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JOCULAR JUDGEMENTS

The Warlord of Barsoom is alive and well and living in Richmond, Virginia! For more on this, see Randall Garrett's "On the Martian Problem", published in Isaac Asimov's Science Fiction Magazine...Winter '77 issue. Mr. Garrett has published a Xerox copy of a letter penned by Uncle Jack, himself! In it he details the efforts of Menz Klausa and the wisest savants of Helium to explain the misinformation distributed by NASA and JPL after the martian landing. I am utterly convinced that they are on the right track. In fact, my Gridley Wave Communicator is on back-order at the Sorcerer's Supply House and Woody can't wait to ask if Ogres play knucklebones in the canals of the red planet.

Now that the great new Basic Dungeons and Dragons has been published...we are chomping at the bit to see the Advanced Dungeons and Dragons. For the few who have not perused the new rewrite and expansion of Basic Dungeons & Dragons, we heartily recommend that you immediately "book out" to your own hobby shop and ask for it...or better yet order it directly from your very own Guild. Although experience points are listed for first through third level fighters, magic users, clerics, and thieves, the finely detailed information contained therein has much to recommend it to all judges.... regardless of the levels of his average players. Magic spells are given especially good treatment and the sprinkling of new spells is welcome also. Poisoned weapons, fire (flasks of oil), holy water, cover, parrying, and abundant examples help the novice and enlighten the veteran D & D fan.

SHREWD SLANTS FROM THE SAGACIOUS SAGE by Maed Makistakator

Hear ye, hear ye, hear ye! ! Terry Tout...an earnest and devout Hyborean Judge of Renown has proclaimed his most ardent desire to scare up or otherwise perpetrate a Wargaming Convention on the whole of western Canada...wherein no such beasties of this nature have so appeared in the memory of Bigfoot himself. Therefore, o Keepers of the Flame, I have volunteered to illucidate the gem for further use by yourselves. Basically, his mission is proposed for July of next year although he wants your ideas for the best date. All ideas and questions should be sent to Terry J. Tout, 13203 Lake Lucerne, Road Southeast, Kalgery, Alberta, Canada T2J3H9...phone..area code 1-403 271-2402. Group packages are being handled by Bill Hartley at the same address. The Con will emphasize D & D and Sci-Fi games. All interested parties are urged to respond as soon as possible!

ITEM! Keep your peepers peeled for more wilderlands wandering in the next installment. Due to an overwhelming response for more & more & more campaign materials versus our usual straight forward dungeon materials...we again bend to the etherial winds. How about you instwhile dungeon-o-files...do you really want the whole installment to be campaign oriented? We will strike back...but how soon...only the Whistler knows for sure. Kidding aside, close on the heels of the next missive will be another blockbuster dungeon type.

ADVISE COLUMN When your players begin to call upon the gods for aid, don't hesitate to limit what the gods, godlings, and demi-gods will or can do for them. Even the gods have their limitations and the more powerful and omnipotent they are, the less likely they are to help every potential devotee. In fact, powerful gods would have very numerous and high-level types of devotees and minions to do their bidding. They might even need a servart for duties such as cupbearer at one of the wild banquets they are wont to throw. Such is life on Mount Olympus and Asgard...says the wreckless wretch who asked Odin to clean his toenails as he slops the All-fathers favorite pigs!

-Bob Bledsaw



THE SORCEROR

Poster #6 from Frank Frazetta's Book I, is available from Judges Guild along with a selection of other posters from both books; see the booty list on page 16.

SCROLLS FROM THE ARCHIVES by Chancellor Seneschal, Archive Archon

As archon, my position frequently brings to my attention interesting chronicles of valor and barbaric spectacle. With considerable editing to shorten the tales, I shall present them here. Should you, o masterful judge of adventurers, find such a record..forward it to me with permission to edit and publish same..and perhaps I can persuade our scribes to immortalize it. The following tale of weal and woe was sent by Sir Robert Gordon of Nedwich for your enlightenment.

Vadi Mackvallen FTR/MU 7LVL AC5 SL9 S17 I17 W13 CON16 DEX15 CHAR15 +3 Sw
Shartra FEM CL 3LVL AC5 SL8 S10 I13 W16 CON15 DEX16 CHAR18 +2 Da
Nori DWARF FTR 5LVL AC3 SL5 S15 I10 W12 CON16 DEX13 CHAR13 +1 Axe
OLD DRUSSUS DR 6LVL AC7 SL12 S9 I12 W17 CON14 DEX13 CHAR14 Staff
Captain Angriff FTR 4LVL AC4 SL8 S17 I9 W12 CON14 DEX12 CHAR12 Sword

Continued 2nd Page, 1st Column

TIPS FROM THE TOWER

For all asking for another campaign map we gave you two this time! By utilizing both sides of the stock we were able to do this. If you want to to color in various features, water based markers or color pencils are best, since the oil based ones sink into the paper and show on the other side. We changed the format for both the booklet and the newsletter, to allow for growth in the future. Each page of the booklet holds more material and is easier to fit some of the more complicated chart/rules into. Several blank numbered hex sheets have been enclosed in addition to the map description and rules on caves, ruins etc. Now, the new expanded Journal will permit us to print more of the material that many of you have sent us. Guildmembers whose material has been accepted for credit include Tom Holsinger, John Cleave, Richard T. Mueller and John Huber. In the old smaller newsletters we gave \$1 of credit for each page used; now with the long columns we'll have to change that to \$1 per 10 columnar inches plus name recognition. Which brings me to an embarrassing task; I must apologize to Gary Jones, a guildmember stationed in Heidelberg with the U.S. Army for referring to him as Gary Adams. The Kellarmeister of Rhone, as he is known, did much of the material and map for the city of Modron, last installment. Since I spend most the time with names like Garish Foresterfiend, I occasionally slip... sorry, Gary!

In talking to a different Gary, namely the wizard of the north, Gary Gygax at GenConX, we found that our level assignments for NPCs fit in with the proper D&D method. We had received several letters telling us that there should be no merchants nor bartenders over first level and some recommending that they be '0' level (as found in Swords & Spells). However, Gary pointed out that the town of Greyhawk has a 7th level blacksmith and other multi-level types. While partially a question of game balance, the rationale is not hard to see. A merchant may have led several caravans, fighting numerous threats along the way; many innkeepers we list are retired sea captains and so on. In becoming an Official Dungeons & Dragons Play Aid service, we'll be receiving more info from TSR. I think this should prove very enlightening, and will try to pass on any and all such guidelines from Gary and the TSR crew. We're very pleased by the overwhelming response to our first year's of service, and think that this closer cooperation with TSR will improve our subsequent service to you!

Now that we've finalized our agreement with TSR and received back this issue, perused and approved by same, we can look to finalizing the next issue- once this newsletter has been pasted down and sent to the printers! We're going to make a monumental effort to get on schedule again. I'm sorry for the delay this time, but I hope you'll understand and agree that the cooperation with TSR and the new, expanded Journal and Guidelines booklet is well worth it. Our plan is to satisfy all those wanting more campaign maps by doing a similar issue next time, before turning to strongly dungeon oriented issue next time. Featured will be the Tarantis and Valon areas, in October/November issue. So you'll know, we plan to recombine Issues K, N & O into the 'Wilderlands of High Fantasy' campaign play aid, \$8.50. Another new item will be the Campaign Hexagon System, \$2.50. Good for many uses, its primary use is for those wanting to map the terrain within a campaign-sized five mile hex. Along with a few blank copies, we've also provided two examples- the City State and Thunderhold (one important note- we were unable to provide grey hexes in this Guidelines Booklet, as is provided in the Campaign Hexagon book; the grey hexes are easier on the eyes when mapping). There are sixty copies of the hex field in the new Hex book, which is a non-sub item.

We have several new Guildmember Subscription options. You can get the next seven issues (only), by ordering the Seven Issue Sub, \$12.00. Since many want a subscription and catch up on some of the issues they have missed, we have instituted the Catch Up Sub (catchy, eh), \$22.00. The Catch Up Sub gives you the next six issues, plus, the last four that were just published- sent upon ordering. As another option, you can get a City State Catch Up Sub- which is as above but also includes a City State Play Aid for \$8 additional (\$30.00). Lastly, the Advanced Guildmember Sub gives you the next 6 bimonthly issues, plus the City State Play Aid- sent upon ordering, \$19.00. Because of the differing sub prices, we've had to state the extra amount for postage that you must add on. Canadians please note, that we are unable to use either United Parcel nor bulk mail, in sending your sub materials, thus the extra charge. US subscribers, pay no more for the bulk mail delivery (third class) of their installments; there is a \$2.50 surcharge for the first class delivery. For more info on the subs, see the booty list.

Our Booty List reveals a larger selection of fantasy and science fiction games, aids and figures. I want to note a few important changes here. Siege is out of print until further notice, as are Dragons Volume I, numbers 1, 2, 3 & 5. However, we have been informed that most of the Dragon material will be reprinted in one form or another- we will let you know when it is available. We have three types of dice now- percentile dice @89¢ a pair, multi sided dice set @1.49 a set and high impact percentage dice which are 75¢ each (high impact dice numbers are unmarked, so you have to fill them in yourself, preferably with a waterproof 'Sharpie' marker). The rewritten Basic D&D Book is now available separately for \$5 or as a part of the Basic set, boxed also including a set of Multi Sided Dice, Dungeon Geomorph Set I and Monster & Treasure Set I. The book itself covers primarily character levels 1 thru 3 and dungeon adventures only, but does update and correct many older sections. There's a few new spells in addition to others from Greyhawk et al. Next in line is the Monster Manual and then the Advanced D&D Judge's and Players' Books. We'll let you know when these are released. Monsters, Monsters is no longer out of print, but is now officially \$5.95, (not \$5, which was their summer price, and not \$7, which was their pre-summer price) so I found by calling Metagaming Concepts; I'm sorry for any confusion that we passed on when the prices were changing. Ythri is now \$8.00. I was also told that MC's 'Warp War' was being sent out, so I'm expecting it soon.

Now available from us is Dave Arneson's 'First Fantasy Campaign' (which will not be sent as a part of the Guildmember subscription). For \$7.98 you get two campaign maps (one for the judge and players each) showing the area around Blackmoor like the evil Egg of Coot and Duchy of Ten, not to forget Loch Gloomen wherein lies the Temple of the Frog, and a ninety-six page book. The book includes the original dungeon and much background material. Especially interesting is the method for locating lairs, a summary of his magic system, chance cards and a system for tying gold to experience points in a reasonable & orderly manner (called Special Character Interests). I like the way his Campaign map terrain is laid out. We appreciate Dave giving us the chance to provide our

Continued 2nd Page, 2nd Column

All members of the party are reported to have LG alignments except the Druid N and Captain Angriff CG. Thus begins our tale of long ago.....

Vadi Mackvallen was born prince of the City State during the last year of the previous Overlord Grazonyomonix. Raised by a half-Elvan nanny, Vadi began to show signs of magical abilities. At the age of twelve, he and a small entourage were forced to flee the City State of his half-brother Balaragga. Before his capture by Altanians of the traitor Baron Graccus, young Vadi learned the incantations necessary for locating secret doors from his dying nanny.

After three years in the salt mines of Graccus, Vadi's learned abilities and growing strength and dexterity permitted him to make good an escape plan formulated by a fellow slave; Nori, an armorer from Thunderhold exiled for speaking out against the growing influence of the war party.

As part of the escape, Vadi and Nori freed a young Altanian girl, Shartra, protectress of the Golden Tiger tribe (far to the north, near the Ered Lasthain); who was being held hostage. Vadi married Shartra and after spending five years amongst her people, learning the skills of their nomadic life, he Nori, and several other companions ventured too near the ruined temple of Silvanus on the steppes of the Cloudwall Mountains. After walking among beautifully carved statues, they began to get apprehensive. Vadi saw a glint of gold through an old broken down arch. Looking closer he saw to his left the hideous form of a Medusea, turned so as only a small fraction of her evil face could be seen. Beyond her to the right lay a beautiful reflecting pond, which contained a small fortune.

Suddenly he became aware of a struggle going on behind him. Vampire vines had hold of all but himself and had already dispatched several of his comrades. Without thinking, Vadi backed through the archway. The Medusea whirled to face this unexpected intruder. Vadi, knowing his fate if he looked upon her face, closed his eyes and charged the Medusea with his javelin. The Medusea easily sidestepped the charging Vadi and he fell headfirst into the pond. Fearing imminent death, Vadi feigned death only to hear a terrifying scream followed by silence. Turning Vadi saw the petrified figure of the grossly ugly Medusea. Remembering his comrades in the other room, Vadi returned in time to save only Nori.

After the death of the Medusea, a wonderous change began to take place in and around the old temple, the statues were in actuality the temple servants and their leader, Druid Markos. To reward Vadi for his heroic deeds, Markos gave to Vadi a +3 sword (LG), a pair of Boots of Travelling and Leaping, and an Elven Cloak, and of course 1500 gold pieces. Vadi retained the lasting friendship of the Druids and his minions.

Now twenty-eight, Vadi is the leader of six hundred fanatically loyal Altanians, who aid him in his fight against the traitor barons and his archenemy, Count Kalidric.



OMNISCIENT OPINIONS

This section allows the guildmembers at large to express their opinions in article length. Continuing the last two issues' forum on D&D Campaigns is talented Tom Holsinger.

DETAILS AND SCENARIOS BY TOM HOLSINGER
(This article antedates Tom's previous one on Setting Up Campaigns)

The most important detail is the combination of the D & D magic system with military rules. Fireballs can lay out a large army in seconds and reducing the proportion of SC will result in the importance of individual SC skyrocketing. A first level SC will be up to his ears in politics as of the moment he enters the game, and either the Wilderness will have to be toned down to a pale shadow of what it is or the monsters will overwhelm civilization. In any event, D & D as we know it will be impossible. Magic is the most vital element of D & D but it should not be allowed to dominate massed battles.

My proposal is a super Protection Evil Spell. A unit of 10 SC with 25 experience levels between them can create a circular field 100 yards in diameter in which enemy spells affecting one's own forces are negated. This means no Sleep, Fireball or Slow spells, but the enemy will be able to cast spells upon their own troops outside the field, such as Haste or Strength, and these spells will not be negated by the field. The unit of 10 SC may maintain the Protection field as long as they concentrate upon it. This means no movement and physical attack upon the SC unit will break the concentration. This means that other SC will have to be stationed to protect the SC casting the Protection field.

The diameter of the Protection field may be increased 100 yards for each additional unit of 10 SC creating it. Forty SC "Linked" (adjacent and holding hands, chanting "oooooooooooo", etc.) can create a Protection field 400 yards in diameter. It is also necessary to maintain mobile units of SC who can move up and extend coverage into odd areas beyond the main field as the battle progresses. Not to mention reserves to cover casualties, additional units of low-level SC to protect the Field projectionists from missile fire, and finally the few high-level SC who actually fire at the enemy when some of their forces are exposed or rude strangers get close enough to exchange words with the Field projectionists.

You can see that the overwhelming majority of SC in battle do nothing more than protect the melee forces from enemy SC and you never have enough for that purpose. On the other hand, the usual horde of barbarians with only one shaman per tribe of 1000 (say 100-200 warriors) would not have a chance against a much smaller force of civilized troops with one SC per 20 men, and the SC organized into disciplined groups capable of fighting as a unit.

One of the great joys in a campaign game is the possibility of random wilderness and tavern adventures but my sad experience is that this can be very easily overdone. A referee's job is not done when the background to his campaign is finally worked out, rather it has just begun. Random adventures cannot substitute for scenarios, especially when characters get up around 7th-8th level and can really do some damage, not to mention the groups they have following them around by then. The best use of random adventures is to link scenarios together and to add color and excitement to a scenario in progress. In one scenario my principal character was involved in, a random tavern encounter with the Priest King of Set occurred and my guy spent the rest of the campaign trying to put as much territory between himself and the Priest King as possible.

The only way to put together enough scenarios is to require each player to create one as a condition of participation in the campaign. The referee should devote his efforts at that point to edit the scenarios, keeping them in tune with the campaign background, and coordinating the scenarios with each other. A ref should try to have a de-

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graphic touch to the project! Another new non-subscription item is Character Chronicle Cards, the front and back of which is shown below. At \$1.98 you get 100 cards which can be used to record NPC's in the game and those not yet arrived. Also, the players find them handy to record their characters on; as an idea, the judge might wish to pre-generate a few characters for those players who always seem to show up when everyone else is ready to start!

Here be
Title
History
Features

STR	Align
INT	Divinity
WIS	
CON	SL
DEX	Heir
CHA	Relative
GAM	
	Date
	Clan

Front

Origin
Wealth
Equipment
Weapons
AC
Skills
Special

Back

Science fiction fans, note that we now have Traveller, a new role-playing game by Game Designers Workshop. You get three booklets, two dice and a box for \$12.00. The long awaited 2nd part of TSR's space trilogy is now here in the form of Star Empires for \$7.50. Star Trek Fans should note that we carry the Star Fleet Battle Manual and its sister game, Alien Space (\$6 and \$5 respectively) plus Star Trek ships- the Dreadnought and the Romulan are \$2.50 each, and the Scout, Destroyer and Cruiser are \$1.98. We also have Valiant's Stardate 3000 series starships which are \$3.50 per pack, with 1 to 9 ships per pack depending upon size (one exception is the Orion class Heavy Cruiser, which is \$4.50).

With the addition of miniatures and Frazetta posters, we've had to add some new rules on 'how to order'. Whenever your order contains miniatures, it must be for a minimum of \$10; you can make up this minimum with rule books, installments, games or anything else on the booty list. With a minimum of \$10, we can justify absorbing the postage/box charge. If your order does not include miniatures, then the \$1 minimum, no postal charge still applies. In the case of the Frazetta posters, we do charge a one-time \$1 postage fee- for from one to six posters; for seven or more posters there is no postage fee- we pay it.

To domestic subscribers, please give us a street address for orders. With your subscription request, you may send a Post Office box also (the installments are never sent by United Parcel). While the lighter orders go first class, the heavier ones go United Parcel- who doesn't deliver to PO boxes. We still ship the same day that the order has been received. Any wishing to call us, may do so via 217 422-1930. We're usually here during the day and often into the night. You may order COD over the phone, but UP requires an additional charge of 85¢.

