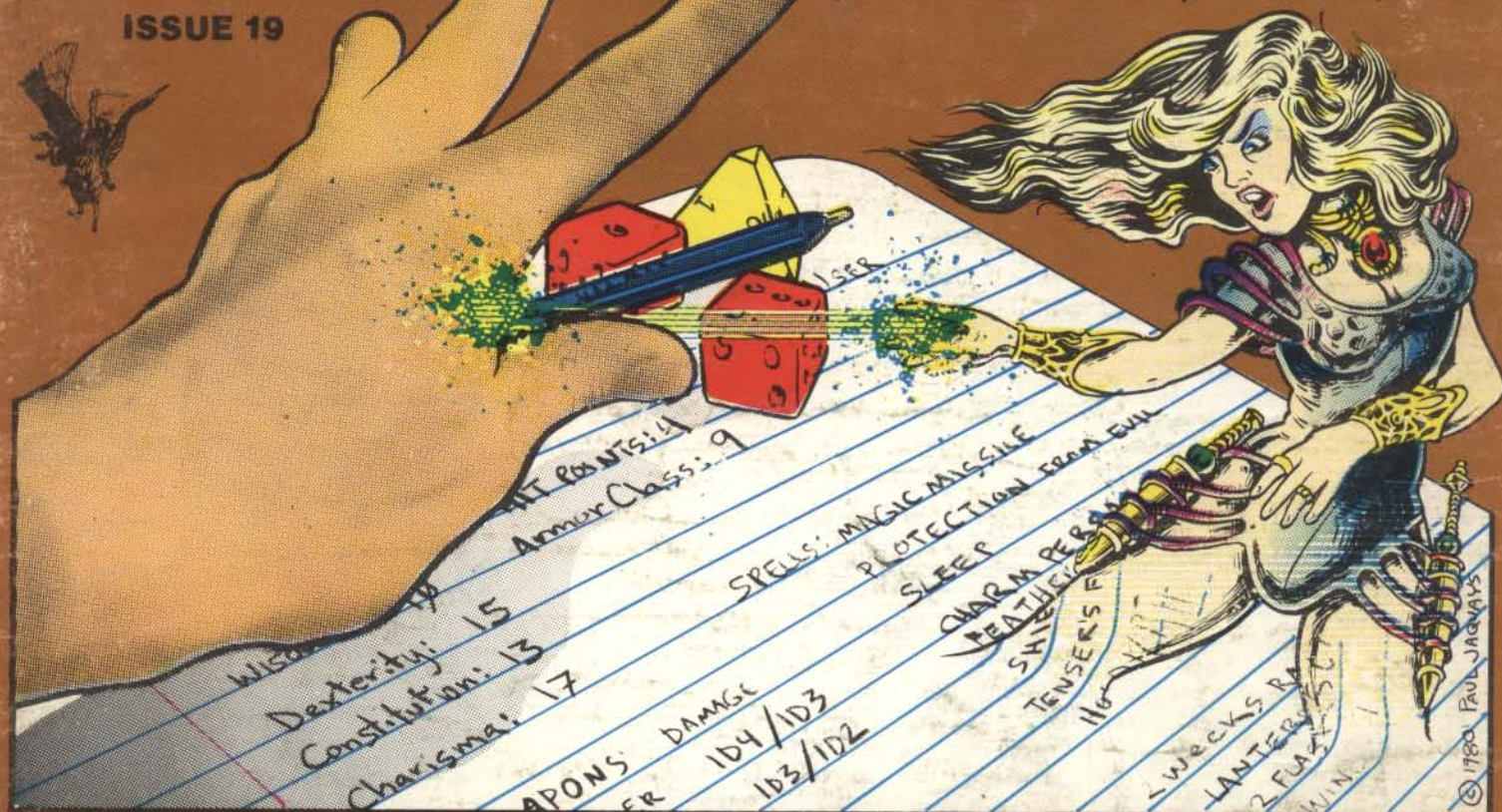


THE

ISSUE 19

DUNGEONEER



THE JUDGES GUILD JOURNAL

Dedicated to SWORDS AND SORCERY Fantasy Gaming

ISSUE 22





*a little light
on the matter...*



The Gateway Bestiary

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September/October



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LOOK FOR

BEAST IV Dec. 5-7, 1980

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the Lab' Oratory



Howdy, Friends,

I am sure that you have noticed several changes with this issue of our magazines (magazines? - yep!). First of all, I am sure you have become aware that we are late. This has been due to several factors including printing delays on the last issue, our convention schedule - heavier this year than ever before. My ending up in the hospital (after Origins) didn't help matters any, either.

As you can see, we have decided to combine the two magazines, for this issue at least. Reasons for this decision included: 1) getting both magazines on schedule again and 2) the cost of putting out two magazines in $8\frac{1}{2} \times 11$ format was too high, as well as several others we need not spend time on here. Another option would be to change the format and go to $5\frac{1}{2} \times 8\frac{1}{2}$ sizes, but for now we are doing it this way.

Judges Guild has been to several conventions this summer. As I said above, we were at Origins, Gencon (of course) and had representatives at Grimcon and Pacificon on the west coast. We also hit several SF cons including Archon, Okon and the SF&F worldcon: Noreascon. For those of you who missed us: we missed you too! We still expect to be at Windycon and Winter War as well as Wintercon and several others, so be watching for your friendly Samurai Editor as well as those other gaming and SF&F nuts from JG.

Another thing I wish to mention: for all who were at Gencon you are aware that Forest Brown has made a nice recovery from his sudden illness at Origins. Good to have you back, Forest! Also, for those who haven't heard yet, it is official that Forest and Lou Zocchi have merged their companies: Gamescience, Zocchi Dist. and Martian Metals. While still operating under those names, the official new

company name is ZocMarZ Corporation. Congrats guys!

One final point: Several readers have commented about the absence of some of our regular columns from each of the magazines. It was not our intention to drop these columns. The editor at the time (Bryan) did not include some columns for reasons which have totally escaped the rest of us, even though (especially though?) I repeatedly said they should be put in. However, you will be glad to know that such popular columns as Shrewd Slants from the Sagacious Sage, Omniscient Opinions, Prodigious Platemail, Tips from the Tower and Jocular Judgments (from The Judges Guild Journal) and Monster Matrix, Booty Bag, Nose Wet? No Sweat! (Tricks & Traps) as well as Torchlight and our convention listing WILL be returning. (I hope to have the con listing completely on our computer before the next issue - finally!).

Enough is enough! See you next issue! CRA





Tips from the Tower

Boy-oh-boy-ohboy! Have I got goodies for you!!! Since our last column, Judges Guild is proud to announce the following additions to its line: C & S Judges Shield (#250) \$3.00. Two 11 x 25" card-stock sheets printed two colors on both sides. All the charts for combat, magic, monsters and other stats you need, just like our other Judges Shields. An official play-aid approved for use with C & S.

City of Lei Tabor (#310) \$7.98 is the first complete city for Runequest. 96 pages of a once-mighty empire which still dominates the area. Maps, shops, cults, temples, inns, politics, inhabitants, treasures and adventures. This city is Approved for use with Runequest.

Approved for use with Traveller are three new products: Laser Tank (#360) \$1.50 - a set of five sheets of Laser Tanks and other 15mm-Snapshot scale armored fighting vehicles. Tancred (#330) \$5.98: 48 pages chock full of adventure on an entire world and then some. Four complete scenarios are included with Planetary, City and System maps. There is also a Mercenary Regiment with 15mm armored fighting vehicles on the cover and a detailed class B starport. Dathanon Queen (#350) \$3.50 - An adventure which pits the players against the unknown. There are scenarios which may be played separately or combined. Included are an Alien monster which is mean as all get out and an entire crew and passenger set. 32 pages of fun and deck plans.

Wilderlands of the Fantastic Reaches (#300) \$8.50 The long awaited completion of the section of the world which includes all our other wilderness products. There are four 17 x 22" maps (2 players, 2 for judge) on brown, pebblegrain stock giving each a set of four hex-grid maps of the areas of Isles of the Dawn, Southern Reaches, Silver Skein Isles and the area of the Ghinor Highlands. The guidebooks (32 pages total) describes in detail the

area's resources, civilizations, wilderness monster lairs, villages, castles ruins and relics. It was created for and Approved for use with Dungeons & Dragons.

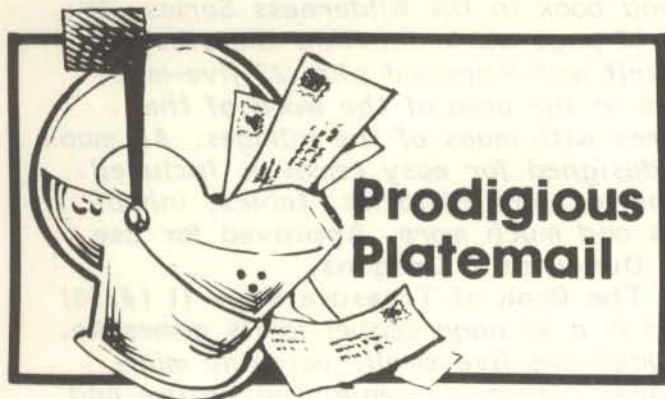
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The Spies of Lightelf (#270) \$4.95 is the second book in the Wilderness Series. It is a 48 page work detailing the villages of Lightelf and Palewood plus 22 five-mile hexes in the area of the Wood of the Gnomes with maps of the villages. All maps are designed for easy removal. Included in the text are Histories, tables, inhabitants and much more. Approved for use with Dungeons & Dragons.

The Book of Treasure Maps II (#320) \$3.95 is a 48 page sequel to its namesake. Included are five small, versatile mini-dungeons: each a complete adventure and ideal for the judges to pull out and use when there is not enough time to prepare one for the players. All are set within the the Judges Guild Campaign Wilderness System, though they may be played without it. There are separate maps for the players and the judge has maps, full backgrounds and accompanying rumors. Dragonspathe Geyser, Castle Potunda, the Temple of the Lizardmen and the Circle of Shifting Stones are amongst the wonders awaiting your stalwart players. This product Approved for use with Dungeons & Dragons.

On top of all this: our mail order department informs me that we now have several new items from other manufacturers available including The World of Greyhawk and AD&D DMs LOG (\$10 and \$5 respectively) from TSR. The World of Greyhawk Miniatures from Minifigs (complete line). Armor (\$24), Ironclad Expansion Set (\$14), Pickett's Charge (\$17), and Shooting Star (\$16) from Yaquinto. For you D-Day fans, Fortress Europa (\$15), The Longest Day (\$65), for TV fans Dallas (\$12), and for you computer freaks (TRS-80, Apple and Pet) there is: B-1 Nuclear Bomber, Midway Campaign, North Atlantic Convoy Raider, Nukewar and Planet Miners (\$15 each) each requiring 16k and all by AH! GDW has released Asteroid (\$5.98) and Azhanti High Lightning (\$21.98). Finally, the \$10,000 Contest Microgame from Metagaming: The Silver Dragon (\$3.95) is now available. Task Force Games has 2 new mini-games out: Starfire II and Spellbinder (each \$3.95). Finally (last but certainly far from least) FGU has a boxed version of Lords & Wizards (price not available at press-time) and their new SFRP game Space Opera (again the price not available at press-time)

which all here are enjoying; and, also, The Land of the Rising Sun (\$18). WHEW! Happy Gaming all! CA



We have received numerous letters for both magazines since our last issues. Because of this, I will be printing only parts of some letters in this column this time.

Dear Chuck,

I will be sending you an outline of the Midgard article. I have the summary article pretty much ready to go. Exploring rules will take more time. . . I found Journal 15 full of interesting articles and found the portrayals of staff members to be excellent. . . keep up the good work.

Peggy Gemignani

Thanks Peggy. Glad to finally get to meet you in person at Noreascon. . . CA

We have received two or three letters concerning dungeons submitted to our contest, requesting their return. The contest rules explicitly state that all entries (winners or not) become property of Judges Guild. We are not opposed to sending a copy back, if you neglected to keep one for yourself, but would appreciate an SASE with sufficient postage. Keep in mind that even losing dungeons may get published in either the magazine(s) or as a product with recognition given and compensation according to the contest rules. . . CA

We have received several letters pertaining to submitting artwork. Please ask for our free (with SASE) Writer and Artist Guide. Sorry, we cannot accept artwork done in pencil - it will not normally reproduce well. Half-tone is a process whereby black & white is reduced to a series of dots. A photograph is an example

of continuous tone. A Newspaper photo is an example of (usually) an 85 line or 110 line half-tone of a photo. CA

I just wanted to drop you a short note telling you how much I appreciate your service. Your prompt responses to orders have made my tour in Korea a lot easier to take. Robert Eldridge

I thought "Mines of Custalcon" was outstanding. I am working on a similar project for another part of the Judges Guild Wilderness Campaign System. Can you tell me what areas are open and how to submit material. Jim Vaughan

We welcome all outside submissions. Please, again, write for our writer and artist guide. Maps are best presented on the map grids provided in our "Fantasy Cartographer's Field Book" (\$3.98) Keep in mind that the approval-printing process goes something like this: submit, if we like we write and make you an offer, if you accept we send to (TSR, GDW, FBI, FGU, L. Zocchi, Chaosium, etc) for approval, if they accept they edit, we edit, if major changes are necessary we send back to you for changes, we typeset, goes to (whomever) for final approval, pasteups done, goes to printer. Not a speedy process by any means but it assures us and the game manufacturers and you that each product is officially approved and has good quality. We cannot tell you we will accept a project until we have seen it and it has been approved, if necessary. YES WE ARE INTERESTED IN ALL TYPES OF PRODUCTS, ARTICLES AND ART! Can I be any plainer? CA

I would like to make the following personal comments: 1) Dungeons may be good for competitions and ideas but once a year is enough. 99% of all DMs have a dungeon that reflects their personal tastes anyway. 2) I have limited time to devote to this aspect of the hobby. I take pride in having one of the oldest and best dungeons around. What JG has done is provide material and background info on wilderness geography and towns. Please do more wilderness books.

Mike Clinton

The only objection I have to your Runequest materials is that they are the only ones I don't get free from Chaosium. (due to his writing material for them)... Steve Marsh

Please find enclosed some comments, treatments and sarcastic remarks about Dra'k'ne Station done at 3:00am. I didn't start this as a letter, but as a minor calculator problem. . . . So keep on turning out this kind of stuff and you may eventually make some thing even I won't be able to find fault with.

Larry R. Baker

P.S. I hate to waste half a sheet of paper by leaving it blank, it doesn't look balanced.

P.P.S. I have enclosed a blank sheet to prove my earlier statement.

I hope to include much of the rest of this letter as an article in a later issue.CA

As a four-year veteran of war and fantasy gaming I was rather annoyed at the dungeon in the Apr/May issue.

. . . I think the Guild's typesetters deserve a round of applause for themselves for making it even worse. Even if this dungeon had been compatible with JG's other dungeons the typesetters would have made it particularly confusing. There was an average of 4 errors per page within the dungeon while the rest of the magazine was virtually flawless. Many of the mistakes were minor but some were bewildering. (i.e. reference to level 9 when there was no level nine) Well, Mr. editor, why don't you edit?. . Bill Robinson

Well Bill, first I wish to point out that Bryan Hinnen edited that issue and is no longer editor. Second, while we do read over and make editorial changes to articles before they are typeset, we cannot afford the man-hours to go back and strip in error corrections that were missed in the typesetting process. If we had a large staff (we don't) dedicated to the magazines - like some of our big brothers and sisters do - these things wouldn't happen, but we are running a professional-looking fan-written magazine which loses money for JG with each issue. We do try to do the best we can with the time and staff we have. Many of the contest dungeons were revised or shortened versions of larger dungeons. We thought we caught all the references before publishing, but I guess we goofed. CRA

A note before I'm off to Pacificon: Mr. Axler is correct: the vertical diagrams on the back cover of "Under the Storm

Giant's Castle" does not correspond to the internal map's placement of holes from one level to another. I drew both maps and then realized I was not within the format JG requires and redrew them. In doing so I moved the hole positioning a bit on one map, but forgot to do it on the other. This error does solve one problem, though. It has been noticed that the back cover is not the best place to put material only the judge is supposed to know. As the map is incorrect, but the holes, ramps and tornado do match with landing places between each pair of maps, no harm is done.

