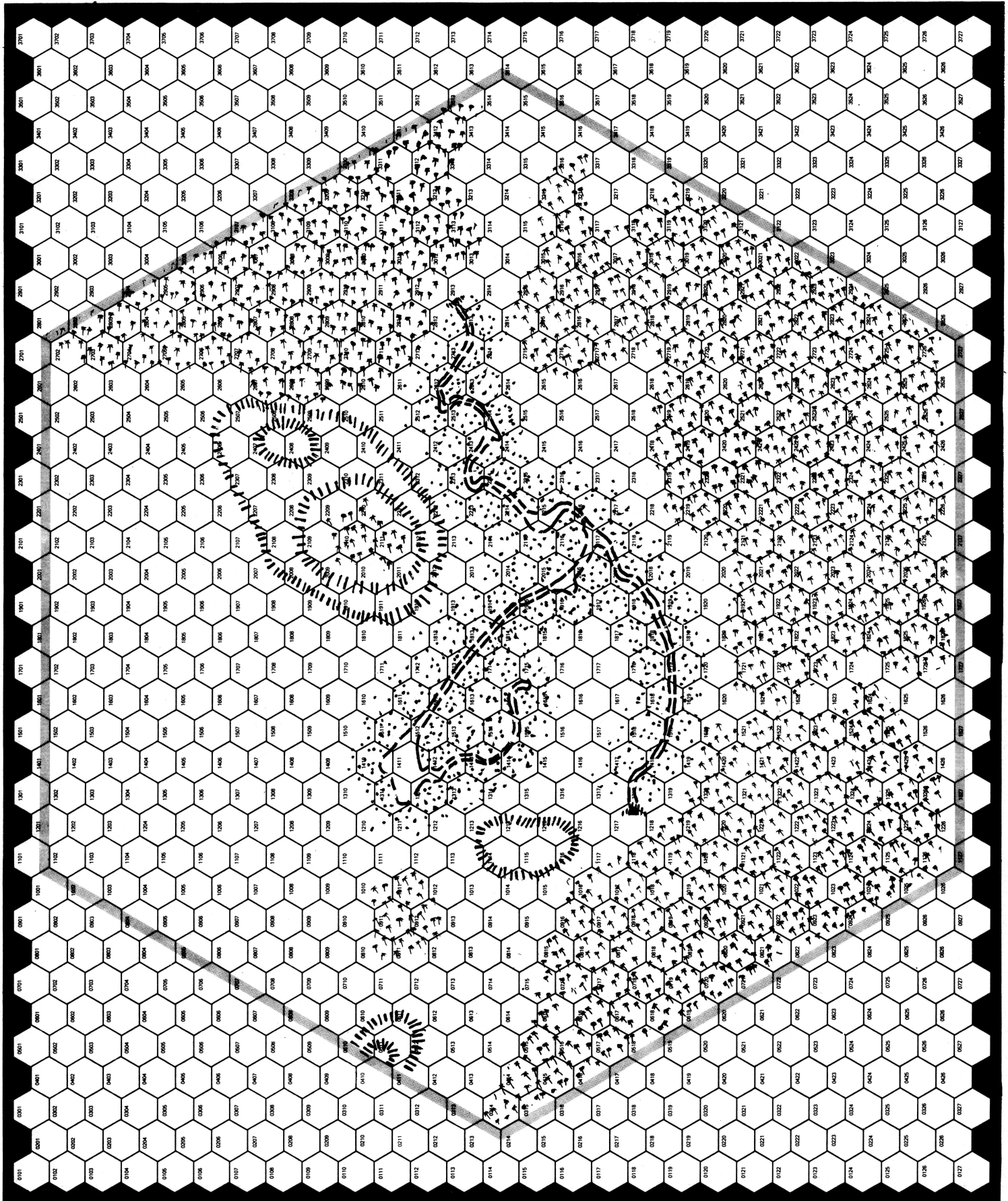
- 73 - 74 **Glith:** NAP: 1 - 6; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 6; SPD: 009; SIZ: 006; ALN: NXX; ARM: 020; INT: 113; PSY: 103; MRT: 060; RAD: 071; POR: 071; AGL: 161; SPA: Hypnotic Gaze (5%/Level); Origin Code: Sterling Lanier.
- 75 - 76 **Gladzhoihi:** NAP: 1 - 3; HIT: 005; HTK: 005 - 040; NOA: 002; DPA: 1 - 6/1 - 6; SPD: 012/024; SIZ: 020; ALN: CNX; ARM: 040; INT: 090; PSY: 071; MRT: 061; RAD: 031; POR: 175; AGL: 165; SPA: None; Origin Code: Miscellaneous.
- 77 - 78 **Garuda:** NAP: 2 - 12; HIT: 002; HTK: 002 - 016; NOA: 002; DPA: 1 - 4/1 - 3; SPD: 006/024; SIZ: 006; ALN: NXX; ARM: 020; INT: 050; PSY: 040; MRT: 031; RAD: 061; POR: 101; AGL: 171; SPA: None; Origin Code: India.
- 79 - 80 **Furhopper:** NAP: 2 - 20; HIT: 002; HTK: 002 - 016; NOA: 002; DPA: 1 - 4/1 - 3; SPD: 018; SIZ: 005; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 157; SPA: Jump 5 meters; Origin Code: Sterling Lanier.
- 81 - 82 **Fristle:** NAP: 5 - 50; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 2; SPD: 012; SIZ: 006; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 183; SPA: None; Origin Code: Dray Prescott.
- 83 - 84 **Erh-Ehua:** NAP: 1 - 4; HIT: 005; HTK: 005 - 040; NOA: 002; DAP: 1 - 4/1 - 6; SPD: 009; SIZ: 021; ALN: NXX; ARM: 040; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 152; SPA: Control Wind; Origin Code: Dragon's Byte.
- 85 - 86 **Harfnar:** NAP: 2 - 20; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 4; SPD: 009; SIZ: 006; ALN: CNX; ARM: 010; INT: 121; PSY: 151; MRT: 162; RAD: 151; POR: 071; AGL: 114; SPA: None; Origin Code: Dray Prescott.
- 87 - 88 **Relt:** NAP: 1 - 4; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 3; SIZ: 006; SPD: 009; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 161; SPA: None; Origin Code: Dray Prescott.
- 89 - 90 **Stoneupper:** NAP: 1 - 4; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 8; SIZ: 007; SPD: 009; ALN: CNX; ARM: 010; INT: 071; PSY: 020; MRT: 031; RAD: 051; POR: 061; AGL: 131; SPA: +5% to any Earth-related Ability; Origin Code: Enak Kane.
- 91 - 92 **Shetu:** NAP: 1 - 4; HIT: 005; HTK: 005 - 040; NOA: 003; DPA: 1 - 4/1 - 8; SIZ: 015; SPD: 006; ALN: NEX; ARM: 020; INT: 131; PSY: 101; MRT: 112; RAD: 121; POR: 071; AGL: 112; SPA: Form Change 3 x Day + Level; Origin Code: Egypt.
- 93 - 94 **Yuccamot:** NPA: 4 - 40; HIT: 002; HTK: 002 - 016; NOA: 001; DPA: 1 - 4; SIZ: 006; SPD: 009; ALN: NXX; ARM: 010; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 152; SPA: None; Origin Code: Dray Prescott.
- 95 - 96 **Zuejzo:** NAP: 1 - 4; HIT: 006; HTK: 006 - 048; NOA: 005; DPA: 1 - 4/1 - 4/1 - 4/1 - 6/1 - 8; SIZ: 018; SPD: 012; ALN: NEX; ARM: 030; INT: 121; PSY: 113; MRT: 113; RAD: 161; POR: 131; AGL: 171; SPA: None; Origin Code: Dragon's Byte.
- 97 - 98 **Ubasti:** NAP: 1 - 4; HIT: 002; HTK: 002 - 016; NOA: 002; DPA: 1 - 4/1 - 4; SIZ: 006; SPD: 018; ALN: NXX; ARM: 010; INT: 113; PSY: 103; MRT: 091; RAD: 031; POR: 114; AGL: 151; SPA: None; Origin Code: Egypt.
- 99 - 00 **Giant Rattlesnake:** NAP: 1 - 10; HIT: 002; HTK: 002 - 016; NOA: 002; DPA: 1 - 3/1 - 4; SIZ: 010; SPD: 012; ALN: NXX; ARM: 020; INT: 010; PSY: 010; MRT: 010; RAD: 010; POR: 010; AGL: 151; SPA: Poison (16th Level); Origin Code: Blackfoot.

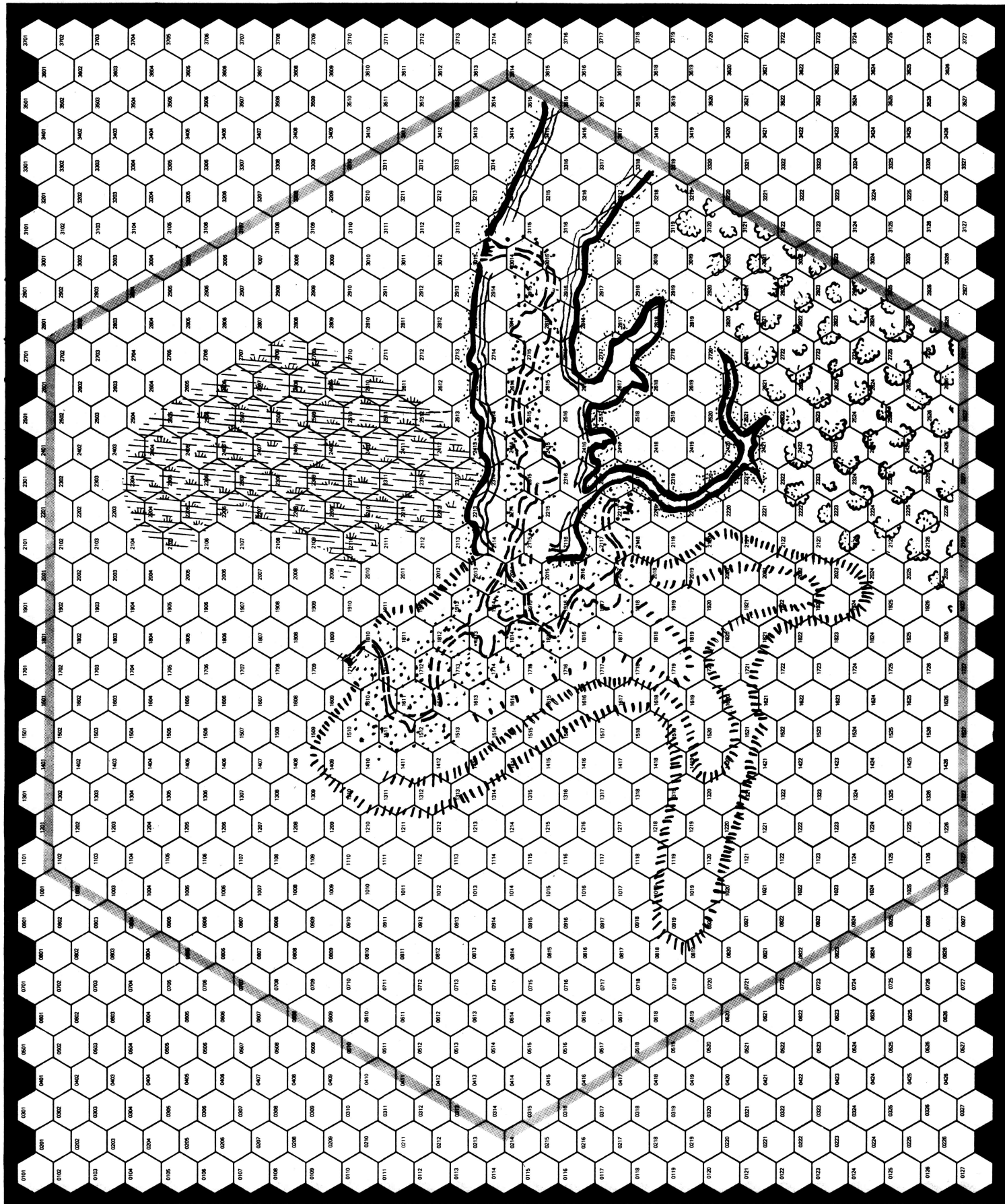
Many of these monsters are more fully described in the JG product, **Field Guide to Encounters**, product No. 550. Priced at only \$12.00, over 600 familiar and not-so-familiar monsters are included in two 96 page booklets, which also contain rules and guidelines for a new role-playing game.