Guildmember C.J. Cottle informed us that his team consisting of Carl Olson, Jeff Walker, Gerry Seyppura and Glenn White won the 180 player D&D tournament at Gen Con X. I enjoyed talking to a couple of them between rounds, along with the many other GMs attending the Lake Geneva convention.

Henceforth we will list you or your club, as a Dungeonmaster Listing service. Send your name and address on a postcard, please. And here's the first listing- Illinois Valley Fantasy Wargame Club
c/o Richard Staff
202 Washington Apt 5
Streator, IL 61364

What You Can Submit for Credit- with the expanded size of the newsletter we will be able to accept more material than we have in the past. While we reserve the right to edit and change small portions, we will not be able to complete half-finished items. Therefore it is best to send complete rules, sets of NPCs, combat systems or what have you. However, dungeon levels, castles and other items requiring a graphic touch, will have to be inked and finished by us (we will consider inked drawings, though, which will be worth \$5-10 per project). You get 1k credit for each 8 columnar inches used (there's 32 columnar inches per newsletter page), and name recognition.

A NOTE TO NEW SUBSCRIBERS: we are now including the latest newsletter from the last installment in each new subscriber's initial package. This way you don't have to wait for your first installment to hear about the latest news and products. Before you subscribed, we published five installments: Thunderhold, a Dwarven Castle and cavern nearby; the first Campaign Installment with a large area map of the lands around the City State; Tegel Manor, a huge (17x22") haunted house with room descriptions; City of Modron and underwater environs; Barbarian Altanians/ Glow-worm Steppes Campaign Installment- the source of this newsletter. You can save, by buying back issues 3 or more at a time- buy three and deduct \$3 from the regular total, buy four and deduct \$4 from the total or buy five and deduct \$5 from the regular total. Installments are mailed bimonthly.

NEXT ISSUE: due to popular demand, we are doing two more campaign maps for the next issue covering Valon and Tarantis.-Bill Owen



THE POWER BY JOHN CLEAVE

A New Element in Fantasy Wargaming
(Adapted from a concept introduced in Michael Moorcock's series Hawkmoon, and in George Lucas' movie StarWar.)

There is a theory which has been introduced and re-introduced throughout the various ages of man which deals with man and his destinies. This theory states that perhaps men's futures are not decided on their own but planned far in advance by a superior being, so far advanced that it is out of man's comprehension. Emanating from this theory is a belief that certain notorious men have been chosen to serve this being. In Hawkmoon, for example, Dorian Hawkmoon had been chosen to serve a power, called "The Runestaff". In StarWar, this being was called "The Force". I believe that we should add this kind of "Force" to Fantasy Wargaming. This is how I suggest it should be done, though it is quite possible to have many alterations and variations.

There are at least two possible ways to add this "Power" into a campaign. One such way would be to cross the destinies of the role-playing group of adventurers and that of a servant of a force called "The Power". Perhaps fate shall have it so that the group will even come across a character who is out

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Details & Scenarios (continued)

puty he trusts to keep things going when he's busy and to create a scenario which the ref can play in without checking it out and thereby removing the suspense and wonder from it.

I personally distinguish between followers and hirelings. Followers are basically alternate player characters loyal to the principal one, who can resurrect him, turn him back to flesh, rescue him from the evil wizard, pay off his ransom, etc. Hirelings are only in it for the money and they can't enjoy the money unless they survive the getting of it. How a player-character attracts them to his service is up to each referee; variety is fun.

Most campaigns have the player-characters come out of nowhere. This overlooks the vast amount of fun you can have in creating a background for them and all the non-player characters. What I do is figure out where they were born and raised, and then modify my standard social background table (remember the demography statistics?) by an appropriate amount before rolling on it. This can be very useful in determining the kinds of encounters the player and non-player characters are likely to get into in urban situations. Lower class characters will tend to stay in taverns while adventurers of noble birth are more likely to get into trouble over somebody's wife. It is a lot of work creating these tables but having done it you use them with pleasure for the rest of the game.

The player-characters in my campaign start out as younger sons or daughters at experience level "0". Their psychic potential was noted when they were children and they have all received the appropriate training. Nothing at this point indicates that they have the nerve and leadership ability to not only make a success of their own careers but of others as well. The influence of the referee as the gods in general and the present and future patron dieties of the player-characters in particular cannot be underestimated. While adventurers in general are supposed to lead exciting lives, the number of encounters they have cannot be accounted for by mere chance. Rather the gods throw opportunities their way by divine intervention and this goes double for player-characters. While the player-characters are low-level, the power of the referee over every aspect of their existence is enormous and you might as well justify the preposterous things that are going to happen by saying the gods are involved.

There has been some confusion over the distinction between "magic" plate and chainmail armor, and "magic" one-handed and two-handed swords. Magic armor looks like chainmail, weighs as much as leather armor, and defends like plate armor. Magic swords weigh as much as one-handed swords, attack as one-handed swords when used one-handed and attack as two-handed swords when used two-handed. Magic swords count as being the more favorable of either two-handed or one-handed swords when determining weapon length for the purposes of melee.

When characters gain additional hit points as they rise in experience levels, it does not mean that they are physically bigger or that their flesh is tougher. Rather it means that they are faster in evading an opponent's attacks. A blow that would dismember a less experienced character is only a minor wound to a high-level type. Perhaps the gods also play some role, in deflecting magical energies (from

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Illustration by the Sorcerers Guild,
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THE DEATH DEALER

Poster #31 from Fra-
zetta Book 1, avail-
able from Judges
Guild, see booty
list on page 16.

THE QUEST OF KLANKOR WILDFOOT BY CATHY BLEDSAW

Continued from the last Journal

This beautiful creature of the sea restored within me such great confidence and so my journey was once more under way. Further and deeper into the wooded countryside I pondered while following my course, as was slated on this map. The terrified cries of an endangered woman began echoing through the woods. Turning aside, I followed the directions of her screams. I found her shortly beyond the border of this wooded land..but, not alone! For she had fell into a camouflaged pit of a Gnome. This is a wild and enormous beast with the body of an ape and the face of a wild boar. There the two were, this poor child and the gnome, fierce and raging upon her being. His growls were loud as he scratched and tore at her soft white flesh.

I knew I didn't stand a chance against this horrible creature. He was too huge and powerful for a warrior my size but, I could not stand by and watch without some attempt to rid her of this monster. I gather-

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PRODIGIOUS PLATEMAIL

Here, we will reprint some of the mail that we get and our answers.

Dear Makistakator,

I hate to be writing you again and bothering you, but I have noticed that you have put spectres and wights different in Tegel Manor.

In A18 on the ground level of Tegel Manor, you have a female wraith chopping meat with a +1 dagger. Does this mean that she looks like a female or what? I run wraiths as an empty cloak, but in the shape of a body. Can you talk to her?

In another room is a chair which walks across the room and flips upside down. If touched it will turn into a wight? What? Wights are supposed to be a cloak also in the form of a human.

No one has given a clear definition of a wight, wraith, or spectre. They have not told the difference between the three or how and why they come into being. Are they people who have been unjustly wronged or murdered? If so, there must be a lot of them, and if they all got together they could wipe out a hamlet or village in a wink of an eye. Are they different level fighters in ghost form or are they just the souls? Do they use weapons, or do they do 1-6 damage just by touching? I know spectres are invisible except for the eyes, but what do shadows look like? Remember in the Barrow Downs when a wight's hand was reaching around the corner for the hobbit, but he was saved by Tom Bombadil?

Also, on the 1-100 wandering monster's/pictures, do they resemble any of the pictures? I mean, if a skeleton or a ghoull comes along or a wight, wraith or spectre, how do you know the name of them? You can't ask them, wights, ghouls, etc. do not talk do they?

This is something I have avoided up until now. I would greatly appreciate it if you would tell me how you run them and clarify me on the subject.

Thank You

Bob Giglio

Dear Bob,

Wraiths (as I run them) can speak...although they are particularly loathe to do so. The female wraith in A18 is indeed visible...with a distinct halo of phorescent-like light surrounding her wavering (as heat distorts the highway in summer) form. The glow is very slight and does not yield an adequate light for surface dwellers. The cloak which so many undead are prone to use, shields this characteristic glimmer and conceals the true identity of the undead's former self...while alive in the usual sense. Wraiths and wights and ghosts exhibit this glow...which fades as their strength ebbs.

The chair mentioned is enchanted with a spell which is similar to polymorph...and is actually a wight without the power to drop levels until the enchantment is removed by the touch of a living creature. No dispell is required in the case of this particular enchantment. The wight is returned to it's normal shape upon being touched.

The justification for undead is a sticky problem which shouldn't affect the playability of your campaign unless you want it to. Here is the breakdown I use...but keep in mind that you should adjust it to fit your campaign as you see fit:

Ghosts...Come back for various reasons...see the ghost of Marlow in A Christmas Carol...although most are driven by passions of hate or vengeance. The power of the ghost is dependent upon the strength of his purpose for returning or his will power while living normally.

Ghouls...A particularly loathesome creature similar to a weak zombie which is created by having been killed by another ghoul...(the class originating from a curse by a god). Ghouls become malignant in very short order even if lawful good before being killed by the ghoul.

Wights...Created by killing by another wight and ditto as to reason. Wights can take on corporeal form and desire to do so frequently as warriors predominate in this class and generally desire to engage in combat. Wights are visible even when not corporeal as a shimmering form (see above) and can be struck in either form with magic weapons. Wights prefer to use weapons and can do damage by weapon type.

Wraiths...Same as above but don't have the overwhelming desire to stay near the earthly remains of their corpse as a wight does. Wraiths roam freely.

Spectres...As wraiths except generally imbued with a great purpose of being other than the protection of burial grounds etc. Spectres are invisible except the eyes and cloak (if worn).

Shadows take the shape of man-like creatures which appear merely as a total absence of light in the shape. They are not solid but translucent and their body shape is exceedingly chilly to touch. Although most undead prefer clammy areas, shadows never venture into brightly lit areas (for obvious reasons), warm areas (uncomfortable), or dry areas (which are less cool). Mummies prefer dry areas (slows the rot) while zombies will go anywhere their master bids them to go.

The pictures in Tegel Manor resemble the living forms of the persons involved (not their undead forms). Speaking an undead's name (in former life) will frequently cause them to pause or startle them. All undead can speak if they so desire although they may have forgotten the language of their former existence...depending on time involved. Some undead speak very rarely due to the immense strain necessary in some instances and due to a slow wit in other cases...such as zombies. The language of spectres sounds very much like the hissing of snakes and a snuffling of a person with a bad cold.

Tegel Manor is designed to permit each judge to personalize it and I hope it is plainly understood that the rooms should be changed around, developed further, and generally redone to suit your particular group. Secret passages, traps, monsters, treasures, teleports, shattering windows, random groans and squeaks, grating traps, and so forth should be added to customize the manor. It is only a starting place for your imagination.

The Makistakator



The Power (continued)

to get the servant. Here is an example of one campaign using the elite and mysterious "Power".

The group of stout-hearted adventurers enter a huge, terrifying dungeon, seeking a certain magical amulet and much-needed wealth. They travel for a while, moving through all sorts of neat little adventures when suddenly they come across...The Door. It is a huge brass double door, tantalizing passers-by with their own curiosity. Naturally the group chooses to enter. They break it open (The only way, of course), and behold a huge suite, complete with velvet and a canopy bed. Their eyes move to a slain corpse of a man lying awkwardly at the foot of a warrior, bloody sword in hand. The stiff is obviously a man of great importance, maybe even a God of some sort. The warrior's gaze lies upon the man he has just slain, though now it moves to the new arrivals. The group becomes battle ready, along with the warrior, while several of the group try to talk him out of it, saying they're just passing by. Suddenly the warrior drops his sword and, sending his hands to his head, becomes terrified. He speaks.

"You...You...You're the ones who seek the amulet! I...I...You are the ones who have come to aid me! I...I even know you're your names! They're (he rattles off everyone's names.)" The group then becomes very puzzled. They ask how he came about this information. He explains that he was told of this in a dream, just before he set out in this dungeon. He saw himself entering this dungeon, slaying a messenger for a Lord of Chaos, and then running across some adventurers who would help him defeat a Lord. After that he saw a vision, one that moved over his bed, go to his scabbard, remove his sword, and replace it with a special sword--one that shone with a black radiance. This he explained, was how he knew.

The group had three choices after that. They could say, "No way will we follow you! We're leaving!", or, "O.K., let us make haste and find this Lord of Chaos.", or, "What's in it for us?" They said number three, but if they would have said number one, then all sorts of mystic things would have happened, like winds pushing them toward the warrior, the door closing on them, forces within which compel them toward him, etc. If they would have said number two, then the rest will happen naturally. But they instead said number three. To that statement the warrior says, "Wait!! I...I feel something! Some force inside of me is giving me the answer! I feel that if we somehow defeat this Lord of Chaos and his earthly followers, then around the bodies someplace will be a clue as to the amulets whereabouts, for the "Power" rewards those who help its cause." So, by one way or another, they decide to tag along with this strange servant. They follow him through all sorts of neat adventures, and time and time again he proves his worth by slaying more than his share of monsters. The group notices that when he goes into battle, his laughing face is illuminated by a black radiance from his sword. He seems almost demonic. But they soon learn to have confidence in him.

So this strange warrior leads his followers with a strange sense of direction, which carries them straight to their target. Pretty soon they are lead through a labyrinth and come to the center, a pit. Somehow they get down to the bottom, and find themselves in another labyrinth. Through this they tread, and soon make it to a series of chambers. This last door they come to is a huge gold door, with ancient ruins and drawings deeply inscribed in its surface. It is fifty-foot high, and twenty feet up is a platinum handle. Somehow the band figures out how to pull the handle down, and the door disappears. They face a room eight-hundred feet across and a thousand feet long, with floors of diamonds and emeralds set in a gold base. On the walls are tapestries with strange symbols marked. In the center is a raised platform with steps leading up on four sides, almost like an aztec pyramid. At the top is a temple, with strange colored smoke rising from the midst. At the far end of this huge room is a huge diamond, almost twelve feet high. On the top of this is inscribed a electrum throne, the most lavish throne one could imagine. On this throne sits a beautiful warrior, with a charisma of twenty (if that is possible.) He is also the most terrifying man one could ever see. Beside this lavish throne is a platform on each side made of solid gold. On these are chairs made out of huge rubies--four of them. On top of these are super brave followers. Each is about seventh level. The band of adventurers walks toward this throne, at the brave warriors request. Each man becomes battle-ready. The Lord jumps down. The followers make ready their attack. Soon the sides are at it. The strange warrior and the Lord are the first to meet. They attack savagely, each with a strange grin set on their devilish faces. The band of adventurers suddenly feel a strange sense of power, adding +1 on hit prob. and damage, and adding four pips to their hits to kill. The savage battle begins. All sides fight bravely. The band of adventurers start winning, striking hard at their opponents. Soon one follower's pips go down to zero pips or less. Instead of dieing, he simply disappears, leaving clothing laying on the floor. Another and another follower die, and then disappear. Pretty soon all five are gone, and there are only the group of characters, the warrior, and the Lord left. Soon all are striking against the Lord, though their +1 stuff is gone. After a while, the Lord disappears (he reached 0 pips), and in his place is a wiff of green smoke. The players then rest. They ask how they could of defeated a Lord. The warrior replies that this Lord was void of most strength, and was a very small Lord. They also ask where did the creatures go when they were killed. To this he said said that they do not really die, it is just that they are removed from this plane. Soon the group looks for clues to the amulet. They climb the temple, and after defeating some acolytes while in meditation, they found a silver box, stuck in the bottom of some ashes of an insense burning on the middle of the floor. When they open it, they all must make their saving throw versus poisonous gas, and then they see a map leading to the area to which the amulet is hidden, though the sector is a mile across and two levels down. You would think that the adventurers would get a huge amount of experience, but they only get about 900 apiece, because they didn't really have that much trouble destroying those creatures. The group now wants to set off for the amulet. They bade the warrior to join him, but he instead goes into a trance. He floats down the stairs, and disappears through a solid wall. The group then is off, to seek the special Amulet! The adventure continues.

There is another way in which this "Power" thing is used. Suppose this group is in this dungeon, and have just entered this pitch black room. Even the elves of the party cannot see anything. They then suddenly see a ghostly image far away, and yet at the same time quite near. It does not speak, and yet they can hear it. It tells them that they must do a job for "The Power". If they do it, then they will be allowed to live. If they do not do it, or if they fail, then they will cease to live. This thing could send them to do anything from finding a Godly bracelet to clearing out a special bad God's temple of its clerics and then destroying the temple and its inhabitants. So, they really are serving this "Power".

There is also a variation on having them serve "The Power". The Judge could select one happy-go-lucky person and show only him this vision. He would serve this "Power", receiving special powers and aid in return for performing certain duties. He would only receive the normal amount of experience points and gold. At any time the judge feels that this character is too strong or one-sided to make the game well-rounded, he could say that the character suddenly loses "The Power", and becomes normal again.

I believe that this new element generates more depth into fantasy. It can be used by any dungeonmaster who wants to "unique" his campaign, or possibly to balance it. The judge should also mold it to fit his own game--after all, if the group runs into fifteen servants of "The Power", then something is definately wrong with the judge. It is a great one-of-a-kind thing. But now "Fate" says that this paper has served its purpose and must now come to a close.



WILDERNESS ENCOUNTER SYSTEM

The following tables are the brainstorm of the prolific and talented Judicator, Richard T. Mueller, of the Iowa City Wargaming Confederation. The tables were designed for use with Dungeons & Dragons, Greyhawk, Blackmoor, Eldritch Wizardry, Gods, Demigods, & Heroes, The Strategic Review, The Dragon, and the terrain groupings of the Judges Guild campaign maps. All die rolls are done with percentile dice. First roll on the Grand Table by terrain in which the encounter occurs. This result will give you the creature grouping and you must then go to the grouping table....rolling again by terrain for the creature(s) encountered. The double digit number indicates the highest number possible to roll for that creature type. For example: A percentile roll of 41 on the Grand Table indicates that the creature grouping is "Great Races" because the roll is less than 48 (the maximum for Great Races) while it is more than 40 (the maximum for "Domestic Animals"). The encounter is assumed to be in the forest terrain type for this example. Going to the "Grand Races" table under the FR (Forest) column, a percentile die roll of 62 indicates that the encounter is with Ents. Creatures may be encountered on ships lurking bellow-decks, caged, boxed, travelling as passengers, and so forth. Officials and Specialists are encountered in parties...the size of the party dependant upon the status of the official or specialists. Merchants are usually encountered with wagons of merchandise (unless on a return trip from a market).