Adventurers can ascend on the outward journey with care. Getting back to the castle is easy but the Storm Giants, one or both, will be anxiously awaiting at the worm hole, hoping you bring back their baby, and will lift anyone back out with a rope. From the second level to the first you can climb the ramp (rm15 lvl 1) (rm 1 lvl 2) From the third to the second level the following possibilities are offered: 1) remember to secure a rope to something well anchored in the floor or walls of lvl 2 (a tripod of spears makes a good anchor). In most dungeons a rope would soon be cut but in this one it is not likely as many monsters are animals or elementals who couldn't care less and balloon people will NOT use knives (although they might untie the knots). 2) Make sure the group has at least one flyer. If the adventurers can't make friends with at least one who can fly in this cloud they deserve to be stuck (there are eagles, djinni, sylphs, pegasi, griffons and a couatl) 3) magic your way out - wishes, miracles, etc. 4) Tunnel out - it does say specifically "The stuff of the cloud may be easily cut with anything sharp". A tunnel from one level to another is easy to cut. In my campaign the group that rescued the baby did just that between levels 4 and 5.

Jumping to pg 41 of tJGJ, RA/SET is by both Thomas and EDWARD McCloud.

Tom McCloud

Thanks for the clarifications Tom. I am sure our readers appreciate it. Also Keep up the good work! CRA



A Trip To The Underworld

By Bill Paley number 2

This is Deg, again. Last time, I told you a story 'bout Finny, that damn Halfling. Well, 'bout a month later, we went down under the castle again. We was short one person 'cause Melissa had got hurt the week before. See, I tripped over a lever which fired an arrow, an' Melissa took it in the chest. She was powerful mad, but she stayed back in town while we went explorin' again.

Hittin' some new corridors, we split up for awhile, Penny, Evberin the Elf, Finny, and Taklin the Dwarf goin' one way, while me 'n' the twins 'n' Tyrone the Wizard took the other.

Well, it weren't long but we ran into this little temple o' one 'o those

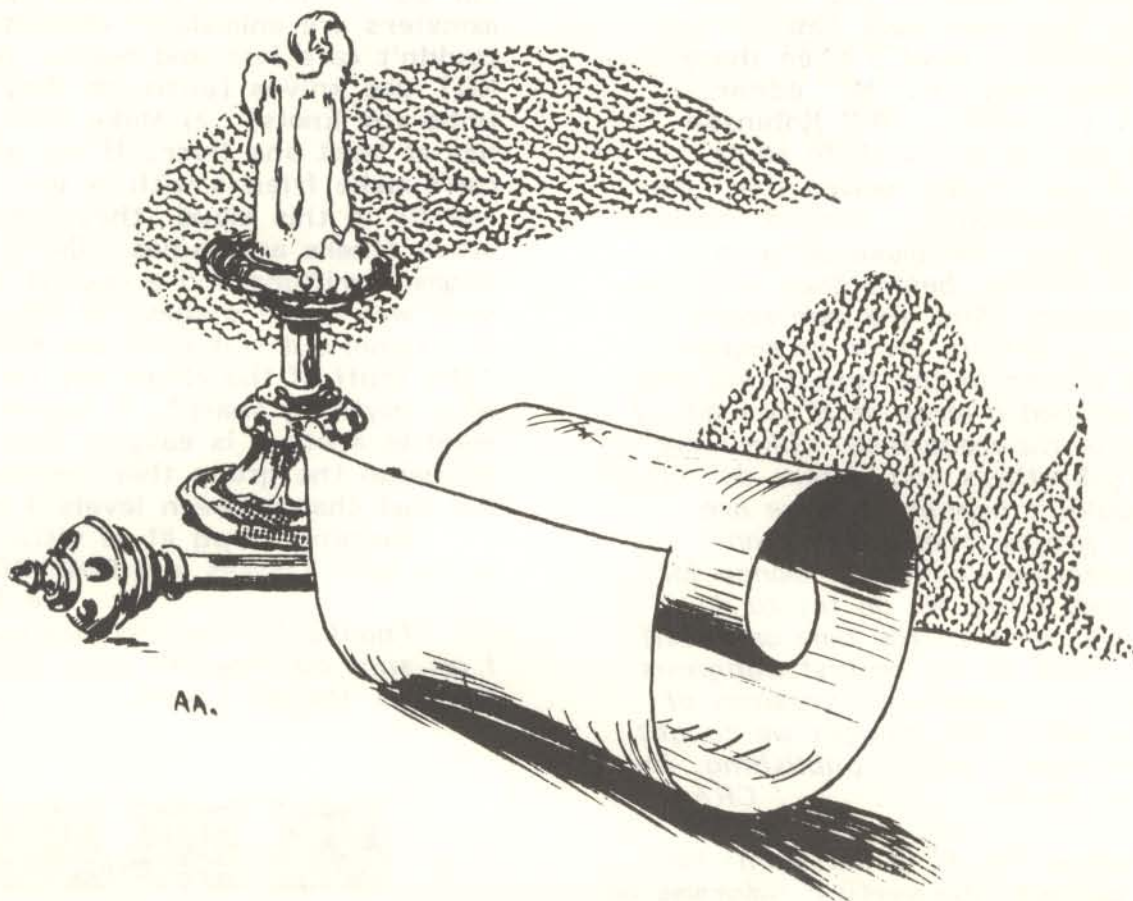
nasty gods that all them bad guys worshipped. We went bashin' about, especially the twins 'cause their clerics, and they gotta save the poor dope's souls. Pretty soon we'd wrecked the place, and then we started huntin' for treasure. Well, one o' the twins... Frigate, I think, but who can tell... picked up this scroll an' reads it. Then the paper powders away an' he stands there lookin' dazed.

Later we found out the thing was a transferable curse which hopped from the reader to the first lady he looked at with "carnal" thoughts (when I asked what that means, everybody ignored me, so I hope you can figure it) who would change into a

fern.

Since the twin looked out of it, we figured we'd better meet up with the rest again, and so we back-tracked. We met them again in a statue-filled room with two dead Cockatrices they'd just blown away. Sister Penny comes up to greet us, and all-a-sudden Frigate gets this strange look. Penny disappears in a cloud o' smoke, leavin' a little fern growin' out o' the floor.

Well we wrangled for a while about what happened, but finally Frigate came out o' the daze an' told us. As he finished up, Finny, the little twerp, turns to me and says, "Deg, remember, a Penny craved is a Penny ferner."



Using Klutz Factors

By Kevin Fortune

The following is a copy of my Magic System. I hope that some Judge will find it, or parts of it, useful in their games. Although like any other system, it has it's complications but one gets used to it very quickly. There is no limit on how many times a certain level of spell may be used because you double the Klutz Factor Percent for the level of spells. Here are step by step examples.

6th Level Magic User: Intelligence: 15, Name: Media

Characteristic Conversion Chart

3 = 6%	11 = 56%
4 = 12%	12 = 62%
5 = 19%	13 = 69%
6 = 25%	14 = 75%
7 = 31%	15 = 81%
8 = 37%	16 = 87%
9 = 44%	17 = 94%
10 = 50%	18 = 99%

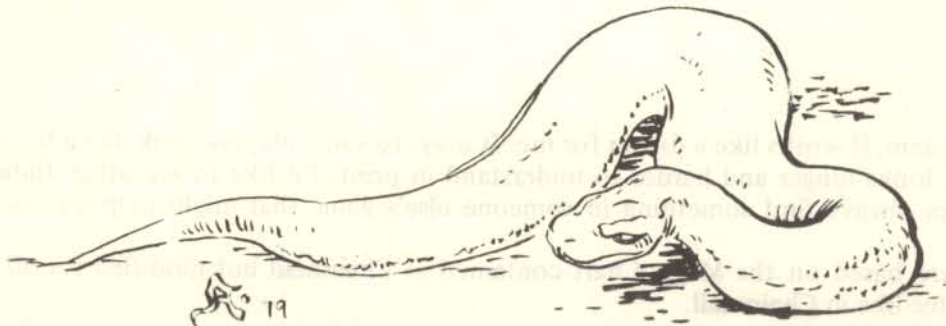
Note: If this chart is familiar, it is because of my extensive use of it and have included it in some of my previous ideas sent to you.

Step One: Find Magic User's Intelligence on Conversion Chart and convert to percentage. Example One: Our Magician, Media's Intelligence is 15, which on the chart equals 81%. **The step is done before game starts and should be jotted down on player's sheet. Next steps are actual usage in Combat.**

Step Two: Roll a d20 and look on Magic Spell Result Chart. Example Two: Media can use 1st to 3rd level spells, so he decides to throw an ESP spell which is 2nd level, result is 12 so spell works immediately. If roll was a 6, spell would be delayed 1 - 3 turns; if roll was a 2, spell would not work and would have possible Klutz.

Step Three: If possible Klutz occurs, Magic User's Intelligence percentage is subtracted from 100% and this is the basic Klutz Factor for the Magic User. Now go to the Klutz Modifier Chart, find Magic User level and cross index with spell level. The number found here is a percentage of the basic Klutz Factor. After finding this percentage, roll percentile dice and see if Klutz actually happened. Example Three: Media's Intelligence is 81%, subtracted from 100% equals 19%. This is basic Klutz Factor. The Klutz Modifier is 50%, so 50% of 19% equals 8%. Percentile dice roll is 42, so no Klutz, spell just fails. If roll was 5, spell would have been Klutzed and would roll on Klutz Result Table.

Step Four: If actual Klutz occurred, roll d10 on Klutz Result Table. Example Four: Media rolls a 3 on Klutz Result Table, so instead of ESPing other party, it's the other way around, Magic User is ESPed. i.e. Enemy inside room, if any detect thoughts outside door, thus they have surprise advantage, so watch out party, your Magic User goofed it but good.



Klutz Result Chart

Die Roll	
1	Spell has normal effect but on wrong side, the Magic User's.
2	Spell has reverse effect on enemy.
3	Spell has normal effect, but only on Magic User that cast it.
4	Spell Klutzed so badly, Magic User is Mind Blanked. Can use no magic rest of day.
5	Magic User's Intelligence drained 1 - 4 points for rest of the day, spell has normal effect on enemy.
6	Magic User's Intelligence drained 1 - 4 points for rest of the day, spell has no effect.
7	Spell has reverse effect but on Magic User's side.
8	Spell has reverse effect on Magic User that cast it.
9	Klutzed magic brings loss of memory of one spell of choice 1 - 4 days.
10*	Spell Klutzed badly and Magic User is very scared to use it ever again.

* Note this can be handled by adding Bravery to character roll and converting it on Conversion Chart to percentage. When next told to use the spell, roll percentile dice and see if his Bravery overcomes his fear of spell. Once this happens, he can use spell normally again.

If spell cast is one cast on Magic User himself or one of his own party, like Polymorph Self or Others, and Klutz occurs, Klutz Result yields like No. 1, 3, 7, or 8, then just say it either just didn't work or affected enemy. But as in the case of Polymorph, let enemy Polymorph into some random creature, so there's a chance this could help party. i.e. Polymorph Ogres to Skeletons, etc.

Klutz Modifier Chart

Magic User	Spell Level								
Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	100%	NU	NU	NU	NU	NU	NU	NU	NU
2nd	50%	NU	NU	NU	NU	NU	NU	NU	NU
3rd	33%	66%	NU	NU	NU	NU	NU	NU	NU
4th	25%	50%	NU	NU	NU	NU	NU	NU	NU
5th	20%	40%	60%	NU	NU	NU	NU	NU	NU
6th	16%	33%	50%	NU	NU	NU	NU	NU	NU
7th	14%	29%	43%	57%	NU	NU	NU	NU	NU
8th	12%	25%	37%	50%	NU	NU	NU	NU	NU
9th	11%	22%	33%	44%	55%	NU	NU	NU	NU
10th	10%	20%	30%	40%	50%	NU	NU	NU	NU
11th	9%	18%	27%	36%	45%	NU	NU	NU	NU
12th	8%	17%	25%	33%	42%	50%	NU	NU	NU
13th	7%	15%	23%	30%	38%	46%	NU	NU	NU
14th	6%	14%	21%	29%	36%	43%	50%	NU	NU
15th	6%	13%	20%	27%	33%	40%	47%	53%	NU
16th	6%	12%	19%	25%	31%	37%	44%	50%	56%

NU - Not Usable

I hope you like this system, it works like a dream for me. It may, to some players, look like a lot at first. It really isn't, everything looks longer and harder to understand in print. I'd like to see other Judges magic systems because we can always find something in someone else's game that might help our own games.

The following charts are based on the Magic Chart contained in **Chainmail** but modified for all levels of Magic Users not just three like in **Chainmail**.

Spell Level	Effect	Medium 1st	Seer 2nd	Conjurer 3rd	Theurgist 4th	Thaumaturgist 5th	Magician 6th	Enchanter 7th	Warlock 8th	Sorcerer 9th	Sage 10th	Wizard 11th
1	I	13-20	12-20	11-20	10-20	9-20	8-20	7-20	6-20	5-20	4-20	3-20
	D	9-12	8-11	7-10	6-9	5-8	4-7	3-6	2-5	1-4	1-3	1-2
	N	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1	-	-	-
2	I		12-20	11-20	10-20	9-20	8-20	7-20	6-20	5-20	4-20	4-20
	D		8-11	7-10	6-9	5-8	4-7	3-6	2-5	1-4	1-3	1-3
	N		1-7	1-6	1-5	1-4	1-3	1-2	1	-	-	-
3	I				12-20	11-20	10-20	9-20	8-20	7-20	6-20	6-20
	D				8-11	7-10	6-9	5-8	4-7	3-6	2-5	2-5
	N				1-7	1-6	1-5	1-4	1-3	1-2	1-2	1
4	I						12-20	11-20	10-20	9-20	8-20	8-20
	D						8-11	7-10	6-9	5-8	4-7	4-7
	N						1-7	1-6	1-5	1-4	1-3	1-3
5	I							12-20	11-20	10-20	9-20	10-20
	D							8-11	7-10	6-9	5-8	6-9
	N							1-7	1-6	1-5	1-4	1-5



Spell Level	Wizard 12th	Wizard 13th	Wizard 14th	Wizard 15th	Wizard 16th	Wizard 17th	Wizard 18th	Wizard 19th	Wizard 20th	Wizard 21st	Wizard 22nd
1	1	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto
2	3-20 1-2	2-20 1	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto
3	5-20 1-4	4-20 1-3	3-20 1-2	2-20 1	Auto	Auto	Auto	Auto	Auto	Auto	Auto
4	7-20 3-6 1-2	6-20 2-5 1	5-20 1-4	4-20 1-3	3-20 1-2	2-20 1	Auto	Auto	Auto	Auto	Auto
5	9-20 5-8 1-4	8-20 4-7 1-3	7-20 3-6 1-2	6-20 2-5 1	5-20 1-4	4-20 1-3	3-20 1-2	2-20 1	Auto	Auto	Auto
6	12-20 8-11 1-7	11-20 7-10 1-6	10-20 6-9 1-5	9-20 5-8 1-4	8-20 4-7 1-3	7-20 3-6 1-2	6-20 2-5 1	5-20 1-4	4-20 1-3	3-20 1-2	2-20 1
7			12-20 8-11 1-7	11-20 7-10 1-6	10-20 6-9 1-5	9-20 5-8 1-4	8-20 4-7 1-3	7-20 3-6 1-2	6-20 2-5 1	5-20 1-4	4-20 1-3
8					12-20 8-11 1-7	11-20 7-10 1-6	10-20 6-9 1-5	9-20 5-8 1-4	8-20 4-7 1-3	7-20 3-6 1-2	6-20 2-5 1
9							12-20 8-11 1-7	11-20 7-10 1-6	10-20 6-9 1-5	9-20 5-8 1-4	8-20 4-7 1-3



A AND SIMPSON

WEAPON MASTERS¹¹

BY KENNETH KING

Weapon Masters are a subclass of fighter and have abilities of other classes, plus some special ones of their own. Unlike Monks and Martial Artists, this class deals almost exclusively with weapons, and without them they are not a great threat.* But armed with a weapon, which will usually be a sword, they can become deadly opponents. At higher levels, Weapon Masters can learn to shatter an opponents weapon, or raise their ability scores temporarily, by use of sheer willpower. They are trained in the knowledge of creating and identifying weapons, too, and have studied tactics of two-creature combat. Thus, they can be formidable opponents.