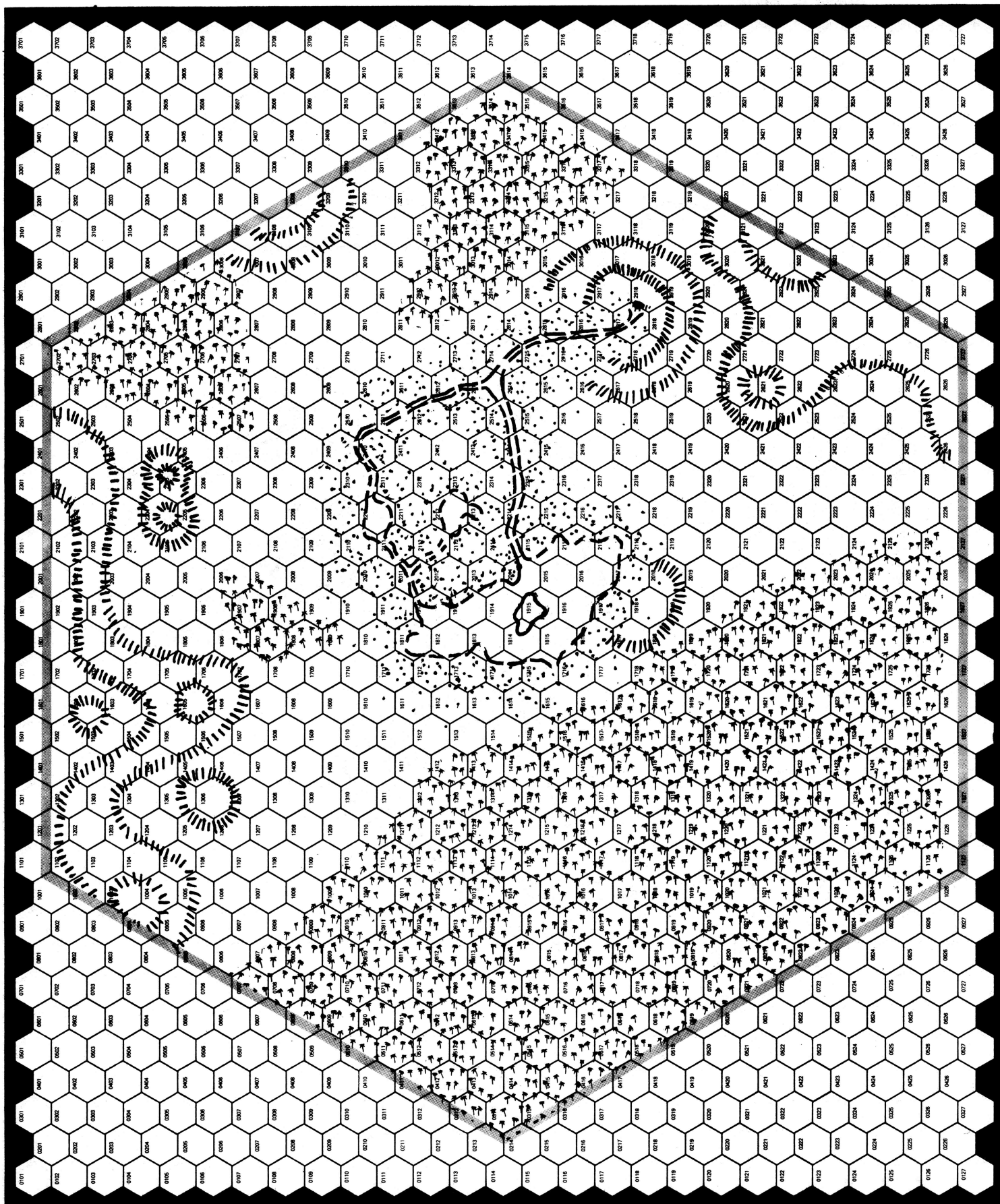


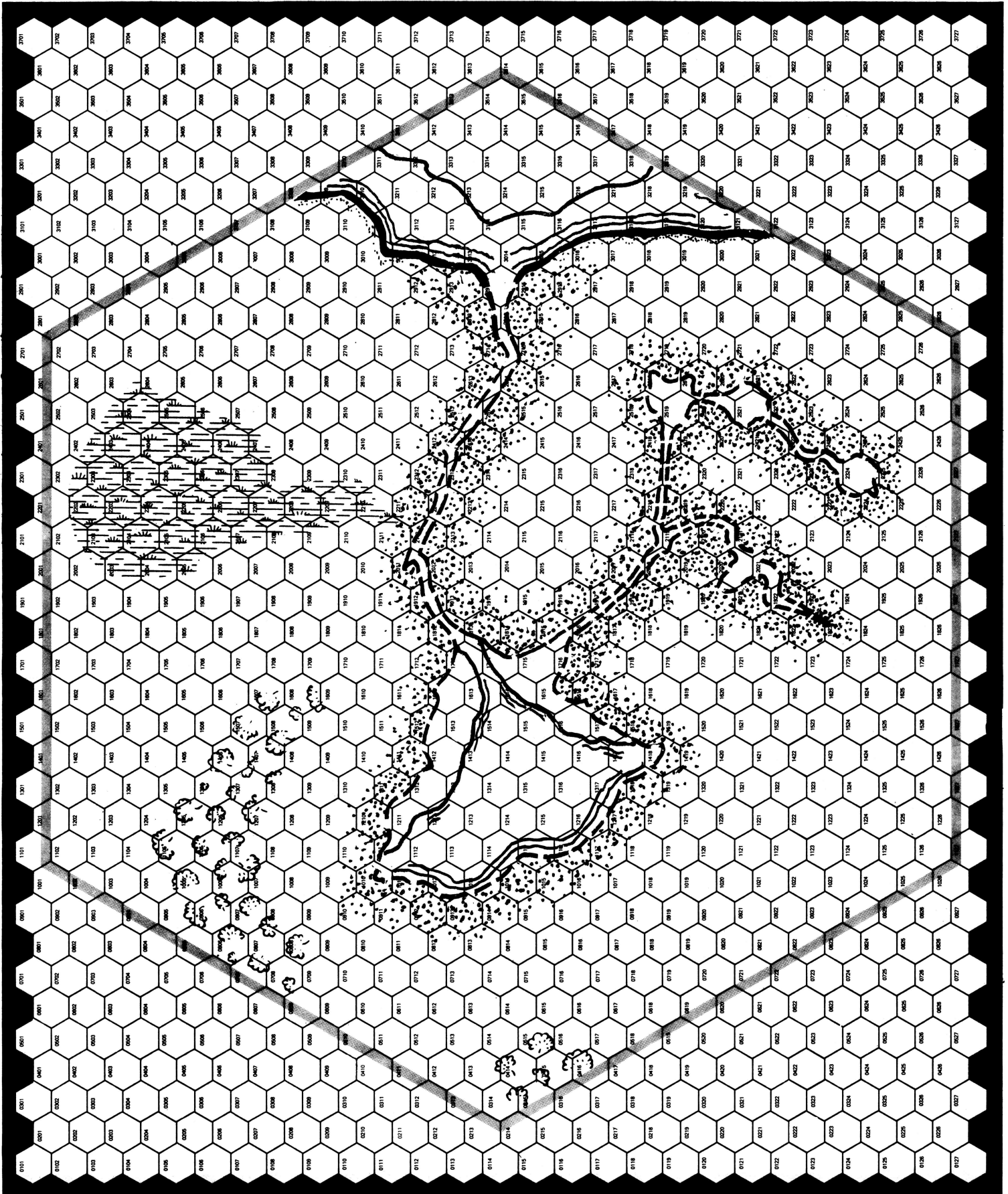


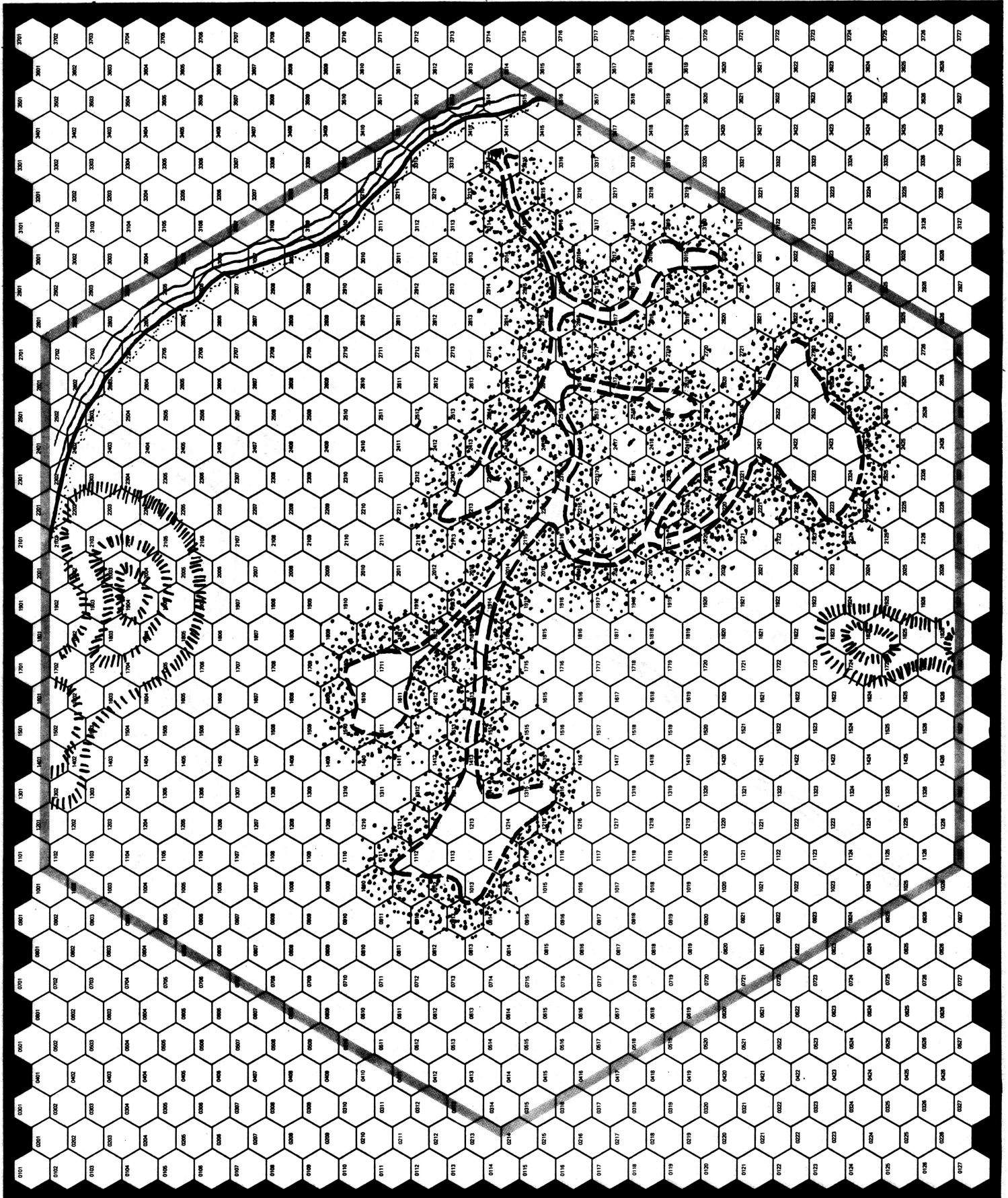


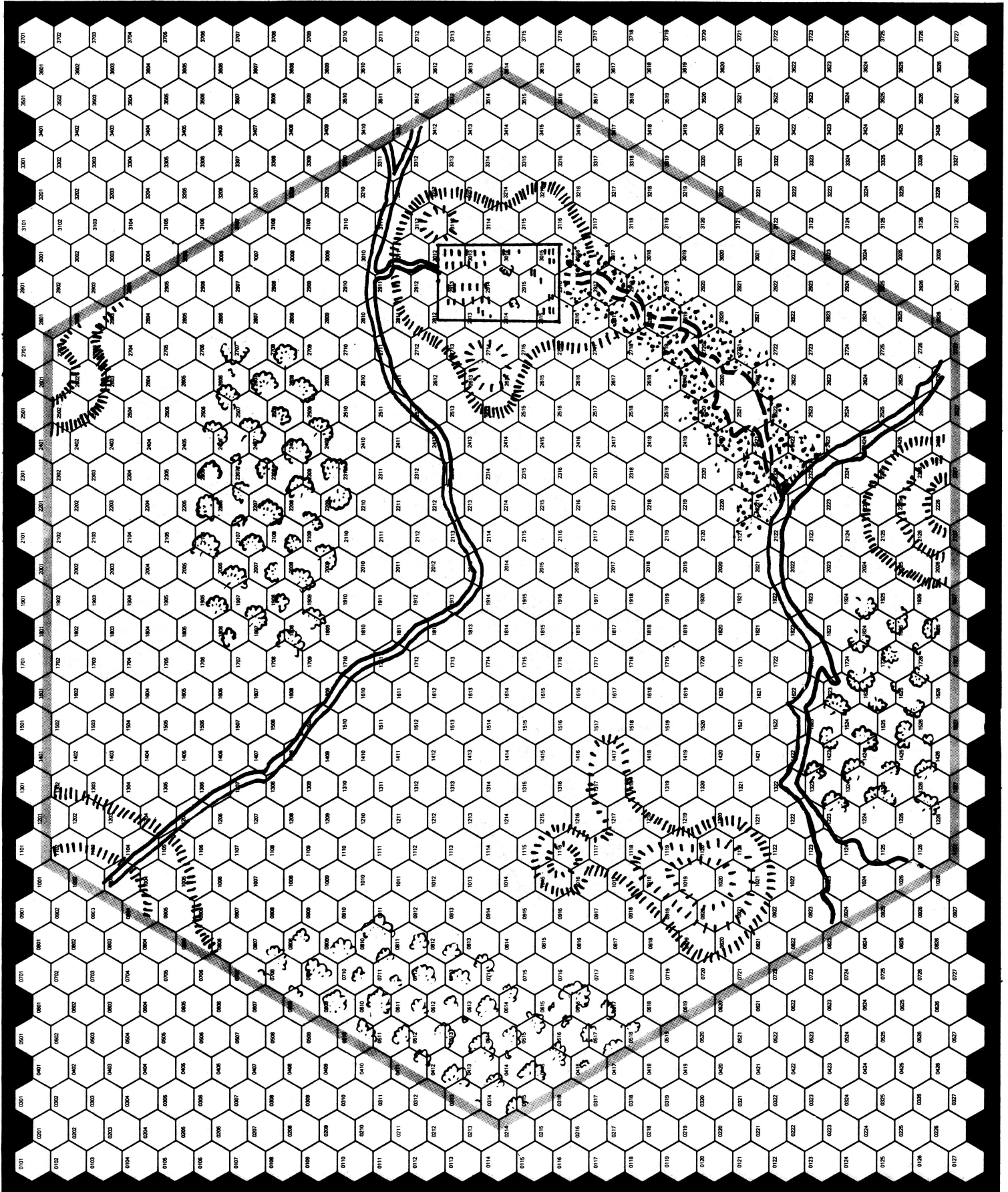


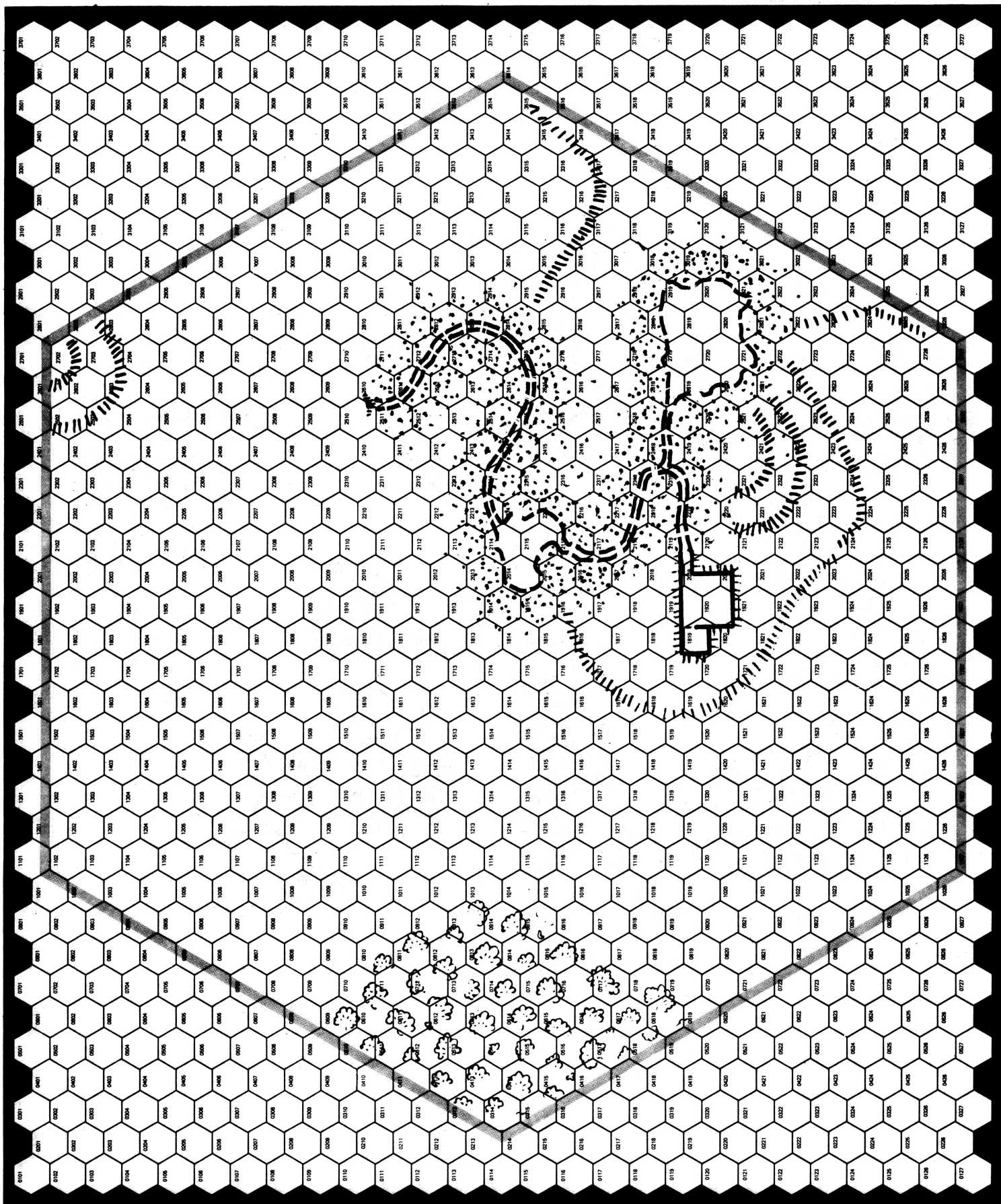


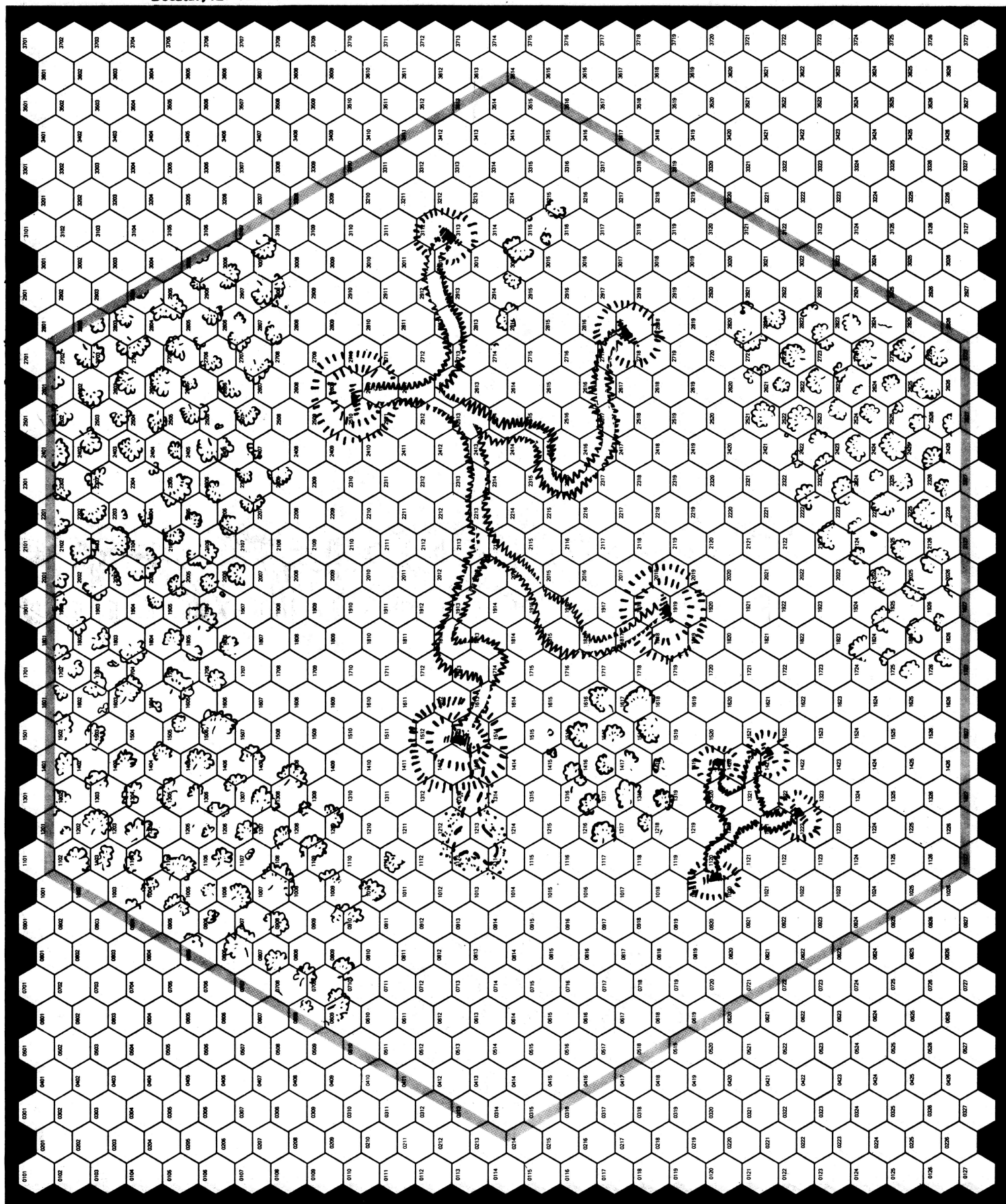