OFFICIAL TYPES & OTHER MINIONS			THE GRAND TABLE																											
Baliff	Generally 2nd Level...75% mounted on medium horses. Minions: 1-4 Veterans 50% PROB. Bribe minimum 2 GP	Adventurers	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS	AE													
		Officials	15	14	14	12	10	10	10	11	06	06	08	10	--	20	06													
		Specialists	22	17	17	13	11	11	12	12	07	07	09	12	02	27	07													
Constable	Gen. 1rst Level...50% alone, 25% in pairs, 25% 1-4 depending on district encountered. Leather or mail armor and pike or flail weapon. Bribe min. 1 GP.	Tradesman	32	25	27	18	15	15	16	17	08	08	16	19	03	37	--													
		Troops	41	34	38	30	25	25	28	27	14	14	31	29	04	55	08													
		Peasants	51	49	53	47	35	30	33	32	17	16	34	34	--	60	--													
		Domestic Animals	58	59	59	53	40	36	37	35	18	17	39	37	--	65	--													
Forester	NA 1-4; if LG: LVL 1 Ranger PROB 90%, Werebear PROB 10%; if N: LVL 2 FTR PROB 90%, Wereboar PROB 10%, if CE: LVL 2 FTR PROB 80%, Werewolf PROB 20%. Bribe minimum 5 GP...other ALIGN: LVL 3 FTR.	Great Races	68	68	67	59	48	45	47	42	24	24	42	42	05	75	10													
		True Giants	69	65	69	61	50	50	52	44	26	26	43	43	08	76	12													
		Undead	72	71	71	62	52	60	57	47	32	34	48	45	10	78	15													
		Enchanted Monsters	73	72	72	63	53	62	60	49	34	35	53	46	11	79	20													
		Huornings	74	74	73	64	63	63	62	52	37	38	54	47	--	80	--													
Hayward	NA 1-6; Semi-official constable. Polearm weapon. Questions all footmen as Reeve. Bribe min. 5 SP.	Simians	75	75	75	68	65	64	64	54	39	40	59	49	--	81	21													
		Avians	77	78	78	71	70	68	68	58	54	50	61	51	16	82	71													
		Saurians	78	79	79	73	72	70	72	68	61	61	63	54	31	84	73													
		Insectoids	81	82	81	76	75	75	75	72	62	64	65	56	33	85	83													
Knight	NA 1-8; Med. Horse PROB 50%, Heavy Horse PROB 30%, Plate Armored Heavy Horse PROB 16%. Minions: 2-40 footmen PROB 10% of which light foot 10%, heavy 20% armored foot 25%, mounted archers 10%, longbow 15%, crossbow 20%. PROB 75% same ALIGN as area ruler, PROB 10% opposite ALIGN, PROB 15% Neutral. LVL 1-3 PROB 90%, LVL 4-9 PROB 10%. Will stop any non-peasant. Magic as bandits. 1-6 Pages. Bribe min. 100 per level of knight.	Equines	82	83	82	81	77	77	78	74	65	65	69	58	--	86	85													
		Rodents	85	86	84	84	79	80	80	76	67	67	72	61	--	87	86													
		Ursinoids	86	87	85	85	84	83	83	78	68	68	73	62	--	88	--													
		Oliphantines	87	88	86	87	85	87	87	80	70	70	74	63	--	89	--													
		Felines	90	91	89	90	90	88	88	82	73	73	78	65	--	90	87													
		Pisceans	91	92	90	91	91	89	89	92	81	80	79	89	89	94	88													
		Canines	94	95	93	94	95	94	94	93	85	84	83	92	--	95	89													
		Scavengers	96	96	95	95	96	95	95	95	93	93	89	96	96	96	90													
		Dragons	97	97	96	97	97	97	97	97	95	95	93	97	97	97	92													
Messengers	NA 1-2; LVL 1-3 FTR or TH. PROB 10% of message on treasure, PROB 20% on battles, PROB 25% on legal matters, PROB 15% on spying activities, PROB 15% on trading, PROB 15% letters to nobles. Leather armor and PROB 90% light horse. Bribe min. 3 GP/LVL.	Demonoids	98	98	98	98	98	98	98	98	97	97	98	98	98	98	94													
		Psonics	99	99	99	99	99	99	99	99	99	99	99	99	99	99	96													
		Astrals	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00													
		CT...Cities (1000 plus population)																												
		TN...Towns (1000 minus population)																												
Page	NA 1-6; LVL 1, Leather armor, PROB 10% light horse, Dagger armed. Bribe min. 1 SP.	RD...Roads, Tracks, Trails, or Paths																												
		CL...Clear, Prairie, Veldt, Grassland																												
		FR...Woods, Forest, Glades																												
		HL...Hills, Barrows, Broken Terrain																												
		MN...Mountains, Peaks, Crags																												
		AE...Aerial Encounters																												
Reeve	NA 1, LVL 1, minor manor official. Minions: PROB 50% of Hayward. Polearm weapon. Questions footmen but ignores horsemen unless so ordered. Bribe min. 1 GP.	RV...Rivers, Streams Estuaries, Channels																												
		SW...Swamps, Marshes, Bogs, Moors																												
		JG...Jungles, Rainforest																												
		DS...Deserts, Arid Plains, Badlands																												
		CO...Dunes, Beaches, Coastal Land, Sm. Islands																												
		SE...Seas, Bays, Gulfs, Large Lakes																												
		PS...Ship Passengers, Caravan Consists																												
Seneschal	NA 1, official of a knight, duke or king. LVL 3-6 FTR, PROB 90% same ALIGN as ruler. Minions: PROB 75% of 1-2 Knights. Armed as Knight. Bribe min. 10 GP per LVL.	ADVENTURERS																												
		Fighters	00-20																											
		Paladins	21																											

BOOR Mainstay of villeinry, serf with 5-30 acres. Adult males have 1-4 SP. Others 1-6 CP. Dwelling large sod or low wood hovel with PROB 50% 10-30 SP, PROB 30% 1-4 animals. Boors can have Polearms, spears, or knives. To hire: 1st Son 101-200, 2nd 50-100, 3rd and over 10-50 CP. Only 1st sons can ride or use armor. -1 INT, -1 STR, -1 CON, -3 CHAR...1st sons have only -2 CHAR penalty.

CHURL Pillars of peasantry, serf with 30-90 acres. Adult males 1-6 SP, others 1-8 CP. Most call themselves Boors. Arbitrary taxes force them to appear unprosperous although some have well hidden and extensive hoards. In taverns, serfs will be 70% churls & 30% boors. Carry knives, are quarrelsome, and can be armed with polearms, spears, and handaxes...and 16% have short bows. 1-10 animals and well hidden in their low wood hovels:

01-25% Tallage Busted...No Wealth
26-50 Intemperate.....1-10 GP
51-80 Life Savings.....1-100 GP
81-95 Successful.....2-200 GP
96-99 Miser.....10-1000 GP
00 3rd Generation Miser 2000-8000 GP

First sons cannot be hired. 2nd sons 50-150 CP can ride and use armor, 3rd son 50-100 CP cannot ride or use armor, 4th sons 20-80 CP cannot ride or use armor. Short bow can be used if father used.

SOKMANAGE-Free tenants on fixed rents.

FREE COTTARS Poorest landed freemen, Sokman with less than 10 acres, sod and straw cottages. Like serf cottar except 50% are specialists as: Brewer, Tool Sharpener, Hand Miller, Baker, Tanner, Gardener, Carpenter, Weaver, etc. Treasure as serf cottars, specialists as Yeomen. Sons hired at 50% serf price. Specialist's 1st son 100-200 CP trained as father. No characteristic penalties for quality.

FRANKLINS Mainstay of peasantry, 10-60 acres, stout wood houses, Males carry 10-30 SP, and frequent good inns. Houses contain 10-60 GP. 1-20 animals with 30% have horses (count as 3 animals). First son cannot be hired..others at 100 CP+, can all use longbows, and ride if father owns horse (can learn).

YEOMEN Sturdy base of society, 60-120 acres, 50% in wood & 50% in stone houses. Males carry 2-12 GP, Houses have hidden magic item 05%, and 10-1000 GP. First sons cannot be hired, others at 100 CP+. Can use any weapon. 3-60 animals always including horses.

COMMONERS-General categories of peasants.

BEGGARS NA 1-20, LVL 1 FTR, ALIGN N-CE, PROB 16% of cripple blind, diseased, fakes, or destitute. PROB 10% are LG if ruler of area is LG. -1 on all characteristics. PROB 16% of fakirs...-2 on loyalty. Daggers & canes when appropriate. Carry 1-100 CP PROB 75%, 1-20 SP PROB 50%, 1-6 GP PROB 25%.

CLUNIACS NA 2-100, LVL 1-2 CL, PROB 01% of Abbot as Bishop, Unarmored and on foot, quarterstaff 50%, mace 25% flail 25%...Abbot armor: 1 none, 2-3 leather, 4-5 chainmail, 6 plate. 50% horsed, 75% silver cross, 25% wood cross, parties with Abbot have wagons PROB 25%; 1-4 grain, 5 empty, 6 books worth 50 GP each 1-100, type A treasure. Abbots carry 1-3 jewelry and 1-100 GP.

FRIARS NA 1-4, LVL 1-3 CL, ALIGN Any, 50% have no armor, 1-4 Leather, 5-6 Chainmail; LG has quarterstaff, N has quarterstaff 50%, mace 25%, flail 25%; CE has mace or flail & armor. Chaotics will attempt to deceive or trap. Lawful will summon authorities and same alignment will join party as long as they are traveling in the same direction on foot...+2 on offers to join for specific mission. Will cure light wounds if same alignment..if possible. Wood cross 75%, silver cross 20%, 05% nothing.

MADMEN NA 1 (PROB 10% of 1-6), LVL 2, ALIGN CG-CE, PROB 50% of Cudgel. PROB 50% of obvious insanity. Charm Person will work indefinitely.

NUNS NA 1-20, LVL 1-2 CL, ALIGN Any, Silver crosses 25%, 16% PROB of LVL 3-5 with 1-4 charmed females. Will aid same alignment PROB 50%.

PILGRIMS NA 1-100, Males; PROB 05% 1-6 LVL FTR, PROB 10% 1-4 LVL CL, PROB 02% 1-4 LVL MU or other adventurer. Females; PROB 02% 1-4 LVL MU. Non-human; PROB 01%. 10% mounted, 15% wagons, 10% silver crosses, 10% chance of berserk attack upon opposite alignment.

SERF NA 1-20, LVL 1, Slaves in chaotic lands. 1-3 Male, 4-5 Female, 6 Child. Women and children never fight. Will not look at person on horseback and will only speak if spoken to. PROB 01% of Jacqueries... 100-1000 Chaotic males led by LVL 4 FTR..polearms & spades. Male PROB 10% of 1-2 GP, PROB 20% 1-20 SP, PROB 50% of 1-50 CP.

SLAVES NA 1-100, LVL 1-3, 1-5 chance male,6-12 chance female. Age 05% 2-6, 10% 7-10, 15% 11-16, 20% 17-22 25% 23-30, 15% 30-40, 5% 40-50, 5% 50- . Some slaves were not always slaves so as to take this into account roll a percentage dice number: 01-05% Magic User, 06-10% Fighter, 11-15% Cleric, 16-20% Adventurer, 21-50% Peasant, 51-95% Always been a slave, 96-100% Noble. Noble slaves will have 1-80 G.P. and will pay 5-50 G.P. for freedom. HTK for a slave that is not unusual will be 1-8. For all others roll on the encounter charts.

SOKMAN NA 1-20, 1 in 6 chance Serf if in Evil lands. Woman and Children will not fight though they all will speak to anyone.

STRUMPET NA 1-20, HTK 8, ALIGN. N-LE-CE, AC at best Leather, Armed with daggers(1 chance in 10 for a magical one There is a 70% chance that the Madam is a 2nd LVL Cleric and a 30% chance that she will be a 2-7 LVL Witch. Pimps are Thiefs 1-6 LVL and have a nasty personality. Parties over five will have wagons.

VAGABOND NA 1- , LVL 1-3, 50% will have Eleven Cloaks. Hoboes, knights of the road. Transmitters of true

MERCHANTS

ALL AREAS: 01-13 Cloth Merchants
14-28 General Merchants
29-42 Grain Merchants
43-45 Jewel Merchants
46-54 Leather Merchants
55-61 Lumber Merchants
62-64 Magic Merchants
65-67 Money Merchants
68-71 Salt Merchants
72-76 Slave Merchants
77-81 Smith Merchants
82-84 Spice Merchants
85-91 Stock Merchants
92-94 Stone Merchants
95-99 Wine Merchants
00 Miscellaneous Merchants

Suggested Other and Miscellaneous Merchants:

Alchemical Supplier	Weapons Merchants	Art Supplier or Smuggler
Boatbuilder	Bootmaker	Plant Merchant
Bowmaker	Brickmaker	Carpet Merchant
Woodcarver	Assayer	Glass Merchant
Gold Merchant	Fletcher	Inker and Dyer
Fuel Merchant	Equipment Supplier	Expedition Outfitter
Magic Merchant	Metal Merchant	Perfume Merchant
Rope Merchant	Ale Merchant	or anything else your heart desires.

TROOPS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS
Archers	10	09	09	08	10	09	09	05	04	04	02	03	--	05 1-25
Bandits	11	11	13	12	15	14	14	08	07	06	06	06	--	10 30-300
Berserkers	12	13	15	15	18	17	17	11	11	10	08	08	--	15 30-300
Brigands	13	15	18	19	23	23	22	14	14	12	12	11	--	20 30-300
Buccaneers	14	17	19	20	24	--	--	26	29	13	--	21	25	25 30-300
Cavemen	--	--	--	21	26	30	32	28	30	20	13	22	--	-- 30-300
Crossbowmen	22	25	27	29	34	35	37	32	34	25	16	25	--	30 1-25
Dervish	24	29	33	35	42	50	47	37	37	35	31	27	--	35 30-300
Heavy Foot	31	36	40	42	47	52	52	40	39	39	36	31	--	40 1-25
Light Foot	46	51	55	57	62	67	67	50	47	47	46	41	--	45 1-25
Heavy Horse	51	56	60	60	64	69	69	51	--	--	51	44	--	50 1-12
Medium Horse	59	64	68	67	68	72	72	53	49	49	61	51	--	55 1-20
Light Horse	69	74	78	77	76	77	77	57	52	52	76	61	--	60 5-30
Levies	72	81	85	89	84	82	82	59	53	53	78	63	--	65 10-1000
Longbowmen	77	86	90	96	94	87	87	64	57	57	83	68	--	70 1-25
Marines	85	89	92	97	95	88	88	72	67	67	84	78	50	80 1-30
Nomads	87	92	95	98	96	98	98	73	--	--	99	79	--	84 30-300
Pirates	88	94	96	99	97	--	--	85	82	80	--	89	75	89 30-300
Seamen	98	99	97	--	--	--	--	97	97	90	--	99	99	99 1-20
Others	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Artillerymen	Pikemen	Amazons	Janiseries
Elite Guards	Militia	Sappers	Support Troops
Seige Engineers	Recruits	Shock Troops	Headquarters Units
Bodyguard Troops	Territorials	Guerrillas	Balloon Observers
Oliphant Units	Camel Corps	Irregulars	and other others

PEASANTS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	PS
Beggars	10	05	05	02	01	05	06	05	05	01	02	07	01 1-20
Cluniacs	11	06	07	06	11	10	11	10	15	03	03	12	02 2-200
Friars	16	13	13	12	19	26	26	15	20	14	10	19	09 1-4
Madmen	21	18	16	13	22	29	29	18	30	25	13	22	10 1-6
Nuns	26	25	22	19	27	37	39	23	31	26	18	27	15 1-20
Pilgrims	38	40	47	34	35	60	59	34	62	55	68	42	68 1-100
Seamen	43	43	48	--	--	--	--	54	72	60	--	62	78 1-20
Serfs	58	63	63	64	55	70	69	64	77	67	73	72	80 1-20
Slaves	68	71	68	74	60	79	79	74	87	85	78	82	82 1-60
Sokmen	86	86	88	94	90	90	89	84	92	90	83	92	92 1-20
Strumpets	92	90	90	95	91	91	90	86	94	92	84	93	93 1-20
Vagabonds	95	94	94	97	94	94	94	91	96	96	89	95	96 1-8
Wayfarers	98	98	98	99	97	98	98	98	98	98	98	98	98 1-40
Others	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

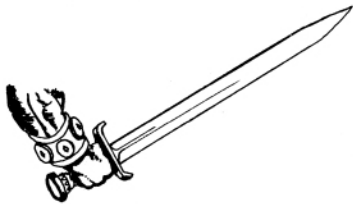
Boors	Churls	Oafs	Knaves
Cottars	Penitents	Franklins	Prisoners
Hermits	Villains	Tinkers	Packs of Wild Children
Mutants	Lepers	Cripples	The Poorest of the Poor

DOMESTIC ANIMALS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	PS
Camels	05	03	05	02	01	01	01	01	01	01	20	01	05 3-30
Apes	06	04	06	03	03	04	04	03	02	05	21	04	06 1-6
Draft Horses	16	11	16	08	08	08	07	08	03	06	22	09	10 1-10
Heavy Horses	21	15	21	13	10	09	08	13	04	07	24	10	15 1-12
Medium Horses	26	20	26	23	20	13	13	23	06	08	29	24	20 1-20
Light Horses	36	30	36	33	32	23	23	38	11	10	44	34	30 5-30
Mules	40	40	46	35	35	36	38	41	18	18	49	36	40 1-8
Oliphants	47	41	48	37	38	38	39	44	21	24	50	37	47 1-6
Oxen	52	46	58	42	43	44	44	49	23	25	55	42	52 2-12
True Cats	57	51	60	46	46	46	46	50	24	26	57	43	57 1-4
True Dogs	62	57	63	50	49	49	49	52	26	27	60	46	62 1-10
Cows	72	69	68	60	59	54	54	62	31	30	62	56	72 1-20
Asses	73	71	71	62	64	64	64	65	41	40	69	58	73 1-10
Goats	76	75	74	69	72	74	74	75	51	51	79	68	76 2-40
Rams	77	76	75	70	73	76	76	76	53	52	81	69	77 1
Pigeons	82	78	76	71	74	77	77	77	54	53	82	70	82 1-10
Sheep	92	88	81	91	84	87	87	87	64	60	89	80	92 4-40
Other	95	92	86	00	00	00	00	00	00	00	00	00	00
ST	00	00	00	--	--	--	--	--	--	--	--	--	--

Suggested Others:

Wolves	Cranks	Mammoths	Mastodons
Bears	Rats	Hogs	Pigs
Rabbits	Mice	Mink	Buffalo
Deer	Elk	Hippogriffs	Pegasi
Unicorns	Crows	Eagles	Falcons
Hawks	Ravens	Owls	Dinosaurs
Frogs	Lizards	Snakes	Turtles
Giant Insects	Bees	Chimps	Gorillas
Orangoutangs	Dolphins	Whales	Cheetahs
Foxes	Lions	Spotted Lions	Mountain Lions
Leopards	Tigers	Jaguars	Lynxes
Extraterrestrial Beasts			



news. They seem to be able to travel the country side with safety trading information for food and safe conduct.