In order to become a Weapon Master, a character must have the following ability scores: Strength, Intelligence, and Constitution, 13 or more; a Wisdom of 14 or better; and a Dexterity of 15 or more. Weapon Masters tend to shun armor except leather and shield, because it tends to impair their abilities. As a character increases in level, he/she gains Armor Class adjustments. Weapon Masters MAY NOT use missile weapons unless their alternative is weaponless combat. This is simply because they are trained specifically in close combat, and are not used to weapon (missile) combat.

*Treat as fighters of that level in weaponless combat.

325,000 Experience Points per level for for every level past the 11th. Weapon Masters gain 2 Hit Points per level after the 11th level.

Advancement

The Weapon Master uses an 8-sided die to determine hit points, for they do not spend as much time training than other fighters and fighter subclasses.

Level	Title	Experience Points	Hit Dice/ Level
1	Dagger Master	0	1d8
2	Fencer	2500	2d8
3	Knifer	5250	3d8
4	Slasher	11000	4d8
5	Sabre-man	22000	5d8
6	Death-dealer	43000	6d8
7	Swordmaster	93000	7d8
8	Weaponer	160000	8d8
9	Weapon Master	300000	9d9
10	Weapon Master	550000	9d8+3
11	Weapon Master	1000000	9d8+5

Skills

This table shows the abilities of the Weapons Master at various levels, and at what degree of mastery they are performed.

Level	Forge Weapon	Detect Aura	Identify Weapon	Carry Secret	Detect Secret	Attacks/Round For W.M.	Special Abilities
1	--	10%	70%	40%	40%	1/1	A
2	--	15%	75%	45%	40%	1/1	--
3	20%	20%	80%	50%	45%	1/1	B
4	30%	25%	85%	55%	45%	1/1	--
5	35%	30%	86%	60%	50%	1/1	--
6	40%	35%	87%	65%	55%	5/4	C,D
7	45%	40%	88%	70%	60%	3/2	--
8	55%	45%	90%	75%	65%	3/2	E
9	65%	50%	92%	77%	70%	3/2	--
10	75%	55%	94%	79%	75%	2	F
11	80%	60%	96%	82%	77%	2	G
12	85%	70%	96%	85%	79%	2	--
13	90%	80%	97%	87%	82%	5/2	--
14	95%	85%	98%	90%	85%	5/2	--
15	100%	85%	98%	92%	87%	3	--
16	110%	85%	99%	95%	90%	3	--

It should be noted that at Level 4, the Weapon Masters Armor Class Adjustment is -1. This is modified for every two levels above 4th, -1 (cumulative). Weapon Masters are only surprised 16 2/3% (d6-1) of the time. They can walk silently and hide in shadows as a thief 2 levels below their own.

Explanation of Abilities

Forge Weapon

This is the base chance that a Weapon Master has of forging or reforging a weapon (non-missile). The Weapon Master must spend 1-4 days undisturbed and have all necessary items. Bad materials will decrease this chance by -30%. Failure means that a weapon will break after 1-4 rounds of melee. The player should not be told the results of the die roll.

Detect Aura

This is the base chance of a Weapon Master being able to detect the special abilities of an enchanted weapon. Applies to missile weapons, too. Failure here means that nothing is found out.

Identify Weapon

This also applies to missile weapons, and the ability is used to identify the background history, and possibly powers of the weapon. The Weapon Master has taught about these weapons and will always be able to determine **Type** of weapon (Mace, etc).

Carry Secretly

This is the base chance of carrying a weapon of under 2 feet in length, undetected. Failure here indicates that someone has noticed the weapon.

Detect Weapon

Just the opposite of the above. Failure means that nothing unusual was detected.

Explanation of Special Abilities in the Table

A) This ability is gained at level 1 and allows a +1 hit with a Dagger. It increases to +2 at second level, etc., up to a maximum of +5 at 5th level.

B) At this point the character may become proficient with any type of sword, or other non-missile weapon. The character gains a +1 to hit and damage adjustment for every two levels above 3rd, i.e., +2 at 5th, +3 at 7th. No limit.

C) Same as B, except that the +1 increases

every level with no limit.

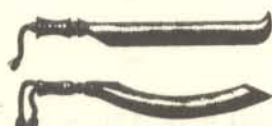
D) Startin at 6th level, the Weapon Master, while in combat, may apt to strike at an opponents weapon. Give the weapon an Armor Class rating of 2 for these purposes. If a hit is indicated, multiply the Weapon Masters level by 10, and this is the percentage chance of shattering the weapon.

E) This is the ability to cause berserker-like ferocity in the character, giving a +2 to hit and a +3 damage. It lasts for 1-4 melee rounds, plus 1 round for every three times the power has been employed. Afterwards, the character must rest for the same number of rounds as he spent in the state of ferociousness.

F) This powerful ability is acquired at level 10. It enables the Weapon Master to increase the adrenalin flow greatly, giving a 2-8 increase in Strength. Count each category of exceptional strength as 1 Strength point, i.e., a character with 17 Strength uses this power and his strength increases by 5, so his temporary strength is 18/91. Dexterity increases by 1-6, with a maximum of 18. Constitution is temporarily increased by 1-4 points, 18 maximum, and only ½ of damage sustained will actually be inflicted. This state lasts for a number of rounds equal to the Weapon Masters level, and afterwards, the character must rest the same number of turns, doubled. This ability can be used only twice a week. Note that a character could increase his/her strength to that of a storm Giant, but not beyond.

G) This power is gained through the Weapon Masters history. Since they are well-known because of their prowess and fighting capability, the Weapon Master may cause fear in a creature of lower Hit Dice, whom the Weapon Masters steely glance alights on. Treat as a fear spell cast by an 11th level Magic User, and it affects only 1 creature at a time.

With all these abilities, one can see how great an enemy a Weapon Master could be. After all, how would you like being attacked by a person who has raised their strength to that of a storm Giant, Dexterity to an 18, and Constitution to an 18, and who is using a Two-Handed Sword that they have become **Extremely** proficient with? Not me, at least not at my present level. . . .



Critical Hits and Fumbles

On Non-Humans by Glenn Goddard

Various charts have been made for critical hits against player characters and humanoid monsters. But what happens when you get a critical hit against a monster that doesn't fit human characteristics. These tables fit those needs.

In my world a natural roll of 20 always hits. If you need less than 20 to hit then a roll of 20 is a critical hit. Anyone rolling a 1 fumbles, unless he needed a 1 to hit.

If you feel that this is too many criticals and/or fumbles, then an alternate method is to roll again to hit when you roll a 20. If your second roll is enough to hit your opponent, then you have scored a critical. Do the same for fumbles except the second roll must be a miss in order for you to fumble.

Critical Hit Table

Roll	Results	Damage
01-03	Brain penetrated, immediate death	
04-05	Neck broken, die in 0-2 mt	3D6
06-07	Paw severed, die in 1-12 min.	4D6
08-10	Impalement, weapon stuck there	3D10
11-12	1-3 ribs broken	½D6 per rib
13-16	Hind leg artery cut, take damage every mt.	1D8
17-20	For leg artery cut, take damage every mt.	1D10
21-25	Hamstrung, fall, can't use that limb	1D6
26-30	1-5 fingers cut off, reduce claw damage 0-80%	1 per finger
31-32	1-5 toes cut off, reduce claw damage 0-80%	1 per toe
33-35	Eye ruined unable to fight 1-10 mt.	2D6
36	Gashed, blood in both eyes, can't see	1D6
37-38	Genitals torn off, go into shock for 2-20 mt.	4D6
39	Ear torn off, 50% hearing loss	½D6
40-41	Stunned 1-10 nt. No fighting (includes movement)	½D4
42-43	Stunned 1-6 min. As above	1D4
44	Concussion, 1-10 min. As above	1D6
45	Concussion, unconscious	1D8 *1
46-47	Skull fracture, unconscious	1D10 *2
48-51	Throat cut, die in 1-4 mt.	1D10
52-54	Foreleg torn off (roll % loss) die in 1-4 mt.	6D6
55-57	Hindleg torn off, fall, die in 1-4 mt.	6D12
58-63	Heart pierced, die immediately	
64-65	Spine ruined	2D10 *3
66-69	Nose ruined, stunned 1-3 mt.	1D8 *4
70-72	Both eyes blinded	3D6
73	Guts torn out, 20% chance of tangling feet	4D10
74-83	2X's normal damage	2X's
84-91	3X's normal damage	3X's
92-97	Hit vital organ, die in 1-6 hrs.	4X's
98	Head torn off, immediate death	
99	Head split in twain	
00	Head splattered over wide area	

*1 Unconscious 1-6 mt. confused and groggy for 3-30 min.

*2 Unconscious 2-20 min. confused and groggy for 1-6 hours

*3 Roll 1D6 for results: 100% Paralysis-Left Side, Paralysis-Right Side, Paralysis-Waist Up, Paralysis-Waist Down, Paralysis-Death

*4 -2 Constitution and Bad Speech

Note: These damages are in addition to normal weapon damage. Use good judgement when using this table. For instance, if you roll hindleg torn off when your fighting a Tyrannosaurus Rex, its not going to happen unless you happen to have Storm Giant strength.

Fumble Table

Roll	Results
01-05	Glancing blow, roll again to hit but do ½ damage
06-14	Hit yourself, ½ damage
15-20	Foot slips, 75% chance (minus 10% per other foot) of falling 1-6 mt.
21-28	Bump ally, both make Dex rolls or lose next attack
29-35	Bump enemy, both make Dex rolls or lose next attack
36-38	Full stumble, those if fall direction make Dex rolls or take 1 point of damage per hit die of creature
39-42	Off balance, make ½ Dex roll or lose next attack
43-51	Take blow not meant for you, ¾ damage
52-54	Twist ankle, lose next attack and ½ damage
55-65	Hit wrong target, ¾ damage
66-75	Become confused, as the spell (does not apply for monsters with intelligence greater than 9).
76-80	Bite your tongue, 1-4 damage and cannot use the bite for 1-10 mt.
81-85	Pull muscle, inability to use that limb
86-90	Get dirt in eyes, blind for 2-8 mt.
91-95	Hit yourself, lose next attack and take ½ damage
96-97	Hit and stun nearest ally, ½ damage and stunned 1-10 mt.
98	Critical hit nearest ally
99	Critical hit yourself
00	Roll 3 times on above table



This is the Way that Heros Die.

BY THOMAS A. McCLOUD

Chapter III



he yellow curtains fluttered now and then across the table and sunlight streamed through the open window. Rabbi Ben Levi minded neither as he drank his morning coffee.

"The problem is, I still don't know if I want to go through with it."

"You have to do whatever you feel is right," his wife, Ann, answered quietly from across the table.

"If something goes wrong, you could be a widow before tomorrow comes, and Lea might be an orphan."

"And if it all goes right, Lea could grow up with her daddy in prison."

"Now that's a cheerful thought."

"David, I want you to do what you have always done. Face all of the facts, then do what you feel is right. If crashing your ship into the Fontainebleu to disable it is what you feel is right, then that's what you should do, no matter what it means for us, or for you."

"But is it right? First of all, I might kill the hijackers. That would certainly be wrong. Second of all, I might make martyrs of them, and they would like nothing better. That's the real reason they let the passengers and crew off. The leader of these hijackers, this John Taylor, is a genius. . . quite insane, but a genius."

"By letting the Mission ferry off all of his hostages," continued Ben Levi, "not just the injured passengers, he has not only stifled the public anger over those injuries, but he has even forced a bit of public admiration. Yet at the same time, he has made the threat of blasting the Earth with the ship's drive beam intolerable. There they sit, in Earth orbit, with the

power to decimate a whole city, and there is nothing that can stop them, except destroying them!"

"It's an old, old kind of problem--power in the wrong hands," commented his wife.

"Old it may be, but the problem remains."

"The longer they sit in Earth orbit, the more pressure there will be to shoot them down. Eventually the Agency will be forced to act. And then the hijackers will, with the usual perverseness of public opinion, become the martyrs they seek to be. The League of God Fearing Nations will be forced, slowly but inevitably, to execute the hijackers they hold in prison, the ones who actually did use a ship's beam to murder and kill."

"I wish I'd seen it when I was Bishop, but this is a political fight, and the battleground isn't in space at all--it's the human mind."

"Relax, David, please. You're not Bishop of the Ecumenical Space Mission anymore. You've turned everything over to Father MacPhearson."

Ben Levi swallowed another mouthful of coffee. "I may not have the responsibilities of being Bishop anymore, but I do have the responsibilities of being human, and doing God's will."

"Then if crashing into the Fontainebleu is God's will, do it. If not, don't."

"I wish God would tell me. Ann, do you realize what the Fontainebleu is capable of doing?"

"I should, you keep telling me. The real question is whether or not they will use it."

"Well, up to a point, not using it is in their favor. Pressure will build up anyway, and if they don't use the

drive beam as an instrument of destruction they make better martyrs of themselves. But if they let the days turn into years, and still haven't used it, they will be forgotten. They know that."

Ann glanced up at the kitchen clock--a white chicken with the clock face molded into one side. "It's time to go."

Ben Levi stared at the clock, watching the unstopping motion of the second hand. "So it is. Is the collision program ready?"

"In your flight bag."

"You guarantee that it won't kill the hijackers?"

"Not unless one of them is actually in the engine section when you hit. But I could not absolutely guarantee that you will survive. God knows I tried."

"I'm sure you did." Ben Levi gathered up his flight bag looked in at his less than a year old daughter asleep in her crib, then hugged his wife at the door for what might be the last time.

"Ann, you're a wonderful wife, one in a million to be able to do this. I pray to God He lets me come back, I'd hate to lose you." He kissed her goodbye, and walked out and past the beds of daffodils and hedge of juniper to the street. His wife watched him until he was out of sight, then ran to their bedroom and cried. Ben Levi did not see this happen, but he knew.

"Good morning, Rabbi, going up in space again?"

Ben Levi smiled, what else would he be here for? But he just said: "Bag through the X-ray, and myself through the metal detector, right?"

The attendant smiled back, "That's what I keep telling people."

Any film in the bag?"

"No, but there is a computer tape, right on top."

The attendant took the tape out and X-rayed the rest.

"All clear. Have a good trip."