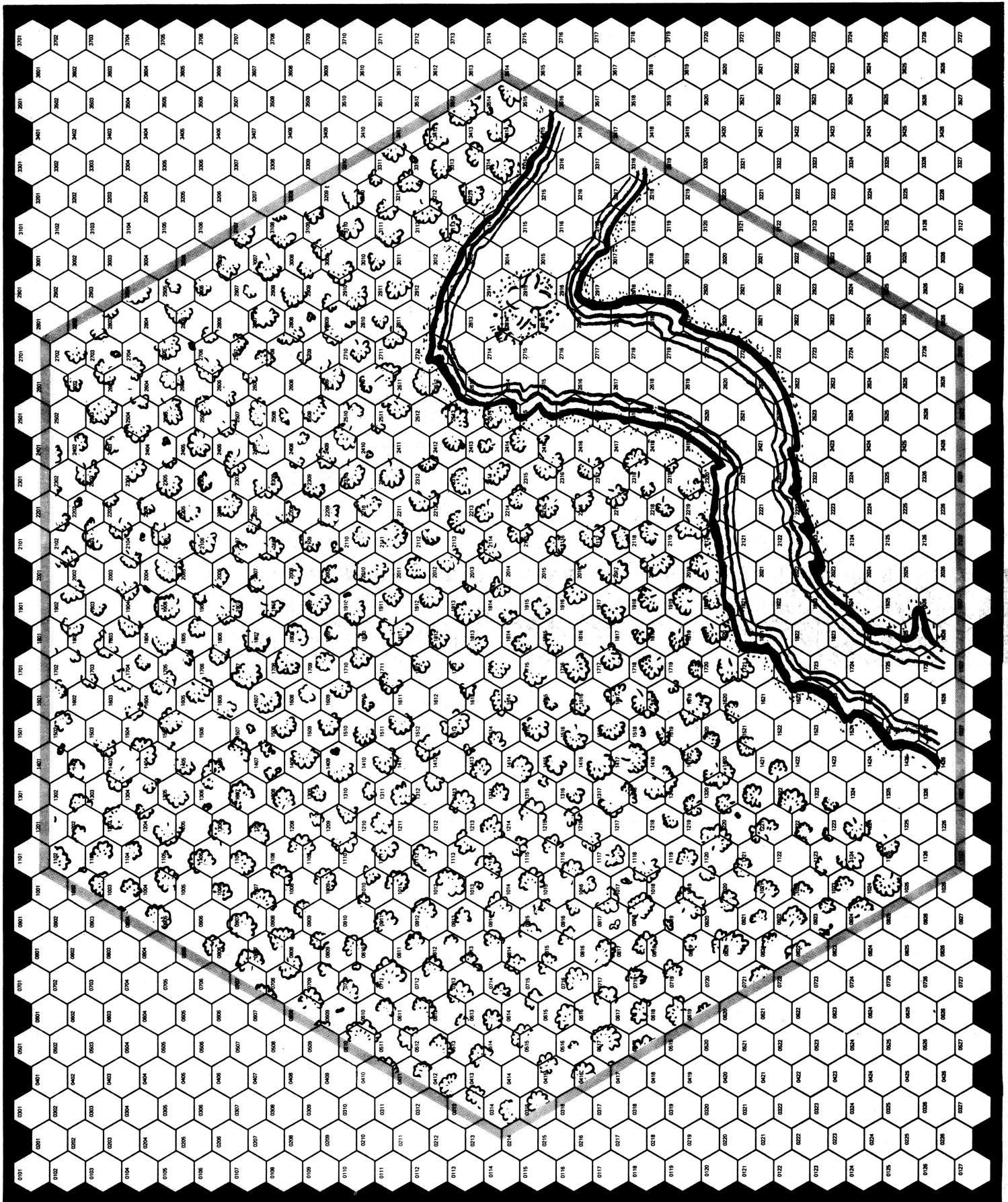


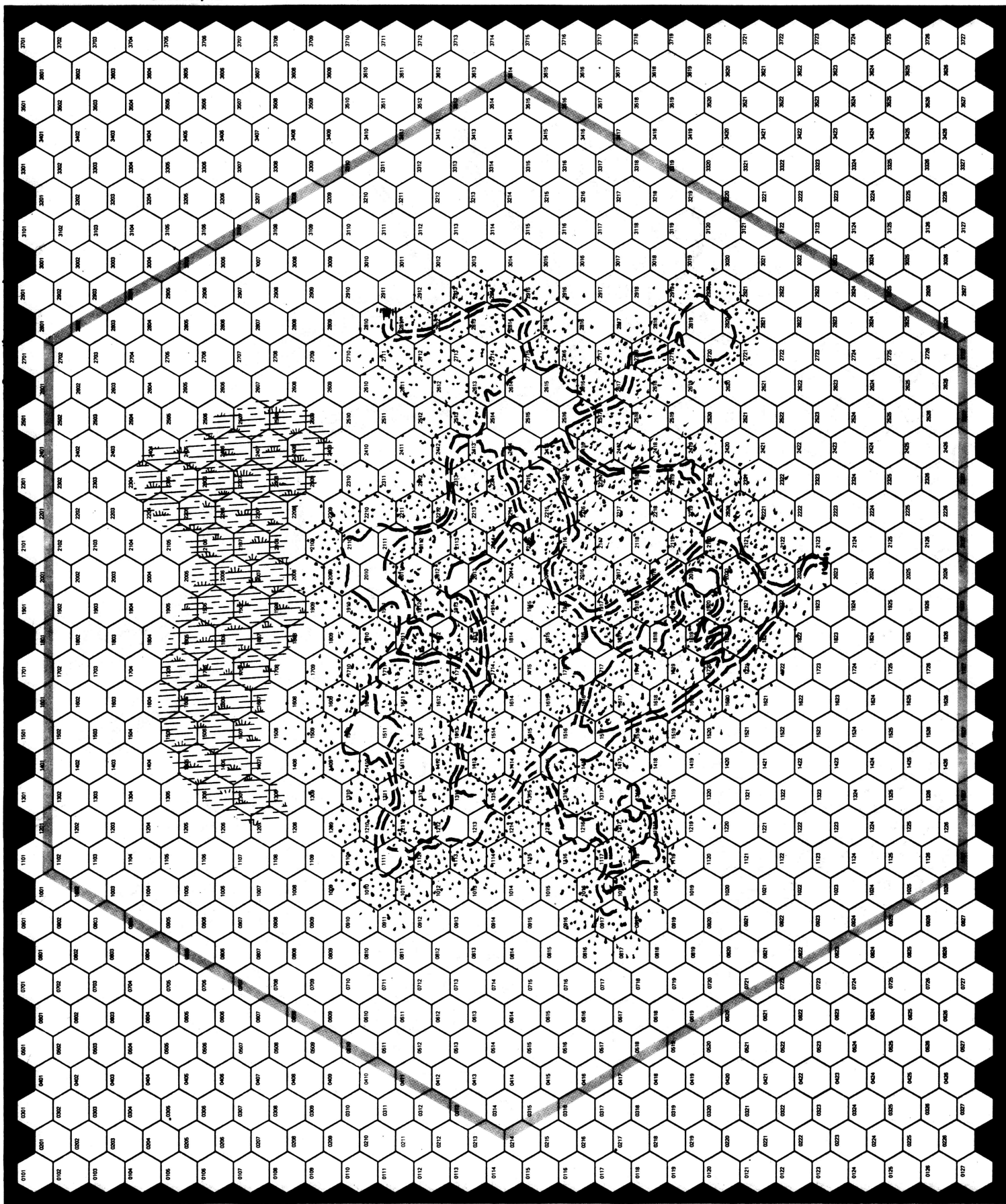


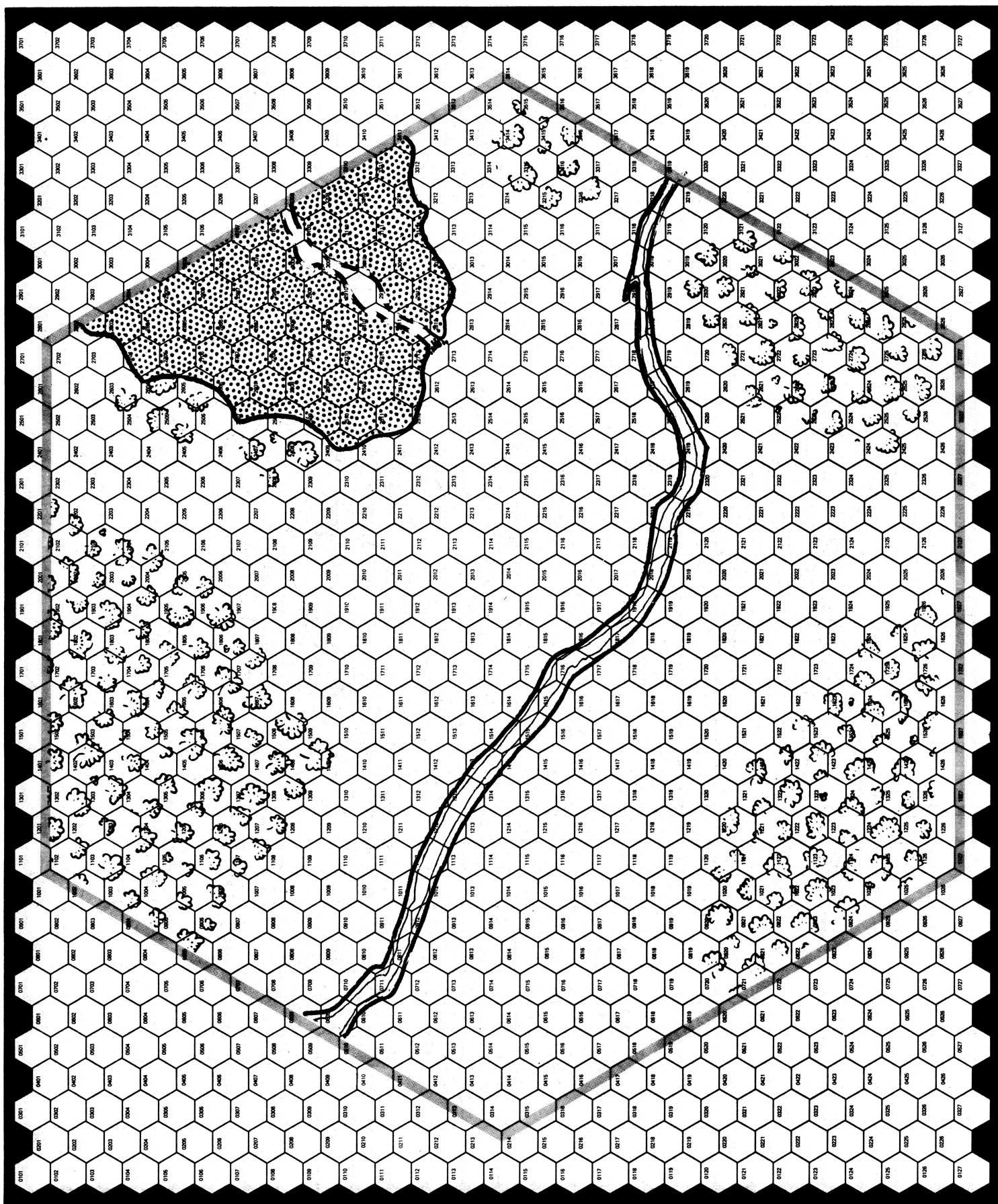


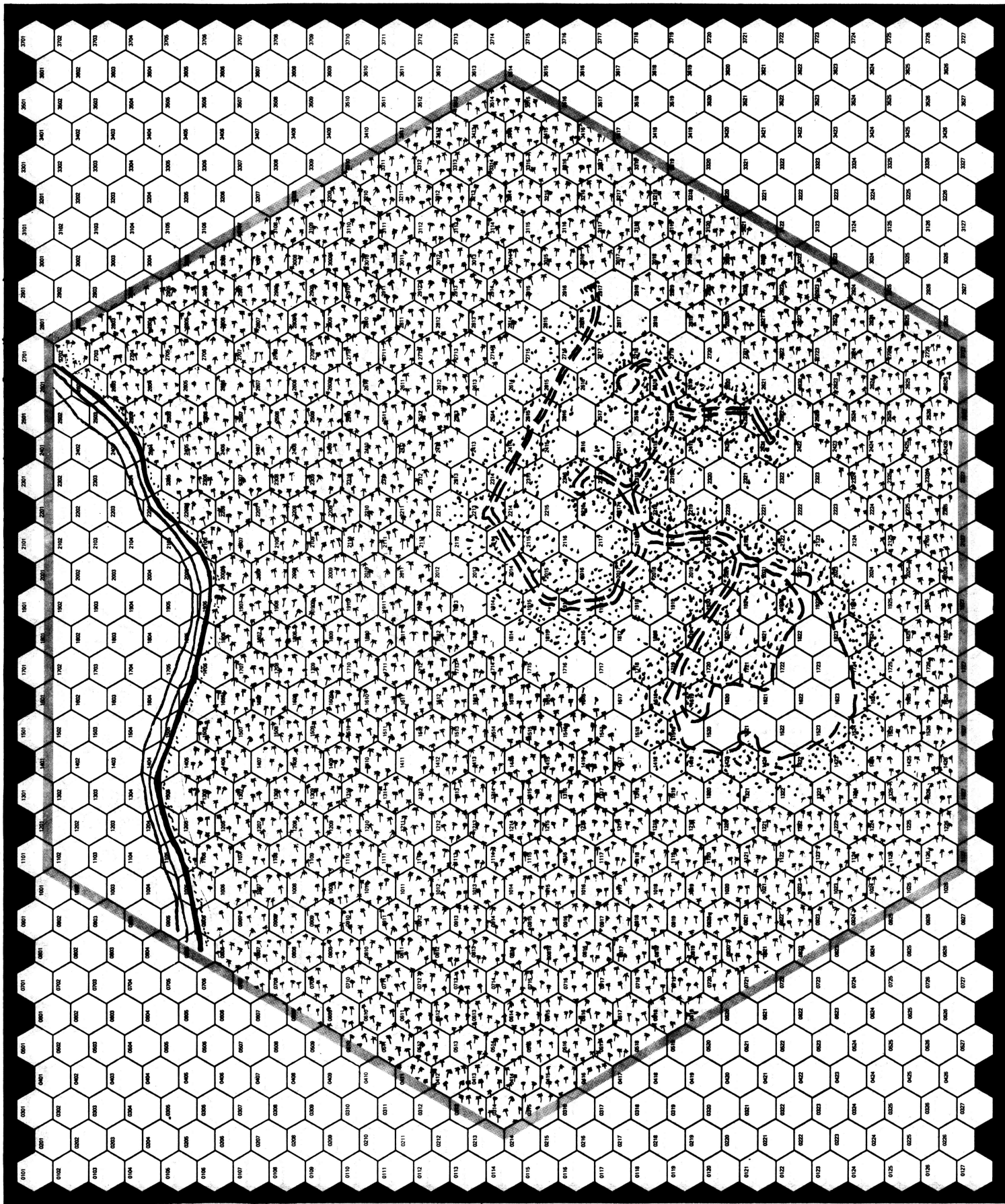


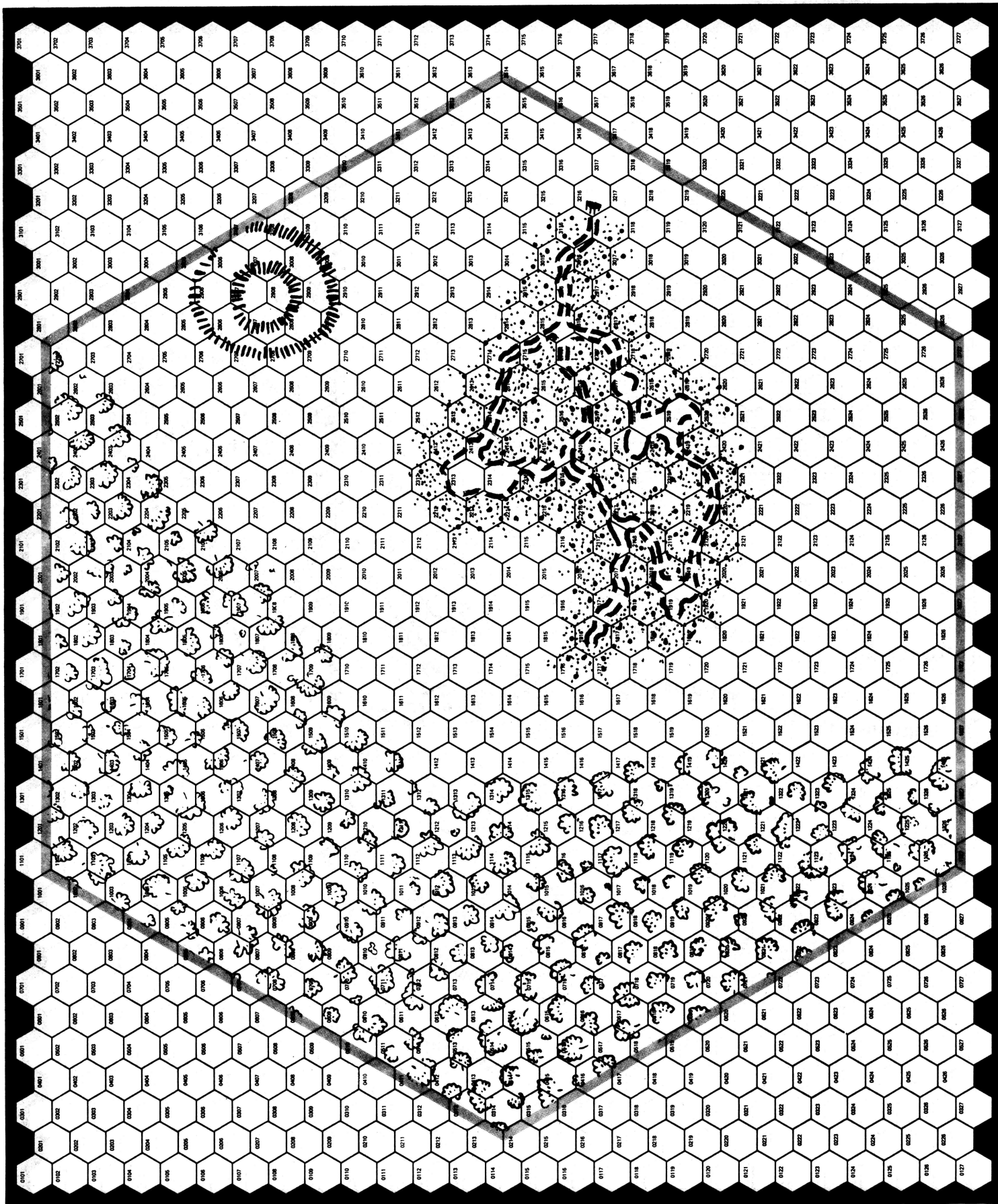


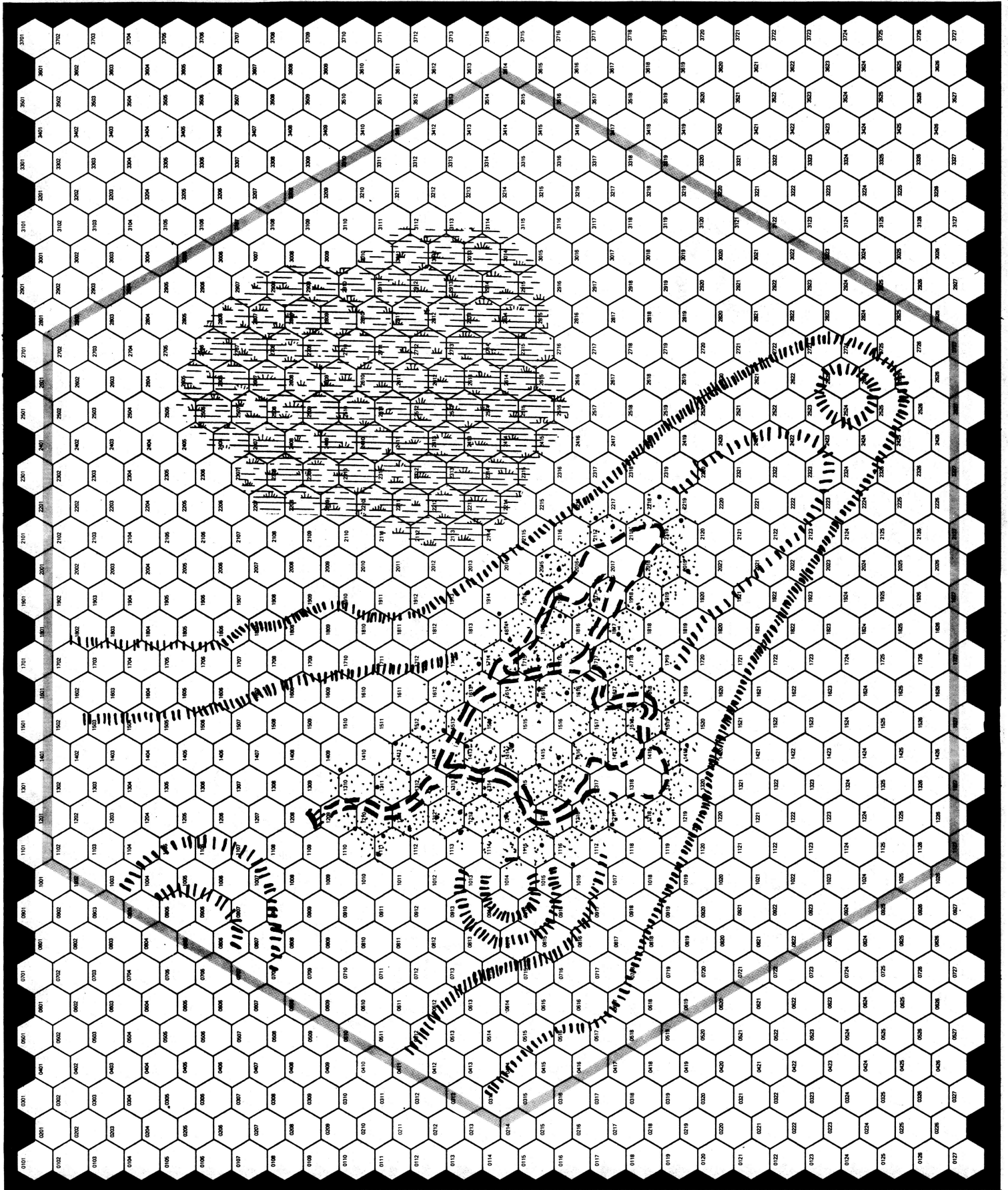