WAYFARER NA 1-40, LVL 1-6 FTR, MU, CL or TH, AC at best Chain and Shield, Random weapons, 10% Class A Treasure, 1-2000 G.P. Roll for age and sex on the slave chart. 40% Light Horse, 15% with wagons.

Pt. 2 "Merchants" by Siegfried Nelson & Richard Mueller

In the pseudo-medieval worlds of fantasy campaigns, merchants and trade lend an aura of reality that most players can identify with. It gives a feel of a societal background at work. Trade is heaviest in areas where specialization are evidenced...ie. armies, cities, ports, and large market towns. Merchants bring items which are not readily available to the otherwise self-sufficient population. Bartered items include luxuries only in the case of rural or migratory folk.

The following classes are by no means complete and must be "fleshed out" to suit your campaign. Merchants are a good source of information because they learn about the ways of the lands they travel through from their customers. Merchants also are always seeking new trade and profitable enterprises. Virtually all PROB 90% merchants can read and many PROB 20% can Read Magic. They travel in pairs or singly with 2-20 servants such as: men-at-arms, clerks, wagon-drivers, scribes, bodyguards, etc. Each merchant has 2-40 followers as: Pilgrims, Peasants, Fellow Travellers, etc. When travelling by sea, omit the wagons. Merchants usually PROB 85% belong to a guild and will not attack another merchant. Most merchants tend to be Neutral...PROB 70%.

MERCHANT CLASS

Merchant	Wagons	Treasure	1000's of Gold	Other
Cloth	1-6	50%	1-4	---
General	1-4	50%	1	---
Grain	1-20	50%	1-4	---
Jewels	1 (50%)	100%	2-20	5-50 Gems
Leather	1-2	50%	1	---
Lumber	1-10	50%	1-2	---
Money	1	100%	*	---
Salt	1-10	50%	1-3	---
Slaves	1-6	35%	1-3	---
Smith	1-2	50%	1-2	*
Spices	1-5	50%	1-6	---
Stock	1-4	50%	1	---
Stone	1-8	50%	1-2	---
Wine	1-8	50%	1-3	---

CLOTH MERCHANTS

40% of wagons loaded, 60% empty. Loaded wagons: 1-3 wool (400 G.P.), 4 cotton (500G.P.), 5 burlap (100 G.P.), 6-8 raw wool (200 G.P.), 9 linen (600G.P.) 10 silk (500 G.P.).

GENERAL MERCHANTS

75% of wagons are loaded with general goods, 25% are empty. Loaded wagons are worth 100 to 1000 G.P..

GRAIN MERCHANTS

60% of wagons loaded, 40% of wagons empty. Loaded wagons worth 200 G.P..

JEWEL MERCHANTS

50% of Jewel Merchants are mounted, 50% are in 1 wagon. There will be 5-50 Gems and if in a wagon, a 70% chance that there will be baubles worth 1-500 G.P. and a 30% chance of 1-15 Jewelry.

LEATHER MERCHANT

60% of wagons full, 40% of the wagons empty. Full contain saddles, bridles, armour, hides and shoes worth 600 G.P..

LUMBER MERCHANTS

50% of the wagons full. 1-3 trees worth 10-100 G.P., 4-5 lumber worth 150 G.P., 6 wooden goods worth 250 G.P..

MAGIC MERCHANTS

Magic merchants are usually PROB 80% low level magic users and in any event can throw 1-6 spells of 1-3 level. 25% in wagon, 25% on horse, 50% on foot. Magic items for sale include 1-20 items...PROB of @ 100%-Spell Levelx10% or 100%-Magic Bonusx20%. Minion guards: NA 1-10, LVL 2-8 MU & TH..PROB 10% Magically armed; PROB 25% of 1-10,000 GP if no magical items on wagon PROB 50%.

MONEY MERCHANTS

50% in armored wagon, 50% in normal wagon with outriders; Minions: 50% LVL 1 FTR, 16% LVL 2 MU, CL, or TH...one LVL 2-5 FTR for every ten minions. Five minions for every 1,000 GP carried. PROB 40% empty, PROB 25% pawned items .art, furniture, weapons,lyre PROB 20% of some Magical Item, PROB 15% of 100-10,000 GP in coin, jewelry, or gems.

SLAVE MERCHANTS

80% of wagons loaded, 2 extra fighters per wagon of slaves: 1-10 slaves per wagon; Each slave: 1-5 Male, 6-12 Female; Age: 1-2 6 years, 3 7-9 years, 4 10-12 years, 5 13-15 years, 6 16-18 y, 7 19-21 years 8 22-26 y, 9 27-35 years, 10 36-40 y, 11-12 41+years Each male above 12: 01-06 MU, 07-09 Adventurer, 10-14 CL, 15-25 FTR, 26-69 Peasant, 70-95 Slave, 96-00 Of Noble Blood: Noble slaves will give 50-500 SP for freedom...unless destitute PROB 20%. Merchants are Neutral 80% of time, 05% chance of any alignment.

SALT MERCHANTS

50% of wagons loaded. Wagonload value 500 G.P.

SMITH MERCHANTS

70% of wagons are loaded, 30% are empty. 1-5 Tinkers 150 SP, 6-8 Farm Equipment 300 SP, 9 Arms 1000 G.P.10-11 Pewter 1000 SP, 12 Ingots 80% 5000 SP 20% 1500 GP.

THE GREAT RACES

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	PS	SE	AE
Chromatic Dragon	01	01	01	01	01	01	01	01	01	01	01	01	01	01	01
Vampires	02	02	02	02	02	02	02	02	02	02	02	02	02	--	03
Trolls	03	03	03	03	05	04	03	12	13	13	03	04	03	02	--
Ogres	04	04	04	04	10	05	05	13	15	14	05	05	04	--	--
Gnolls	05	05	05	05	11	06	06	28	29	30	06	08	05	03	--
Hobgoblins	06	06	06	06	12	09	09	29	31	31	07	09	07	04	--
Orcs	07	08	08	10	22	20	24	49	51	45	09	14	12	05	--
Kobolds	08	09	09	11	26	25	25	50	53	47	10	15	14	--	--
Goblins	09	10	10	12	27	27	27	51	55	53	12	17	16	--	--
Mithril Dragon	10	11	11	13	28	28	28	52	56	54	13	18	17	06	04
Red Dragons	11	12	12	14	29	31	31	53	57	55	14	19	18	07	07
Blue Dragons	12	13	13	15	30	33	33	54	58	56	17	20	19	08	10
Green Dragons	13	14	14	16	32	34	34	55	59	59	18	21	20	09	13
Black Dragons	14	15	15	17	33	35	35	59	63	61	19	22	21	10	16
White Dragons	15	16	16	18	34	37	37	60	64	62	20	23	22	11	19
Werewolves	16	17	17	19	36	39	39	61	65	63	21	24	23	--	--
Cloud Giants	17	18	18	20	37	40	40	62	66	64	22	25	24	12	39
Fire Giants	18	19	19	21	38	41	41	63	67	65	23	26	25	--	--
Frost Giants	19	20	20	22	39	42	43	64	68	--	24	27	26	--	--
Stone Giants	20	21	21	23	40	44	44	65	69	66	25	28	27	--	--
Hill Giants	21	22	22	24	41	47	46	66	70	67	26	29	28	--	--
Weretigers	22	23	23	26	44	48	48	67	71	71	27	30	29	--	--
Wererats	24	25	24	27	48	49	49	74	77	76	28	31	30	--	--
Wereboars	25	26	25	28	51	50	50	75	78	78	29	32	31	--	--
Leprechauns	27	28	26	29	53	51	51	76	79	--	30	33	32	--	40
Platinum Dragon	28	29	27	30	54	52	52	77	80	79	31	34	33	13	41
Golden Dragons	29	30	28	31	55	53	53	78	81	80	32	35	34	14	43
Silver Dragons	30	31	29	32	56	54	54	79	82	81	33	36	35	15	63
Bronze Dragons	31	32	30	33	57	55	55	80	83	82	34	37	36	25	66
Copper Dragons	32	33	31	34	58	58	58	81	84	83	37	42	37	26	69
Brass Dragons	33	34	32	35	59	59	59	82	85	84	40	43	38	27	72
Titans	34	35	33	36	60	60	60	83	86	85	41	44	39	28	82
Storm Giants	35	37	34	37	70	61	61	85	88	89	42	46	41	--	--
Werebears	36	38	35	38	71	62	62	86	89	90	43	47	42	29	00
Gnomes	37	40	36	39	79	63	63	87	90	91	44	48	43	--	--
Hobbits	39	42	38	40	80	78	78	88	91	92	45	49	44	30	30
Elves	42	47	40	52	84	79	79	90	92	--	46	51	46	31	31
Half Elves	47	54	48	54	94	80	80	91	93	93	47	54	49	32	32
Dwarves	54	64	58	70	97	81	81	93	94	94	49	57	53	33	33
Humans	58	69	61	72	98	96	96	94	95	95	51	59	54	34	34
	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

TRUE GIANTS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS	AE
Pixies	01	01	01	01	01	01	01	01	01	01	01	01	40*	01	45
Leprechauns	03	03	03	03	03	02	02	02	02	02	02	02	49	03	50
Hobbits	07	09	09	08	09	04	04	08	03	03	05	--	07	--	--
Kobolds	11	14	14	11	12	12	12	13	04	04	06	08	--	11	--
Gnomes	15	19	19	14	15	20	21	18	05	05	08	11	--	15	--
Goblins	20	25	25	19	20	27	28	22	06	06	13	15	--	20	--
Dwarves	25	31	31	24	25	36	36	26	07	07	18	19	--	25	--
Humans	51	42	42	50	30	37	37	27	08	08	74	57	--	51	--
Marshwiggles	52	43	43	51	31	38	38	44	58	50	75	67	50	52	--
Orcs	57	49	50	59	37	47	47	52	61	60	80	72	--	57	--
Half Elves	64	57	58	69	47	55	55	60	62	61	81	76	--	64	--
Elves	69	64	65	77	59	61	61	66	63	62	82	79	--	69	--
Hobgoblins	72	68	69	82	64	67	67	71	65	65	83	81	--	72	--
Gnolls	74	71	72	83	66	68	68	76	67	67	84	83	--	74	--
Trolls	76	74	75	84	68	69	69	82	77	75	85	85	--	76	--
Ogres	78	77	78	86	72	73	73	84	84	84	87	87	--	78	--
Yetis	79	78	79	87	73	77	77	85	85	--	88	88	--	79	--
Bugbears	81	80	81	88	75	79	79	87	86	86	90	89	--	80	--
Cyclopi	83	82	83	89	77	81	81	88	87	87	91	90	--	82	--
Ents	86	86	86	91	84	82	82	90	88	88	--	91	--	86	--
Umber Hulks	87	87	87	92	87	84	84	92	89	89	92	92	--	87	--
Cloud Giants	89	89	89	93	89	86	86	93	90	90	93	93	59	89	59
Hill Giants	91	91	91	94	91	89	89	94	91	91	94	94	--	91	--
Fire Giants	93	93	93	95	93	91	91	95	92	92	95	95	--	93	--
Frost Giants	95	95	95	96	95	93	93	96	93	93	96	96	--	95	--
Stone Giants	97	97	97	97	97	95	95	97	97	97	97	97	--	97	--
Storm Giants	98	98	98	98	97	97	97	98	98	98	98	98	90	98	90
Titans	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
Other	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Light Elves	Dark Elves	Nissies	Black Seers
Pan Tang Warriors	Myrrhm	Ribhus	Indian Ogres
Hyborean Frost Giants	Greek Cyclopi	Satyrs	Norse Storm
Norse Dwarves	Norse Stone Giants	Norse Rock Giant	Aliens
Mist Giants	Delmains	Chinese Fairies	Homo Superiori

UNDEAD

	LAND	SEA	AIR
Skeleton	15	--	--
Zombie	30	--	--
Ghoul	45	--	--
Lacedon	--	25	--
Wight	55	--	--
Wraith	63	--	--
Mummy	73	--	--
Special Mummy	76	30	--
Spectre	82	55	30
Morkoth	--	80	--
Shadow	86	90	50
Vampire	89	--	70
Ghost	92	96	90
Lich	94	98	98
Other	00	00	00

Suggested Others: Ollam Onga Red Shadows Ghouls of Yaniadar

Encounter Charts are continued on next page

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Judges Guild would like to acknowledge TSR's help, encouragement and permission to reprint certain portions from Dungeons & Dragons TM c 1974 Tactical Studies Rules. Our fantasy game play aids supplements and enhances the D&D system. We would like to recommend TSR's very fine Dragon magazine, \$1.50/copy from TSR, POB 756, Lake Geneva, WI 53147.

SPICE MERCHANTS

50% loaded wagons, Wagonload value 2000 G.P.

STOCK MERCHANTS

10% wagons filled with chickens, 1-3 Herd of 10-100 Cattle, 4-5 10-200 Goats, 6 5-50 Camels or Oxen, 7-10 20-500 Sheep, 11-12 10-1000 Poultry.

STONE MERCHANT

50% loaded wagons, Wagonload value 500 SP.

CARNIVOROUS PLANTS by Greg Jacobs

EGO PHAGE

AC VARIES, MOVE NIL, HD VARIES, NA 1-20, TREAS NONE
These are 10" conical blue mushrooms found in woodland areas. 40% release spores that are undetectable. The spores are inhaled by 1 member of the party (roll to determine which) and destroy the brain. The plant then takes over the body, imitating the deceased in every way, and infecting one more member of the party each day until they all succumb. They then find a good place to take root and let the bodies decay, forming a new colony and waiting for a new party of travellers. A clerical cure is effective if given within two hours after the start of the infection.

JACK IN THE PULPIT

AC 2, MOVE 13, HD 7, NA 1-8, TREAS NONE
This plant holds a tiny green creature who can move and attack up to 6" high. He uses a tiny dagger that does 1-8. They love to cause mischief and have a 75% success rate with such devices as falling tree limbs. They are also able to use illusions as a 4th level Illusionist. If a party comes within 6" of their plant they will tail them until the party has left the forest.

PEBBLE MOLD

AC 9, MOVE NONE, HD 3, NA 1, TREAS NONE
Pebble mold is found in dank dungeons. It has a main body buried 2' under the floor and has 1-100 appendages that grow out of it. They grow up to the floor where they give the appearance of strewn pebbles. Actually, each of these pebble-like buds (within a 10' radius of the main plant) contains acid. When a person passes over the main body, all of the pebbles squirt acid on him, doing 1-3 pips damage. The acid dissolves flesh and metal, the dissolved particles being absorbed through the buds to feed the main body. Only hitting the main body will kill the creature. The pebbles take 3 pips each before dying but will regrow. The pebbles are brownish along with the rest of the mold. The pebbles are 2" in diameter, the stalks 1" and up to 10 feet long and the central body about 3' in diameter.

PITCHER PLANT

AC 6, MOVE NONE, HD 15, NA 1-3, TREAS H INSIDE
These plants grow in large pot holes and disguise themselves to look like the normal landscape. They have the ability to charm any level 5% chance per level of breaking the charm. The plant waits for the victim to fall in (35%) or uses the charm (65%). It then digests the victim after sealing him in, digesting flesh only at 3-18 per round. Found in warmer climates.

RAGE EATER

AC 7, MOVE 1, HD 1, NA 4-40, TREAS NONE
The Rage eater feeds off of rage or pain but is not psychically endowed. These brown and slimy molds roost on ceilings under doorways in places of medium activity. They strike by falling on people passing under them. They then begin to produce a berserker rage and if there are others in the party the stricken one will attack. If the stricken one is alone, the effect that results is intense pain, enough to cause 80% chance of insanity in the average IQ. 90% for low IQ, 60% for 13-16, 50% for 17, 40% for 18.

SNAP DRAGON

AC 7, MOVE NONE, HD 5, NA 1-20 STALKS, TREAS NONE
These plants have flowers about the size of a man's fist. Some can breathe fire like a mature red dragon. The smaller blooms bite for 1-4 and do most of the devouring of flash fried corpus. 1-10 flowers per stalk, 50% chance of one being a fire breather. They strike when the victim is within 5 feet. Found in fields in temperate areas.

SPIDER VINE

AC 7, MOVE 10, HD 1 PER TENT., NA 5-30, TREAS NONE
This vine prefers to live in trees overhanging roads and trails. When a creature walks under it the plant releases 5-30 vines that snarl the victim and drain 1-3 pips per melee. If 10 or more are still on the victim in five melee rounds, strangulation begins, doing 1-6 additional pips per round. The range of each vine is 40 feet. The vine plant's main body is actually attached to the tree. The plant is bright green, never flowers and is found in temperate climates.