"Thank you," Ben Levi answered, then he walked over to a window. He had ten minutes before the Fly opened for boarding. He stared out and down at the ground crew as they scurried around on their little electric carts refueling the It'll and doing whatever else it was they did. The sun was hot out there, and he had a moment of sympathy for those sweating workers while he stood doing nothing in air conditioned comfort.

But his mind's eye still saw the computer tape. Should he use it? Should he widow his wife and orphan his child to save the world? Would it work anyway? Or was he another fool like Brown and like Shieldman, going off half cocked on his own hook, without consulting the Mission, and just making the whole mess messier.

"Hello, David," said a voice behind him.

Ben Levi jumped, then turned around to face Father MacPhearson, the Anglican priest who was now Bishop of the Ecumenical Space Mission, and therefore his superior.

"Did I startle you?" asked the Bishop. "I'm sorry."

Trying to hide his fear of being caught, Ben Levi answered as best he could. "Good morning, I wasn't expecting you."

"I didn't expect to come, but I have a meeting with the spaceport director this morning, so I thought I'd kill two birds with one stone and bring you the bills of lading and other papers for the cargo to be taken to the Fontainebleu." He handed a thick envelope to the Rabbi.

"Tell me," continued the Bishop, "How does it feel to be out from under the office of Bishop? I'll have to admit that I'm already looking forward to the end of my own term."

Ben Levi smiled. "I know just what you mean. It feels wonderful, there is so much less..." he paused for a fraction of a second, and the smile left his eyes, "...responsibility."

"Hmm," said Father MacPhear-

son, peering at Ben Levi with head just barely turned. "Young man, something is bothering you. Will you promise to come see me after you deliver the supplies to the Fontainebleu, and we'll talk about it?"

"I promise."

Luckily the call for boarding the Fly came just then and Ben Levi escaped.

The trip was uneventful. The "It'll" lifted its double piggyback load as high as it could before releasing it. Then the Never lifted on wings until they ran out of air, continued on rockets alone until almost out of fuel, and then released the Fly. Finally, the Fly alone soared up into space and into orbit.

From launch orbit, the Fly transferred to the orbit of Space Station 17, where Ben Levi caught a space tug to the Mission's parking orbit.

The Horseback-10 wasn't Ben Levi's usual ship, but the Horseback series were all the same, the ship was familiar. Ben Levi floated into the main cabin, and shoved the flight bag into its locker across the room with a well practiced push. The locker clicked shut, and Ben Levi suddenly realized that his habits had betrayed him. The computer tape had to be fed into the computer.

He somersaulted over, unlocked the locker, extracted the tape, jumped to the tape drive, and snapped the reel into slot 5. Then he hand pushed to the acceleration couch, pulling himself down, strapped in, and pulled over the command console keyboard. He entertained the idea of donning his Meissenbaern, then rejected it. The spacesuit was much easier to put on with gravity.

Now came the moment of decision. If he typed "load and execute tape 5", he would break several dozens of strict Space Traffic Control laws, deliberately collide with the Fontainebleu, probably kill himself, and possibly do no good at all. If he typed "request and execute rendezvous with Fontainebleu" he would receive a program from the Near Earth Space Traffic Control Center, and, executing it, his ship would quite peacefully match orbits with the hijackers to deliver their food, water, and air.

He stared at the command console screen, and then above it at the three symbols of the Ecumenical Space Mission logo: A six pointed star, a cross, and a crescent moon. Ben Levi dismissed the Christian symbol as the badge of a heresy, and that of Islam as the badge of a heresy's heresy.

But Rabbi David Ben Levi could not look at those three symbols and not think of God.

"Love the Lord your God with all your heart, and with all your mind, and with all your strength."

But what would God have him do?

"Love your neighbor as yourself."

If he did not act, the hijackers might or might not use the drive beam of the Fontainebleu as a destructive weapon, but they surely would get themselves killed, and that he could prevent. Ben Levi typed the command to load and execute the tape.

In a few minutes, his wife's program had requested and received a rendezvous program from Near Earth Space Traffic Control, and had started lying. When the acceleration came on, and he felt weight again, Ben Levi unstrapped and walked to the airlock to put on the Meissenbaern.

He was sure he had time to get it on and get back to the couch before the crash came, but he was wrong. The crash came without warning while Ben Levi was still sealing the waist after coupling the plugs and sockets.

A sudden jolt threw him up at the room's ceiling. Somewhere metal twisted with an abrupt grinding sound. He hit the ceiling and bounced, hurting his shoulders as the Meissenbaern's helmet rammed into them. Then the walls buckled and the cabin air whistled out through half a hundred cracks and broken joints.

The faceplate on his Meissenbaern closed automatically as the air pressure dropped.

Something behind one of the jagged new holes in the walls snapped with a crackle of sparks.

The cabin floor jumped up at him, hit him, and pressed hard. Too hard, something was wrong, the steady force was more than one g, much more. It pulled at his flesh, and he felt some-

thing warm and wet on his upper lip, and he tasted salt-a nosebleed. That was trivial, but his guts felt bad, and if they had started to bleed. . .

He lay on the floor, feeling trapped in the Meissenbaern, unable to move. With all his strength he managed to roll onto his back, and there he lay.

Hours passed. Nothing more happened. Finally, he slept.

He woke once, to find the same horrible force pinning him down. He fell back into nightmared sleep.

He woke again, but the spaceship was still accelerating, obviously out of control. Somehow he managed to take the Meissenbaern's food outlet in his teeth and bite it to make the suit respond with food. Swallowing in a supine position at what must have been at least five g's was dangerous and hard, he nearly choked. Emptying his bowels and bladder were painful efforts.

Exhausted, he slept again.

He woke once more, and repeated the agony, not sure at all if continuing to live was worth it. This time he did not return to sleep for a while.

Had God forsaken him? Could he love a Maker who would make such a universe of pain-throbbing, throbbing pain?

He opened cracked lips to speak,

and spoke, one syllable per breath. "Dear. . . God. . . kill. . . me. . . if. . . .you. . . must. . . I. . . will. . . not. . . .stop. . . lov-. . . -ing. . . you."

Exhausted again, he slept again.

Ben Levi dreamed, and in the dream he had wings, and could fly with the angels, and float among the clouds.

He woke from his dream to find himself floating in the middle of the cabin. The acceleration was gone. His body hurt in places he hadn't known it had places, but the blessed absence of weight was like a euphoric drug.

He tried to sit up, and only twisted around. For one panicked moment he felt trapped again, with no way to reach a handhold as he floated in the vacuum that now filled the spaceship's cabin. But he managed to remember the Meissenbaern's thrusters, and used them to reach the floor.

There he grabbed the back of the couch and tried to think. His body was in bad shape, probably bleeding internally. He needed medical attention. He looked at the intensive life support chamber. He'd be crazy to go in there. The crash could have done anything to it. But what other choice did he have? If he didn't use the box, his body would die.

Somehow his aching brain didn't care. So something else must have forced his legs and arms to move

him to the lockers, get out the sealant and, floating from one handhold to another, seal the cabin airtight again. Idly, Ben Levi's mind wondered who was doing all this. He knew he wasn't.

There was air in the reserve tanks, and Ben Levi's hands turned the valve to let it in. The patches held, and after a minute or an hour, he had half an atmosphere of air-enough. The hands attached to the body that no longer seemed attached to his mind bled the excess pressure from the Meissenbaern, removed the spacesuit and stripped off his clothes.

He felt nauseated, and he shivered with cold, but he held down the retch, pulling himself into the intensive life support system, turned it on, and closed the lid.

Unseen by Ben Levi, the green lights on the cover came on, all but one which was amber. Thanks to God or luck, the intensive life support system had not been damaged at all in the crash and functioned perfectly. The amber light was for Ben Levi's condition: critical, but not beyond the power of the box to repair.

The box, of course, knew nothing of the Horseback-10's flight into the void, nothing of the emptiness of fuel tanks, and nothing of the turning back of the Horseback-12, which, even with fuel from the 9 and the 7, could not hope to catch the 10; not, that is, to catch it and return.

And After

 n the morning after the Mission gave up its attempt to rescue Rabbi Ben Levi, Randall Logan's butler found his master sitting amid the genteel greens and subdued golds of the northern breakfast room, reading the morning's news.

"God damn it, NO!"

Mister Logan slammed down the paper, got up, and began pacing the floor. Logan's butler glanced at the front page which headlined the arraignment of the Fontainebleu hijackers. Quietly he placed the tray of eggs, bacon, toast, juice, and coffee on the table and departed.

William Atley Madison was eating

breakfast at his club when the call from Logan reached him.

"Bill, I want you to organize for me an operation to rescue Rabbi David Ben Levi."

Madison blinked. "Ben Levi? The guy who deliberately crashed into the Fontainebleu and then took off out of the solar system at five-g's for four days on a path seventy-three degrees above the ecliptic?"

"Right."

"You're crazy."

"Why?"

"Why? Because the Horseback ships used by the Mission are the fastest in the system, they were designed for rescue work. If the three of

them sent out by the Mission to rescue Ben Levi can't make it, then there is nothing in the solar system that can.

"Besides, you're no Christian. What do you care if Ben Levi lives or dies? It is, you know, entirely his own fault."

"I'm no engineer either. But you are," said Logan. "I'm giving you an engineering problem, which is to answer the question: 'Given the currently available resources of the Earth system, can Rabbi Ben Levi be rescued?'"

"I've had dozens of wild ideas," continued Logan. "For example, could we bolt together a dozen ships in a pyramid and make a multi-stage rocket

like they used to use to boost things into space before the first shuttles? Or could we reach him with the sling shot effect and a really tight solar orbit? But I'm not enough of an engineer to know whether these are real possibilities, or sheer nonsense.

"So I thought of you."

Madison answered with a scowl and silence.

"All right," said Logan. "I'll take the problem to some other engineering company."

"Wait. You're willing to actually pay for an analysis?"

"Certainly."

"Just a feasibility?"

"Feasibility, and, if feasible, cost."

Madison sighed. "Well, I can't let anyone else find out what a fool you are. Luckily I can get most of the data from the traffic study Ralph's been working on. I'll call you back about noon."

Promptly at noon, Madison called back.

"I wrote and ran a program. And it did come up with a plan. But it only serves to show that a computer can produce a logical but ridiculous answer."

"Explain."

"I shall, I shall." Madison proceeded to outline the computer's plan. It turned out to involve both bolting ships together, and no fewer

than four slingshot orbits—one around the sun, two around Jupiter, and one around Saturn.

It would take thirty-four ships to carry out the plan, and six would be abandoned. Naturally, the ships were owned by a score of different companies and governments. Furthermore, the plan would disrupt at least fifty percent of all the space traffic in the Earth system.

"...in sum, the whole thing is completely impractical."

"We shall do it. Run a cost estimate."

Madison stared, shook his head, said "forty minutes", and cut the circuit.

Forty-one minutes later he called Logan again.

"Six hundred thirty-five million. That's in constant value United States' dollars, baseline 1950."

"Set it up," replied Logan.

"Now look, Randall, isn't that more than your entire fortune?"

"No. My net assets are now worth a little over a billion c.v. fifties. However, between liquidation losses and overruns it will be rather close. Give me a copy of the plan, and I'll start calling ships' owners. You run that project organizing program you showed to me last year, then start contacting the people to fill in the table of organization."

"Randall, why are you doing this?"

"I really don't know."

"Do you have any idea how many human lives six hundred thirty-five million dollars could save if you spent it to buy food for people starving in India?"

"I know how many lives it's going to save. One."

Much later, a very tired Randall Logan stood on a balcony outside his bedroom, looking in the failing light of dusk across the bay to the Marin County shoreline. Everything was now arranged. In four days he would be bankrupt. He drank a little of his scotch and soda. It felt strange not to care about going broke.

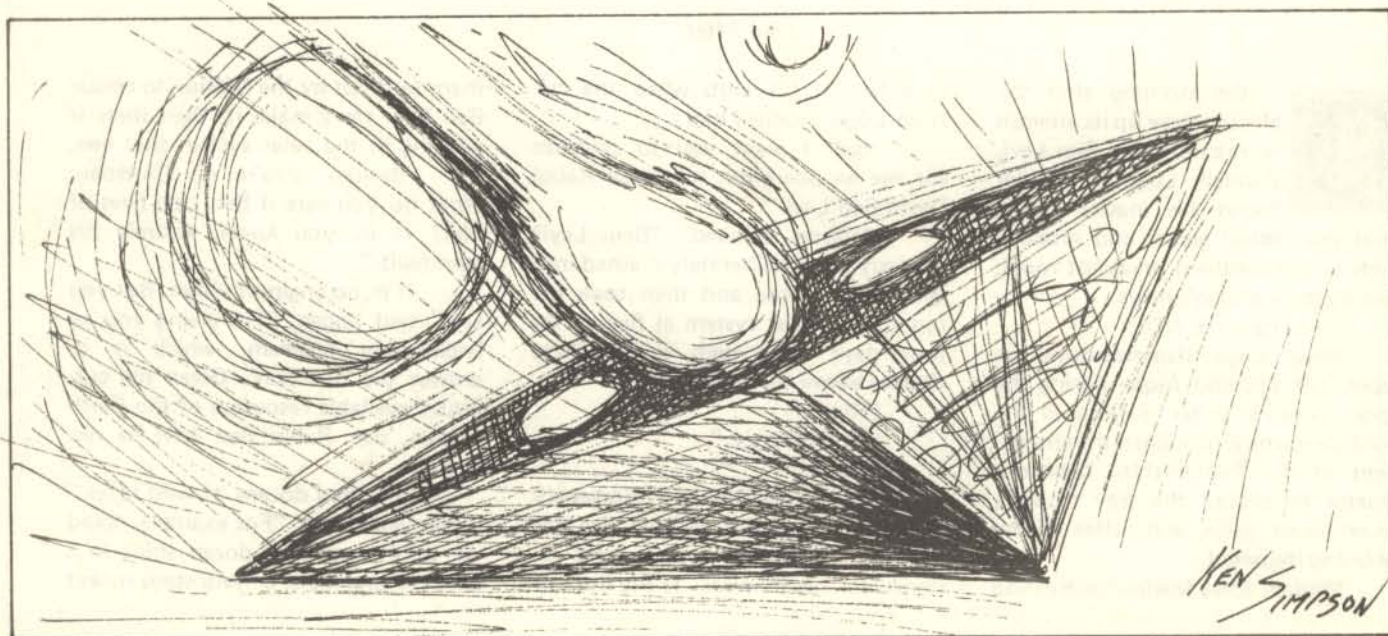
The first star appeared. Logan toasted it, then went inside.

As he came into the room, he caught the last bit of a newscast.

"...the last holdout among the ships owners involved. It now appears that what many are already calling the 'Logan Rescue' will indeed take place. That is, it will be attempted. There are those who are calling it 'Logan's Folly', quite sure that it will fail.

"But, whether it succeeds or fails," continued the announcer, "the greatest rescue effort in the history of mankind is about to begin. Ladies and Gentlemen, what a story this will be."

Logan smiled and turned off the radio. Then he went to bed, and to sleep, still smiling.



WORDS ^{AND} WHIPS

The Following are some samples of comments received with our survey replies. Thought you might find these interesting.

Posters?- of good stuff yes (sorry but your covers aren't usually that great). . . Jaquays dungeons are the best. . . leave computer games for other zines.

I prefer campaign material to dungeons.

I would like more play-aids patterned after Tegel Manor, Dark Tower and Caverns of Thracia.

I hope you will print more of Bill Paley's fiction. Monster Matrix is one of my favorites and I miss it. Goes for Booty Bag, too.

Thanks for a well put-together magazine. I look for tables, charts and background on time periods covered in the games.

I would like to see a good article on painting miniatures.