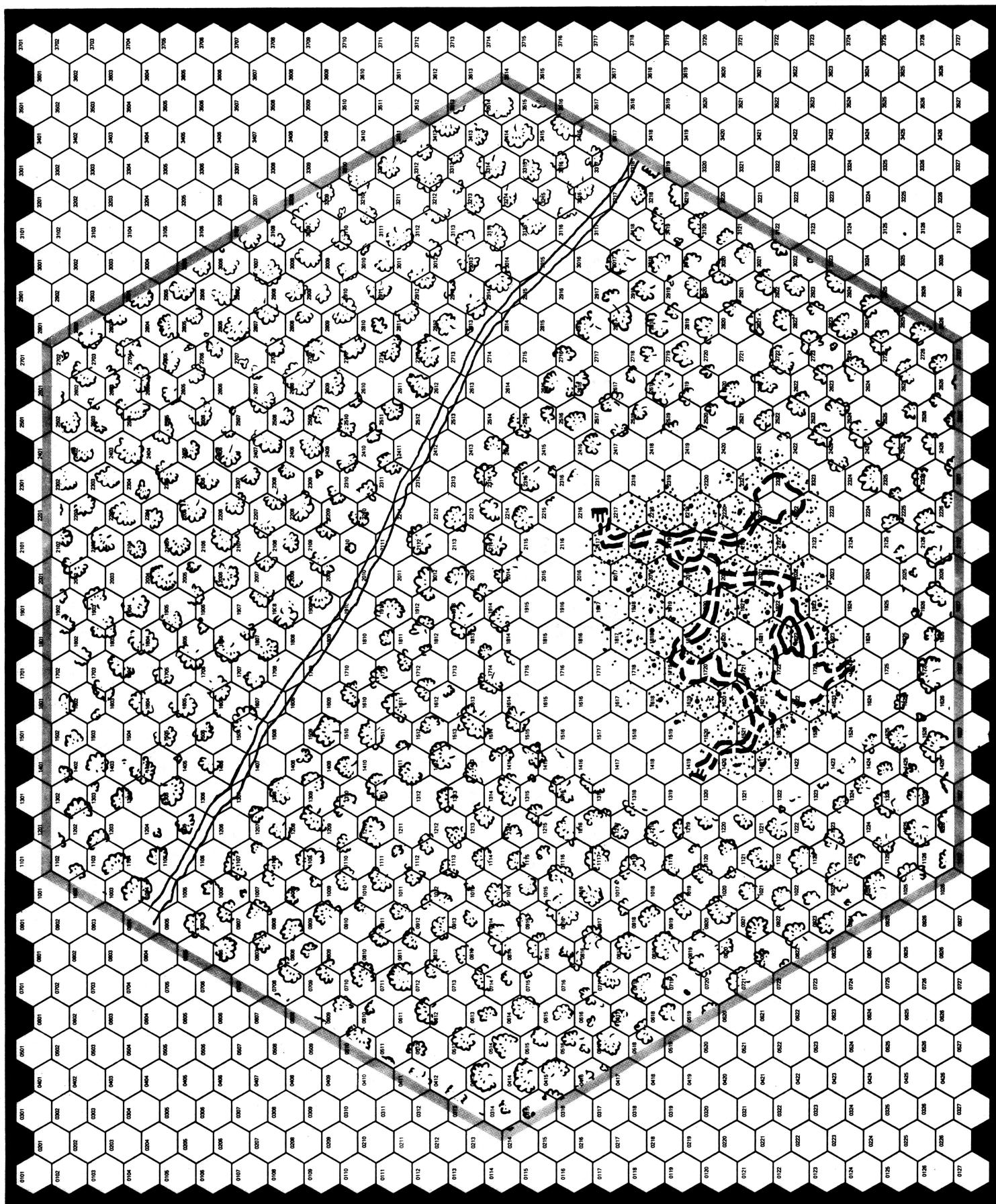


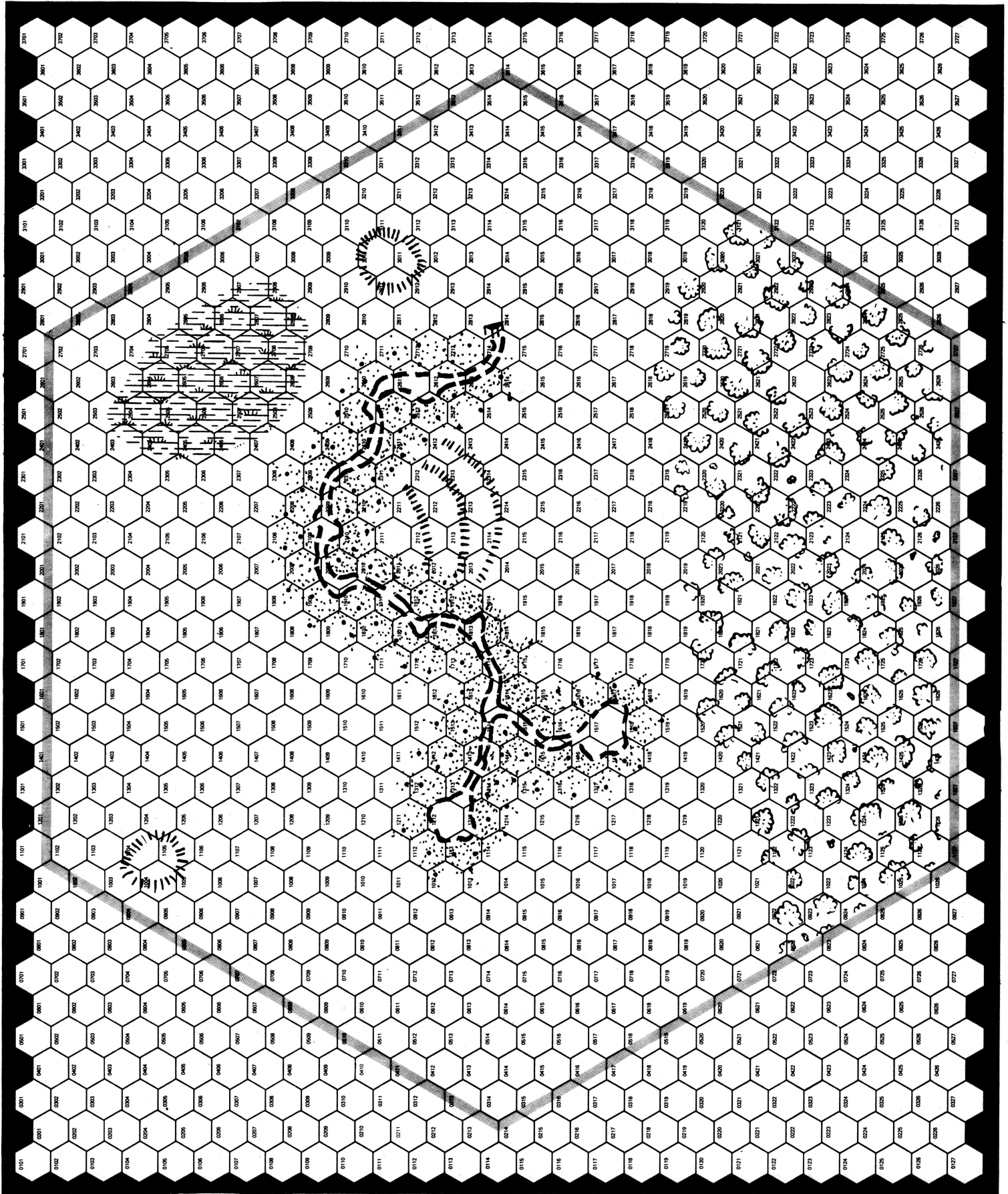


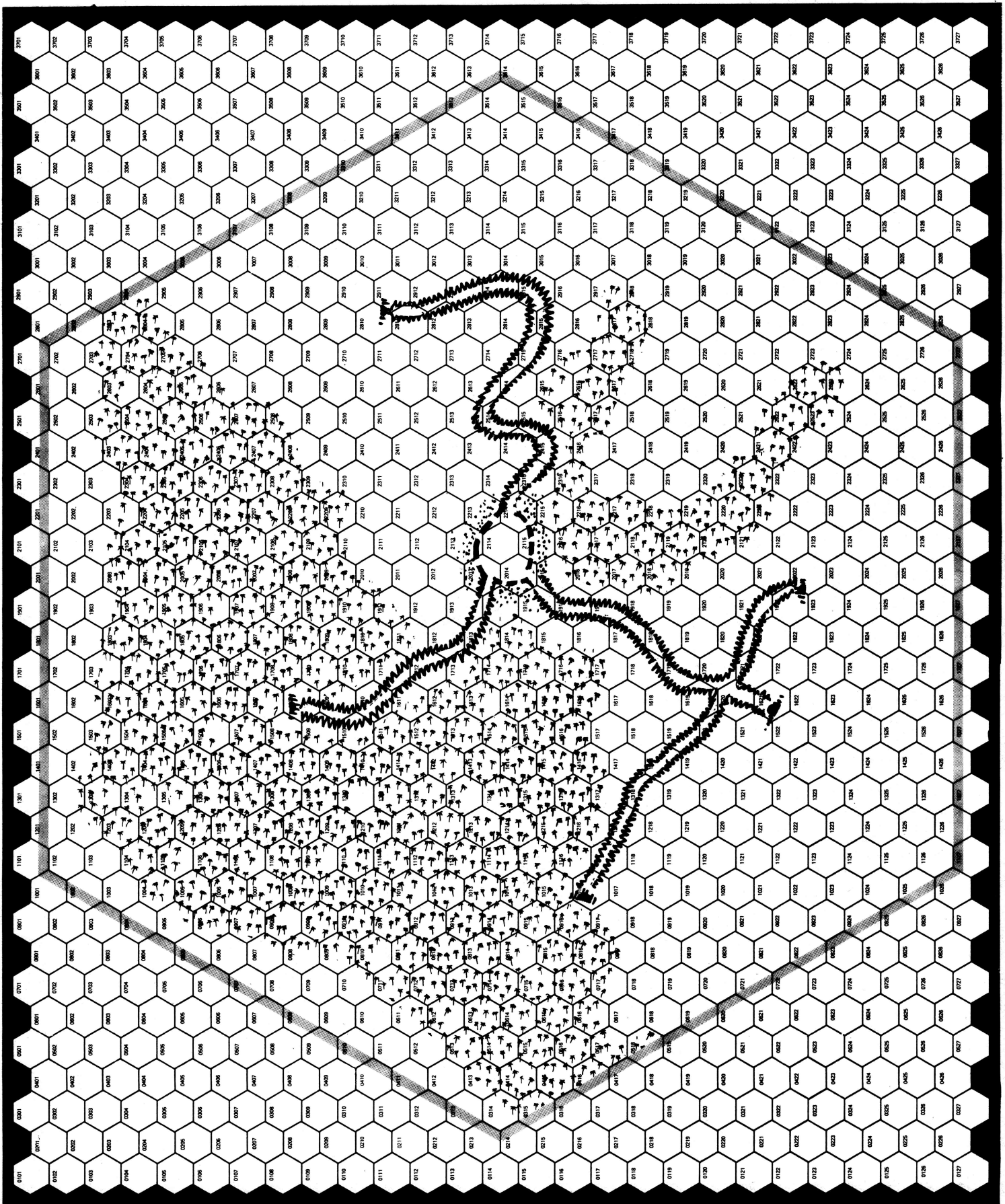


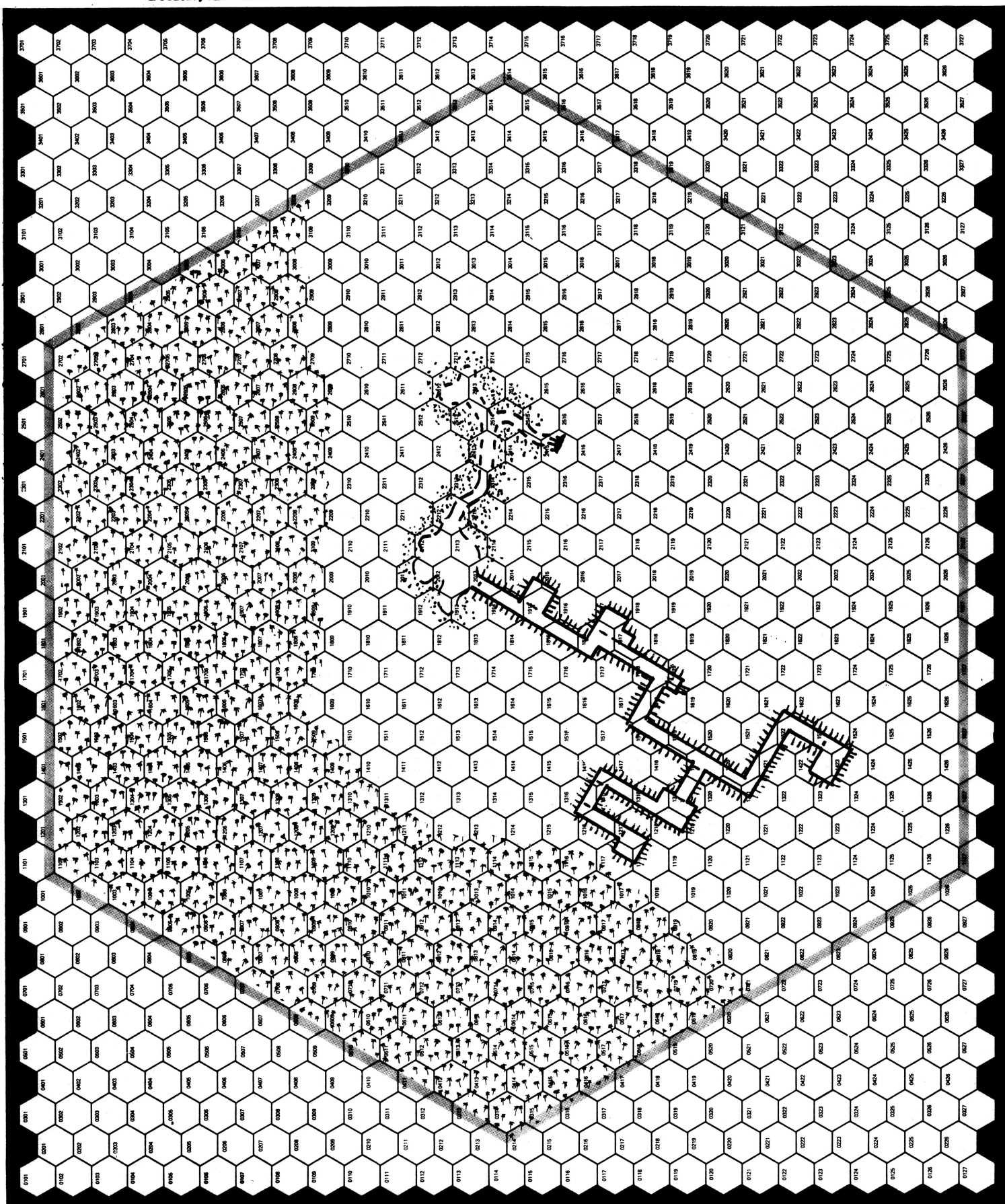


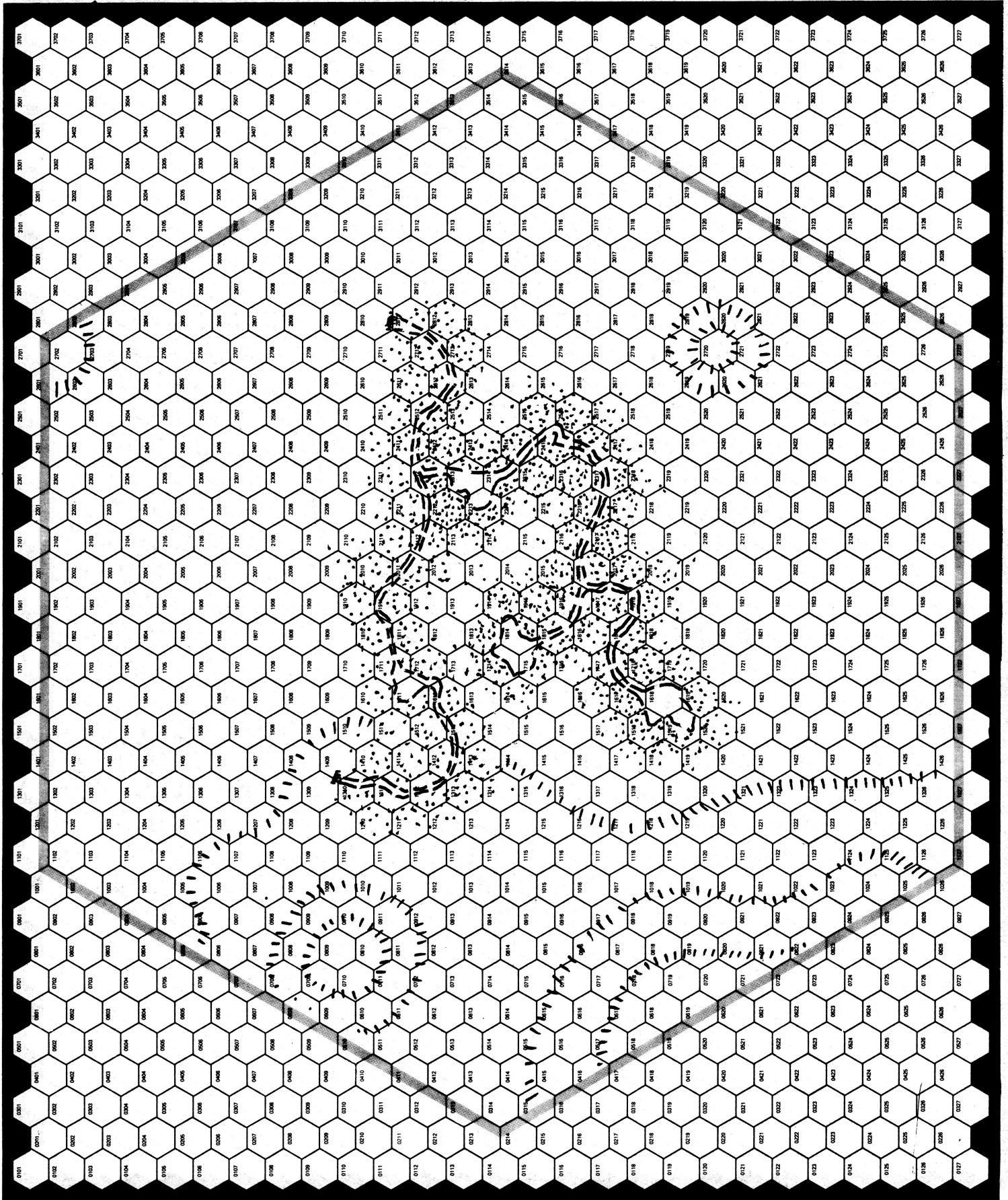


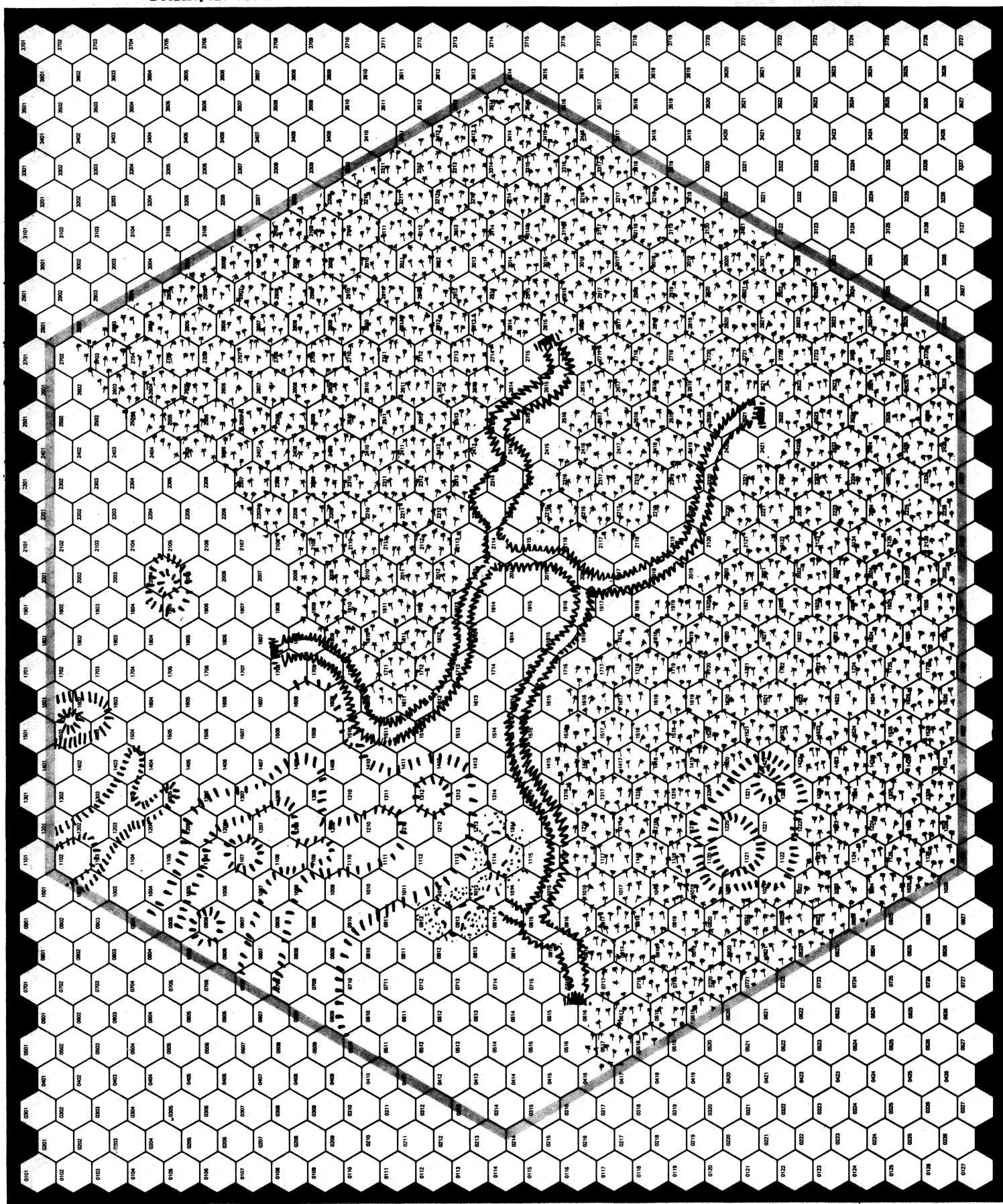


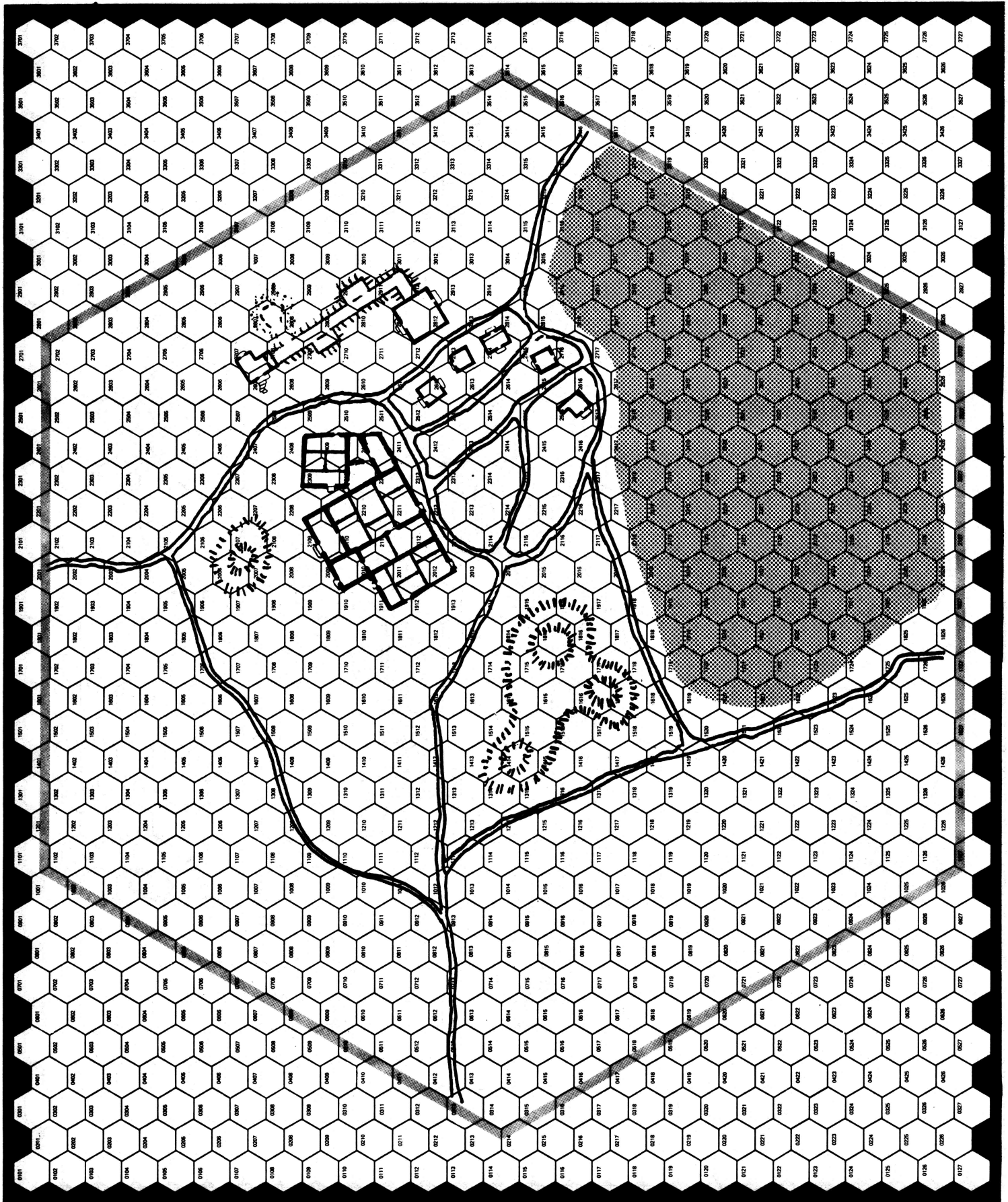