SPINAFLEX BUSH

AC 7, MOVE 10, HD 5, NA 1-3, TREAS NONE
The spinaflex bush is 2/3 shrub and 1/3 trunk with huge gnarly roots curled about it. About it on the ground can be seen 5 main roots. It stands about 3 feet tall. This plant needs a little bit more than it can get from the ground so it snares prey with the huge roots that can grow 10 per turn for 40 feet and are very flexible. This plant waits until a victim falls asleep or stops to rest before attacking. Two of the roots are used to snare the person, the third is used to paralyze the victim after snaring, the fourth draws nutrients out of the prey and the fifth feeds the victim, keeping him alive for 1-20 days before killing him. A snare is 3 above needed to hit. Damage is 1-8 (subdual) per hit until the victim is subdued. The plant dissolves used up corpses.

SUN DEW PLANT

AC 6, MOVE NONE, HD 7, NA 1 (10% 2) TREAS H
This plant disguises itself as part of the terrain. When a creature walks over it the rim spores shoot a spray of adhesive (treat as Web Spell). After gluing the victim down it dissolves only animal flesh at 1-12 pips per turn. About 10 feet in diameter. Found anywhere above 50 degrees F.

ENCHANTED MONSTERS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS	AE
Animus	03	05	08	07	06	05	05	04	03	03	02	08	--	02	--
Clay Golem	13	17	18	15	13	10	11	--	04	05	04	16	--	03	--
Flesh Golem	21	27	26	21	18	14	15	08	08	09	07	22	--	04	--
Stone Golem	27	35	32	25	21	16	17	10	10	10	08	26	--	05	--
Iron Golem	31	41	36	27	22	17	18	11	11	11	09	28	--	06	--
Statue	80	78	70	49	53	43	43	37	41	41	18	34	24	55	--
Homunculus	84	83	77	59	63	53	53	47	51	51	26	42	--	65	08
Infernal Machine	86	85	80	62	66	55	55	54	54	54	41	50	54	76	38
Invisible Stalker	91	90	87	72	78	67	67	66	69	69	56	60	64	91	48
Juggernaut	92	92	92	82	83	72	70	74	70	70	71	70	67	92	--
Efreet	93	93	93	85	86	77	77	78	75	75	76	72	72	93	58
Djinn	94	94	94	88	89	82	82	82	80	80	81	75	74	94	68
Air Elemental	95	95	95	90	91	85	85	85	83	83	85	79	80	95	80
Water Elemental	96	96	96	92	93	86	86	95	91	91	--	86	90	96	--
Fire Elemental	97	97	97	94	94	89	89	--	92	92	98	88	--	--	90
Earth Elemental	98	98	98	96	96	92	92	96	94	94	91	91	--	97	--
Salamander	99	99	99	98	97	95	95	97	95	95	95	93	--	98	96
Other	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others

Demon Warriors

Demon of the Black Hand

Familiars

HUORNINGS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	PS
Huorns	72	64	62	61	35	72	72	43	32	30	82	59	07
Dryads	73	65	63	64	45	75	75	48	35	35	83	61	08
Carnivorous Plants	75	68	68	69	60	80	80	63	55	65	88	68	--
Ents	90	85	83	81	80	87	87	73	60	66	89	78	98
Shamblong Mounds	82	88	86	85	87	89	89	80	70	70	90	80	99
Running Vines	95	93	93	93	97	96	95	95	90	95	95	90	--
Others	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Vampire Vine

Vampire Tree

Note:

Huorns are defined as all semi-aware plant life as might be affected by a speak with plants but otherwise non-communicative, non-mobile and relatively harmless.

SIMIANS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	PS	AE
Apes	05	07	09	10	15	17	15	10	08	10	10	10	03	--
Carnivorous Apes	06	09	12	17	25	25	25	15	20	20	25	15	05	--
White Apes	16	19	22	27	35	32	32	25	25	25	30	30	21	97
Yeti	17	20	23	29	38	40	45	27	26	26	--	32	23	--
Baboons	19	23	26	55	50	50	50	35	40	40	55	45	26	--
Chimps	79	76	75	75	60	90	90	65	70	70	85	75	76	--
Orangutan	89	88	87	85	80	95	95	80	85	85	90	80	81	--
Gorillas	90	90	90	90	90	96	96	90	90	90	95	90	90	--
Others	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Trogs

Mountain Apes

Clakars

AVIANS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS	AE
Birds	13	09	11	13	14	02	01	20	13	10	14	04	14	30	20
Crows	38	29	31	33	29	11	11	32	18	16	24	16	19	35	35
Eagles	43	45	38	40	36	21	23	39	23	20	31	23	26	37	42
Great Eagles	45	47	41	43	39	30	31	42	36	30	34	26	29	38	45
Harpies	47	50	45	48	46	36	36	48	46	46	38	32	31	39	48
Ravens	57	60	55	58	56	46	46	58	56	56	43	42	36	45	58
Rocs	62	65	61	63	61	56	56	61	61	61	55	45	39	46	65
Stirges	67	72	69	70	71	66	66	71	73	74	62	55	44	47	67
Storks	82	84	79	75	76	69	69	81	76	76	64	63	54	54	74
Swan Mays	83	85	80	76	77	70	70	82	77	77	65	64	55	55	75
Giant Owls	84	86	82	78	82	77	77	84	84	84	68	66	57	58	78
Flightless Birds	85	87	84	83	84	79	79	85	85	85	78	68	--	59	--
Owls	87	90	89	89	94	86	86	90	95	95	83	76	58	64	81
Vultures	89	93	94	95	97	96	96	93	97	97	96	84	59	65	89
Gulls	95	98	99	99	99	99	99	99	99	99	99	99	99	99	99
Others	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Finnish Eagles

Melnibonean Owls

SAURIANS

	T	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS	AE
Basilisks	01	01	01	02	02	03	03	02	01	02	03	01	--	01	--
Brontosaurus	--	--	--	03	04	--	--	07	08	09	--	04	--	--	--
Bulette	--	02	02	05	05	04	04	--	--	10	05	05	--	--	--
Cockatrices	02	03	03	07	07	07	07	08	09	11	08	06	--	02	25
Couatls	--	--	--	--	08	08	08	09	10	12	09	07	01	03	28
Crocodiles	--	--	--	--	--	--	--	19	19	19	--	09	02	--	--
Elasmosauri	--	--	--	--	--	--	--	20	--	--	--	--	17	--	--
Frogs	19	15	18	15	22	18	18	28	31	31	10	19	--	04	--
Gargoyles	21	18	21	18	26	23	23	29	32	32	15	20	19	05	58
Giant Crocodiles	--	--	--	--	--	--	--	32	33	--	--	21	20	--	--
Giant Frogs	--	--	--	--	27	--	--	35	38	38	--	22	21	06	--
Giant Lizards	--	--	--	19	28	24	24	36	39	40	16	23	22	07	--
Giant Sea Snake	--	--	--	--	--	--	--	37	--	--	--	--	27	--	--
Giant Snake	--	--	--	20	29	26	26	38	40	42	--	24	--	08	--
Giant Toad	--	--	--	21	30	--	--	39	41	--	--	25	--	09	--
Giant Tortoise	--	--	--	22	31	--	--	40	--	--	17	26	--	10	--
Kopocanth	--	--	--	--	--	--	--	41	--	--	--	--	31	--	--
Lizards	41	38	31	37	46	46	46	45	46	46	69	40	34	13	--
Lizard Men	43	31	34	40	49	47	47	49	48	50	70	55	49	64	--
Manticoras	44	42	35	42	51	50	50	51	49	51	73	56	--	65	73
Medusae	45	43	36	44	53	53	53	53	50	53	74	57	--	66	--
Monitor Lizards	--	--	37	46	55	56	56	54	51	54	77	58	--	67	--
Mososauri	--	--	--	--	--	--	--	--	--	--	--	--	64	--	--
Mottled Worms	--	--	--	--	--	--	--	--	--	--	--	--	65	--	--
Plesiosauri	--	--	--	--	--	--	--	--	--	--	--	--	80	--	--
Pterodactyls	46	44	38	47	57	61	61	55	52	55	79	59	81	68	93
Purple Worms	47	45	39	48	58	62	62	56	53	56	81	60	--	--	--
Ropers	48	46	40	49	59	63	63	57	54	57	--	61	--	69	--
Salamanders	--	--	--	--	--	--	64	--	--	--	83	--	--	--	98
Sea Ropers	--	--	--	--	--	--	--	58	--	--	--	--	83	--	--
Sea Snakes	--	--	--	--	--	--	--	59	--	--	--	--	88	--	--
Stegosauri	--	--	--	50	61	--	--	62	60	60	--	64	--	--	--
Toads	58	56	50	60	66	68	68	67	65	65	85	67	--	72	--
Tortoises	68	66	60	70	71	73	70	70	67	67	88	69	--	77	--
Triceratops	--	--	--	50	61	--	--	62	60	60	--	64	--	--	--
Trolls	73	73	67	77	81	78	78	83	79	79	--	75	--	84	--
Turtles	88	83	82	82	86	88	88	89	82	82	--	78	98	93	--
Tyrannosauri	--	--	--	83	88	--	--	94	89	89	--	81	--	--	--
Snakes	93	93	93	98	98	98	98	98	98	98	98	88	--	98	--
Other	95	95	95	00	00	00	00	00	00	00	00	90	00	00	00
S.T.	00	00	00	--	--	--	--	--	--	--	--	00	--	--	--

TOUCH-ME-NOT

AC 7, MOVE NONE, HD 3, NA 30 PER SQ. FT., TREAS NONE
Found in temperate climates, these plants have pods that burst when touched. 1-30 buds will pop and release spores. The explosion does 1-6 and victim must get cure disease within 12 days or the spores take root in the lungs and death results.

VENUS FLY TRAP

AC 7, MOVE NONE, HD 3, NA 1 PER 100's, TREAS I
Has 1-3 traps. 15% have 1-6 additional. Found in the
tropics. Traps are 3X6 feet and the plants waits until
the victim is within 10' before striking. There is a
30% chance of more than 1 trap hitting the victim. Each
trap does 1-10.(10% chance of decapitation). After the
victim is caught, the plant digests for 2-16 per melee
until the victim is unraisable. They make excellent
guards for houses and treasures.

MARVELOUS MONSTERS by Dennis Waltman

CRONKS

AC 5, MOVE 9°/15", HD 4+1, NA 1-20, TREAS None
DAMAGE 1-4/CLAW 1-4/BITE, ALGN N
Cronks appear similar to adult red dragons,
are not carnivorous, and normally leave all
other creatures alone. There is a separate
probability of 1-8 young... "kits"... per every
two adults appearing... PROB 30%. If the young
are threatened, Cronks will attack without
morale checks until the danger has passed.

RABANTLERS

AC 3, MOVE 18", HD 1+1, NA 1-4, TREAS "C"
DAMAGE 1-2 HORN, ALGN N
Rabantlers have the body of a rabbit with a short pair of antlers on their heads. It is often the pet of Leprechauns, being a magical beast. If treated very nice, they have been known to reveal the leprechaun's hoard location
PROB 20%+CHAR of Player. They can blink as a blink dog 3 times a day. Rabantlers bring twice the luck of pixies to their owners.

BROWN MOLT

AC 7, MOVE 9"/15", HD 1-1, NA 20-100, TREAS None
DAMAGE 1-2/BITE 1-2 BREATH, ALGN N, TREAS None
The Brown Molt is a fox-like creature with bat-like wings and four legs. It has the intelligence of a rat and a breath weapon of lightning. Their favorite food is grey ooze though they will prey on small animals when ooze is scarce. Their breath weapon has a range of five feet and they are only able to use it once a day.

SILVER MOLT

AC 5, MOVE 12/24, HD 1-1, NA 4-20, TREAS "I"
DAMAGE 1-4/BITE/ 1-2 CLAW 1-6 BREATH, ALGN N
The Silver Molt resembles a Brown Molt only in
shape. The Silver Molt is twice the size of a
Brown Molt. The Silver Molt has the intelli-
gence of a dwarf and has fire as its breath
weapon. It may breathe once a day. It's fa-
vorite foods are ocre jelly and black pudding.
The Silver Molt has the ability to immolate
like a Balrog when angry, and the breath has
a range of 10 feet. If its favorite food is
not available it will not hesitate to attack
any creature that it thinks it can kill.

SLIME WORM

AC 8, MOVE 9, HD 2+2, NA 1-3, TREAS NIL
DAMAGE 3-18 BREATH, ALGN N

The Slime Worm resembles earthworm-sized boa constrictors. It has a weapon of cold and less intelligence than a Brown Molt. Its favorite foods are green slime and yellow mold. It is extremely sensitive to fire but immune to the defensive systems of its prey. Blunt weapons will not damage Slime Worms and they are immune to cold or paralyzation. The Slime Worm lays eggs in corpses and carrion it finds. These eggs may be eaten by any number of different monsters. If the eggs are eaten they will still hatch and infest the monster until it dies. If the carrion is absorbed by a pudding the eggs are kept dormant by the juices of the pudding. They do not dissolve. When the pudding is killed and eaten by silver molts, the eggs are eaten too and digested by the molts, which poisons the molts. For this reason molts attack slime worms on sight. When short of food, slime worms will often attack molts.

LYBIT

AC 7, MOVE 90'-200, HD 1+1, NA 2-200, TREAS D
DAMAGE 1-4 or by WEAPON TYPE, ALIGN N
The Lybit is similar to a Goblin with wings. They are short and ugly and usually have a Gargoyle for their King, but are easily swayed by any grossly evil creature. Lybits are cowardly and will flee if the battle is going against them. They are often sent to steal and kidnap but may, on occasion attack small parties and caravans. Their lair is normally a cave but they will also be found in their master's castle. Their favorite weapons are the axe and net or the mace.

MORE MONSTERS by Phil Benz

DEMON WARRIOR

AC-6, MOVE 12", HD 1+1, NA 3-18 Normally, TREAS NONE
DAMAGE 1-10, ALIGN N, MAGIC RESISTANCE: 65%
The Demon Warrior is 6' tall, jet black, neutered and
totally obedient. His sword is also black and his
eyes are flaming red. He can sneak up on someone with-
out notice, even in bright moon and firelight. His one
magic ability is to cause any light source to go out.
He will normally be under the control of some evil per-
son such as an anti-cleric.

NITE

AC 9/3, MOVE 15", HD 1 pip, NA 10 (in Lair 100-200)
TREAS D, DAMAGE Bite at 1 pip, ALIGN N
Timid Nites are relatives of Carrion Crawlers, but only
about the size of a sewer rat. When surprised or station-
ary their AC is 9 but otherwise is 3 due to their

INSECTOIDS

[illegible]

Suggested Others:

[illegible]

Suggested Others:

RODENTS

[illegible]

Suggested Others:

[illegible]

Suggested Others:

Great Brown Bears	Great Black Bears	Panda Bears
Kodiak Bears	Giant Bears	Koala Bears
Honey Bears	Pooh Bears	

OLIPHANTINES

[illegible]

Suggested Others:

Suggested Others

Black Rhinoceros

agility. Their tentacular snout has a weak paralyzation ability, paralyzing at -4. It's lair is a cave and parties found outside the lair will flee if threatened.

TROGS

AC 5, MOVE 9", HD 3+1, NA 4-24, TREAS B, DAMAGE 1-10
ALIGN N
Ever go rolling up a wandering beastie and stop to take a look at what's in the charts? Especially the straight fighting type, like orcs and ogres? Chart 1 has goblins and orcs, Chart 2 has its gnolls, Chart 4 has its ogres. What about Chart 3? Wights? Wererats? Beetles? Something is lacking and that is the Trog. Trogs are about seven feet tall, covered with hair and have tusks curving up to their foreheads. They swing long straight swords with great speed. They love to eat men and usually travel in twos (solo for small parties). Intelligence is medial, 8 to 10 on the human scale. Have fun!

STILL MORE MONSTERS by Wayne Patton

GREMLINS

AC -2, MOVE 15", HD 1/2, NA -3-10, TREAS NONE
MAGIC RESIST: 75%
Gremlins are about 2' tall in height but towering in their capacity for mischief. If they are not favorably disposed to those whom they encounter, (They hardly ever are) their victims will find their dexterity cut in half, their hirelings morale dropped 2 points, and two points subtracted from all savings throws. They will also find themselves dropping things, running into doors and discovering faults in their equipment at critical times. These handicaps will cease as soon as the Gremlins leave. Gremlins also teleport like Blink Dogs, which is why they are so hard to hit. They can pick pockets and open locks like sixth level Thieves. If anyone should be so rash as to attack them, they can cast a confusion spell as a seventh level Magic User, Slow, or Darkness 5" radius, once per turn.

STILL MORE MONSTERS by John Chalupsky

TYPHOONAGATORS

AC 1, MOVE with Wind, HD 10+, NA 1-20, TREAS NONE, DAMAGE 4-24 wind plus drowning water spout 20' diameter per hit dice. ALIGN N
This huge beast is found floating over large bodies of water and is often mistaken for a dark storm cloud or squall, for only sharp eyes can spot its proboscis and mole-like limbs. Typhoonagators feed by filtering out fish from the water they suck up with their strong tornado-like wind. The beasts are neutral, gregarious and bovine-like. However, this unconcern does not hide their danger to seafarers for even the smallest can break and sink a sail ship, and large typhoonagators can sink large fleets. One of the more notorious typhoonagators was named Kkamikaze."