How about a Runequest City-state play-aid (*ask and ye shall receive*) Chuck the serials but keep straying from D&D.

I was disappointed to see two issues devoted to non-D&D. While I would like to learn other systems, I don't have the time now. Hope your emphasis will stay with D&D.

The fiction is the only thing that will keep me as a subscriber. Did Paley have to end his serial? Arcane Elders is good, too. Outside of Edge of the Galaxy issues 13-15 (td) would have been boring.

Forget Edge of the Galaxy!

DMing would be easier if you gave actual facts about a dungeon (eg.-what does the average door look like, how far can you see in dense woods). (*all this is covered in some of our materials somewhere*) You should have a separate magazine for the other game systems.

I am afraid that if I don't start seeing more Traveller and SFRP articles I may let my sub drop. I know that "if you don't submit it we can't print it" but I'm too busy at school now.

(Unfortunately we cannot spend the time nor money to put out a 64 page magazine each month, let alone a third magazine for other games. It takes a lot of time to typeset and layout a 64 page zine and if we had to write it as well - well! We do try to emphasize D&D but give even coverage to all the other RP games, however, as stated above, we can't print it if you don't write it. If it was something that interested you, it will probably also interest others, so don't assume disinterest. Remember, we are a prozine-looking fanwritten magazine. I have been told more than once that that is the reason we haven't won awards - noone knows what category to stick us in! The Judges Guild Journal and the Dungeoneer are the two most-copied gaming zines. Yes, they are our zines but they are just as much YOUR zines. We can always use more articles and art!)

I'm glad this study is going on but I wish you left more spaces between the questions for comments.

Comments are good and helpful to read but make it hard to statistically evaluate responses. That is why most of the surveys you see have a separate place for comments.

I am disappointed in your mailing department. You have overlooked mailing me several issues! I feel you should not only send the issues I missed but I should get a refund on that portion of my subscription. Please note my new address.

There is more to this letter than you can see at first glance. Normally if you write about a missing issue we will remail even if it was missing because you did not let us know about a change of address. In this particular case, not only did the person change address, but they got married and changed their name, too. They

also waited more than a year (they missed 6 issues before writing) to tell us of the address change. The post office WILL forward bulk mail if you sign a card which states you are willing to pay the forwarding fees. In this case we did not feel we owed the reader all those make-up copies. Further, this person had a complimentary sub (they did work on the original tD) so we did not feel they deserved a refund. If you are missing your sub PLEASE let us know right away!! Tell us of name & address changes. We are not mind-readers. Only mail readers.

I am just getting into Traveller. Cons do not mean much to me as I can usually afford only one trip a year and that's to the SF Worldcon (it's expensive travelling from Alaska). Color is not necessary. I can always plug in the monsters.

One reason we publish con schedules is that most fans don't know about cons until it's too late (if at all). It is one of those strange situations where you don't learn of one until you go to one. There are so many cons, all over the world and in this country, especially, that there are usually several in an area of easy travel distance for most fans through the course of a year. Most are small and don't advertise much, though. We feel that cons are an excellent way to find other players and judges with similar interests. We are now setting up as a national convention clearing house. If you know of any con of any size which fits the following types (one or more) SF, F, Gaming, Star Trek, Space 1999, Comics, Computer Gaming or others which may be of general interest to those interested in such types of cons please send us as much information as possible.

I liked this survey better in SA. Looks like you stole it Lock, Stock & Barrel.

Actually it's more like Lox, Cream-cheese and Bagel but why bicker over onions?

The artwork in your mag is generally not realistic, sexist, repetitive and laughable. Aside from that it is generally enjoyable.

(The writer was a male, by the way) Ha! Gottcha! While some may think I am a sexist (I do like playing games) anyone who knows me knows I'm not. In fact, a recent test showed a non-sexist 94 out of

100 (and four of those lost points were NOT my fault and 2 were because I think women are better than men in most cases) Be that as it may: most high fantasy and its artwork ARE sexist (just look at any Frazetta, Boris and even LOR, John Carter and Conan). If it bothers you why do you play the game? I do not pick art or articles based on sexism but on whether they apply to the game systems we cover and if I think they may be of general interest. Also keep in mind that most of our writers and artists are NOT professionals. If they don't get practice and get published (and this latter is a very important point) they never will be able to be professionals (if they so choose). I said it above and I'll say it again: we may look like a prozine but we are still a fanzine. If you think we are publishing below average stuff then send in some above average stuff!

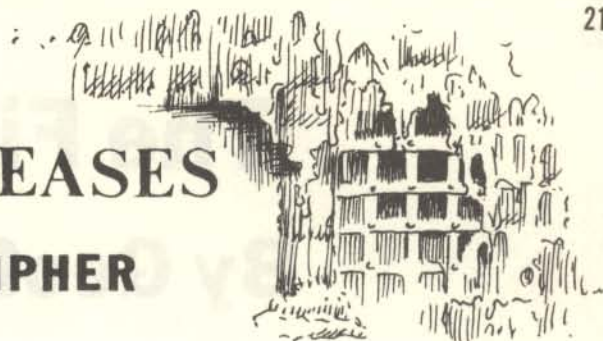
We have received many inquiries concerning our Torchlight column from tD: the column which listed other fan publications. If you are a fan our professional pub and you would like a (relatively) FREE listing, send us a copy of your magazine with the latest address to write to and subscription price (if you accept subs). We prefer to trade on a year-for-year basis with those magazines of similar size and frequency. We like to trade for all fanzines and something can be worked out if you are considerably smaller and/or less frequent. This includes apazines and same for prozines. In addition to free listings in Torchlight we offer classified ads and regular ads and are willing to trade ads with other high quality fanzines or prozines. Trade issues should be marked as such. Ad info available from Mike Reagan here at JG. CA

Having read tD 13 I wanted to let you know how happy we are with your treatment of V&V. Paul Jaquays was at his usual level of quality and we enjoyed his suggestions. FGU has never taken a stand to discourage modification of our rules. We appreciate and approve of Paul's efforts. Any such article always has my approval. Scott Bizar The same goes for me. Tell Paul his art and articles have both my and Jack's approval for such fine work. . . Jeff Dee



DUNGEON DISEASES

BY LEWIS PULSIPHER



This scroll has been set down for the benefit of Bishops and Paladins who may encounter strange, heretofore unidentified diseases during Dungeon adventures.

A word is enough to stop the spread of many of these diseases; for others, even a spell is insufficient, and only a return to the open air of the upper world can save the victims. Many diseases are the result of combat fatigue, especially on the third day of a weekend of adventures. Others may strike at any time, and some worthies have been afflicted with severe cases for months without recognizing the difficulty.

Dice-itis - Chance to Catch-30%, Incubation-1 minute, Duration-1-30 minutes, Fatal-1%. One of the simplest and most common diseases. Victims incessantly roll dozens of dice of all types and sizes. Epidemics are common. The best cure is immediate battle. It may be fatal if victim ignores Dungeon situation in order to see if he has "finally rolled a Monk".

Chopitis or Hackitis - 10%, Incubation 1 week, Duration indefinite with no maximum length, Fatal 10% per week. This disease only affects Fighters and Clerics directly, but others may become mesmerized by side effects. Victim becomes carelessly overeager to roll attack dice for the next round, and the next, and the next, and the next. . . regardless of what alternatives to hacking are available. Fatal sooner or later if not cured, as victim will encounter some monster tougher or luckier than he is.

Machinegunitis or Shotgun Madness - 75%, Incubation 1 adventure, Duration varies with number of charges in Wand/Stave, Fatal 1%. This disease only afflicts Magic-Users who possess Wands/Staves with a large number of charges, especially fully charged items. The victim is willing and even eager to "gun down" any opposition encountered. Those with Paralysis, Fear, and Cold Wands in Dungeons, and Lightning Bolt and Fireball Wands outdoors, are especially vulnerable. Fatal only to those who misjudge distances indoors using Lightning or Fireballs.

The two preceding diseases tend to affect single individuals in battle situations. The Syndromes manifest themselves in planning.

United States Marine Syndrome - 10%, Incubation half hour, Duration 1 adventure, Fatal 25%. Victims believe that their party is so powerful that, like the legendary "U.S. Marines", "We can whip anything". Fatalities occur when this confidence is unjustified, as it often is.

Why Not? Syndrome - 5%, Incubation 6-24 hours, Duration 1 adventure, Fatal 20%. Often associated with combat fatigue generally, this Syndrome is manifested in a disregard for one's own safety. The victim, no longer having the energy to care what happens, is willing to try almost anything suggested to him, especially if it involves the entire party trying something. Reason for fatalities is obvious.

Let's Get It Over With Syndrome - 10%, Incubation 3-18 hours, Duration 15 minutes, Fatal 5%. Related to Why Not?; victim becomes tired of detailed pre-combat planning and wants to attack immediately.

The next two diseases are very peculiar but, in some areas, reach epidemic proportions.

The Button/Lever Disease - 5%, Incubation 1 minute, Duration until death or deification, Fatal 50%. Victim willingly pushes buttons, pulls levers, draws magic cards from decks, or causes others in his party to do the same, regardless of the depth of his ignorance of possible consequences. No cure possible except death.

Non-combat Fatigue - 75%, Incubation 2 hours, Duration 1 adventure, Fatal (almost a welcome change) 5%. Victim becomes careless because nothing seems to be happening. Rooms are empty, nothing wanders by, the party has no treasure and no casualties. Victim begins to lose interest in proceedings. Cured by finding someone to fight (perhaps via Detection Spell) or, in serious cases, through transfer to a different Dungeon.

Mapitis - 1%, Incubation several months, Duration indefinite, Fatal 0%. Victim becomes more interested in maps than monsters. He incessantly asks questions about angles and distances. Can be exasperating to all concerned, but seldom harmful. When several people contract the disease the party is less likely to become lost even if it is divided.

The Five Lens

By Geoffrey Tolle

Introduction

Long ago, when the empire of the Slime Gods was still expanding, they sent emergency stations to every planet within 500 by of their home-world. This is what the Slime Gods were heading for when their vessel malfunctioned. To any brave souls who would enter it, remember great gains are paid for by great prices.

Section 1: There are four wells surrounding a central, larger well (8) all but the central well have doors at the bottom. Except for two hours every day, the wells will drain 1 Strength point per turn a person spends with any part of said persons body in the water. However, during its 2 off hours, the water is safe.

At area B a clean-up robot prowls the area. There is a 30% chance of meeting it. Its stats are AC: 0; Hit Dice: 5; Damage: 10D+8.

Section 2/2: If this room is entered a ray gun robot, (AC: 2; Hit Dice: 20; Damage: 10D+8; 2 Ray Guns), will attack until either party is destroyed or the one that just entered leaves the room. If this party should attempt to enter any other sections of the wells they will be similarly attacked.

Section 2/3: If the party enters this room, they will discover a robot setting out a delicious meal of hot sludge for them. If they wish to decline the marvelous meal they will discover 2 gems on the wall behind them. If one tries to remove the gem, the waiting robot will attack the party. If one succeeds in removing the gems (Strength needed 25), he/she/it will receive a 20D+2 electrical shock. If only one of the gems is touched then that person will be placed in suspended animation for 1-5000 years. If both gems are touched the floor will open and a vertical passage (9), with a ladder, for one minute.

Section 2/4: All conditions are the same as Room 4, except that a robot will show the party a table full of objects that a high level

warrior or a scientist might recognize as weapons and spacesuits built for the Slime Gods.

Section 2/5: All conditions are the same as Room 4, except that the robot will show the party a table full of objects that a high level thief or a scientist will recognize as monitoring equipment (as the Star Trek Tricorders).

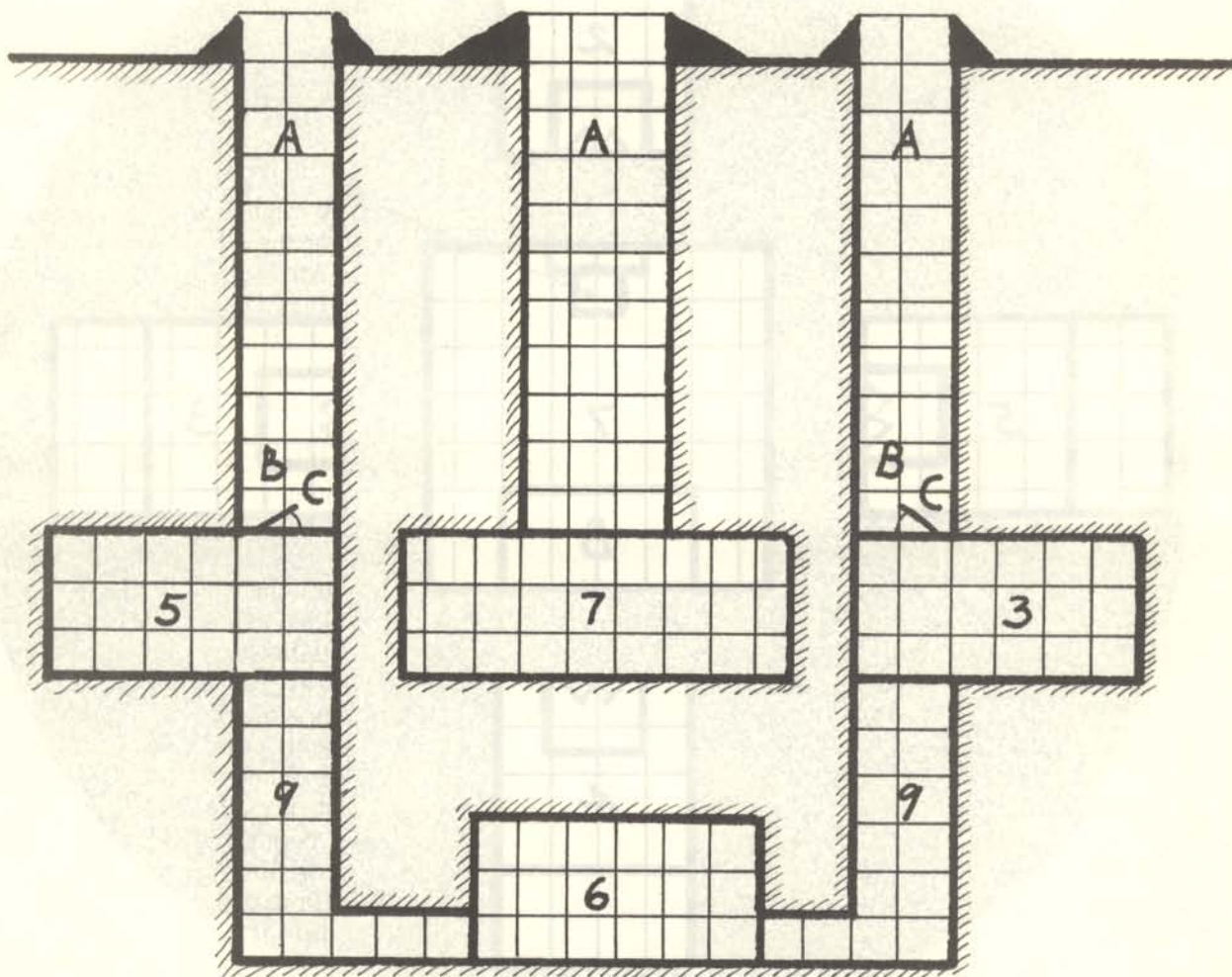
Section 6: When the party finally enters Room 6 the only thing that will be found is a 5 high panel with nine gems on it. If any of the gems are touched, here are the consequences (from right to left).

If any gem is touched only once, the person touching the gem will have the assigned punishment and 2 Strength points taken away for a teleportation and 3 taken away for a transformation. If another person then quickly touches the gem again, then the object into which that person was changed will be teleported back. If the 5th gem is touched first then another of the gems then the last of the people having gone into the room is freed and his original form returned.