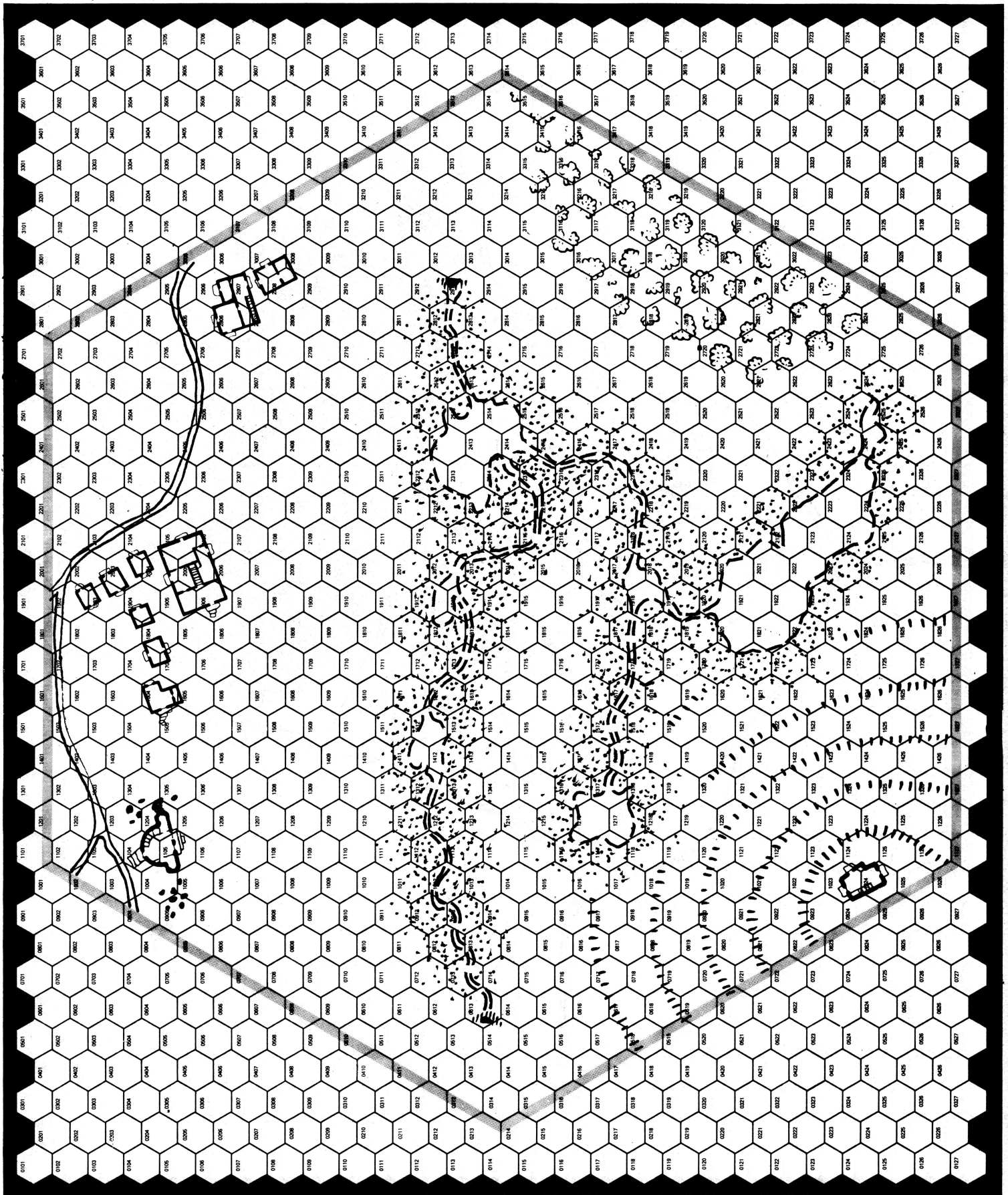


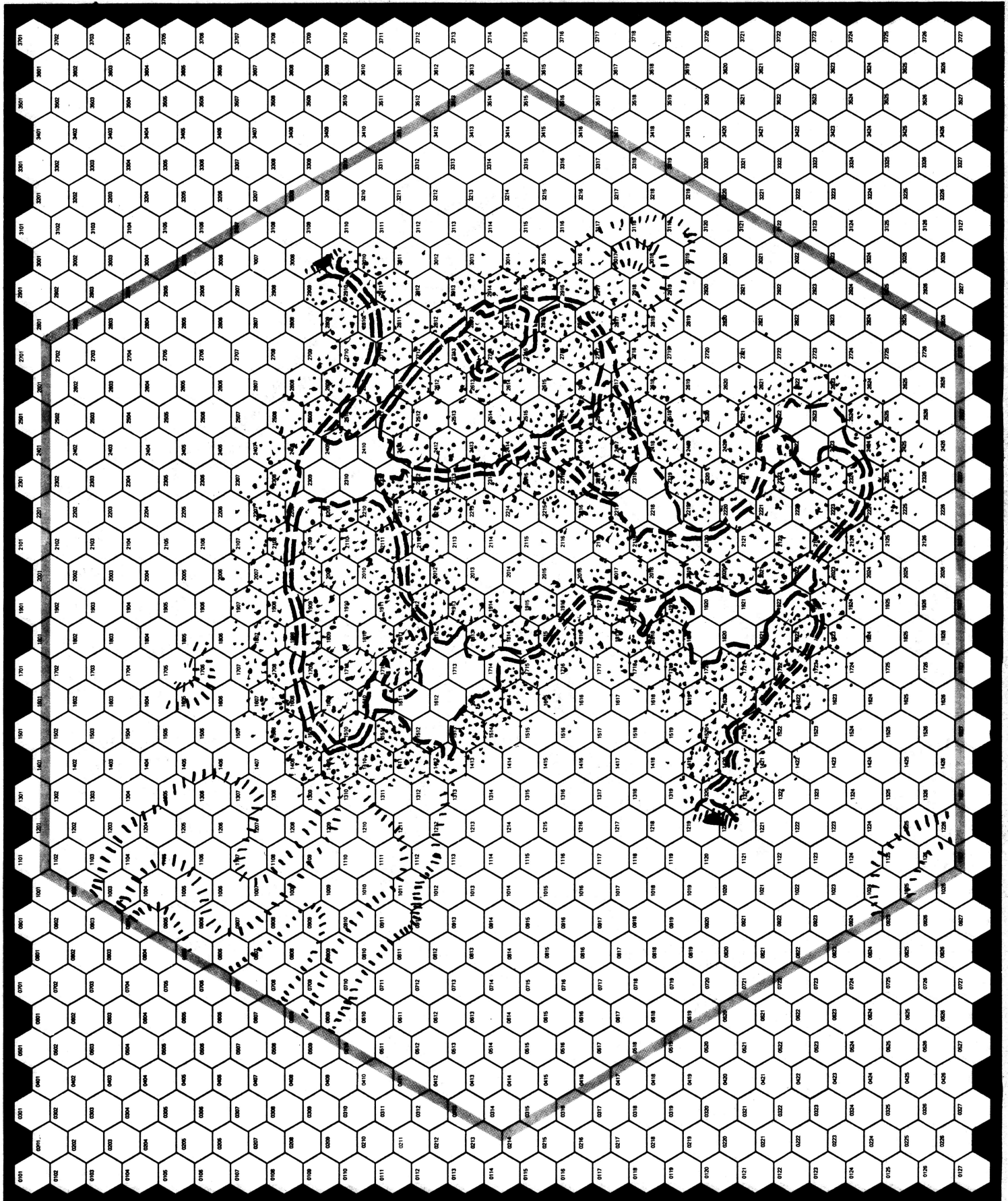


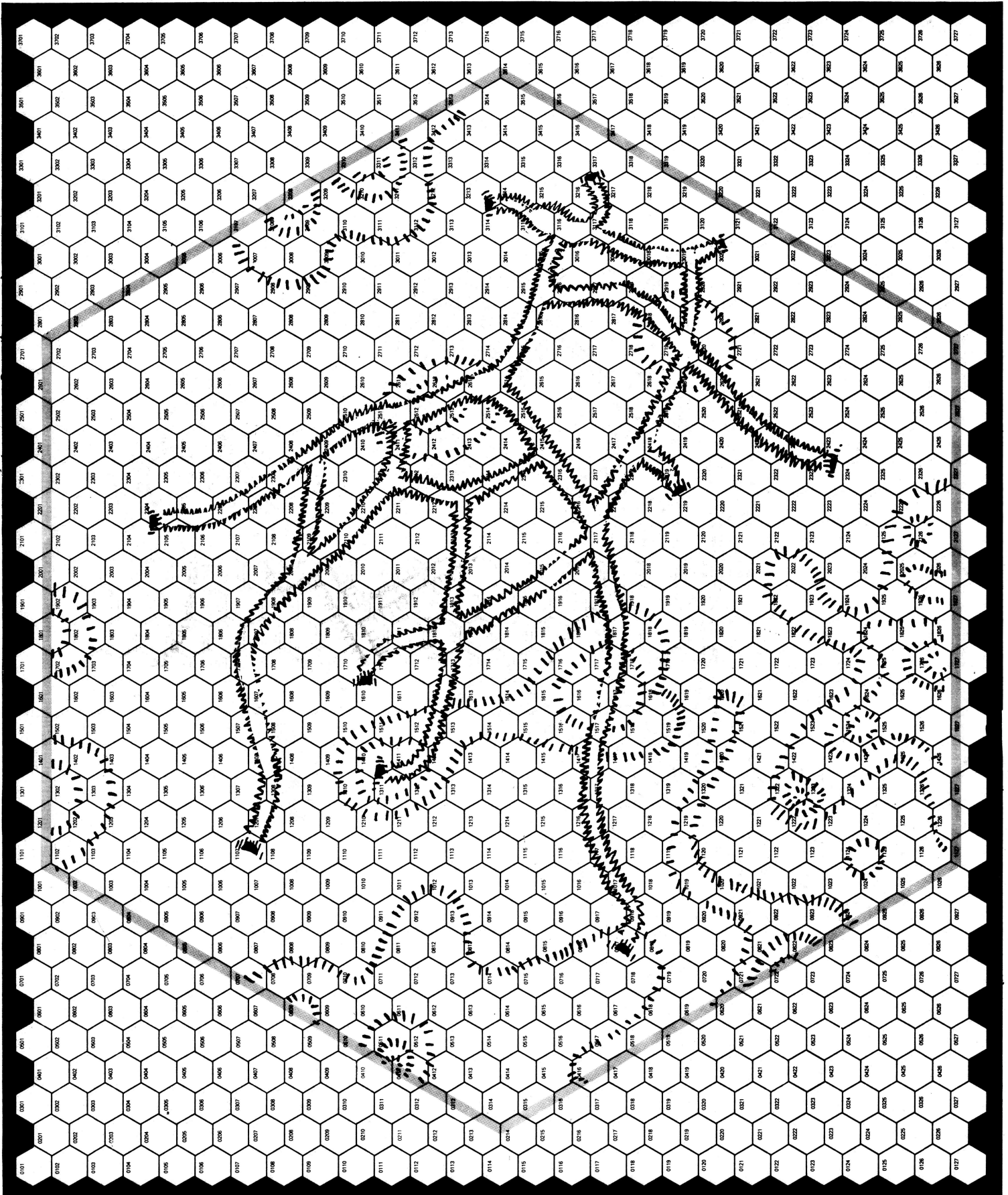


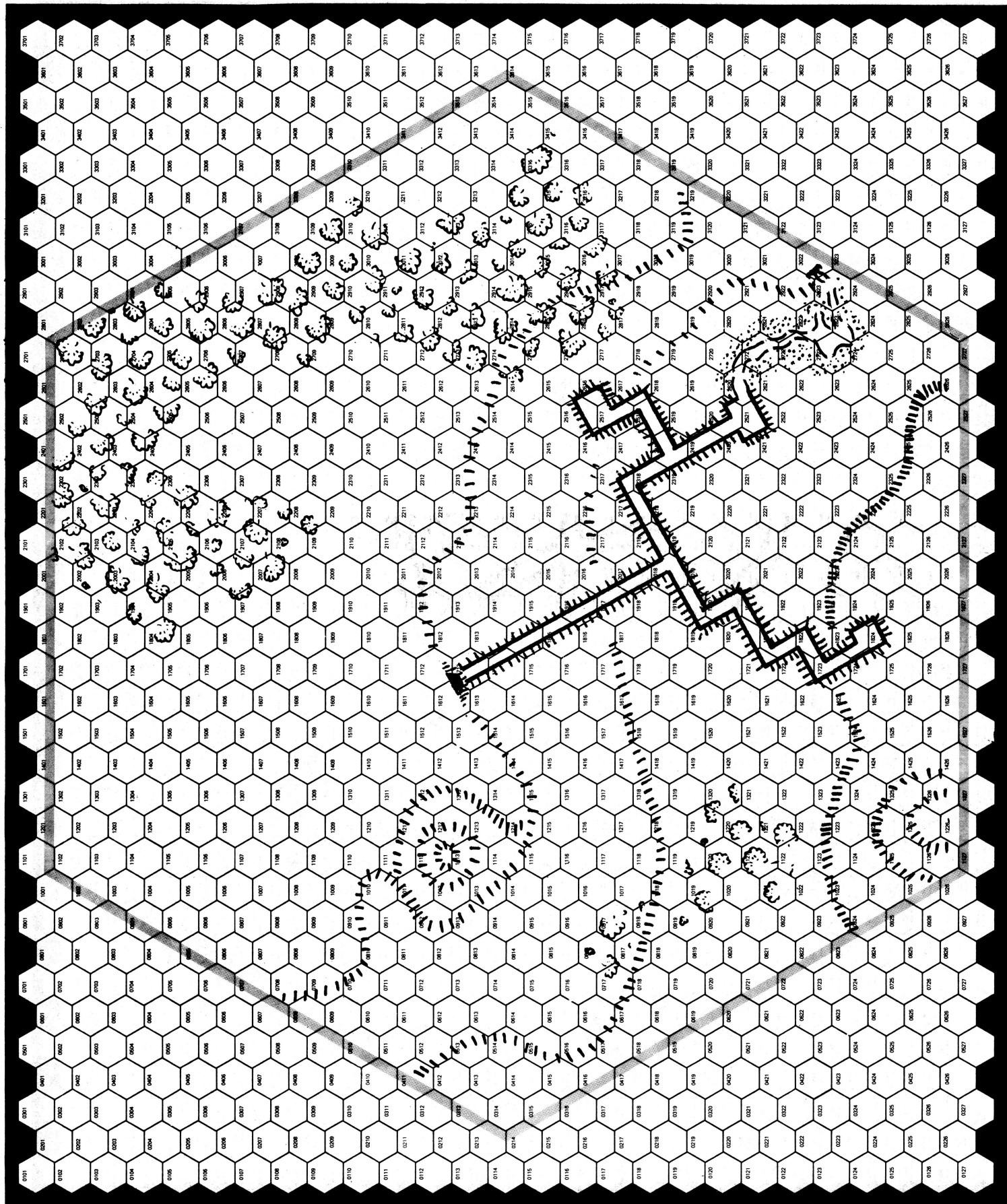


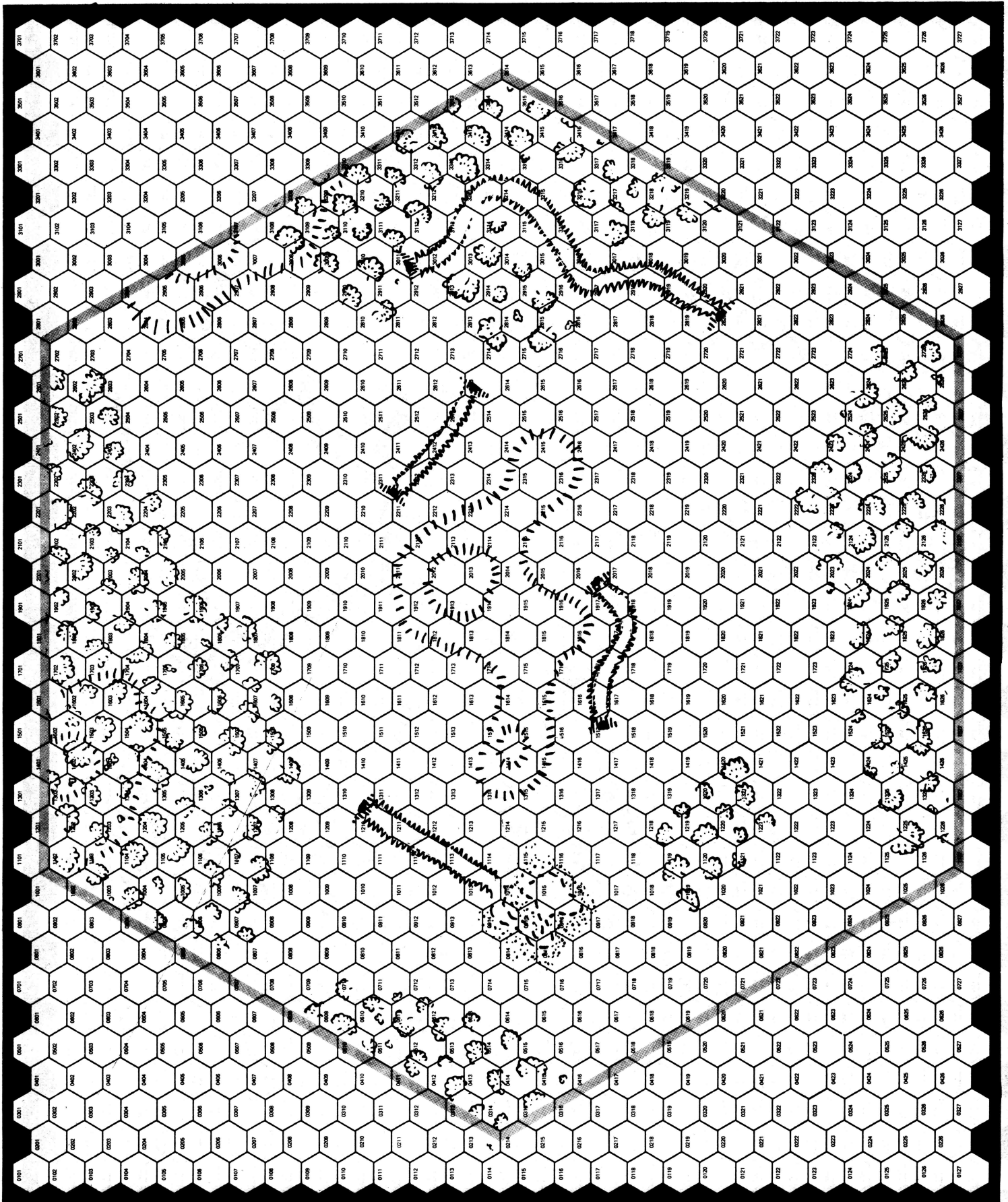




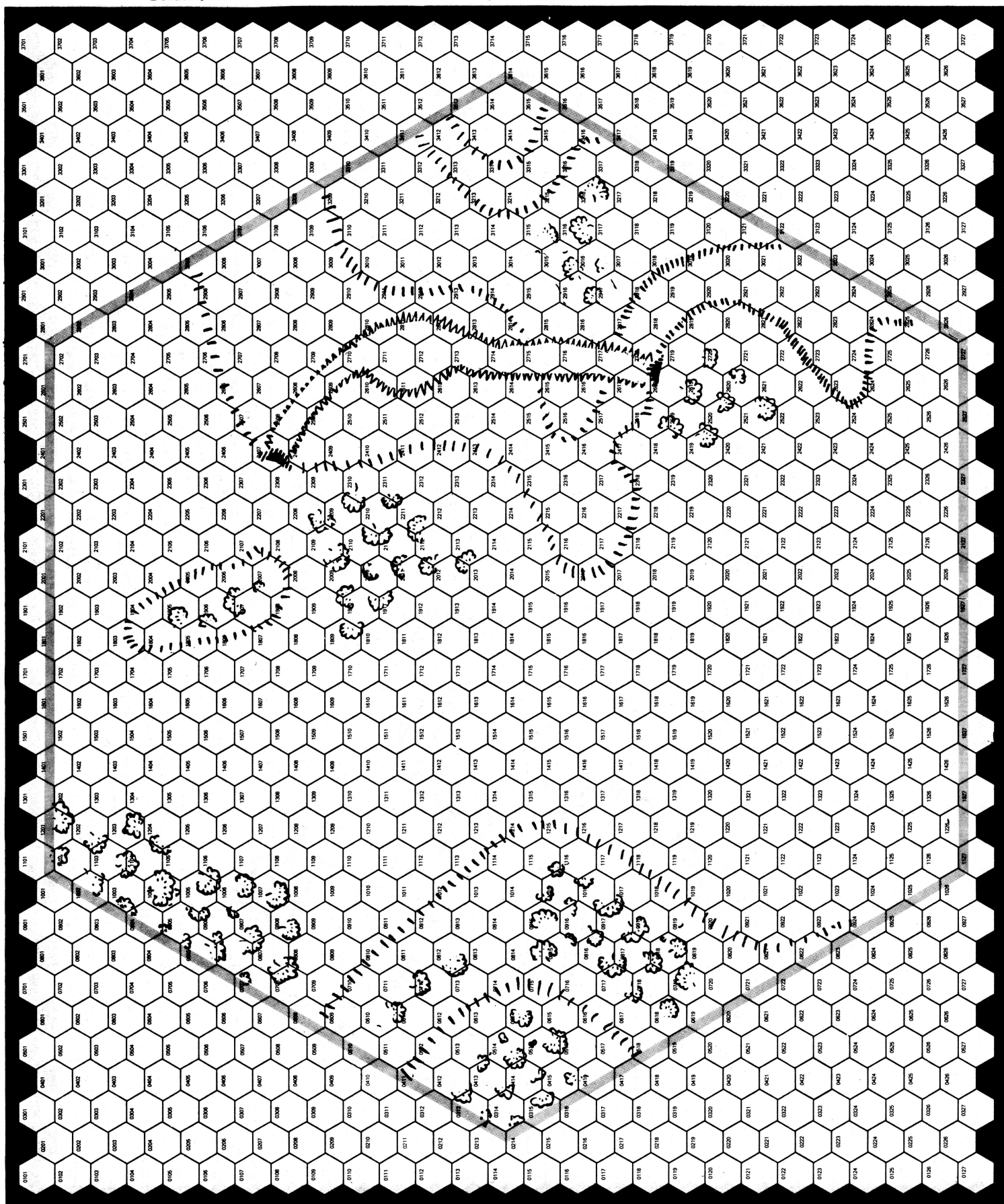