FELINES

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	PS	AE
Cheetah	01	02	03	10	05	05	05	04	05	05	07	03	01	--
Chimera	02	03	05	12	08	09	09	09	10	10	12	06	02	55
Displacer Beasts	03	04	07	14	11	13	13	14	15	15	15	09	03	--
Fox	06	09	37	33	21	21	21	24	30	30	35	19	05	--
Lammasu	08	11	39	36	24	24	24	29	35	35	40	24	08	95
Lion	09	13	42	46	27	27	28	33	40	40	57	31	09	--
Sabre-Toothed Tiger	10	14	43	47	29	30	30	35	50	50	58	33	10	--
Spotted Lion	11	16	45	50	39	33	33	39	53	53	63	38	11	--
True Cat	81	75	72	55	44	40	40	65	55	55	66	61	69	--
Giant Lynx	82	76	74	57	53	42	42	67	58	58	68	64	70	--
Mountain Lion	83	78	76	59	55	62	62	69	60	60	73	69	71	--
Leopard	84	80	79	69	58	65	65	72	65	65	78	74	72	--
Tiger	85	82	81	79	68	68	67	75	70	70	80	76	73	--
Jaguar	86	83	83	82	78	71	71	80	80	80	82	78	74	--
Lynx	88	65	85	85	88	88	85	85	85	85	85	83	75	--
Weretiger	95	95	95	95	95	95	95	95	95	95	95	95	95	--
Other	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Oonai	Vulture Lions						Snow Leopards				Panthers			
CANINES	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	PS	AE
Blink Dogs	05	07	10	10	07	10	10	10	10	10	10	15	29	90
Dire Wolves	08	12	20	25	24	35	35	20	20	20	20	25	31	--
Hellhounds	11	17	27	35	29	45	45	35	35	35	25	30	32	--
Werewolves	46	38	38	45	39	55	55	50	50	50	30	40	92	95
Wolves	53	48	48	60	80	70	70	80	70	70	45	80	93	--
Wild Dogs	60	58	58	85	90	80	80	90	90	90	65	90	94	--
Hynas	65	65	65	95	95	95	95	95	95	95	95	95	95	--
Others	70	70	70	00	00	00	00	00	00	00	00	00	00	00
S.T.	00	00	00											

Suggested Others:
Dharai Hunting Dogs

PISCANS

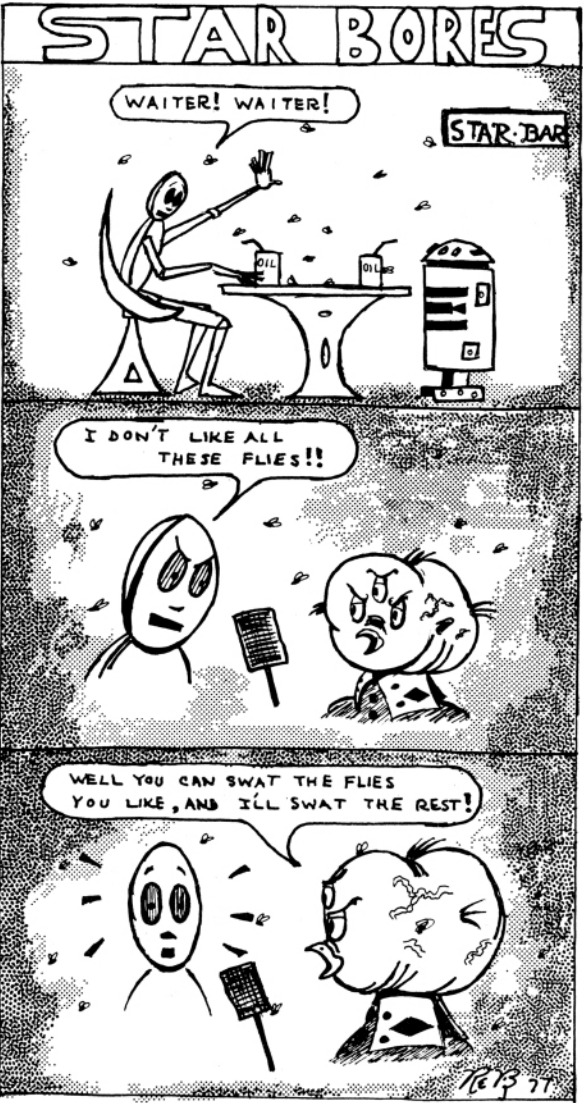
	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS
Fish	--	--	--	--	--	--	--	17	48	--	--	31	35	--
Floating eyes	--	--	--	--	--	--	--	18	49	--	--	32	37	--
Giant Crabs	--	--	--	--	--	--	--	19	50	--	--	33	38	--
Giant Eels	--	--	--	--	--	--	--	20	--	--	--	34	39	--
Giant Fish	--	--	--	--	--	--	--	22	--	--	--	35	40	--
Giant Leeches	--	--	--	--	--	--	--	23	52	--	--	36	41	--
Giant Octopi	--	--	--	--	--	--	--	24	--	--	--	37	42	--
Giant Sea Snakes	--	--	--	--	--	--	--	--	--	--	--	38	43	--
Giant Sharks	--	--	--	--	--	--	--	--	--	--	--	39	44	--
Giant Squids	--	--	--	--	--	--	--	--	--	--	--	40	45	--
Lamprey Eels	--	--	--	--	--	--	--	25	54	--	--	41	46	--
Manta Rays	--	--	--	--	--	--	--	--	--	--	--	42	47	--
Mashers	--	--	--	--	--	--	--	--	--	--	--	43	48	--
Nymphs	--	--	--	--	--	--	--	--	--	--	--	44	49	--
Pikes	--	--	--	--	--	--	--	27	--	--	--	45	51	--
Piranhas	--	--	--	--	--	--	--	29	57	--	--	46	--	--
Portuguese Men o War	--	--	--	--	--	--	--	30	--	--	--	47	52	--
Pungi Rays	--	--	--	--	--	--	--	31	--	--	--	48	--	--
Sea Hags	--	--	--	--	--	--	--	32	--	--	--	49	53	--
Sea Horses	--	--	--	--	--	--	--	34	--	--	--	50	55	--
Sirens	--	--	--	--	--	--	--	35	--	--	--	51	--	--
Strangleweed	--	--	--	--	--	--	--	36	58	--	--	52	56	--
Tritons	01	01	--	--	--	--	--	39	59	--	--	54	58	01
Giant Sea Spiders	--	--	--	--	--	--	--	40	--	--	--	55	59	--
Weed Eels	--	--	--	--	--	--	--	--	--	--	--	57	60	--
Whales	--	--	--	--	--	--	--	--	--	--	--	58	61	--
Nixies	02	02	01	01	01	01	01	45	61	01	01	60	63	02
Mermen	04	04	03	02	02	02	02	50	64	02	02	62	65	04
Lizard Men	06	06	05	03	03	03	03	55	67	03	03	64	67	06
Leeches	--	--	--	--	--	--	--	60	70	--	--	65	68	--
Eels	--	--	--	--	--	--	--	62	71	--	--	67	70	--
Octopi	--	--	--	--	--	--	--	63	--	--	--	69	72	--
Sea Snakes	--	--	--	--	--	--	--	--	--	--	--	70	73	--
Sharks	--	--	--	--	--	--	--	64	--	--	--	72	76	--
Squids	--	--	--	--	--	--	--	--	--	--	--	74	78	--
Crabs	--	--	--	--	--	--	--	67	73	--	--	77	79	--
Aquatic Elves	58	58	70	90	90	90	90	72	78	90	81	82	84	78
Dolphins	--	--	--	--	--	--	--	77	--	--	--	84	89	--
Ixitxachitls	--	--	--	--	--	--	--	79	--	--	--	85	90	--
Koalinths	59	59	71	91	91	91	91	80	83	91	82	87	91	80
Locathahs	60	60	72	92	92	92	92	82	88	92	83	89	92	82
Sahuagins	65	65	73	93	93	93	93	85	93	93	84	91	93	85
Sea Gnomes	70	70	74	94	94	94	94	90	94	94	89	93	94	90
Sea Kobolds	75	75	75	95	95	95	95	95	95	95	95	95	95	95
Others	80	80	80	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Neck	Sea Serpents	Fossergrims	Water Monsters	
SCAVENGERS				
	LAND	WATER	AERIAL	PASS.
Carrian Crawlers	05	--	--	20
Gelatinous Cubes	20	15	75	--
Ochre Jelly	25	20	--	30
Lurkers Above	30	25	--	--
Black Ooze	35	30	--	35
Gray Ooze	40	35	--	45
Piercers	45	40	--	--
Black Puddings	50	50	--	50
Gray Puddings	55	60	--	55
Rice Puddings	*	--	--	--
White Puddings	*	--	--	--
Rust Monsters	70	--	--	--
Shriekers	75	--	--	75
Green Slimes	80	80	--	80
Gray Slimes	85	85	--	85
Trappers	90	90	--	90
Yellow Molds	95	95	95	95
Others	00	00	00	00

Suggested Others:

Curse of Larsha Brown Molt Silver Molt Slime Worms
* 60 is chance of meeting one of these; Rice in rocky or white in snowy terrain.



DUNGEON ENCOUNTER MATRIX By Richard T. Mueller

FIRST ROLL: DUNGEON LEVEL MODIFIER

LEVEL	LAWFUL	NEUTRAL	CHAOTIC
1	1 1 1 1 2 3	1 1 1 1 2 3	1 1 1 2 3 4
2	1 2 2 2 3 4	1 2 2 3 3 4	1 2 2 3 4 5
3	2 3 3 3 4 5	2 3 3 4 4 5	2 3 3 4 5 6
4	3 4 4 4 5 6	3 4 4 5 5 6	3 4 4 5 6 7
5	4 5 5 5 6 7	4 5 5 6 6 7	4 5 5 6 7 8
6	5 6 6 6 7 8	5 6 6 7 8 9	5 6 7 8 9 10
7	6 7 7 7 8 9	6 7 7 8 9 10	6 7 8 9 10 11
8	7 8 8 8 9 10	7 8 8 9 10 11	7 8 9 10 11 12
9	8 9 9 9 10 11	8 9 9 10 11 12	8 9 10 11 12 13
10	9 10 10 10 11 12	9 10 10 11 12 13	9 10 11 12 13 14
11	10 11 11 12 12 13	10 11 12 13 14 15	11 12 13 14 15 17
12	11 12 12 13 13 14	11 12 13 14 15 16	12 13 14 15 16 18
13	12 13 13 14 14 15	12 13 14 15 16 17	13 14 15 15 17 19
14	13 14 14 15 15 16	13 14 15 16 17 18	14 15 16 17 18 20
15	14 15 15 16 16 17	14 15 16 17 18 19	15 16 17 18 19 20
16	15 16 16 17 17 18	15 16 17 18 19 20	16 17 18 19 20 20
17	16 17 17 18 18 19	16 17 18 19 20 20	17 18 19 20 20 20
18	17 18 18 19 19 20	17 18 19 20 20 20	18 19 20 20 20 20
19	18 19 19 20 20 20	18 19 20 20 20 20	19 20 20 20 20 20
20	19 20 20 20 20 20	19 20 20 20 20 20	20 20 20 20 20 20

The tables are simple to use: first determine whether the dun-geon in question is Lawful, Neutral or Chaotic in nature. If the dungeon is Unaligned rate it Neutral. Roll a six-sided die and cross-index it with the Dungeon level concerned. This will give you the number of the Table on which to roll up the monster.

TABLE I DUNGEON ENCOUNTERS

001 Peasant Alchemist
002 Animal Trainer
007 Apprentice
008 Armorer
009 Courtesan
010 Engineer
011 Mason
012 Sage
013 Spy
015 Yeoman
017 Constable
018 Knight
020 Messenger
022 Page
024 Squire
026 Archer
028 Berserker
030 Crossbowman
032 Heavy Foot
037 Light Foot
038 Beggar
040 Friar
041 Madman
042 Nun
044 Pilgrim
046 Serf
047 Slave
049 Sokman
050 Strumpet
051 Vagabond
071 1-2 Skeletons
091 1-2 Zombies
121 Gnome
151 Dwarf
156 Elf
176 1-2 Kobolds
196 Goblin
216 Orc
236 Hobgoblin
237 Leprechaun
242 Half Elf
252 Hobbit
262 Human
312 Veteran Fighter
317 Rhymer Bard
322 Veteran Paladin
327 Veteran Scoundrel
332 Runner Ranger
347 Acolyte Cleric
357 Novice Monk
362 Aspirant Druid
387 Med. Magic User
402 Minor Trickster Illusionist
422 Apprentice Thief
432 Cub Reporter
437 Apprentice Assassin
442 Apprentice Charletan
447 Neophyte Inventor
452 Statue
457 Chimpanzee
462 Orang-outang
482 Piercer
487 1-2 Crows
502 Raven
512 Stirge
513 Swan May
528 Owl
529 Frog
532 Giant Frog
535 Giant Toad
538 1-2 Lizards
543 Snake
548 1-2 Toads
553 Turtle
558 Tortoise
608 1-100 Ants
632 1-20 Beetles
681 1-20 Centipedes
686 Giant Fire Beetle
691 Giant Spider
700 Scorpion
705 1-2 Snails
735 1-10 Spiders
745 1-10 Slugs
750 1-10 Ticks
751 Faun
752 Badger
822 1-10 Bats
842 Giant Rat
848 Porcupine
903 1-6 Rats
906 Skunk

908 Weasel
909 Brain Mole
929 True Cat
939 Carnivorous Plants
969 Wolf
000 Other
Other List
Recruit Marine
Demon Warrior
Lybit
1-4 Nites
Student Alchemist
1-4 Gremlins
Rabantler
1-2 Brown Molts
Silver Molt
Student Witch

TABLE II DUNGEON ENCOUNTERS

001 Peasant Alchemist
002 Animal Trainer
005 2 Apprentices
006 Armorer
007 Courtesan
008 Engineer
010 2 Masons
011 Sage
012 Spy
013 Knight
014 Messenger
016 2 Archers
018 2 Berserkers
023 Caveman
025 2 Crossbowmen
027 2 Heavy Foot
032 2 Light Foot
034 Elite Trooper
036 2 Beggars
038 2 Friars
039 Madman
041 2 Nuns
043 1-10 Pilgrims
045 2 Serfs
047 1-10 Slaves
048 1-8 Strumpets
049 Vagabond
059 Ghoul
069 Shadow
089 4 Skeletons
109 4 Zombies
119 Cyclops
139 2 Gnomes
159 2 Dwarves
164 2 Elves
184 4 Kobolds
204 2 Goblins
224 2 Orcs
244 2 Hobgoblins
254 Gnoll
255 2 Leprechauns
257 2 Half Elves
267 2 Hobbits
277 2 Humans
327 Warrior Fighter
332 Lyrst Bard
337 Warrior Paladin
342 Warrior Scoundrel
347 Strider Ranger
362 Adept Cleric
372 Initiate Monk
377 Initiate First Circle Druid
402 Seer Magic User
417 Trickster Illusionist
437 Footpad Thief
447 Chaser Reporter
452 Killer Assassin
457 Footpad Charletan
462 Student Inventor
467 Statue
472 Ape
477 Baboon
482 2 Chimpanzees
487 2 Orang-outangs
497 Grey Ooze
512 2 Piercers
522 Green Slime
532 Yellow Mold
537 4 Crows
547 Raven
567 2 Stirges
568 Swan May
578 Owl

580 4 Frogs
583 Giant Frog
586 Giant Toad
589 4 Lizards
599 Snake
601 4 Toads
603 2 Turtles
605 2 Tortoises
650 1-100 Centipedes
660 2 Giant Fire Beetles
670 2 Giant Spiders
680 2 Scorpions
685 4 Snails
725 1-100 Spiders
740 1-20 Slugs
750 1-20 Ticks
751 2 Fauns
752 Mule
753 2 Badgers
823 1-20 Bats
838 2 Giant Rats
839 Porcupine
889 1-10 Rats
890 2 Skunks
891 Weasel
916 2 True Cats
926 Carnivorous Plants
976 2 Wolves
000 Other

Other List

2 Demon Warriors
2 Lybits
Screw-up Marine
Cleric Alchemist
Trog
2 Rabantlers
4 Brown Molts
2 Silver Molts
Slime Worm
Witch Witch

TABLE III DUNGEON ENCOUNTERS

001 Party of Peasant Alchemists
002 Animal Trainer
004 4 Apprentices
005 Armorer
007 Courtesan
008 2 Engineers
009 Party of Sages
010 Party of Knights
011 4 Archers
021 2 Cavemen
022 4 Crossbowmen
023 4 Heavy Foot
024 4 Light Foot
025 2 Elite Troopers
028 4 Friars
029 4 Nuns
030 1-100 Pilgrims
035 Slaving Party
036 1-20 Strumpets
037 Vagabond
062 2 Ghouls
077 2 Shadows
092 Wight
097 Bugbear
107 2 Cyclops
117 4 Gnomes
127 4 Dwarves
129 4 Elves
139 4 Goblins
149 4 Orcs
159 4 Hobgoblins
169 2 Gnolls
170 4 Leprechauns
172 4 Half Elves
182 4
192 4 Humans
242 Swordsman Fighter
247 Sonateer Bard
252 Swordsman Paladin
257 Swordsman Scoundrel
262 Scout Ranger
277 Village Priest Cleric
287 Disciple Monk
292 Initiate Second Circle Druid
317 Conjurer Magic User
332 Master Trickster Illusionist
362 Robber Thief
367 Murderer Assassin
372 Robber Charletan
377 Freshman Inventor
382 Statue
392 Homunculus
397 2 Apes
412 Carnivorous Ape
427 White Ape
432 2 Baboons
437 4 Chimpanzees
442 4 Orang-outangs
452 Carrion Crawler
472 Black Ooze
492 Grey Ooze
512 3 Piercers
522 Shrieker
542 Grey Slime
562 Green Slime
572 Yellow Mold
582 Harpy
592 Raven
607 4 Stirges
608 Swan May
613 2 Owls
616 Crocodile
619 Giant Frog
621 2 Giant Toads
631 Snake
632 4 Turtles
633 4 Tortoises
652 Giant Ant
658 4 Giant Fire Beetles
678 Giant Tick
688 4 Scorpions
689 4 Fauns



690 2 Mules
691 4 Badgers
791 1-100 Bats
792 Giant Otter
807 4 Giant Rats
809 Giant Weasel
810 2 Porcupines
880 1-20 Rats
881 4 Skunks
882 2 Weasels
887 Wererat
888 Brain Mole
898 Bear
918 4 True Cats
923 Mountain Lion
928 Carnivorous Plants
938 Hellhound
968 4 Werewolves
000 Other