The gems' functions are:

- 1) Teleportation to Room A and transformation to a gem worth 10,000-100,000 Gold Pieces. If the transformed creature had any special plusses in hit or damage or any special abilities, they are in the control of any person who possess the gem unless the transformed person's intelligence is at least 5 greater, than the holder in which case it possesses the holder's body no saving throw.
- 2) Teleportation to Room B and transformation to dimension warping sticks (The Dungeoneer No. 2).
- 3) Teleportation to Room C and transformation to a soul stealing Sword (as Elric's sword Stormbringer).
- 4) Teleportation to Room D and transformation to a Necromatic Bell of one's self (Book of Sorcery. Commune with trans-

CHART 1



formed once daily).

5) If pressed twice, teleportation to Room 7.

6) Teleportation to Room E and transformation to a Skull of Truth (*Book of Sorcery*, answer any amount of limited questions truthfully).

7) Teleportation to Room E and transformed to a Skull of Deceit (*Book of Sorcery*, answers any amount of limited questions deceitfully).

8) Teleportation to Room F and transformation to a Crystal Ball of Skeletons (animates 1-6 Skeletons once per day per level of Magci-User).

9) Teleportation to Room G and transformation to talking amulet (*The Dungeoneer* No. 3, Freddy the talking amulet(?)), with 1-3 extraordinary abilities.

Any other combination of gems is up to you.

Room A-6 can be found anywhere on this planet.

Section 7: You will appear here on a platform (B) and will see another panle (A) that will do the same thing except that:

1) By pressing gem 5 twice one goes back to Room 6.

2) By pressing gems 4&6 one is teleported outside by the big well.

3) By pressing gems 1&9 one will be teleported to the home world of the Slime God costing 11-20 Strength points.

The Wells: The small wells are 30m in diameter with a bouy marking the entrance. The large well is 60m in diameter without a bouy in the center.

CHART 2

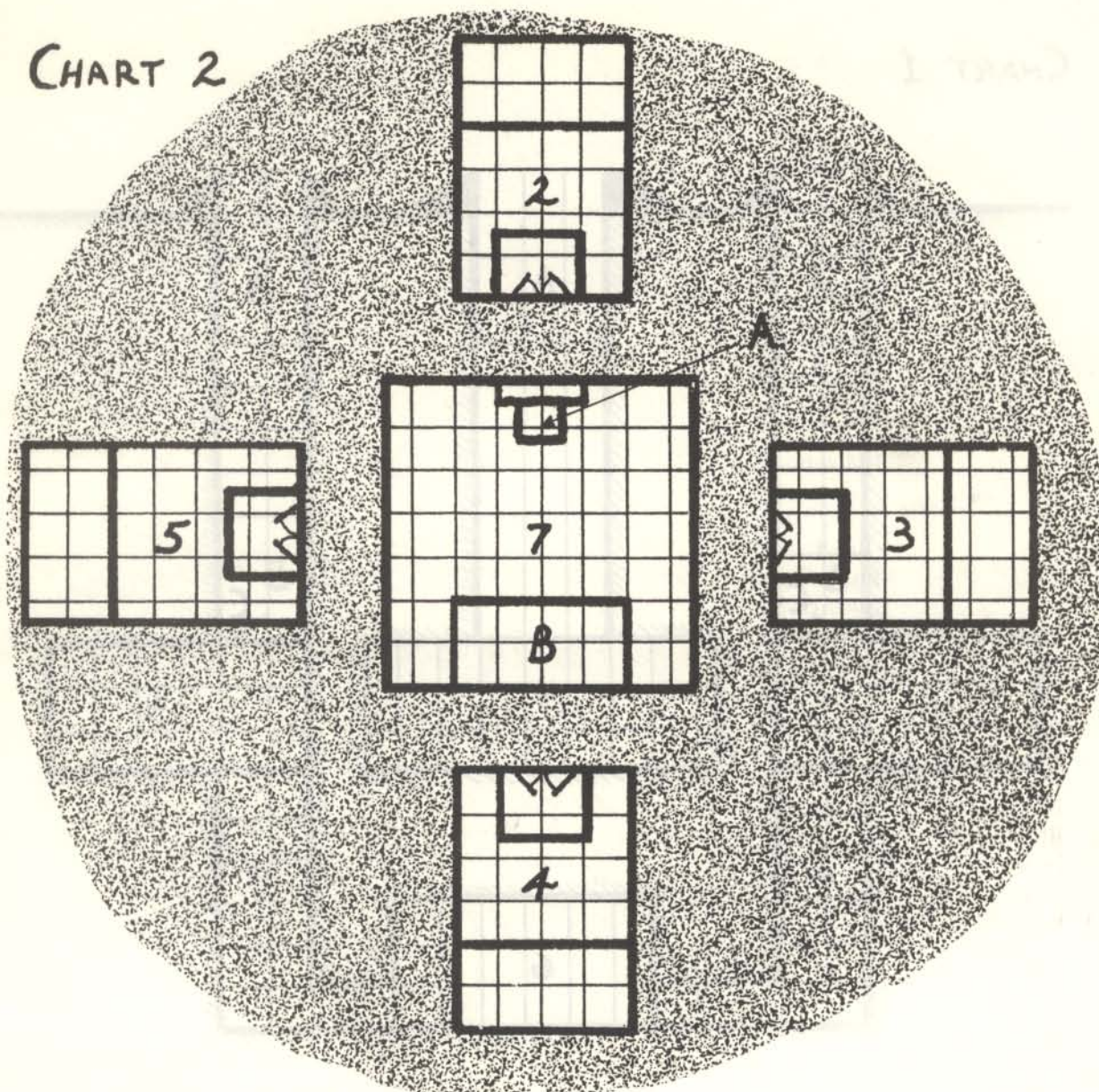
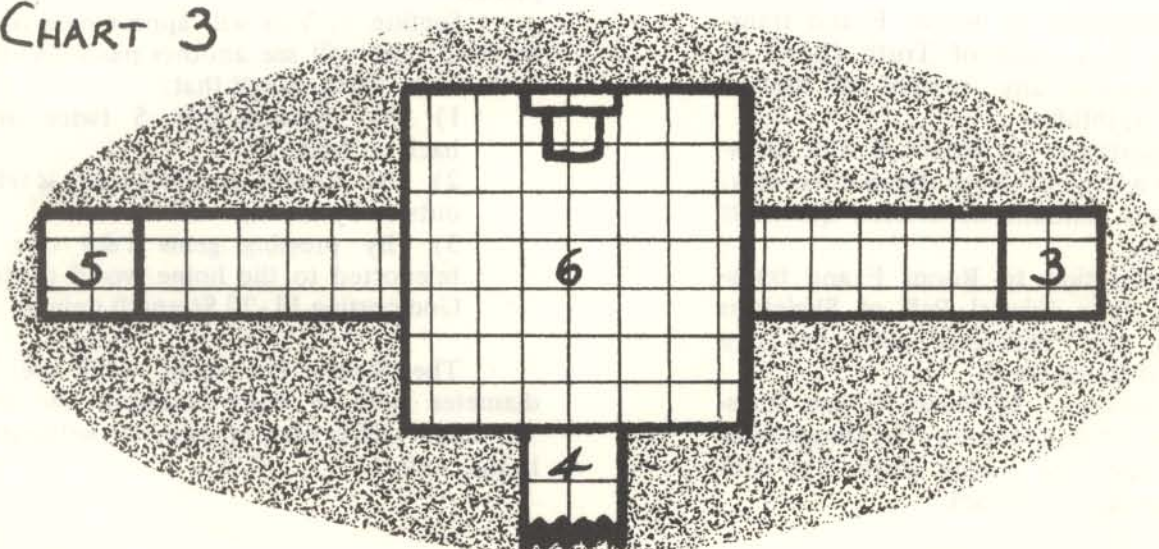


CHART 3



Jewelry

by Steve Marsh

Jewelry

- 01 - 30 Tableware of some sort
- 31 - 60 Personalware of some sort
- 61 - 90 Decorative Item
- 91 - 00 Toy of some sort

Tableware

- 01 - 20 Eating Utensils, 1d4 sets
- 21 - 50 Goblet or Flagon
- 51 - 80 Plates
- 81 - 85 Pitcher or Punch Bowl
- 86 - 90 Carving Service (knife, fork, platter)
- 91 - 95 Spice Set (Salt Tower or Spice Box)
- 96 - 97 Roll again, has compartment for Poison
- 98 - 99 Crystal (Goblets) (or roll on above)
- 00 Chopsticks

Personalware

- 01 - 10 Necklace
- 11 - 20 Ring
- 21 - 30 Ear-Ring
- 31 - 40 Nose-Ring
- 41 - 50 Braidings for Hair
- 51 - 60 Bracer
- 61 - 70 Bracelet
- 71 - 80 Garment Pin (to be pinned to garment)
- 81 - 90 Hair Pin
- 91 - 92 Signet Ring
- 93 - 94 Favor Ring
- 95 - 96 Choker
- 97 - 98 Slave Bracelets (handcuffs)
- 99 Chain (usually of office)
- 00 Medallion/Belt Buckle

Decorative Item

- 01 - 10 Ikon
- 11 - 20 Major Religious Symbol (i.e. Cross)
- 21 - 30 Statuette
- 31 - 40 Bust
- 41 - 50 Bas-relief
- 51 - 60 Cameo
- 61 - 70 Painting
- 71 - 80 Candlesticks (1 pair)
- 81 - 90 Threshold Bar (usually decorated Iron)
- 91 - 92 Candle
- 93 - 94 Chandelier
- 95 - 96 Globe/World Dish
- 97 - 98 Mirror
- 99 - 00 Window

Toy

- 01 - 05 Pen/Quill
- 06 - 10 Inkpot
- 11 - 15 Snuff Box
- 16 - 20 Music Box
- 21 - 30 Rolling Item
- 31 - 40 Game Set (Local Game of Skill)
- 41 - 50 Game Set (Local Game of Chance)
- 51 - 60 Horseware (Bit and Bridle)
- 61 - 70 Paperopener
- 71 - 75 Lock and Key
- 76 - 80 Ball
- 81 - 85 Jacks (or Local Equivalent)
- 86 - 96 Dice Set
- 97 - 98 Doll
- 99 - 00 Roll again under Jewelry. Miniature item encased in Crystal

Composition

- 01 - 50 Precious Metal used
- 51 - 75 Precious Metal and Semiprecious Stones
- 76 - 90 Precious Metal, Excellent Workmanship
- 91 - 99 Precious Metal, Semiprecious Stones, and Excellent Workmanship
- 00 Precious Metal and Stones, Excellent Workmanship

If Semiprecious Stones indicated, use Gem roll (if any) to fill.

Value

(Note, this determines Size)

- 01 - 20 2d6 x 50 Coppers
- 21 - 40 3d6 x 100 Coppers
- 41 - 60 4d6 x 150 Coppers
- 61 - 90 5d6 x 200 Coppers
- 91 - 00 6d6 x 250 Coppers

The use of Jewelry varied with the wealth of the person. When people were poor any item was welcome. When rich, anything was made into Jewelry.

Jewelry is anything that is jeweled. This means anything that is remade (often in only a marginally functioning manner) with expensive materials. Such tended to be quite gaudy and massiveness was usually preferred to good workmanship. The above is merely one breakdown. Each society, have different use items, will have different miscellaneous items of Jewelry. In Ancient Greece, one might add Gold Tablets for holding writing wax; in Europe of the Middle Ages, one could find Chalices and Rosaries. Not everything is covered with Jewelry. Just for the record, I will note that the three major Swords of the English Realm (the Sword of Spiritual Justice, the Sword of Temporal Justice and the Sword of Mercy) considered part of the Crown Jewels, have no outstanding decorations.

BOOTY LIST

ADVENTURE

IS WHAT YOU
MAKE OF IT.



AND WHAT WE MAKE IS
ADVENTURE

- 1 34" x 44" City State Map - An official play-aid approved for use with D&D. Four sections. . . \$4.50
- 2 Dungeon Tac Cards - An official play-aid approved for use with D&D. Weapon and action card (140) showing "to hit" and stats. . . \$3.95
- 3 Booklet 'I' - An official play-aid approved for use with D&D. First book of three to the original City State. . . \$2.00
- 5 Six Charts - An official play-aid approved for use with D&D. Men Attack, Monster Attack . . . \$.50
- 6 Six Charts - An official play-aid approved for use with D&D. Chainmail, Monster Attack . . . \$.50
- 7 Six Monster Attack Charts - An official play-aid approved for use with D&D. . . \$.50
- 8 Dungeon Level Maps 'I' 1 - 5 - An official play-aid approved for use with D&D. . . \$.50
- 14 Ready Ref Book - An official play-aid approved for use with D&D. 56 pages of guidelines and RR charts from the first six Guildmember Issues . . \$2.99
- 15 'J' Maps (Thunderhold) - An official play-aid approved for use with D&D . . . \$1.00
- 16 'J' Booklet and Ready Ref Chart - An official play-aid approved for use with D&D. Thunderhold: A castle of a Dwarven King and extensive Cavern with guidelines on poison, metal/coins values, beggars, buffoons, special encounters. The second booklet to the original City State . . . \$2.00
- 17 Dungeon Levels Maps 'J' 1 - 4 - An official play-aid approved for use with D&D. . . \$.50
- 18 17" x 22" Judges City State Campaign Map - An official play-aid approved for use with D&D. . . \$1.50
- 19 17" x 22" Players City State Campaign Map - An official play-aid approved for use with D&D. . . \$1.50
- 20 Booklet 'K' and Ready Ref Sheets - An official play-aid approved for use with D&D. A guide to the area around the City State with villages, castles, etc.; guidelines on Baronies, technological level, trade guide, wishes, moral, NPCs and negotiations. . . \$2.25
- 21 I, J, K Journals - An official play-aid approved for use with D&D. Newsletters, all for . . . \$.25
- 22 L Journal - An official play-aid approved for use with D&D. Newsletter . . . \$.30
- 23 17" x 22" Tegel Manor and Area Judge Map - An official play-aid approved for use with D&D. . . \$2.00
- 24 11" x 17" Tegel Manor and Area Players Map - An official play-aid approved for use with D&D. . . \$1.00
- 27 Tegel Manor Installment - An official play-aid approved for use with D&D. A huge haunted house with large map of manor and area plus room and monster descriptions and guidelines on magic statues and resurrection results . . . \$4.50
- 28 Judges Shield - An official play-aid approved for use with D&D. A reference screen for D&D monster stats, hit matrixes, experience points, and much more; 3 cardboard pieces fit together serving as a screen to hide Judge's secret material . . . \$1.98
- 30 11" x 17" Judges Tegel Manor Map - An official play-aid approved for use with D&D . . . \$.75
- 31 City of Modron Maps - An official play-aid approved for use with D&D. 11" x 17" Judges map and 8½" x 11" Players map . . . \$1.00
- 32 Booklet M - An official play-aid approved for use with D&D. 16 pages of Underwater Adventure and RR chart listing all monster statistics. . . \$2.50
- 33 Journal M - An official play-aid approved for use with D&D. Newsletter . . . \$.60
- 34 Modron - An official play-aid approved for use with D&D. A 32 page booklet with a 11" x 17" Judges map printed on both sides (one side is a map to the town and the other side is an underwater map), and an 8½" x 11" Players map. Included are descriptions of town inhabitants and guidelines on swimming, sharks and monster compendium of D&D monster statistic . . . \$3.50