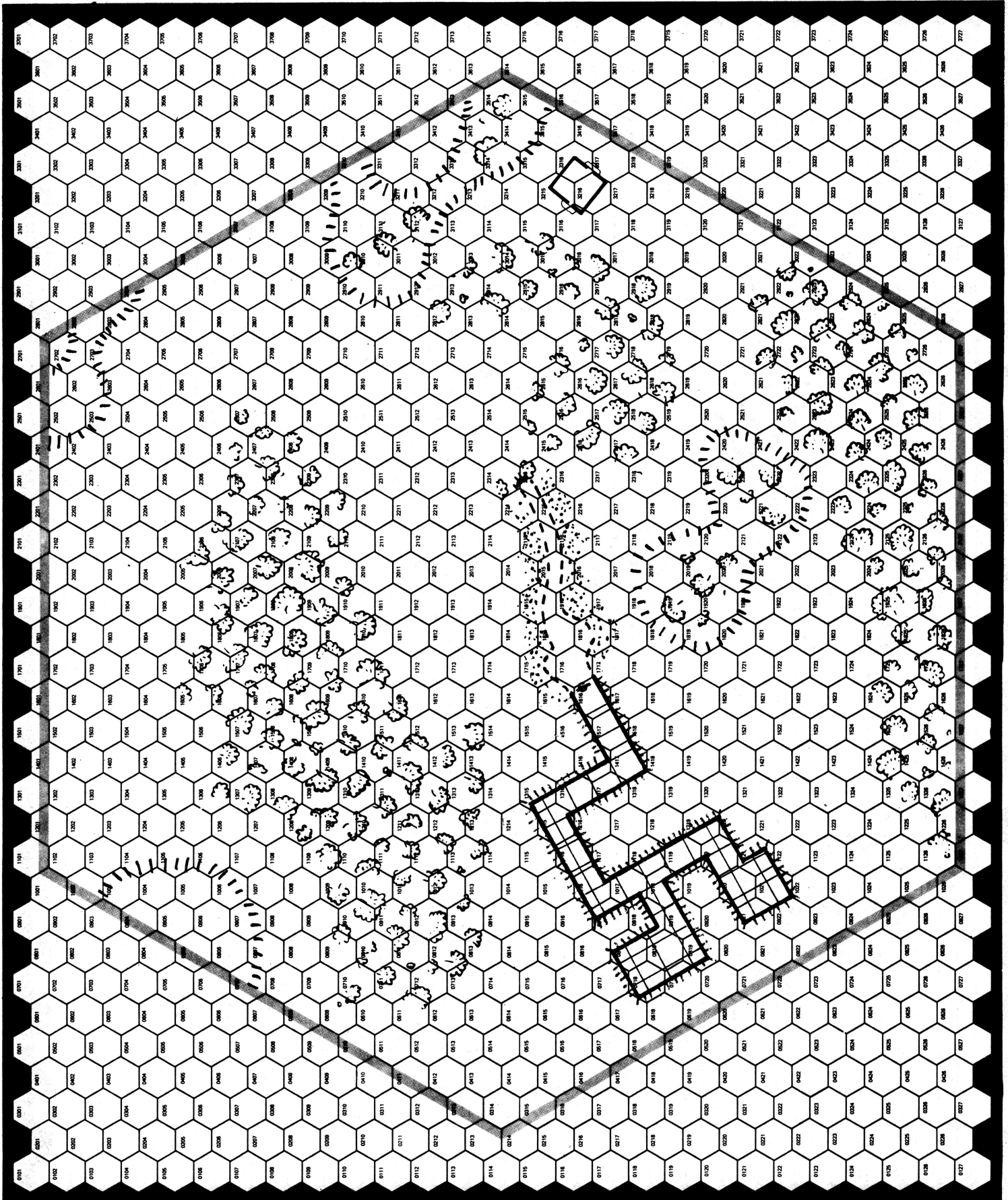


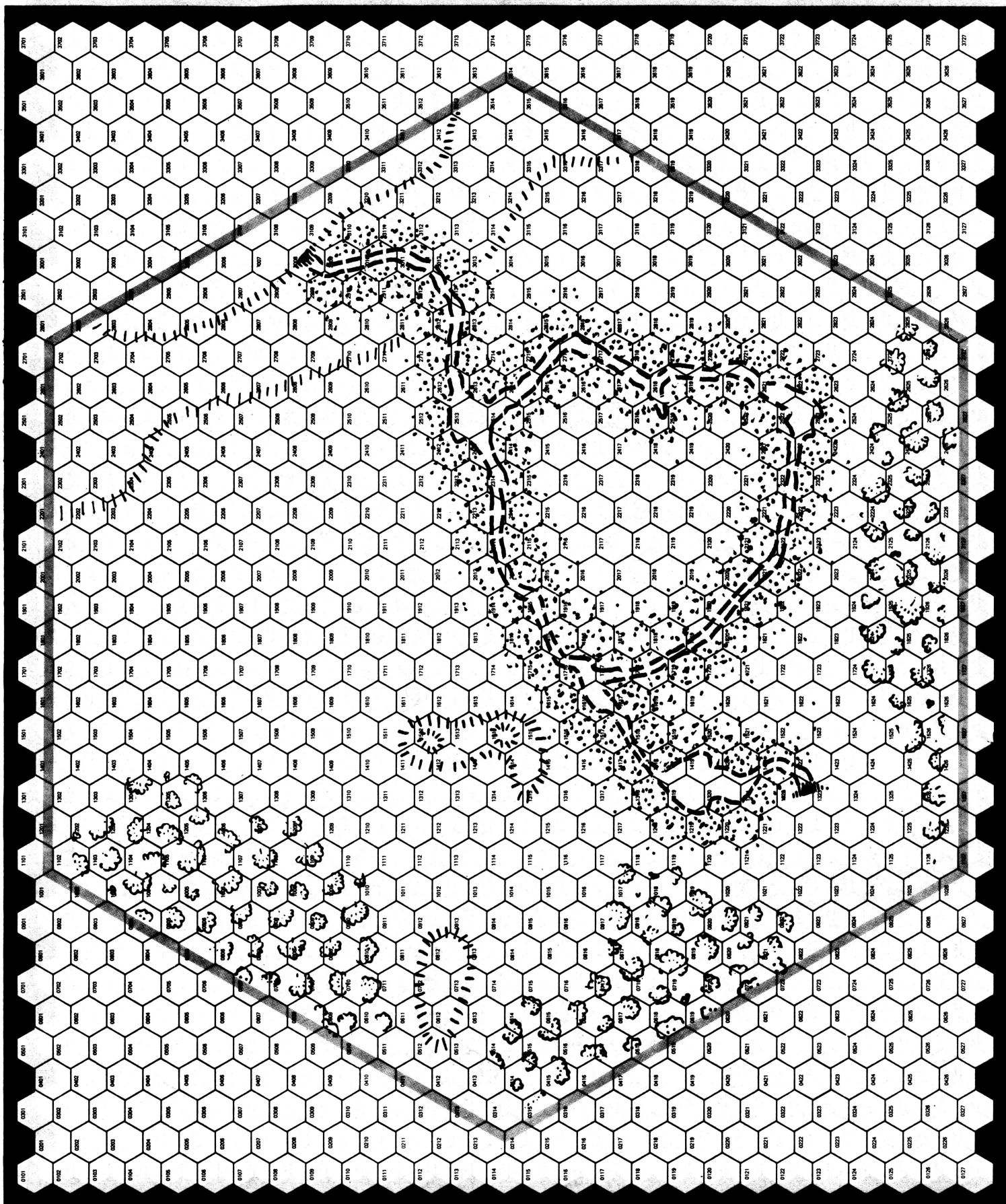


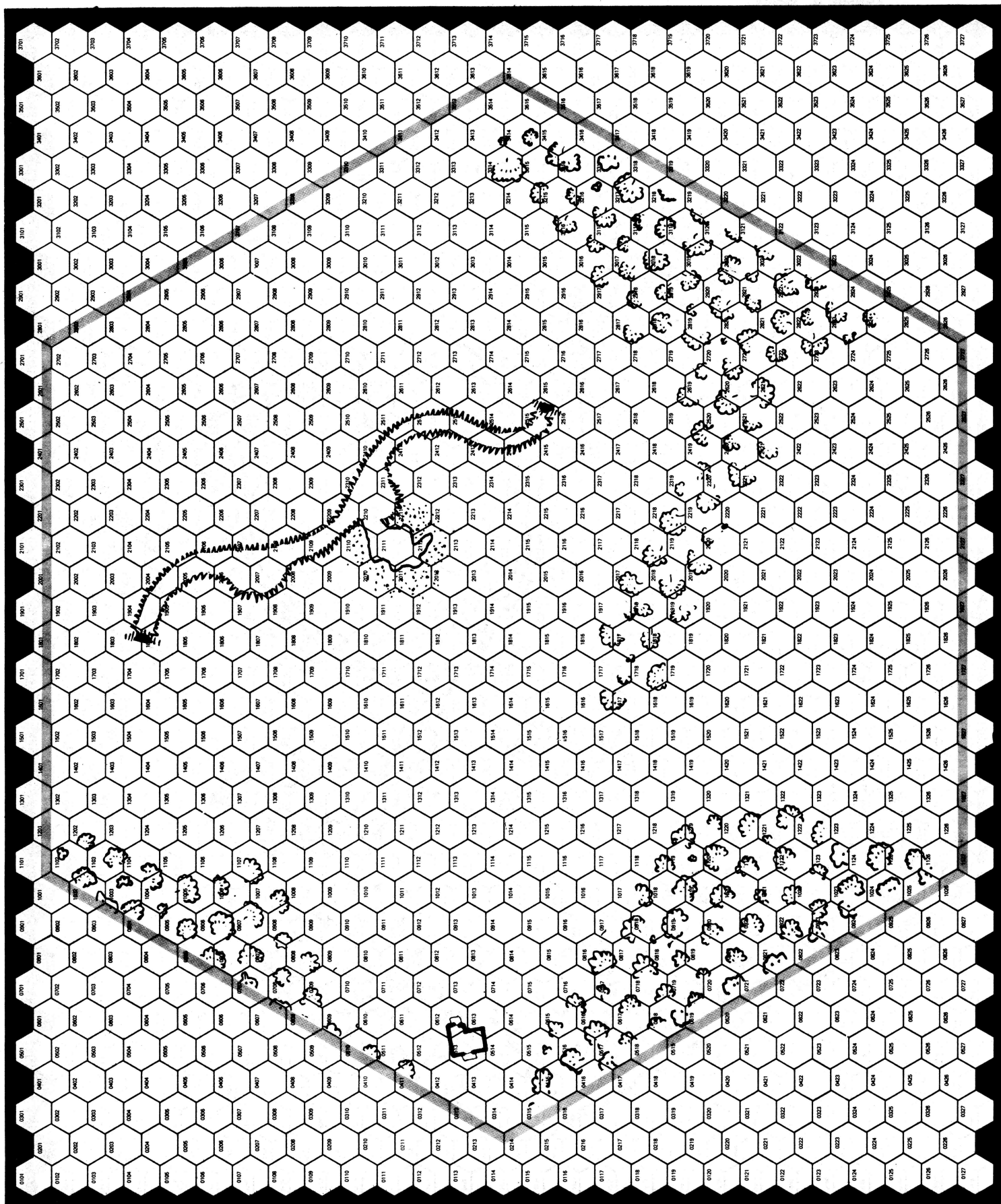


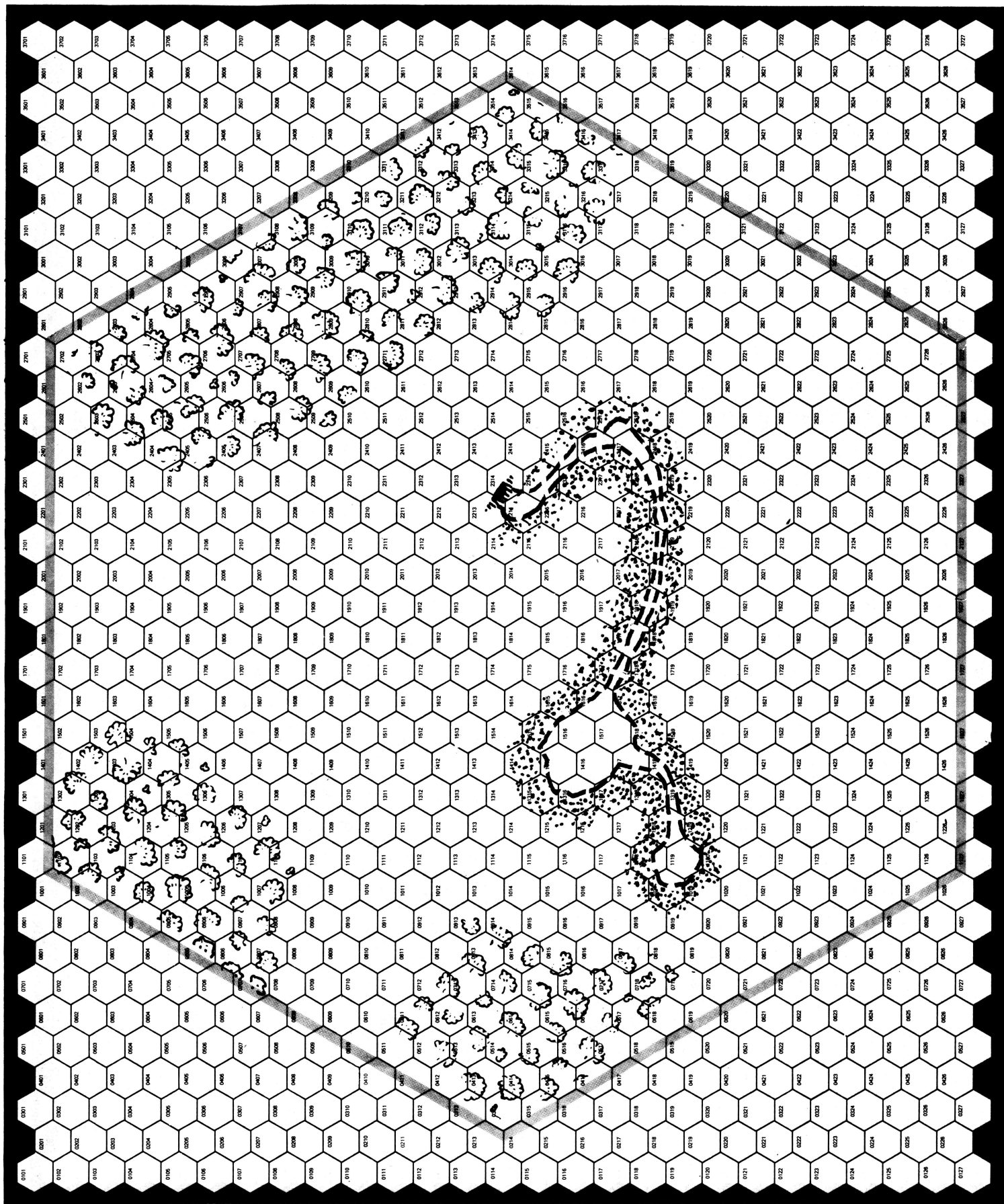
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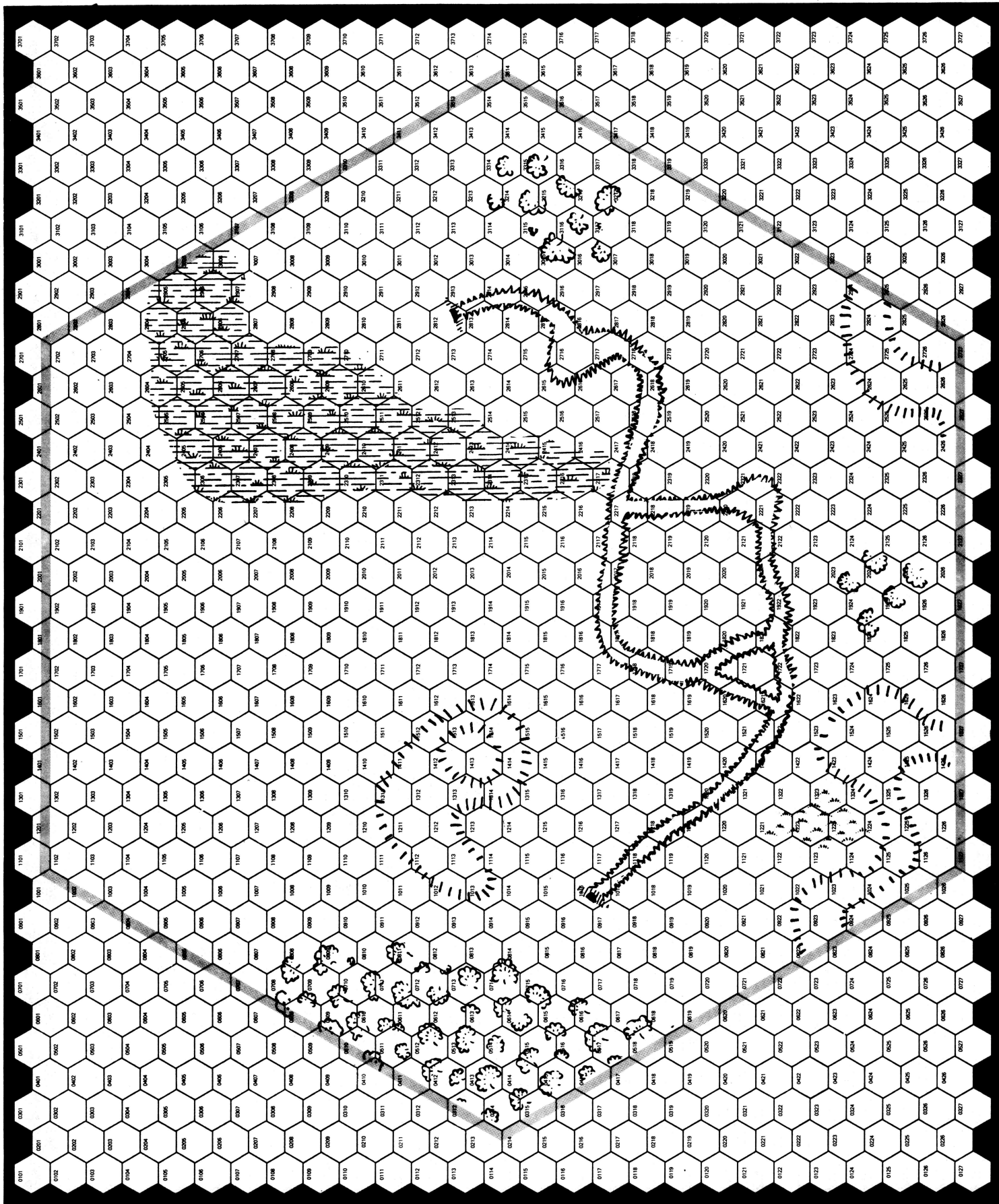