Other List

4 Demon Warriors
4 Lybits
Lance Marine
Scribe Alchemist
Trog
4 Rabantlers
4 Silver Molts
2 Slime Worms
Yellow Witch

TABLE IV DUNGEON ENCOUNTERS

001 Animal Trainer
002 Double Knight Party
027 4 Cavemen
028 4 Elite Troopers
058 4 Ghouls
083 4 Shadows
108 2 Wights
118 Wraith
123 2 Bugbears
128 4 Cyclops
138 Ogre
158 4 Gnolls
163 Yeti
208 Hero Fighter
212 Skald Bard
216 Hero Paladin
220 Hero Scoundrel
224 Guide Ranger
236 Vicar Cleric
246 Immaculate Monk
250 Initiate Third Circle Druid
270 Theurgist Magic User
282 Cabalist Illusionist
297 Burglar Thief
307 Correspondant Reporter
311 Slayer Assassin
315 Burglar Charletan
319 Sophomore Inventor
324 Statue
329 Juggernaut
339 Doppelganger
364 Gargoyle
369 Su Monster
373 4 Apes
398 2 Carnivorous Apes
413 2 White Apes
418 4 Baboons
448 2 Carrion Crawlers
473 Gelatinous Cube
493 Black Ooze
513 Grey Ooze
533 4 Piercers
543 2 Shriekers
563 Grey Slime
583 Green Slime
593 Yellow Mold
613 2 Harpies
623 Raven
627 2 Crocodiles
630 2 Giant Frogs
635 Giant Lizard
640 Giant Snake
642 4 Giant Toads
668 Medusae
698 2 Snakes
748 2 Giant Ants
768 Giant Centipede
793 Giant Scorpion
795 2 Giant Ticks
796 4 Mules
797 2 Giant Otters
798 2 Giant Weasels
800 Wereboar
825 2 Wererats
828 Giant Sloth
848 2 Bears
858 Sabre Toothed Tiger
863 Giant Lynx
873 2 Mountain Lions
888 Carnivorous Plants
908 Hellhound
958 Werewolf
000 Other

Other List

Corporal Marine
Pedant Alchemist
2 Trogs
4 Slime Worms
Green Witch

TABLE V DUNGEON ENCOUNTERS

001 Animal Trainer Party
021 Mummy
051 4 Wights
066 Wraith
076 4 Bugbears
086 Ogre
091 Yeti
131 Swashbuckler Fighter
134 Racaraide Bard
137 Swashbuckler Paladin

DEMONIDS

Great Demons	39
Beholders	49
Doppelgangers	54
Efreets	56
Djinn	58
Air Elementals	59
Water Elementals	60
Fire Elementals	61
Earth Elementals	62
Gargoyles	67
Mindflayers	72
Rakshasas	74
Spirit Nagas	75
Guardian Nagas	76
Water Nagas	77
Ogre Magi	79
Slithering Trackers	80
Will o Wisps	83
Windwalkers	85
Catoblebas	87
Intellect Devourers	88
Brain Moles	91
Su Monsters	93
Cerebral Parasites	94
Thought Eaters	95
Others	00

Vampire Gorgon of Ahklat
Elenoin
Spirits of the Air
Death Angels

ASTRALS

Blink Dogs	03
Lammasu	05
Cockatrices	08
Basilisks	11
Medusae	14
Gorgons	17
Invisible Stalkers	18
Shedu	19
Intellect Devourers	20
Thought Eaters	21
Cerebral Parasites	22
Liches	23
Psionic Table	43
Phase Spiders	45
Magic Users	47
Clerics	49
Coatls	50
Ki Rin	51
Cataplebas	52
Demons	95
Others	00

DRAGONS

	CT	TN	RD	CL	FR	HL	MN	RV	SW	JG	DS	CO	SE	PS	AE
Black Dragons	02	02	03	05	05	01	01	05	08	08	05	05	05	07	05
Blue Dragons	04	04	06	10	10	02	02	10	13	13	10	10	10	14	10
Brass Dragons	06	06	09	15	15	03	03	15	15	15	21	15	15	21	15
Bronze Dragons	08	08	12	20	20	04	04	20	20	20	26	23	20	28	20
Chromatic Dragons	09	09	13	21	21	05	05	21	21	21	27	24	21	29	21
Copper Dragons	11	11	16	26	26	15	15	26	26	26	32	29	26	36	26
Fire Lizards	12	12	17	28	27	25	25	27	27	27	34	30	--	37	--
Golden Dragons	13	13	19	32	31	28	28	28	28	28	37	33	29	44	31
Green Dragons	15	15	22	37	51	29	29	33	33	33	42	38	34	51	36
Hydras	47	47	44	54	64	44	44	48	48	48	51	50	39	56	--
Platinum Dragons	48	48	45	55	65	45	45	49	49	49	52	51	40	57	37
Red Dragons	50	50	48	60	70	55	55	54	54	54	60	59	45	64	42
Silver Dragons	52	52	51	65	75	65	65	59	59	59	65	64	50	71	84
Dragon Turtles	--	--	--	--	--	--	--	62	--	--	--	68	69	--	--
White Dragons	54	54	54	70	80	69	69	67	64	64	70	73	74	78	89
Wyverns	94	94	94	94	94	94	94	94	94	94	94	94	94	94	94
Mithril Dragons	95	95	95	95	95	95	95	95	95	95	95	95	95	95	95
Others	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Suggested Others:

Cronks

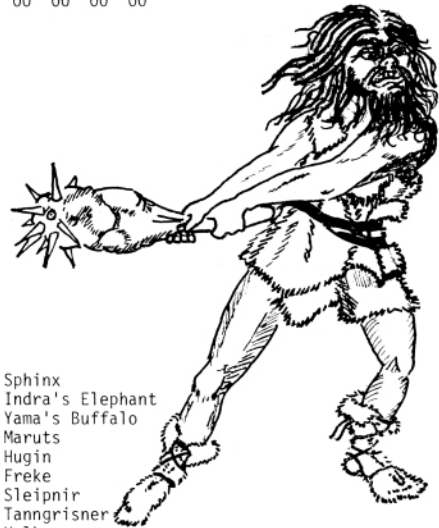
Dragons of the Dragon Isle

GREAT DEMONS

I	39
II	59
III	74
IV	84
V	89
VI	92
Succubi	97
Demogorgon	99
Orcus	00

Suggested Others:

Minions of Set
Phoenix
Brahama's Goose
Peacock of Karttekeza
Yakshas
Munin
Geire
Tanngjost
Gulltop
Einheriar
Thaug the Demon
Octopus Demon
Grahluks
Chinese Demons



Sphinx
Indra's Elephant
Yama's Buffalo
Maruts
Hugin
Freke
Sleipnir
Tanngrisner
Valkyrs
Brylukas
Khosatral Khel the Demon
Yahg Khosha
Water Women
Evil Spirits

PSIONICS

Titans	03
Liches	05
Demons	45
Shedu	47
Intellect Devourers	49
Mind Flayers	52
Su Monsters	54
Brain Moles	56
Cerebral Parasites	58
Thought Eaters	60
Humans	79
Yellow Mold	82
Gray Ooze	85
Coatls	87
Tritons	90
White Apes	93
Ki Rin	95
Others	00



SCHOLARLY SCROLLS

To the left is an example of the 'homemade scrolls' we've given out in the game. At first, the name of the spell was written on same, but was later replaced by undecipherable runes (and an ingenious code on the reverse)- get out your Read Languages, boys. I learned the hard way the stay away from the ones with runes like backward swastikas- usually curses; this one was a demon scroll- who is released upon reading & attacks by surprise!

Details & Scenarios (continued)

a destructive attack such as fireballs or cold) from a high-level target. Otherwise it makes no sense that a lightning bolt which makes a square hit should totally crisp a 5th level character while merely scorching the hide of a 10th level. The physical ability to take damage is basically the same for both.

This train of thought leads to interesting implications for healing spells. A "Cure Wounds" spell should have relatively the same effect upon high-level types as upon low-level ones. So I propose that a "Cure Light Wounds" spell cure 10-35% of a character's total hit points (2-7 points times 5%) regardless of the number of hit points possessed by that character of damage taken. "Cure Serious Wounds" should cure 20-70% of a character's hit points. This applies only to man-sized and smaller types. Wounds should heal at the rate of 1% per day in the absence of magical cures. This makes clerics much more important, even low-level ones.

Characters may take hits below their unconsciousness level equal to their number of hit dice plus any bonuses due to constitution. A 7th level mage with a constitution of 15 could take 4 (4 hit dice) plus 1 for 5 hits in addition to his regular number of hit points, before dying. Characters below their unconsciousness level sink towards death at the rate of 1/2 hit point per melee turn. Medical attention (non-magical first aid) will arrest this decline if one melee turn of one minute per hit point below the unconsciousness level is spent on the medical attention. A character having taken three hit points beyond his total must receive first aid for five minutes (melee turns) for the bleeding to be stopped. Three minutes for the three hit points, during which time he sank another 1 1/2 hit points, so another 1 1/2 minutes rounded up to two to fully bind the wounds.

Creatures larger than man-sized may be magically cured. Figure out their body weight and make that a ratio compared to human normal. It appears that each hit point is comparable to 30 pounds weight, with numerous exceptions. Taking a human normal of 150 pounds, reduce the percentage cured by a like ratio. A lammasu with 30 hit points comes out as 900 pounds, for a ratio of 1/6. Divide the percentage magically cured by 6 to determine the percentage of 30 hit points which is actually cured.



A BRIEF HISTORY OF JUDGES GUILD

During August of 1974, I played my first D & D game judged by Marc Summerlott. I was introduced to Marc and Bill Owen by my cousin, David Petrowsky. David and his brother, Mike, had become increasingly interested in miniatures and were introduced to Bill Owen through his ad in Wargamer's Digest. Always having been an avid reader, I was fascinated by the 'Pulp Era' of science fiction and developed many a game of that genre for David, Mike, my brother Bill, and myself to while away the hours of the middle 1950's. Naturally we became avid S & T fans, and vacillated between purchased board games and my WWII miniatures and sci-fi games on a weekly basis. We literally played to exhaustion: 1914, Africa Korps, Winter War, Blitzkrieg, Kriegspiel, Risk, and other purchased games (after modifying the rules for play balance). Besides original games of stellar empire, our game variants became increasingly sophisticated and highly playable. My avid reading background on the World Wars permitted me to interject the necessary 'feel' into many of our games while 'time of play' and the player's span of interest held in check my tendency for complexities. Most of our games lasted 1-4 hours, while some of the more exciting ones (such as one as-yet un-named sci-fi game) lasted up to 12 hours. Thus past the '50's and '60's.

One week after my first D & D game, I began to judge a campaign based on JRR Tolkien's Middle Earth. We held many open discussions on the rule-set, developing during the course of play-reams of interesting and original rules and extrapolations. The number of players mushroomed and our play became much more sophisticated as we experimented with many combat systems, and extrapolations. While I still maintained an active interest in board games, I found most of my spare time (3-5 nights per week) used up by actual D & D play, not to mention the hours of preparation for each session. The sessions became longer but, thanks to my natural insomnia, didn't overbalance my life too much. Even insomniacs must sleep a bit though. When the six p.m. to dawn sessions became the rule rather than the exception, I proposed that Bill Owen (by then, a highly knowledgeable wizard in the game) become a secondary judge of an adjacent territory from the Misty Mountain to Esgaroth. Meanwhile, other campaigns developed with attendant rule-sets. Bill showed real finesse in his judging.

When General Electric closed its' plant in December 1975, I found myself with more time to devote to my alternate ego-the Supreme Judge of Middle Earth. Prior to the closing, I had a long discussion with Bill Owen and Marc Summerlott in which I proposed that Marc's printing skills, Bill's layout skills, and my experience as a designer would naturally equip us for a venture in the War Gaming field. New rule sets were being published repeating similar material developed as much as 14 months in advance by our group. I felt that the reams of material developed by countless hours of generation and playtesting was extremely valuable to new judges. I was also interested in the exchange of rule sets developed by the thousands of competent judges throughout the U.S. The others felt the venture was too risky at that time and I must admit that they were right as I saw how quickly my \$4800 in savings went after General Electric closed its' doors.

I decided to try again in April 1976, on a much less ambitious scale. One of the new campaigns entailed the huge City State map and I hoped it would satisfy the needs of the burgeoning ranks of judges. Marc opted out again but Bill expressed interest and proposed that we trip up to Lake Geneva. Bill had developed a very excellent set of Civil War miniature rules which he wanted to interest TSR in publishing for him.

141 Swashbuckler Scoundrel
144 Pathfinder Ranger
150 Curate Cleric
152 Master Monk
155 Initiate Fourth Circle Druid
172 Thaumaturgist Magic User
182 Visionist Illusionist
194 Cutpurse Thief
201 Bierce Reporter
204 Cutthroat Assassin
207 Cutpurse Charletan
210 Junior Inventor
220 5 Headed Hydra
235 Flesh Golem
240 Statue
255 Doppelganger
275 Gargoyle
285 Ogre Mage
295 Slithering Tracker
300 Su Monster
320 4 Carnivorous Apes
340 4 White Apes
375 4 Carrion Crawlers
400 Gelatinous Cube
420 Ochre Jelly
440 Black Ooze
460 5 Piercers
500 Rust Monster
520 4 Shriekers
540 Grey Slime
555 Yellow Mold
575 4 Harpies
585 Raven
595 Giant Owl
610 Cockatrice
615 4 Giant Frogs
625 Giant Lizard
635 Giant Snake
660 Medusae
680 4 Snakes
720 4 Giant Ants
740 2 Giant Centipedes
765 Giant Scorpion
775 4 Giant Ticks
790 Phase Spider
792 4 Giant Otters
794 4 Giant Weasels
799 Wereboar
819 4 Wererats
824 Brain Mole
829 Giant Sloth
844 4 Bears
859 Cavebear
874 Owl Bear
884 Sabre Toothed Tiger
894 Giant Lynx
904 4 Mountain Lions
914 Carnivorous Plants
929 Hellhound
959 Werewolf
000 Other

Other List
Sergeant Marine
Savant Alchemist
Small Remorhaz
Blue Witch

TABLE VI DUNGEON ENCOUNTERS

030 Mummy
060 Spectre
085 2 Wraiths
100 2 Ogres
105 2 Yetis
120 Troll
155 Myrmidon Fighter
158 Jongleur Bard
161 Myrmidon Paladin
164 Myrmidon Scoundrel
167 Warder Ranger
176 Bishop Cleric
181 Grand Master Monk
184 Initiate Fifth Circle Druid
199 Magician Magic User
208 Phantasmist Illusionist
218 Sharper Thief
223 Stanley Reporter
226 Dacoit Assassin
229 Sharper Charletan
232 Senior Inventor
247 5 Headed Hydra
257 6 Headed Hydra
262 Clay Golem
272 Flesh Golem
277 Statue
302 2 Doppelgangers
327 2 Gargoyles
337 Ogre Mage
347 Slithering Tracker
352 Wind Walker
357 Succubus
362 Intellect Devourer
367 2 Su Monsters
402 2 Gelatinous Cubes
422 6 Piercers
462 Rice Pudding
512 Rust Monster
527 Yellow Mold
537 Raven
557 Roc
562 Giant Owl
577 Basilisk
597 Cockatrice
602 Giant Crocodile
622 2 Giant Lizards
642 Giant Snake
662 Manticora
682 2 Medusae
687 Pterodactyl
692 Giant Tortoise
722 4 Giant Centipedes
752 2 Giant Scorpions
772 Phase Spider
792 Minotaur
812 2 Wereboars
822 2 Giant Sloth

837 Cavebear
852 Owl Bear
867 Werebear
887 Lammasu
907 2 Sabre Toothed Tigers
917 2 Giant Lynxes
927 Carnivorous Plants
942 Hellhound
967 2 Werewolves
000 Other

Other List
Sergeant Master Marine
Scholar Alchemist
Small Remorhaz
Purple Witch

TABLE VII DUNGEON ENCOUNTERS

030 2 Mummies
045 Asbestos Mummy
075 Spectre
095 Vampire
120 Troll
150 Champion Fighter
153 Troubadour Bard
156 Champion Paladin
159 Champion Scoundrel
162 Guardian Ranger
170 Lama Cleric
175 Monk Grandmaster of Dragons
178 Initiate Sixth Circle Druid
190 Enchanter Magic User
198 Apparitionist Illusionist
207 Pilferer Thief
212 Mauldin Reporter
215 Thug Assassin
218 Pilferer Charletan
221 Bachelor Inventor
226 Copper Dragon
241 2 5-Headed Hydras
256 6 Headed Hydra
266 7 Headed Hydra
291 Wyvern
311 Clay Golem
326 Flesh Golem
351 Stone Golem
356 Statue
366 Djinn
376 Salamander
391 Rakshasha
396 Water Naga
416 2 Ogre Magis
436 2 Slithering Trackers
446 Wind Walker
457 Succubus
461 Intellect Devourer
491 2 Ochre Jellies
516 Rice Pudding
566 2 Rust Monsters
591 Yellow Mold
616 Roc
641 2 Giant Owls
671 Basilisk
696 2 Cockatrices
706 Giant Crocodile
731 Giant Snake
756 Manticora
766 Pterodactyl
776 Giant Tortoise
806 2 Phase Spiders
836 Minotaur
846 Brain Mole
866 2 Cavebears
886 2 Owl Bears
906 Werebear
936 Lammasu
946 Carnivorous Plants
966 Hellhound
000 Other

Other List
Sergeant Major Marine
Philosopher Alchemist
2 Small Remorhazi
Red Witch

TABLE VIII DUNGEON ENCOUNTERS

030 2 Spectres
060 Vampire
080 Hill Giant
105 Umber Hulk
155 Ent
180 2 Trolls
205 Superhero Fighter
207 Minstrel Bard
209 Superhero Paladin
211 Superhero Scoundrel
213 Ranger Knight
219 Patriarch Cleric
223 Monk Grandmaster of the North
225 Initiate Seventh Circle Druid
235 Warlock Magic User
241 Spellbinder Illusionist
249 Master Pilferer Thief
253 Anderson Reporter
255 Executioner Assassin
257 Master Pilferer Charletan
259 Graduate Inventor
279 Copper Dragon
294 2 6-Headed Hydras
309 7 Headed Hydra
329 8 Headed Hydra
354 Wyvern
384 Clay Golem
414 Stone Golem
419 Statue
424 Invisible Stalker
429 Djinn
434 Vulture Demon I
459 Mindflyer
464 Rakshasha
469 Water Naga
489 2 Wind Walkers
509 2 Succubi
514 2 Su Monsters