- 36 **Character Chronicle Cards** - An official play-aid approved for use with D&D. A compact character reference for players or NPC listings. Room for stats, armor, and background. 100 cards \$1.98
- 37 **First Fantasy Campaign** - by Dave Arneson. 92-page book and large wilderness campaign map (one each for Judge and Players) tracing history and development of the original fantasy role-playing campaign. Many new rule guidelines on lair generations, character interests, army make-ups, etc. . \$7.98
- 38 **17" x 22" Judges First Fantasy Campaign Map** \$1.50
- 39 **17" x 22" Players First Fantasy Campaign Map** \$1.50
- 40 **Judges Guild T-Shirt** - Adult Sizes: S, M, L, XL. \$3.75
- 41 **Judges Guild T-Shirt** - Children Sizes: S, M, L, XL \$3.25
- 42 **Guildmember Button** \$.25
- 43 **Barbarian Altanis/Glow Worm Steepes Issue N** - An official play-aid approved for use with D&D. A wilderness map of both areas above (with one each for Judge and Player), with villages, castles, etc.; Guidelines on ruins, caves, searching, rivers. \$5.50
- 44 **17" x 22" Wilderlands Campaign Map** - An official play-aid approved for use with D&D. Specify which you want - Judges or Players. Printed on both sides. \$1.80
- 45 **Journal N** - An official play-aid approved for use with D&D. 16 large pages on wilderness encounters, dungeon encounters, and regular feature . . . \$.80
- 46 **Wilderlands Hex Sheet** - One (blank) 17" x 22" numbered hex grid sheet printed on both sides on same paper as other maps \$.80
- 46x4 **Wilderlands Hex Sheets** - Four (blank) 17" x 22" numbered hex grid sheets (printed on both sides for a total of 8 hex grids) for use in mapping new wilderlands. \$3.00
- 47 **Campaign Hexagon System** - An official play-aid approved for use with D&D. A booklet of 55 light grey hex fields (hexes numbered and .3" in size, making them .2 mile for the standard D&D 5 mile Wilderness hex), 8 1/2" x 11" \$2.50
- 48 **Wilderlands of High Fantasy** - An official play-aid approved for use with D&D. Ten 17" x 22" Campaign maps - Judges and Players. 32 page guideline book - complete details on ruins, relics, towns, treasures, caves, lairs, islands, castles, streams, burrows, prospecting, hirelings, wishes, economics, and Haghill scenario. \$8.50
- 49 **Valon/Tarantis Issue O** - An official play-aid approved for use with D&D. A wilderness map of both areas of Barbarian Altanis/Glow Worm Steepes (with one each for Judge and Player), with villages, castles, etc.; with guidelines reprinted from the 2nd issue on Baronies, technological level, etc. . \$5.50
- 50 **17" x 22" Wilderlands Campaign Map** - An official play-aid approved for use with D&D. From Issue O (Valon/Tarantis). Specify Judges or Players. Printed on both sides \$1.50
- 51 **Judges Guild Journal O** - An official play-aid approved for use with D&D \$.80
- 52 **Thieves of Badabaskor** - An official play-aid approved for use with D&D. A 32 page booklet based on a fortress adventure complete with 5 advanced dungeon levels \$3.00
- 53 **Judges Guild Journal P** - An official play-aid approved for use with D&D \$.80
- 54 **Thieves of Badabaskor Issue** - An official play-aid approved for use with D&D. Combines Thieves of Badabaskor and Journal P. \$3.50
- 55 **GenCon IX Dungeon** - An official play-aid approved for use with D&D. A 32 page booklet detailing both the preliminary and final tournament dungeon used at the Lake Geneva Con in 1976. \$3.50
- 56 **Judges Guild Journal Q (8)** - An official play-aid approved for use with D&D. \$.80
- 57 **GenCon IX Dungeon Issue** - An official play-aid approved for use with D&D. Combines GenCon IX Dungeon and Journal Q \$4.00
- 58 **Judges Guild Journal R (9)** - An official play-aid approved for use with D&D. \$.80
- 59 **Village Book I** - An official play-aid approved for use with D&D. 64 page booklet with over 40 villages. Features new rules for naming and random village generation, etc. \$2.75
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Judges Guild

Kornbock by Kurt Smeby

Frequency..... Rare
No. Appearing.... 3 - 36
AC.....3
Hit Dice.....2 + 2
Movement.....12"
Damage..... 1 - 6 Butt
 1 - 8 Bite
Alignment..... CE
Magic Resistance... 40%
Special Attacks... Roar
 as Fear spell
Special Defenses... +1 to
 hit with Butt after
 having roared
 -1 to
 opponent's attacks
Treasure..... C
 (in lair)
Intelligence.... Average

(Probability 25%) carries a Flail. He speaks Common, Troll, Elven and Dwarven.

The Kornbock is found nearly anywhere that mischief and evil are present. When engaged in combat, the Kornbock's roar can cause fear and work as a Cleric's Chant spell (although no concentration necessary for 24 hours). The roar also has a $\frac{1}{4}$ chance per turn of alerting 1 - 4 other Kornbocks to come to the aid of the Kornbock being attacked. A Kornbock resembles a 6 ft. tall man with a Ram's head and sometimes



Monster Matrix



Skogsra by Kurt Smeby

No. Appearing.... 1 - 6
AC.....3
Hit Dice.....4 + 4
Movement.....15"
Damage..... 1 - 4 Claw
 1 - 4 Claw
 2 - 12 Bite
Alignment..... CE
Magic Resistance... 20%
Special Attacks... Charm
Special Defense... Illusions
 with Audible Glamer
Intelligence..... Low

Skogsra are Trolls who normally are found in the woods. They are fond of enchantment (-4 to saving throw vs Enchantment) and Illusions which they can accompany with Audible Glamers. They lure their prey to their lairs, usually underground, where they are cooked and eaten.

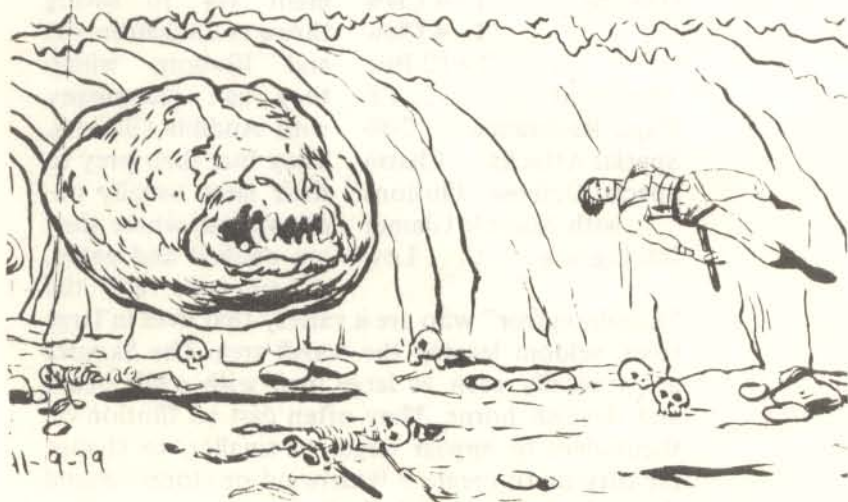
A sub-type are the "Lundjungfror" who are a variety that lives in large trees, seldom leaving the forest area. The Skogsra are typically seen as large men with owl's heads and devilish horns. They often cast an Illusion on themselves to appear larger or smaller, to change identity or to create a Whirlwind or storm around themselves. They speak Troll.

Balloon Beast

by Gregg and John Pittenger

No. Appearing.....	1 - 2	This underworld mon-
AC.....	4	ster was made by an
Movement.....	3	evil Wizard to ward
Hit Dice.....	4	away beings from his
% in Lair.....	10	portion of the dun-
Treasure.....	Nil	geon. Typically found
Damage.....	1 Bite	at the end of an area-
Intelligence	Unintelligent	access corridor, this 10-

shaped creature has not observable facial features (although all the senses of a normal man) except for one large hideous mouth with fangs. The monster moves no more than 60 feet from its appointed post and only by floating. Any hit by it constitutes a Bite which inflates the bitten character who then floats upward with an effect equal to anti-gravity. Once the character is bitten, the monster will not bit him again while still in his inflated state, but will attempt to bite others present. When all are bitten, the beast retires to the nearest safety (squeezes through the nearest door or goes around a corner, for example). It waits to return until all bitten characters die or leave the area (by rolling along the ceiling at half normal rate, weighing themselves down to move, etc.) or until new victims arrive. An inflated character punctured by weapon or other attack, when hit explodes (1% - 10%, no saving throw), or deflates as a balloon does with one die of damage (11% - 95%), or deflates without damage (96% - 100%). This damage is exclusive of any additional damage caused by complications such as inflating in metal armor (one die of damage), falling, etc. As a wandering monster, the creature will attempt to follow and bite the nearest unbitten being. The tough-hided, candy-red balloon beast does not bleed but deflates in proportion to the damage inflicted when hit. When killed, the flaccid monster may be used as a large sack for carrying purposes.



Deinonychus

by John Clark

Frequency..	Uncommon
No. Appearing....	2 - 12
AC.....	7
Move.....	12"/60"
Hit Dice.....	3
% in Lair.....	Nil
Treasure Type.....	Nil
No. of Attacks.....	2
Damage/Attacks..	2 - 12
Special Attacks....	See Below
Special Defenses..	None
Magic Resistance..	Normal
Intelligence.....	Non
Alignment.....	N
Size.....	8'
Psionic Ability.....	Nil
Attack/Defense Mode	 Nil

Deinonychus are small (4 feet tall, 8 feet long, 175 lbs.) Tyrannosaurus-like dinosaurs. They are found in herds on open plains where they can use their best weapon—their speed. They can go up to 50 mph. They attack with two 5 inch claws which grow out of their forelegs.

Owing to their extreme closing speed, slower missile weapons such as Spears are -2 to Hit and do Double Damage. Pole weapons braced against the ground will do triple damage and will break 50% of the time. All other melee weapons do double damage the first round. During the first round, the creatures attack as 2 Short Swords +3 to Hit doing 2 - 12 damage. In subsequent turns, they attack as two normal Short Swords. Deinonychus will grab their victims with their small forearms and alternately slash with their claws, so combat is similar to hand-to-hand; long weapons are unusable.

Deinonychus-claw necklaces are a symbol of bravery among primitive plains tribes and may be valuable as curiosities.



Waldweibchen by Kurt Smeby

Frequency....Very Rare
No. Appearing.....1 - 4
AC.....7
Hit Dice.....1
Movement.....10"
Damage.....by Weapon
(Daggers)
Alignment.....LG
Magic Resistance... 70%
Special Attacks... None
Special Defense... Charm
Treasure.....A
(Only in Lair)
Intelligence.... Average
Additon. . 1st & 2nd level
Cleric Spells

turn to Gold in 24 hours. The Waldweibchen are excellent tailors (never running out of wool) and possess all 1st and 2nd level Clerical Spells. Waldweibchen are between two and three feet tall, usually clothed in moss. Their faces are usually old and craggily. They are unusually hairy with grey skin and soft blue eyes. They speak Common, Sprite, Pixie, Farie, Elf and Leprechaun.



Monster Matrix



Vodyaniye
by Kurt Smeby

Frequency.... Common
No. Appearing.....1 - 6
AC.....2
Hit Dice.....2
Movement. 8"/12" swim
Damage.....1 - 4 Claw
1 - 4 Claw
1 - 12 Bite
Alignment.....CE
Magic Resistance... 60%
Special Attacks . Conjure
Water Elemental Daily
Special Defense... .Poly-
morph Self
Treasure.....F
(in Lair)
Intelligence.... Average

The Vodyaniye resembles a Troll in his actions. He delights in attacking swimmers, carrying them under the river (where he lives), eating them and storing their souls in glass jars. He will occasionally (prob. 5% x Charisma) spare a maiden in order to have her as his mate, known as a "Rusalky". Otherwise, this evil monstrosity will devour anyone. The Vodyaniye is a hater of Mermen and

will attack them with a fury. He can polymorph himself (prob. 90% of a Human male) and create a Water Elemental once daily. Vodyaniye may be turned by Clerics (as a Ghost) or can be delayed (before a 24 hour immunity) from attacking for 1 - 8 hours by a boldly-presented Holy symbol. A horse fattened for three days, smeared with honey and tossed to a Vodyaniye will sometimes (prob. 40%) coax him to do the party a favor. Vodyaniye resemble obese, fat men with vicious claws, sharp teeth and grotesque dog-faces, usually 6 feet tall or so. They speak Common, Troll and their own language.

PHOENIXES *by Steve Marsh*

34

Phoenixes

Phoenixes are a race of another dimension separate from this one (similar to the different plane that Demons inhabit). This dimension rarely impinges on the D&D one, though there are a few places where it has managed to do so permanently. The Phoenix dimension is an intensely fiery place, and Phoenixes are one of its major races.

In their natural state, Phoenixes resemble Rocs, with three Talons per claw, a fairly long neck and streamlined body, and brilliant two-color plumage, a base color and an edging.

When Phoenixes enter this plane, as some adventurous youngsters do, they assume the shape of men and have a great deal of difficulty returning to their native form while on this plane. They have certain problems and advantages, of course. They are able to use a set of interesting Fire-based Magics. They may fight as Fighters. They are unable to use any Cold-based magical items. They may use any Magic Weapons (except Cold-based ones). Otherwise they are only able to use those things usable by all classes—and Scrolls.

There is some affinity between Phoenixes and Rocs and Eagles, and they invariably get along well together. Phoenixes are only Lawful or Chaotic.

Phoenixes are a very proud, independent race, and as such they only rarely serve as retainers, and only hire retainers on a single mission basis. If Lawful and Chaotic Phoenixes meet, it is a fight to the death in Phoenix Form.

While in Phoenix form, the Phoenix may strike as a Magic Weapon (helpful when fighting Gargoyles or Spectres). Armor Class in Phoenix shape is AC: 4. Magic Armor (unless specifically forged for Shapechangers) will not follow a change, with these exceptions: Mithril Armor and Cursed Armor. Armor must be removed otherwise to accomplish shape change.

Eyesight for Phoenixes is about four times better than humans and includes infravision.

SC/Day: Shape Changes a day: Each change holds the character in the Phoenix form for one turn before reversion to man-form. The Phoenix form acts like a Roc but can only be hit as if a lycanthrope. Hit dice remain the same.

IS: Intensity Shifts: Any Fire below this level rejuvenates the Phoenix (restores hit points lost). The fire may not be self-inflicted. Above this level (in dice) it causes the Phoenix to be reborn

as a fledgling (lose all experience points). Eventually no known fire will harm them. Figures given for the Phoenix form. Shift one decimal place for man form. (260 as Phoenix = 26 man).

IA: Incendiary Action: The ability to start fires, from dry wood to metals on a scale of 1 to 10 for Hardness.

Prime Requisite = Wisdom. Must have intelligence of 13+. Hit Dice: D8.

The Phoenix controls Flame, but is not by nature fiery. The Fire Magic is done by means of Fire Runes, one per spell. The Runes are usable once a day, like Magic Users spells. Runes may be written in a book, placed on a sword, worn on a sash, etc. If lost, treat the situation as though it were a lost magic book. . .with equal difficulty to replace.

1st Level

Shapings: These are forms made in fire, such as faces, figures, etc. They can be as large or as small as the fire.

Buration: This is until the fire burns out.

Time to Cast: This is determined by quality of detail. A letter takes one round per ten words.

Firelight: This is like Continuous Light but

has half the power and it needs a fuel source at least equal to a small piece of wood.

Cauterize: This stops bleeding. Especially good severed limbs.

Burn: This starts a fire as matches would.