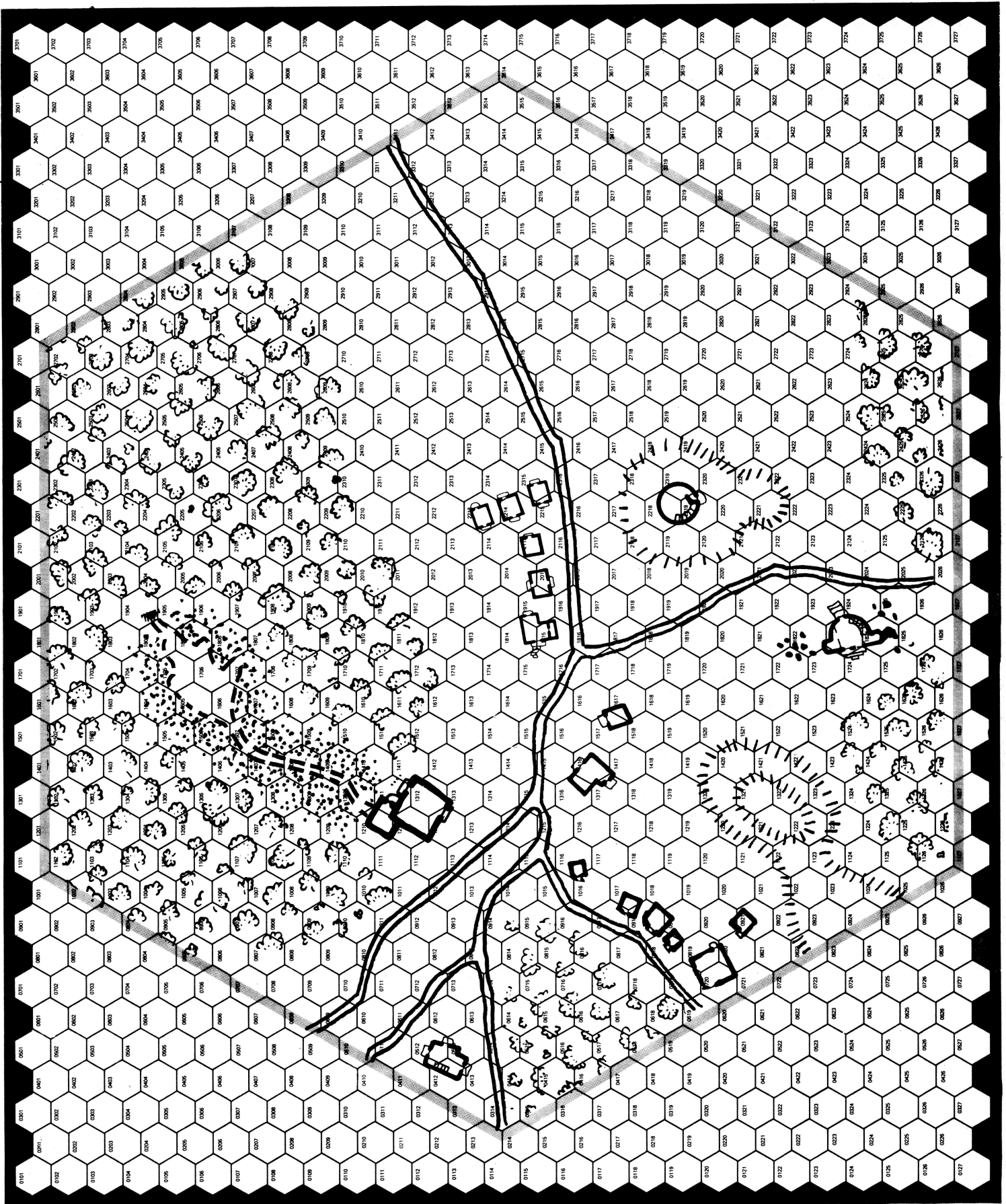


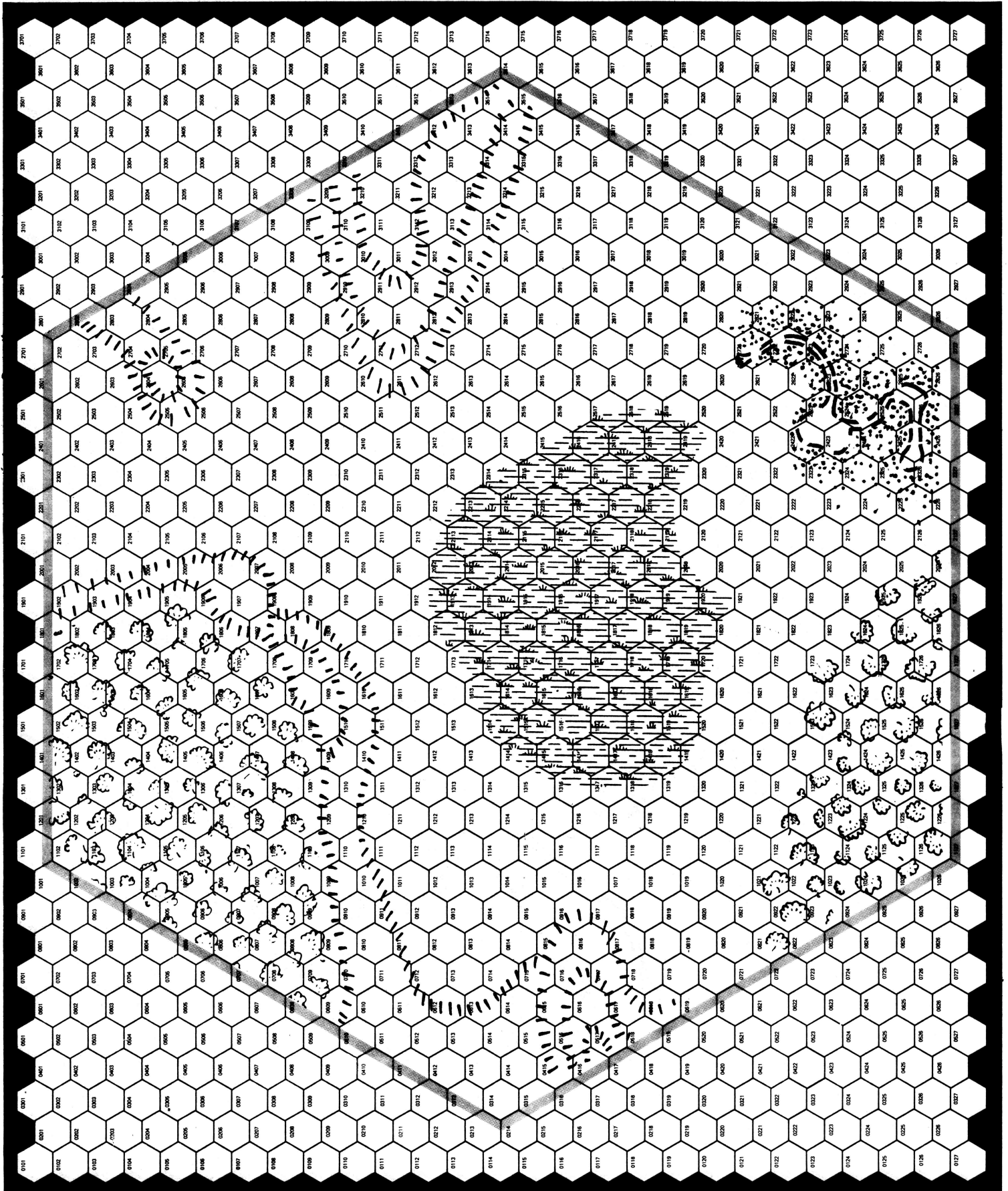


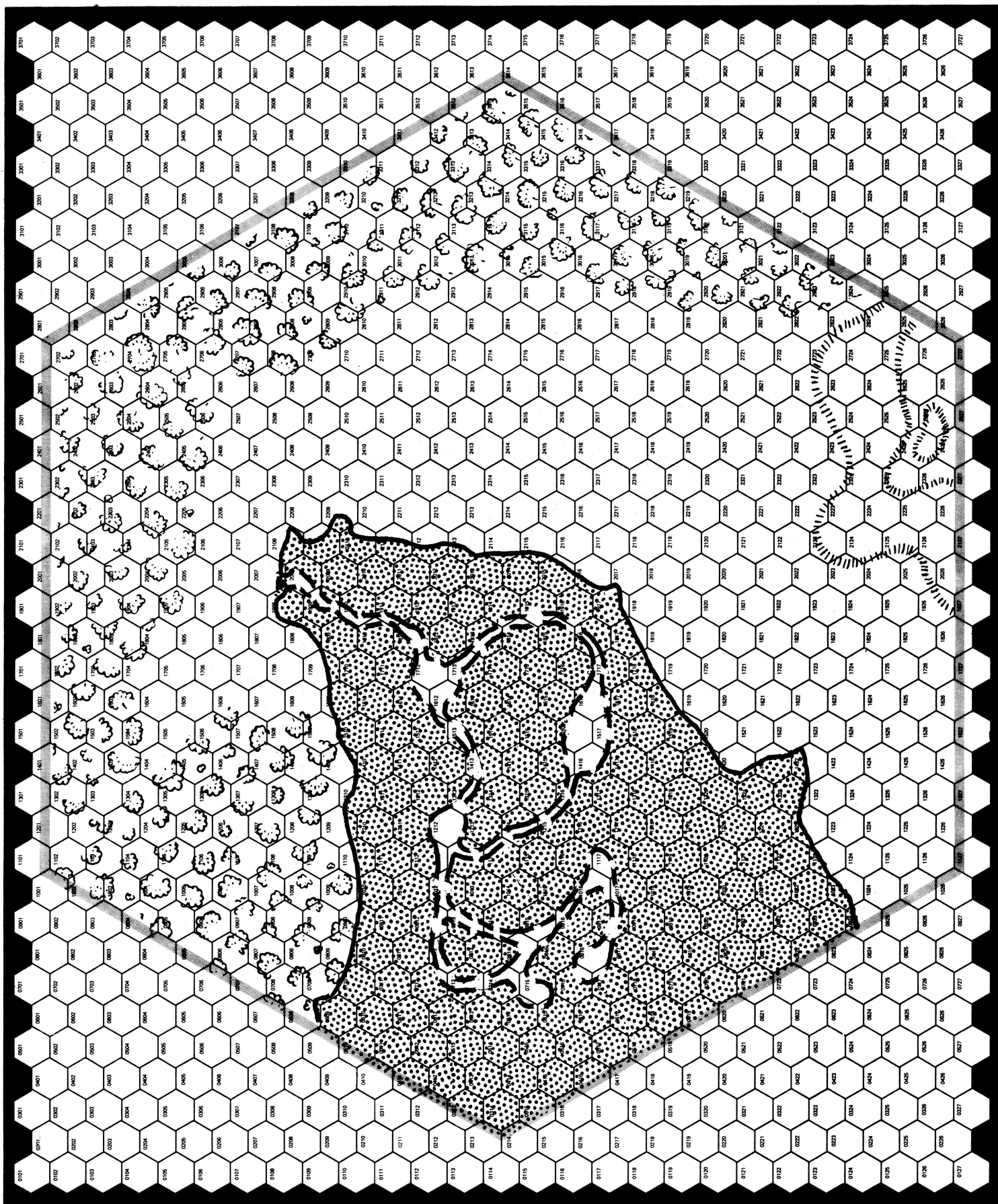


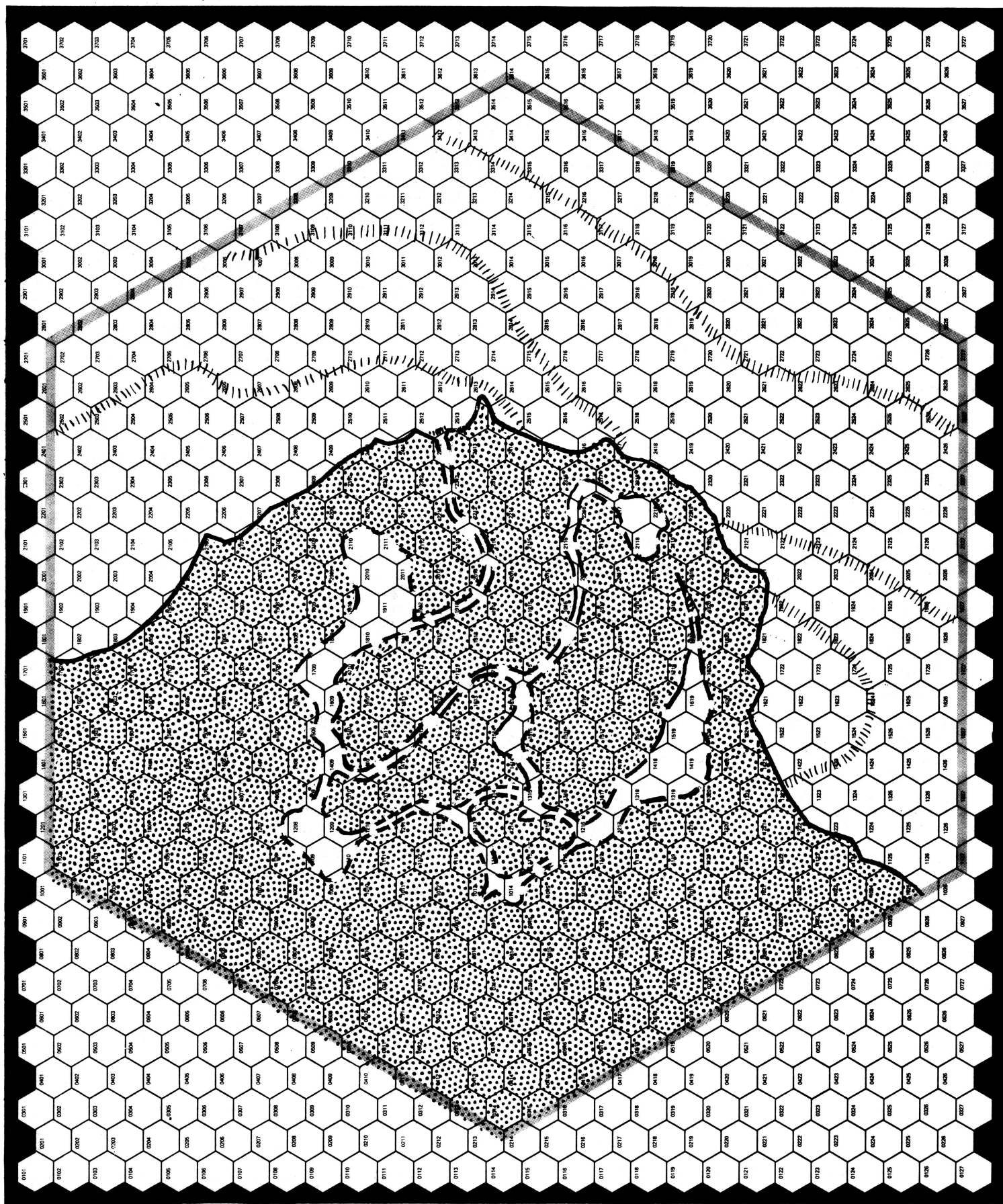


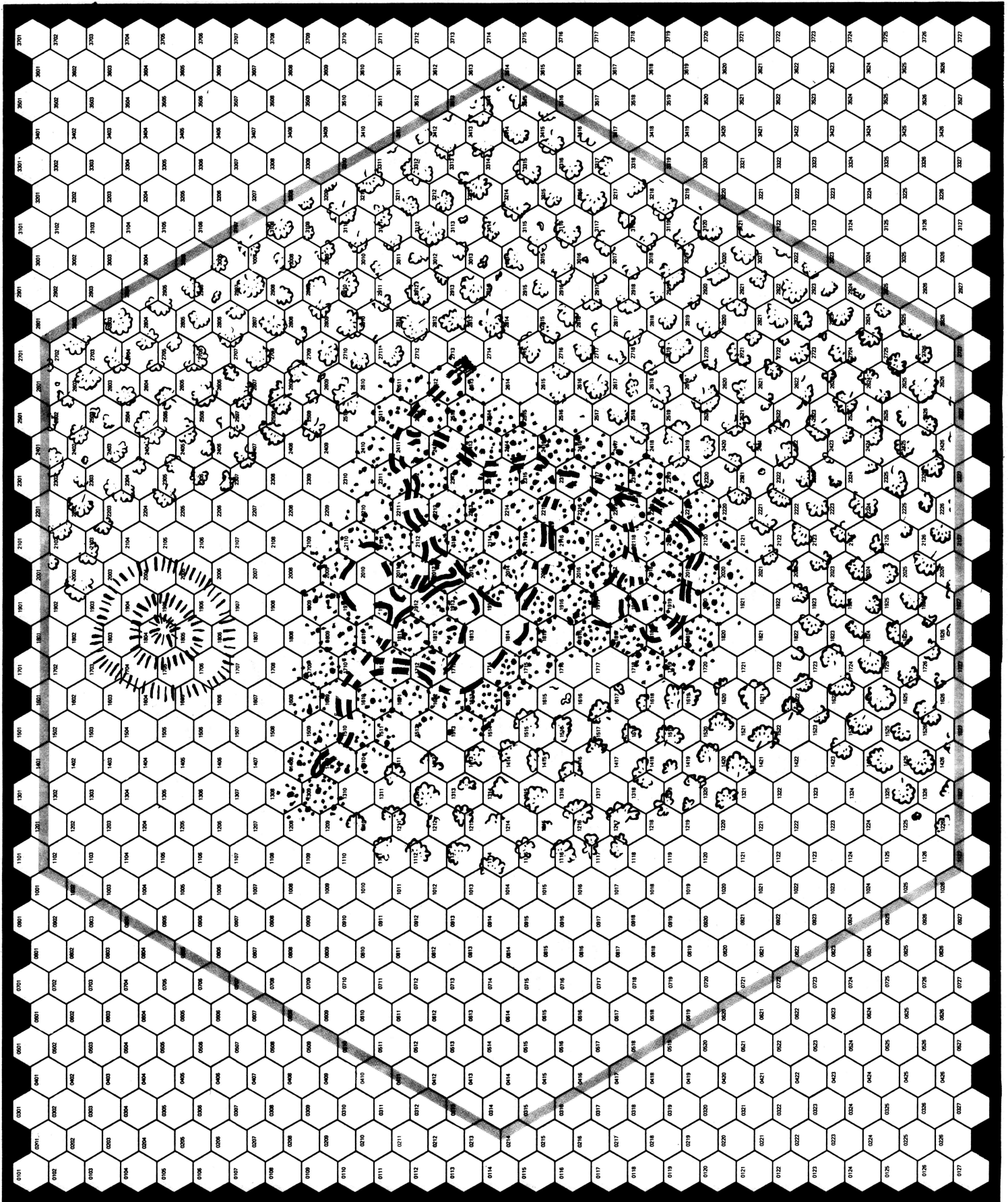


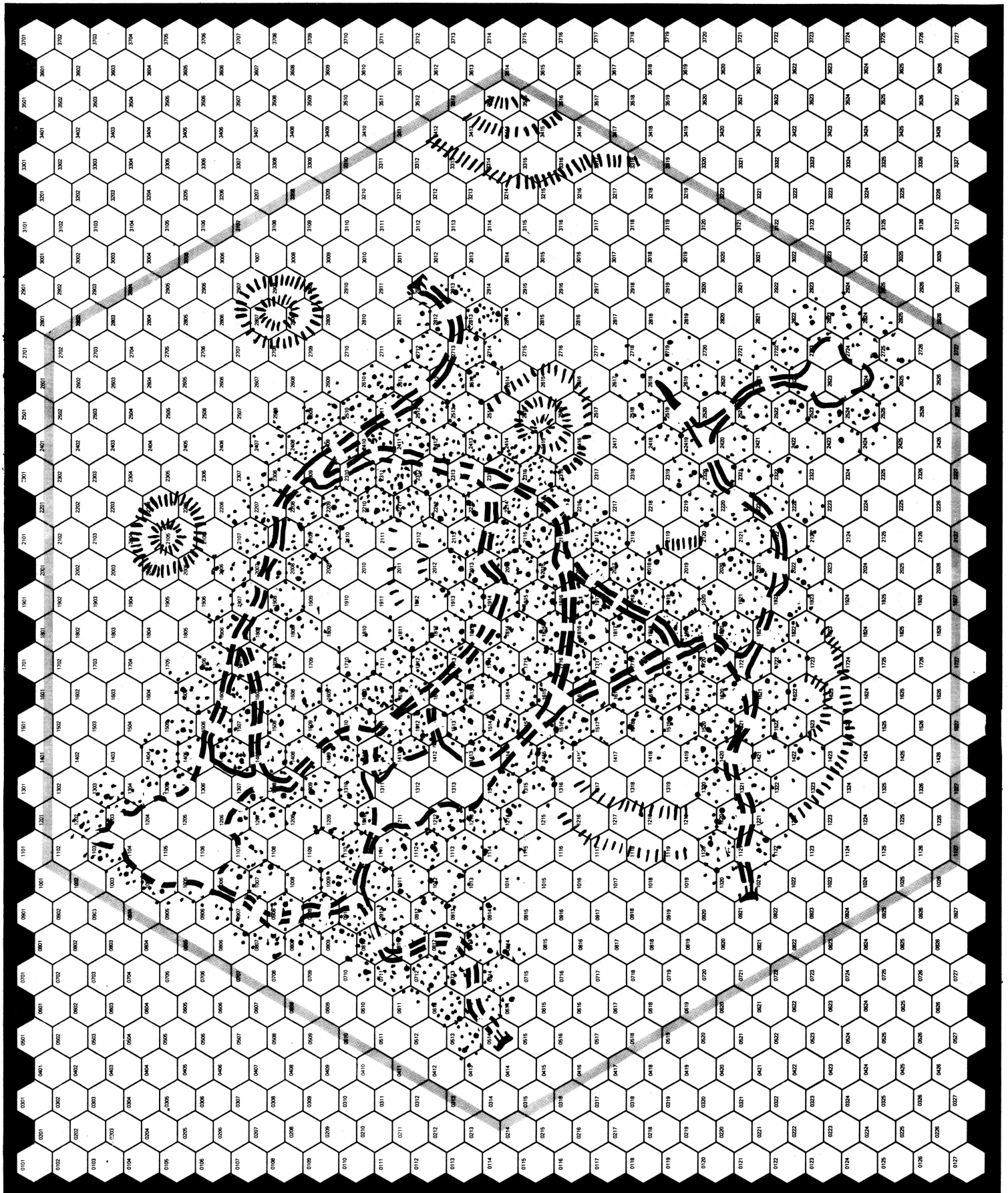


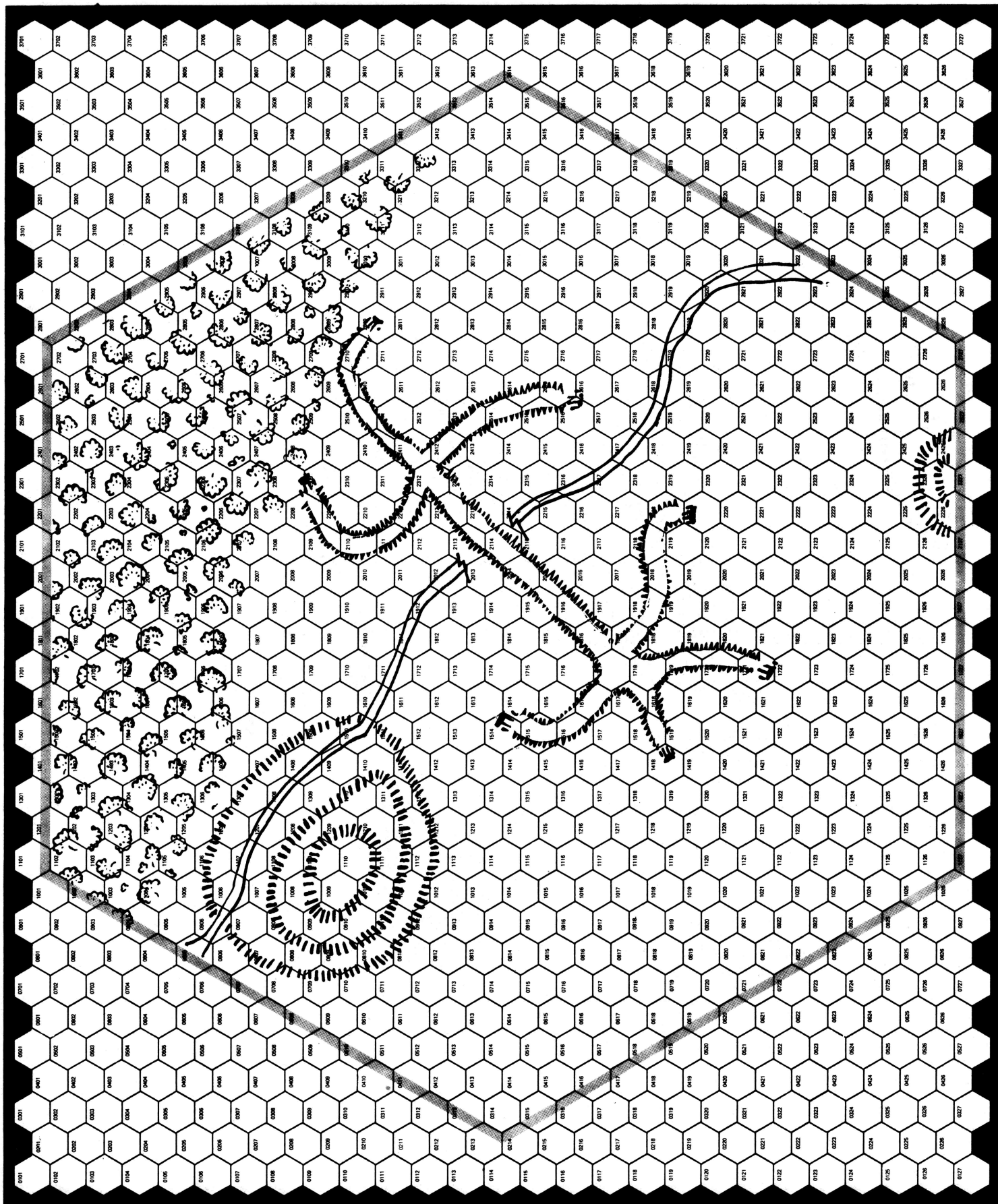