544 Rice Pudding
574 2 Rocs
604 2 Basilisks
619 2 Giant Crocodiles
644 2 Giant Snakes
669 2 Manticores
694 Monitor Lizard
714 2 Pterodactyls
734 2 Giant Tortoises
764 Gorgon
794 2 Minotaurs
829 2 Werebears
869 2 Lammasu
879 Carnivorous Plants
904 Shambling Mound
939 Hellhound
000 Other

Other List
Sergeant General Marine
Magnus Alchemist
4 Small Remorhazi
Black Witch

TABLE IX DUNGEON ENCOUNTERS

020 Ghost
065 Vampire
095 Hill Giant
125 Stone Giant
150 Umber Hulk
180 Lord Fighter
183 Muse Bard
186 Lord Paladin
189 Lord Scoundrel
192 Ranger Lord
198 Patriarch of District
202 Monk Grandmaster of the West Wind
205 Initiate Eighth Circle Druid
217 Sorcerer Magic User
223 Illusionist Illusionist
232 Thief Thief
236 Sheehan Reporter
239 Assassin Assassin
242 Thief Charletan
245 Master Inventor
275 Copper Dragon
300 2 7-Headed Hydras
330 8 Headed Hydra
360 9 Headed Hydra
390 Red Dragon
420 Silver Dragon
465 2 Wyverns
472 Statue
479 Invisible Stalker
486 Djinn
506 Vulture Demon I
513 Frog Demon II
558 Mindflyer
564 2 Rakshashas
572 Water Naga
602 Will o Wisp
647 Monitor Lizard
697 Gorgon
717 Shedu
742 Brain Mole
792 Chimera
817 Carnivorous Plants
847 Shambling Mound
927 Hellhound
000 Other

Other List
Commandant of Marine Corps
Alchemist Alchemist
Remorhaz
Sorceress Witch

TABLE X DUNGEON ENCOUNTERS

030 Ghost
075 2 Vampires
105 2 Hill Giants
135 Stone Giant
155 Frost Giant
180 2 Umber Hulks
205 Ford Sargent Fighter
207 Lord Master Bard
209 Lord Sargent Paladin
211 Lord Sargent Scoundrel
213 Ranger Wood Lord
219 Patriarch of State
223 Monk Grandmaster of the South
226 Initiate Ninth Circle Druid
236 Necromancer Magic User
242 Patternmaster Illusionist
250 Master Thief Thief
254 Kolchak Reporter
256 Senior Assassin Assassin
258 Master Thief Charletan
260 Doctor Inventor
295 Copper Dragon
300 Golden Dragon
320 2 8-Headed Hydras
355 9 Headed Hydra
390 10 Headed Hydra
425 Red Dragon
460 Silver Dragon
480 Animus
510 Iron Golem
515 Statue
520 Infernal Machine
525 Invisible Stalker
530 Efreet
550 2 Vulture Demon I's
560 Frog Demon II
565 Ythri Beast III
575 Beholder
605 2 Mindflyers
610 Spirit Naga
615 Water Naga
650 Will o Wisp
651 Demogorgon
676 Cerebral Parasite
701 Lurker Above
781 Black Pudding
811 2 Monitor Lizards
821 Roper

842 2 Gorgons
862 Shedu
892 Chimera
902 Carnivorous Plants
932 Shambling Mound
972 2 Hellhounds
000 Other

Other List
Master Alchemist
Remorhaz
Demoness Witch

TABLE XI DUNGEON ENCOUNTERS

040 2 Ghosts
060 Lich
090 2 Stone Giants
120 Frost Giant
140 Fire Giant
160 Lord Leftenant Fighter
162 Bard Bard
164 Lord Leftenant Paladin
166 Lord Leftenant Scoundrel
168 Ranger Water Lord
172 Patriarch of Kingdom
175 Monk Grandmaster of the East Wind
177 Druid Druid
185 Wizard Magic User
189 Shapemaster Illusionist
195 Master Thief of Copper
198 The Tenth Kolchak Reporter
200 Expert Assassin Assassin
202 Master Charletan of Copper
204 Scholar Inventor
234 2 Copper Dragons
254 Golden Dragon
289 2 9-Headed Hydras
324 10 Headed Hydra
374 11 Headed Hydra
409 Red Dragon
444 Silver Dragon
474 Iron Golem
484 Statue
494 Efreet
524 2 Frog Demon IIs
534 Ythri Beast III
539 Ape Demon IV
564 Beholder
569 Spirit Naga
574 Guardian Naga
609 2 Will o Wisps
610 Demogorgon
645 Lurker Above
745 Black Pudding
805 Grey Pudding
830 Roper
860 2 Shedu
880 Brain Mole
925 2 Chimeras
965 Shambling Mound
000 Other

Other List
Grandmaster Alchemist
2 Remorhazi
Hag Witch

TABLE XII DUNGEON ENCOUNTERS

050 2 Ghosts
080 Lich
110 2 Frost Giants
140 Fire Giant
160 Cloud Giant
165 Titan
180 Lord Captain Fighter
182 Masterbard Black
184 Lord Captain Paladin
186 Lord Captain Scoundrel
188 Ranger Sky Lord
191 Archpatriarch Cleric
193 Monk Grandmaster of Winter
195 Archdruid Druid
201 Wizard of the Pentacle Magic User
204 Materializer Illusionist
210 Master Thief of Silver
212 The Ninth Kolchak Reporter
214 Chief Assassin Assassin
216 Master Charletan of Silver
218 Scientist Inventor
268 Fire Lizard
298 Golden Dragon
333 2 10-Headed Hydras
373 11 Headed Hydra
413 12 Headed Hydra
453 Red Dragon
493 Silver Dragon
533 Iron Golem
543 Statue
553 Efreet
573 2 Ythri Beast IIIs
583 Ape Demon IV
588 Kali Snake V
613 2 Beholders
618 Spirit Naga
623 Guardian Naga
625 Demogorgon
660 2 Lurkers Above
780 Black Pudding
840 Grey Pudding
890 Trapper
925 Roper
950 Giant Slug
000 Other

Other List
Linguistmaster Alchemist
4 Remorhazi
Warlock Witch

TABLE XIII DUNGEON ENCOUNTERS

070 Lich
100 2 Fire Giants
130 Cloud Giant
150 Titan
160 Lord Major Fighter



- 161 Masterbard Grey
162 Lord Major Paladin
163 Lord Major Scoundrel
164 Ranger Earth Lord
166 Archpatriarch of Council Cleric
167 Monk Grandmaster of Autumn
168 The Great Druid
172 Wizard of the Rebus Magic User
174 Creator Illusionist
177 Master Thief of Gold
178 The Eighth Kolchak Reporter
179 Prime Assassin Assassin
180 Master Charletan of Gold
181 Genius Inventor
281 Fire Lizard
331 Golden Dragon
371 2 11-Headed Hydras
421 12 Headed Hydra
471 2 Red Dragons
521 2 Silver Dragons
541 Statue
571 2 Ape Demon IVs
591 Kali Snake V
601 Balrog VI
611 Guardian Naga
711 Grey Pudding
791 Trapper
861 Roper
911 Giant Slug
961 Brain Mole
000 Other

Other List
Poisonmaster Alchemist
Large Remorhaz
Priestess Witch

TABLE XIV DUNGEON ENCOUNTERS

- 100 Lich
140 2 Cloud Giants
190 Titan
198 Lord Commander Fighter
199 Masterbard Brown
200 Lord Commander Paladin
201 Lord Commander Scoundrel
202 Archpatriarch of Rule Cleric
203 Monk Grandmaster of Summer
206 Wizard of the Rune Magic User
208 Master Thief of Mithril
209 The Seventh Kolchak Reporter
210 Guildmaster of Assassins
211 Master Charletan of Mithril
212 Mentor of Clay Inventor
312 2 Fire Lizards
362 2 Golden Dragons
422 2 12-Headed Hydras
452 Statue
502 2 Kali Snake Vs
552 Balrog VI
572 Guardian Naga
672 Trapper
772 2 Ropers
832 2 Giant Slugs
892 Giant Snail
000 Other

Other List
Drugmaster Alchemist
Large Remorhaz
High Priestess Witch

TABLE XV DUNGEON ENCOUNTERS

- 120 Lich
200 Storm Giant
206 Lord Colonel Fighter
207 Masterbard Red
208 Lord Colonel Paladin
209 Lord Colonel Scoundrel
210 Archpatriarch of Kingdom Cleric
211 Monk Grandmaster of Spring
213 Wizard of the Sphere Magic User
214 The Sixth Kolchak Reporter
215 Mentor of Stone Inventor
275 Statue
365 2 Balrog VIs
465 Thought Eater
565 Purple Worm
715 Giant Snail
865 Brain Mole
000 Other

Other List
Potionmaster Alchemist
2 Large Remorhaz
Black Priestess Witch

TABLE XVI DUNGEON ENCOUNTERS

- 120 Lich
170 Storm Giant
174 Lord General Fighter
175 Masterbard Orange
176 Lord General Paladin
177 Lord General Scoundrel
178 Highpatriarch Cleric
179 Monk Grandmaster of Flowers
180 Wizard of the Word Magic User
181 The Fifth Kolchak Reporter
182 Mentor of Wood Inventor
183 Chromatic Dragon
283 Statue
383 Purple Worm
483 2 Giant Snails
000 Other

Other List
Acidmaster Alchemist
4 Large Remorhaz
Demon Priestess Witch

TABLE XVII DUNGEON ENCOUNTERS

- 100 Lich
103 Lord Marshall Fighter
104 Masterbard Yellow
105 Lord Marshall Paladin
106 Lord Marshall Scoundrel
107 Highpatriarch of Vision Cleric
108 Wizard of the Key Magic User
109 The Fourth Kolchak Reporter
110 Mentor of Bronze Inventor
180 2 Storm Giants
270 Statue
350 2 Purple Worms
000 Other

Other List
Venommaster Alchemist
Emelkartha Witch

TABLE XVIII DUNGEON ENCOUNTERS

- 090 Lich
092 Lord Viscount Fighter
093 Masterbard Green
094 Lord Viscount Paladin
095 Lord Viscount Scoundrel
096 Highpatriarch of Action Cleric
097 Wizard of the Symbol Magic User
098 The Third Kolchak Reporter
099 Mentor of Iron Inventor
179 Statue
000 Other

Other List
Herbmaster Alchemist

TABLE XIX DUNGEON ENCOUNTERS

- 080 Lich
081 Lord Commandant Fighter
082 Masterbard Blue
083 Lord Commandant Paladin
084 Lord Commandant Scoundrel
085 Highpatriarch of Kingdom
086 Wizard of the Centre Magic User
087 The Second Kolchak Reporter
088 Mentor of Coal Inventor
158 Statue
160 Orcus
000 Other

Other List
Scrollmaster Alchemist

TABLE XX DUNGEON ENCOUNTERS

- 070 Lich
071 Lord Godling Fighter
072 Masterbard Indigo
073 Lord Godling Paladin
074 Lord Godling Scoundrel
075 Pope Cleric
076 Wizard of the Light Magic User
077 The First Kolchak Reporter
078 Mentor of Steel Inventor
138 Statue
141 Orcus
143 Platinum Dragon
144 Mithril Dragon
000 Other

Other List
Masterbard Purple
Masterbard White
Masterbard Bronze
Masterbard Silver
Masterbard Gold
Wizard of the World
Wizard of the Universe
Mentor of Gas
Mentor of Powder
Mentor of Electricity
Mentor of the Air
Mentor of Gasoline
Mentor of the Atom
Mentor of Space
Supreme Mentor
That which is not Named
Lordmaster Alchemist
Lord of the Philosophers Stone
Various Gods

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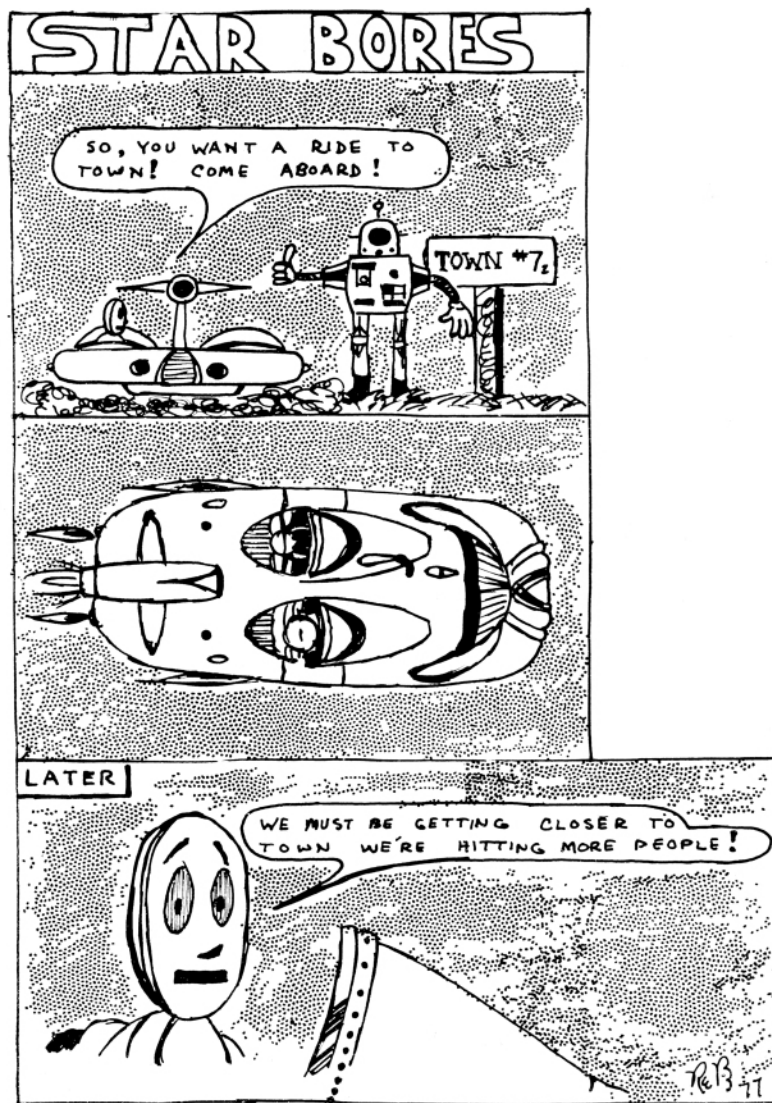


ALL THAT WAS LEFT, AFTER HE WENT ETHEREAL



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We arrived at Lake Geneva in July 1976 and, no doubt, overwhelmed them with the bulk of our rule sets and campaign maps of Middle Earth and the City State. The good folks at TSR gave us much encouragement and with the upcoming convention in mind, Bill had the City State map printed. Gen-Con was our real launching pad and, due to the terrific response, I turned over my notebooks and maps to the company. The partnership wasn't really in full operation until December of 1977 and our first employee, Norma Bledsaw, was paid that same month. In January, I began to work full-time while continuing full-time on my engineering degree. My sister, Debi Bledsaw, began working for the company on a part-time basis in April. Bill Owen began working full-time in March. Most of the material we had used (and continue to use) was developed in the early days of continual play-testing.

We feel that we owe our very existence to the many thousands of players and judges in the fantasy role playing field. It is our purpose to provide integrity, value, and service at the lowest possible costs, within the bounds of reasonable quality. While it took thousands of hours of preparation to reach this stage, Bill and I can maintain this policy by our diligent efforts and devotion to this new concept in the War Gaming hobby. We continue to judge and test every idea that is conceived or submitted. Our greatest thrills come from the enthusiastic comments of players and customers. -Bob Bledsaw

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ed large stones and pieces of wood, and began hurling them at the gnome one after another I tossed the debris towards the beast, but his blows upon the girl continued.

Soon, I spotted my only hope in saving her...a large slender piece of wood thats end was sharp as that of a spear. I grabbed it and with careful aim hurled it at the beast. With such force that the shaft lodged into his back. With a fierce cry of anguish the beast hurled himself towards me landing at my feet while reaching upward with his long claws to grab me. He fell back down and lay still.

I then lowered a vine into the pit, instructing the girl to hold on so that I could pull her out. She scooted her blood-stained body towards the vine. With hands bleeding, she clung to it as I raised her to the surface.

She wrapped her arms around me and held tightly...as if for life. She was a lovely young lady with long black hair. She looked into my eyes with deep gratitude when she began to calm, I helped her to a nearby stream where she could bathe her wounds.

I realized that I could not leave her to roam this country side-abandoned as she was. We lit a small fire to ward off the chilling evening breeze. An inadequate but invigorating meal of my last hotcross buns cheered us both. Thus, my searching was to be shared by a new partner. Although wounded, she seemed quite happy and secure that night. If we had known what dangers lie in waiting beyond the hill, we would not have slept so soundly.

To be continued

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ADDITIONAL NOTES ON THE CITY STATE

Many have asked about the numbers in the shops on the City State map. The numbers are merely street numbers to identify the shops; they can be used to key your own additions of new shops. They are not a secret key or code. The rumors listed are leads that may be either true or false (or in

between), depending upon the Judge's discretion. These rumors are intended to spark the Judge's imagination, so that he can work on developing the true portion of the rumor into a game scenario. The treasure listed in the various levels, shops and other locales has been intentionally kept low. We didn't want to imbalance anyone's game, so you'll have to add that which you deem proper (or deduct). It would be obviously inappropriate for us to put important items into other people's games.

A SPECIAL NOTE: Sources noted for the article by Bob Bledsaw in Last installment's Journal...Demented Demography...noted that the reference Compensation Management was lost. In full, it is Compensation Management by Richard I. Henderson, 1976... A New Theory of Human Evolution by Sir Arthur Keith, Gloucester Mass., Peter Smith, 1968.

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