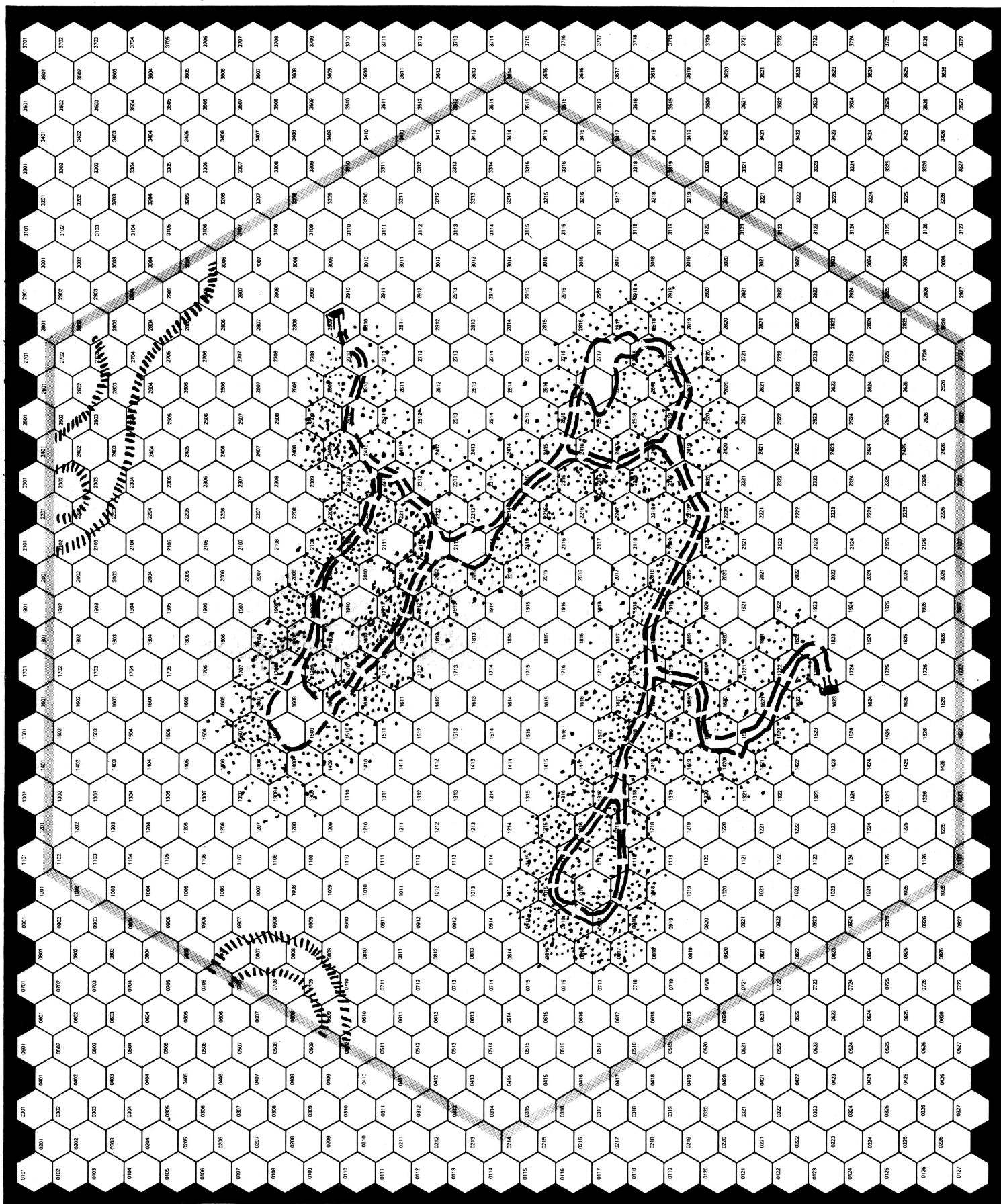


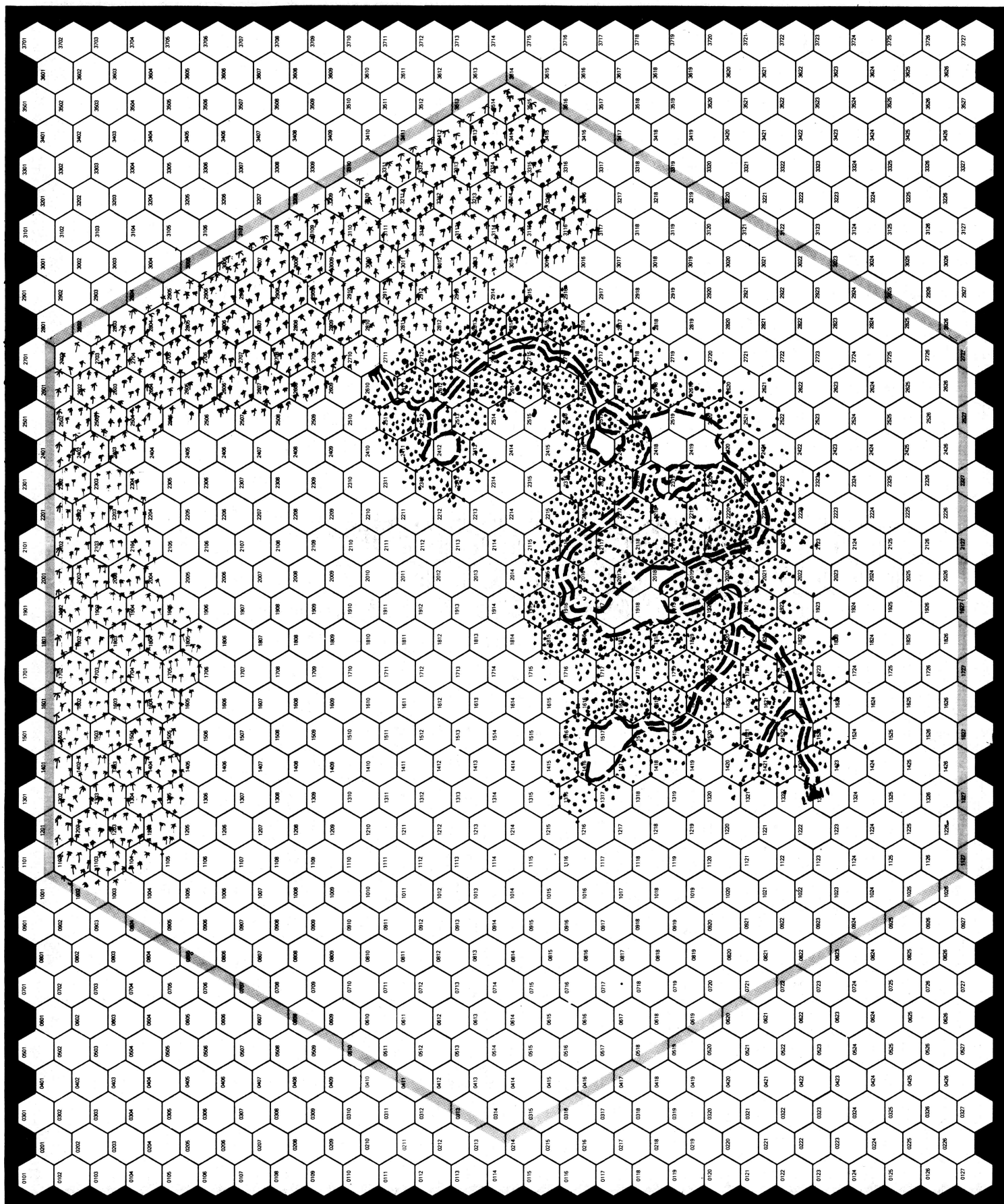


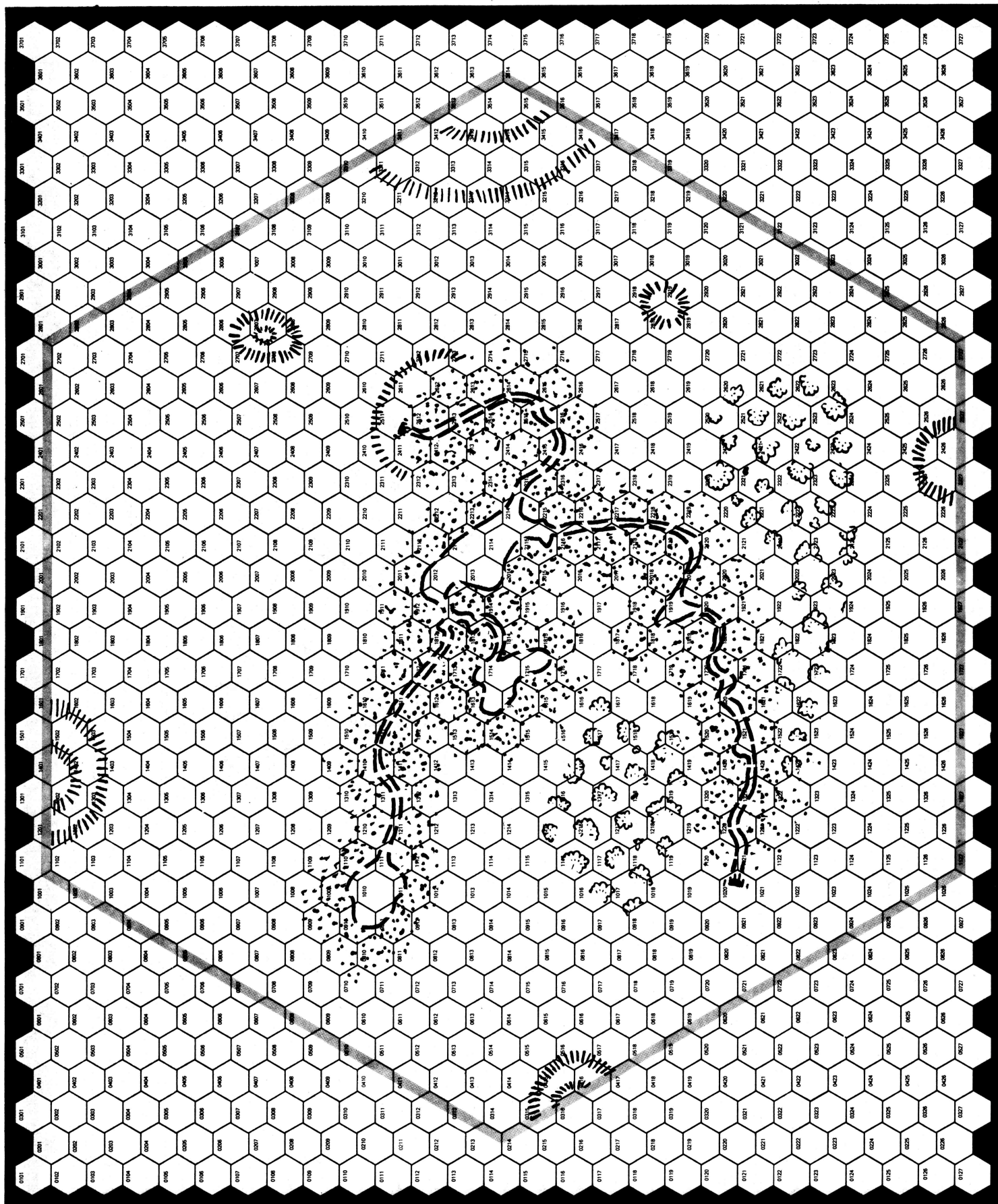


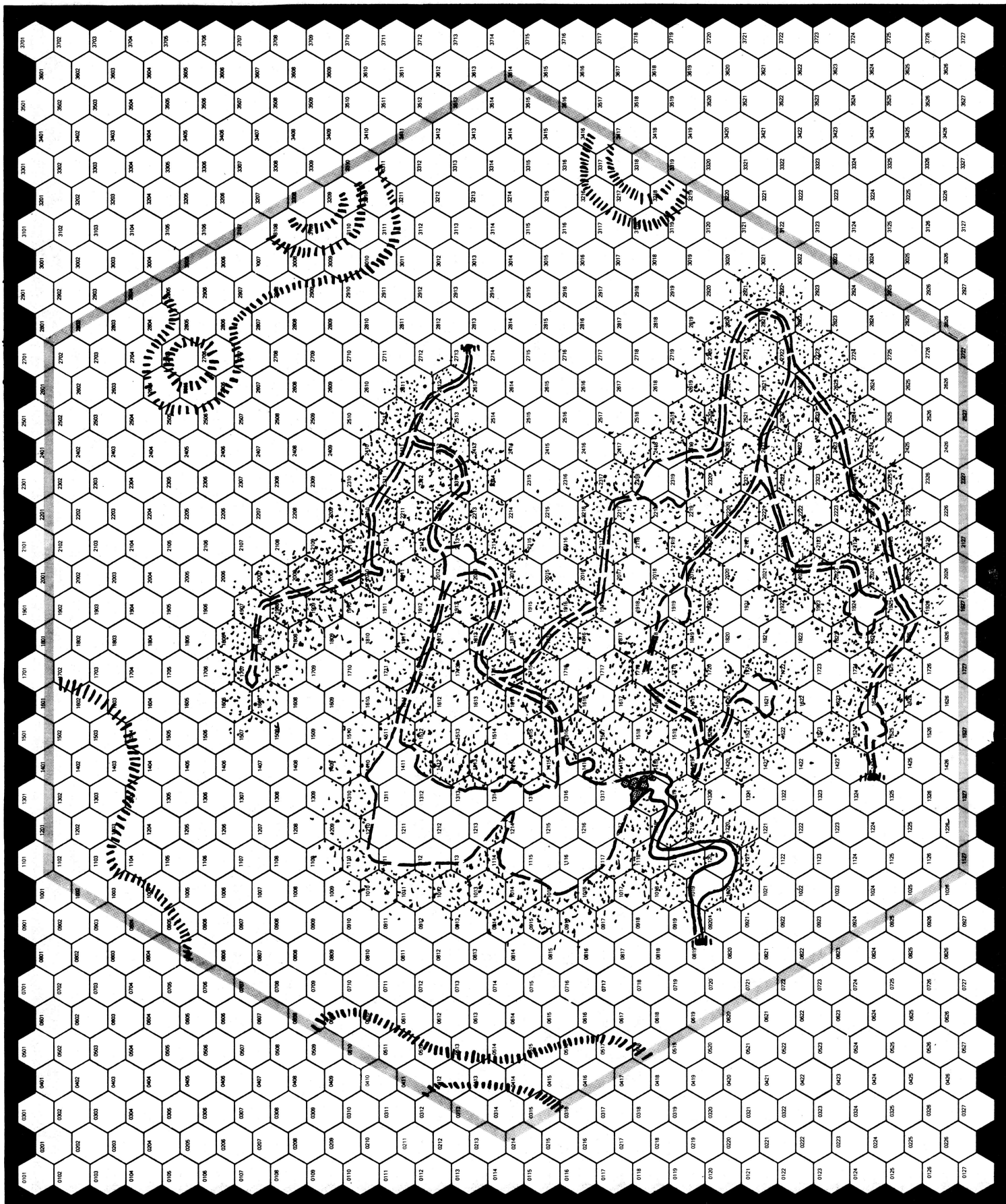


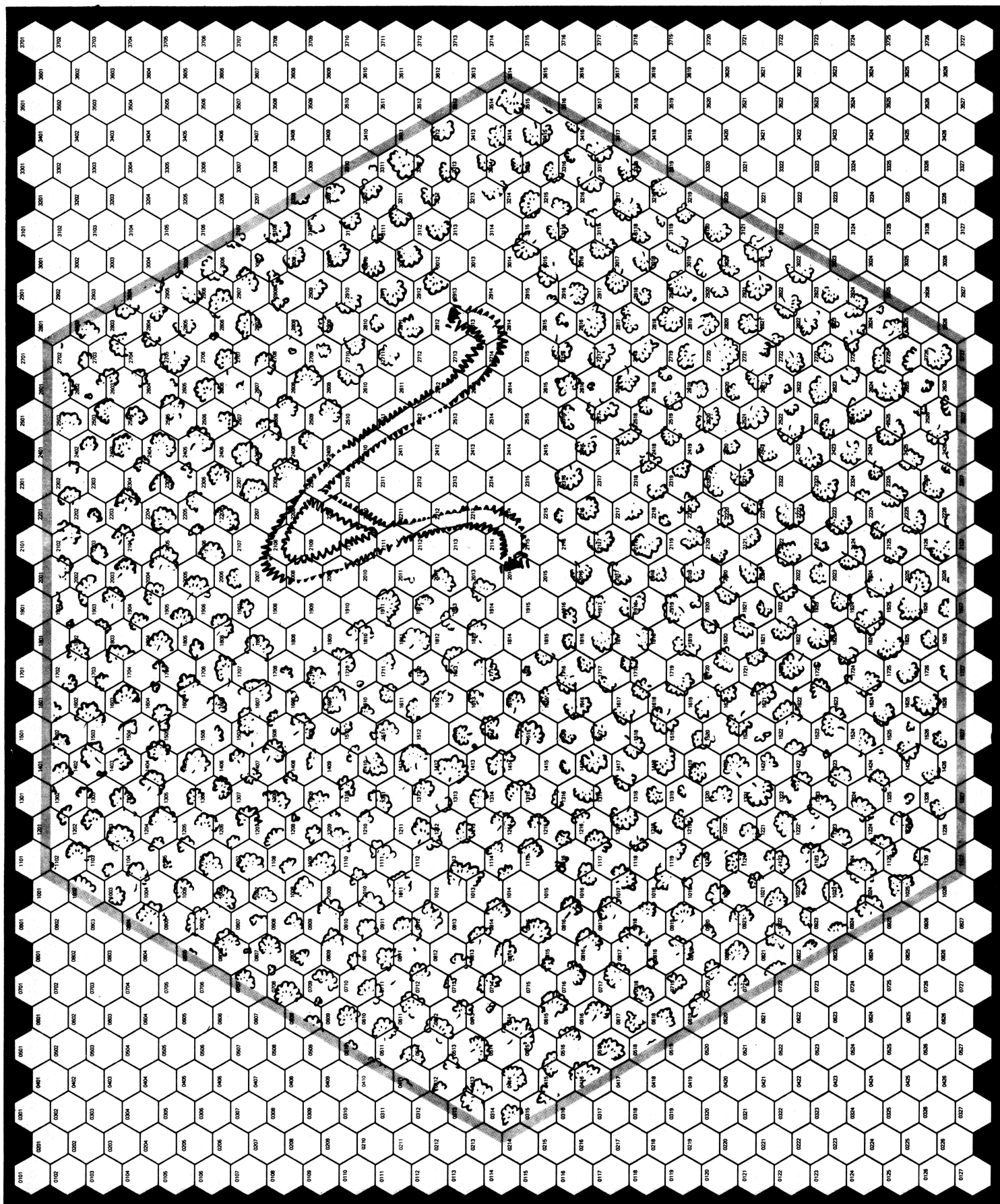


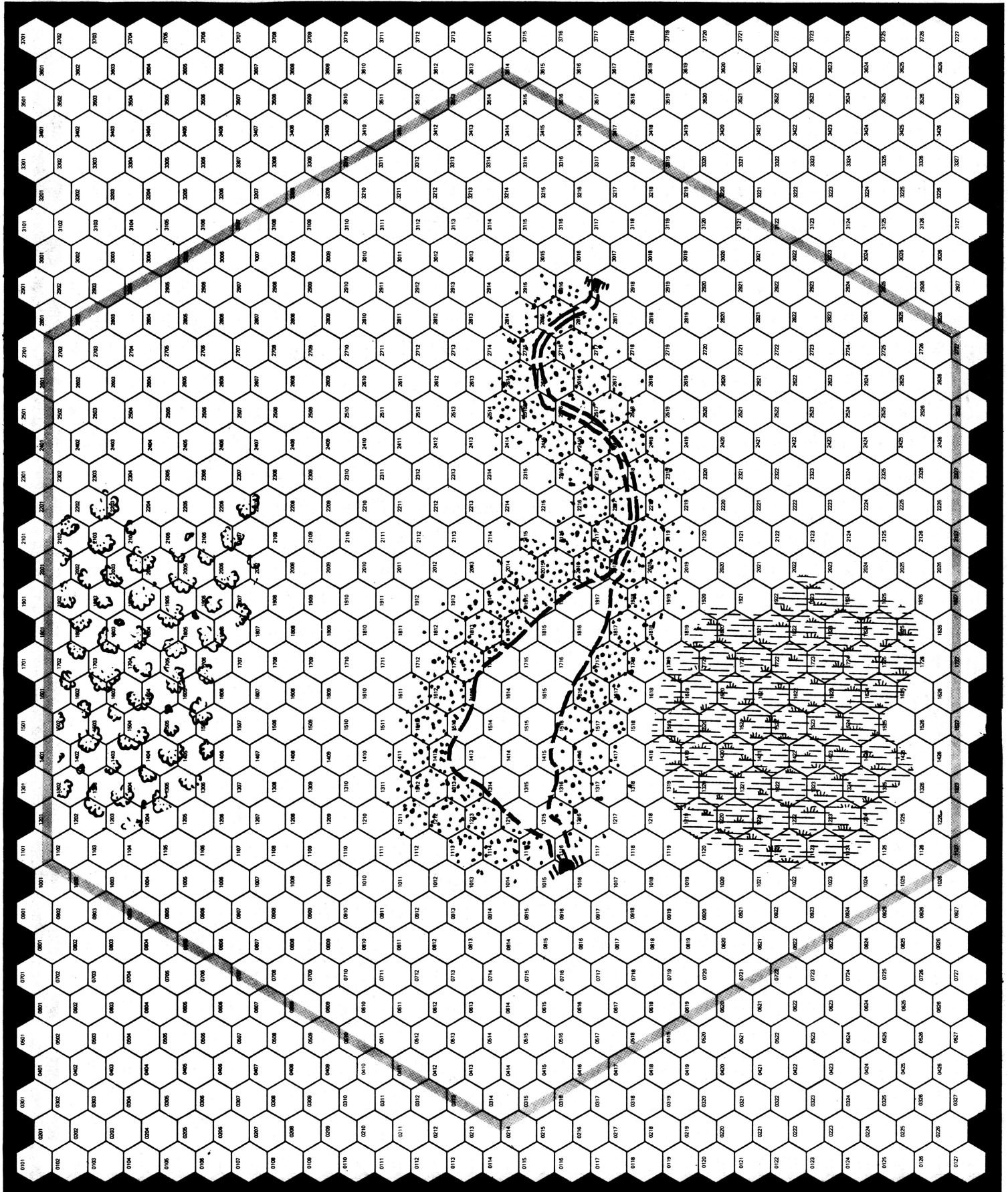














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