2nd Level

Extrusions: These are like Dragon-fire but fueled from a real fire. This does 1 die Damage/3 levels of caster. Range: 50' from fire source; 1' across at the end.

Flicker: This is a partial invisibility due to distortion by heat. This causes a flicker in the air and a slight glow in the dark around the caster.

Crawlings: These are Worms of Fire made from the spell and 3" pieces of rope. This provides Continuous Light for 10" before and after the party.

Sendings: These are Phantasmal Forces of Flame.

Detect: This detects fire within 240'. Lasts one turn.

3rd Level

Fireball: This produces fireballs half the radius of the Magic Users kind and at a 100' range. One die Damage/2 Levels. A Hawk's Fireball does 3 dice damage.

Enflame: This imbues any magic item with +1/+2/+3 flame powers for 1-3 turns.

Circle: This causes a circle of 1-3" radius to spring up 3" high off the ground. It has a strength of D8. Lasts ten turns.

Flash: This causes any fire, etc. to consume all its fuel in one melee round and flare up.

Read Magic: This is the same as the Magic User spell.

Manlow: This raises a Phoenix's resistance to fire while in manform. It is then equal to half that of Phoenix shape instead of one tenth.

Duration: This is one day.

Still: This powers flames by 3 dice intensity. It extinguishes small fires. It lasts as long as Phoenix concentrates, a 24" range.

Fiery Haze: This causes a haze in a person's mind so he is fogged up and disregards everything going on about him. It lasts 3 melee rounds. It can be cast at a higher level for a longer period of time. If one attacks as hazed people, their combat attack value is halved.

4th Level

Wall of Fire: This is like a Magic User spell, but lasts 5 rounds past the time the Phoenix ceases to concentrate on it.

Wings: These form a sheath of flame. They may fly 3"/turn for 3 turns.

Burn: This pushes the Phoenix's incendiary powers up by 2 units. Also good for boiling water and magic barriers.

Shaft: This is a spear of flame. It strikes like a Battering Ram. It requires a piece of dry wood arrow-size or larger. Damage Dice = Caster Level.

Sustain: This keeps a fire running 1.5 times normally.

No Ignite: This is incendiary action -4 over a distance of 90'. This is for use against Balrogs, other Phoenixes, etc.

Receive Back: This is like a reflection. It sends back all magical flame & fire to the sender.

5th Level

Gateway: This opens a pathway into a fiery Demonland and allows the caster to flee therein. He may return to an already chosen spot.

Bridge: This forms a pathway of fire 240' x 3' that will support up to 900 lbs. without breaking. It last one full turn.

Delay: This a delayed blast fireball. The resistance is 5-10 rounds before exploding. It

may be set off early by another fire spell.

Pass: This is like a passwall that goes through any flame barrier.

Trigger: This sets off any magic flame source. It ranges 100 yards.

Summon: This calls all fire-based creatures within 300' to aid. Whether or not they respond is up to them.

Elemental: This raises up a fire elemental. This is similar as a Magic User spell except the elemental loses cohesiveness five rounds after the Phoenix stops concentrating.

Efreet Bind: This stops Efreets and similar creatures for 1-6 turns.

Sharpen: This adds +1 to all damage done with claws and beaks. It lasts one day.

Reflect: These Reflects all fire emanations sent towards the Phoenix back to their sender/emanator. (Including Dragon Breath).

6th Level

Fairie: A Firespell that causes confusion in all Fire creatures below 7th level—or all those of any level of a non-fiery nature.

Follow: Causes the footsteps of the named person/creature to burst into flame if they have walked in the area within three days.

Range: One Mile

Time: 3 Hours

Focus: A Fireball formed into a shaped charge. It concentrates the force of the Fireball into a single spot. Damage Dice = Level of Caster.

Command: As Charm Monster for all warm-blooded creatures.

Fireball: As Magic User's Fireball.

Arspell: A Dispel Magic that works only vs magic fires.

Halo: Doubles Phoenix resistance to fire.

Flame Flow: Fire flows from the Phoenix and along the ground like water until a circle 75' radius is formed. One die damage/5 square yards.

Store: Creates an etherial fold that can hold almost anything the Phoenix cares to put in it. At any later time the Phoenix may reach in and grab/command whatever and use the said item/thing.

7th Level

Ascension: Similar to Word of Recall. Returns the Phoenix to the Fire-God's presence. Effects last for three months after which the Phoenix returns to Earth.

Contouran: A normal Fireball that goes around corners and such at a 24" range. Treat as Magic User Fireball otherwise. Will fit through holes a half inch in radius or cracks of equal size and also down throats.

Summon: Summons a creature, fire-based of 1/10 the EP of the summoner.

Command: A Charm Monster spell for all creatures who live by oxidation of food.

Weather: Affects weather 20%/turn towards Hot and Dry.

The Abaku Zen Painted

Because the Abaku is a Zen order, the use of magic is not possible. I had thought of having a left-handed Abaku who had been perverted (if that is the right word) by Taoist teachings and thus incorporating a large body of magic amulets, etc. Instead, a pure approach has been attempted.

Long ago, during the reign of the fifth incarnation of Ar-Lukish after the ward of the second sundering, the Isles of Nujanth were overrun by Wizard Sorcerors of Evershaiith. They in turn were weakened by their constant struggle with th Lxalchith and were forced to turn to subterfuge rather than force to govern the isles. Fearfully straddling a multitude of picket fences, they posed as guardians of the arts and custodians of all civilization. The result was a time of unparalleled dedication to art and peace that lasted until the Dominion of Elaikases. One result was the emergence of priests dedicated solely to salvation thru art. Over the centuries, the salvation ended and slowly disappeared. Thus were born the Abaku painters, at peace with the mystic rhythms of eternity and able to make those rhythms manifest.

Abilities

Level One

Detect Mechanical Illusion: 8+1/level on detecting the presence of any illusion created by mechanical means (such as hidden doors, traps, etc.).

Read Hyroglyphis or other Pictographs: 10% chance/level of being able to puzzle out what they mean per turn spent looking at them. (Thus a cartoonist would have a 40% chance per turn (not CUMULATIVE!))

Level Two

Paint Picture: The ability to prepare a picture in advance that will take 3D6 - DEX melee phases to finish and go into action. The amount of paintings any Abaku can have is determined by the heading: Paintings.

LVL	Name	HD(D6)	EP	Fights as	Paintings
1	Brother	1	-	One Man	0
2	Sketches	2	1500	1 Man + 1	1
3	Initiate Designer	3	3000	2 Men	2
4	Cartoonist	4	5000	2 Men + 1	3
5	Caricaturist	5	9000	3 Men	4
6	Designer	6	18K	3 Men + 1	5
7	Draftsman	7	36K	Hero - 1	5
8	Copyist	7+1	60K	Hero	6
9	Artist	7+2	120K	Hero + 1	6
10	Master Artist	7+3	300K	Wizard - 1	6
11	Realist Painter	8	400K	Wizard	7
12	Realist Painter + 1	8 + 1	600K	Wizard	7

Painting progression, it should be noted, as 4 - 5, 5 - 6, 6, 6 - 7, 7, 7, 7, -8, 8, 8, 8, etc.



Mac's Packs

BY THOMAS A. McCLOUD

A long time ago, at the Labor Day convention out here, I rolled up my very first **Dungeons & Dragons**™ character, writing it all down on a scrap of paper under the friendly eye of a helpful stranger, who then turned Judge and ran my first adventure. It was delightful, but one thing did bother me about the way my first character was described: under "Equipment", my new friend had me write down: "usual junk."

That seemed a little too casual, so later, when I had time to prepare my characters at home, I carefully equipped them with rope, and flasks of oil, and all manner of things, lovingly detailing lists for each.

Well, that turned out to be a little too elaborate, especially when I, as Judge, was trying to help a new player get outfitted in a hurry while everyone was waiting for the game to begin.

Eventually, however, I did come up with a simple yet adequate answer: Mac's Packs.

These are, quite simply, packs, especially prepared for dungeon going adventurers, sold by the North Gate of Kemble by a dwarf named "Mac." (In my own realm, of course). One contains ordinary food and equipment, such as cheese and rope. Another contains torches and a tinderbox, for those who can't see in the dark. Still others contain special gear for certain professions, such as the pack for Magic Users, which actually contains such things as ink, pen, and a blank scroll.

More important than the fact that Mac sells them in my world, and at a slight discount at that, is that I have typed out a complete list of the precise contents of each pack, put all of the lists on one side of an 8½x11 page, and made copies of it. Then, when Mac sells a pack, I simply hand a copy to the player.

I include a sample of the "Mac's Packs" sheet, and presume Judges Guild will print it with this short article. This article does not necessarily advocate the exact lists as shown, but does

suggest that the idea of prepared and typed detailed lists of "standard" pack contents may be useful in your campaigns. I do know of one adventure, where to appease a particular monster, the adventuring party had to have "meat", and the Judge, to make it more interesting, insisted that it had to be clearly and specifically shown as meat in the character's list of supplies—mere "food" would not do. All but one of the players were stumped, except my friend, who pulled out his copy of the Mac's Packs lists, showed the

Judge that Mack Pack No. 1 contained sausage, and then showed that his character had "Mac Pack No. 1."

Mack Pack No. 1 – Food & Equipment

	GP	LBS.
1 Four gal. Waterskin ½ full	1	1 16
1 Leather Backpack	5	3
50 Feet of ½" Rope, 800 lbs. test	1	7
1 Week's Rations:	5	17
7 Loaves Bread @ 1 lb.		
7 Cheeses @ 1 lb.		
6 Pottery Jars of dried or preserved fruit @ ½ lb. (raisins, apples, plums, apricots, figs, dates)		
7 Sausages @ ½ lb.		
1 Small Sack	1	0.1
12 Iron Spikes (in small sack)	1	1
2 Qts. Wine in Tin Flasks	2	4.2
1 Grappling Hook, tied on rope	3	0.4
4 oz. Salt in Wooden Shaker	1	0.3
Total Price/Weight	20	50.0
Sale Price	15	

Mack Pack No. 2A – Lantern

	GP	LBS.
1 Shoulder Sack	2	0.3
3 One qt. Flasks Oil	6	6
1 Lantern (filled)	5	3
1 Tinderbox, Flint & Steel	3	0.7
Total Price/Weight	16	10.0
Sale Price	15	

Mack Pack No. 2B – Torch

	GP	LBS.
1 Shoulder Sack	2	0.3
12 Torches @ 1 lb.	2	12.3
1 Tinderbox, Flint & Steel	3	0.7
Total Price/Weight	7	13.0
Sale Price	5	

Mack Pack No. 4 – For Clerics

	GP	LBS.
1 Wooden Cross	1	1.3
1 Wooden First Aid Box	1	1
5 Doses Opium	25	1
10 Units Balm of Gilead in pottery jar	10	2
1 Qt. Benedictine	5	2.1
1 Spoon	0.1	0.05
30 Linen Bandages 4"x6"	0.9	0.3
1 Pair Scissors	1	0.25
Total Price/Weight	44	7.0
Sale Price	40	

Mac Pack No. 3 – For Magic Users

	GP	GRAMS
3 Stakes & Mallet	3	454
1 Steel Mirror	5	45
1 Bunch Wolvesbane	1.1	30
1 Bud Garlic	0.5	30
1 Quill Pen	0.5	10
1 Bottle of Ink	1	40
1 Papyrus Scroll, Blank	5	227
1 Steel Measuring Chain, 50'	10	550
1 Wax Coated Mapping Tablet	1.0	100
1 Stylus for Tablet	0.5	29
1 Medium Sack (18"x24")	1.5	110
Total Price/Weight	29.1	1625
Sale Price	25	

1625g = 3.6 lbs.

Mac Pack No. 5 – For Thieves & Locksmiths

	GP	LBS.
1 Medium Sack	1.5	0.2
1 Set Lock Picks	4.0	0.1
1 Jimmy (short Crowbar)	4.0	1.0
1 Pair Pleirs	1.0	0.1
1 Metal Cutting Saw	1.0	0.5
1 Pair Wire Cutters	1.0	0.1
1 Small Hammer	1.0	1.0
1 Chisel, Metal Cutting	1.0	0.3
1 Pair 24" Forceps	1.0	0.3
1 Pair Tweezers	0.5	0.02
Total Price/Weight	16.0	3.62
Sale Price	15	



ADAPTING the BOOK of DEMONS

BY LEWIS PULSIPHER

Phil Edgren's *Book of Demons* (BD) is a set of rules for a medieval style demon conjurer character (see review in WD 5, Page 12). It can be adapted for D&D campaigns, but there are some potential pitfalls for unwary Judges, and in any case considerable conversion work. This is my version of the Black Magician or Demon Conjurer class.

Except where stated the BD rules apply. Demon Conjurers (DC) are neutral or Chaotic Evil, but if one often uses his magic for more than personal gain (especially god) he must be turned Chaotic Evil by the Judge if he is neutral. Neutral DC cannot be permitted to kill, take revenge, and so on by means of conjuring. The only reason for permitting neutrals at all is to apply the "chance of discovery" rules. In a predominantly Neutral (or good) city Demon Conjuring would be as feared and hated as Edgren suggests. But in a Chaotic Evil town the population is less likely to react. The ruler(s) might object to Demon Conjuring, but chances of discovery would be less because sordid activities (such as human sacrifice) are so much more common.

Forget the psychic point system (p. 4). To combine Demon Conjuring with normal magic would make the character far too powerful, especially if the system given were used. The magic detection ability of a DC should be limited to 60 feet maximum, and detect only active magic such as a spell, not passive magic such as an unused Sword or Wand. Truthsay works for any given statement only 50% of the time plus 10% per level above the level at which it is gained. In other words, the DC will sometimes know he hears a lie, but will not recognize all the lies he hears until he reaches a high level. Moreover, the DC must know the language used as well as the speaker, i.e. if the speaker is fluent, so must be the DC.

The character has one D4 hits per level, up to 10, plus one hit point thereafter. He saves

and uses combat columns of a Magic-User. He may use leather armour (no shield) and bronze Daggers, Swords, and Maces. A bronze weapon is minus one hit probability and vs. AC: 3 or better it breaks 20% of the time (roll for each swing). If it breaks no damage may be inflicted. These rules, combined with the inherent powers described on pages 4-5, permit the DC to be of some use during an adventure even if he has no word of binding.

Demons as defined on p. 7 are much too powerful. First, a save vs. magic is permitted against the influence (emotional, 'itchy nose', etc.) of a Demon. Second, the influence may be ended by a Dispel Magic spell. Treat a Lieutenant as having 14th level magic and subtract one level for each less rank down to 5th level for minor Demons. Demons can be wounded and even 'killed', but the latter merely means they return to the Demon plane until next summoned. Assume for assassination purposes (p.7) that Demons are equal to fighters of the same level as their 'magic' level above, with one D8 per level, inflicting 1-8 hits, and immune to all spells except that Dispel Magic/Evil may work; but double the Demon's level for this purpose, since it is harder to drive the Demon back to his plane than to dissipate his influence on others.

Continuing on p.7, a DC may have a pact with only one Demon at a time. If he severs a pact with one in order to make another, the 'victimized' Demon may never be controlled by the DC again. The DC may have only one familiar at a time. Standard familiar is one hit die, AC: 7, Moves 15", attacks for one hit. When a Lawful Cleric meets someone who is possessed by a Demon (p. 14), roll on the Clerics vs. Undead Table to see if the Demon can be forced out. Equate Demon rank with Undead rank, that is, minor Demon equals Skeleton, Earl equals Ghoul, King and above equal Vampire. A dissolve result is needed unless the possessed person is subdued

or imprisoned, in which case only a turn result is required. Possessed persons are plus 4 save vs. Charm and Hold Person.

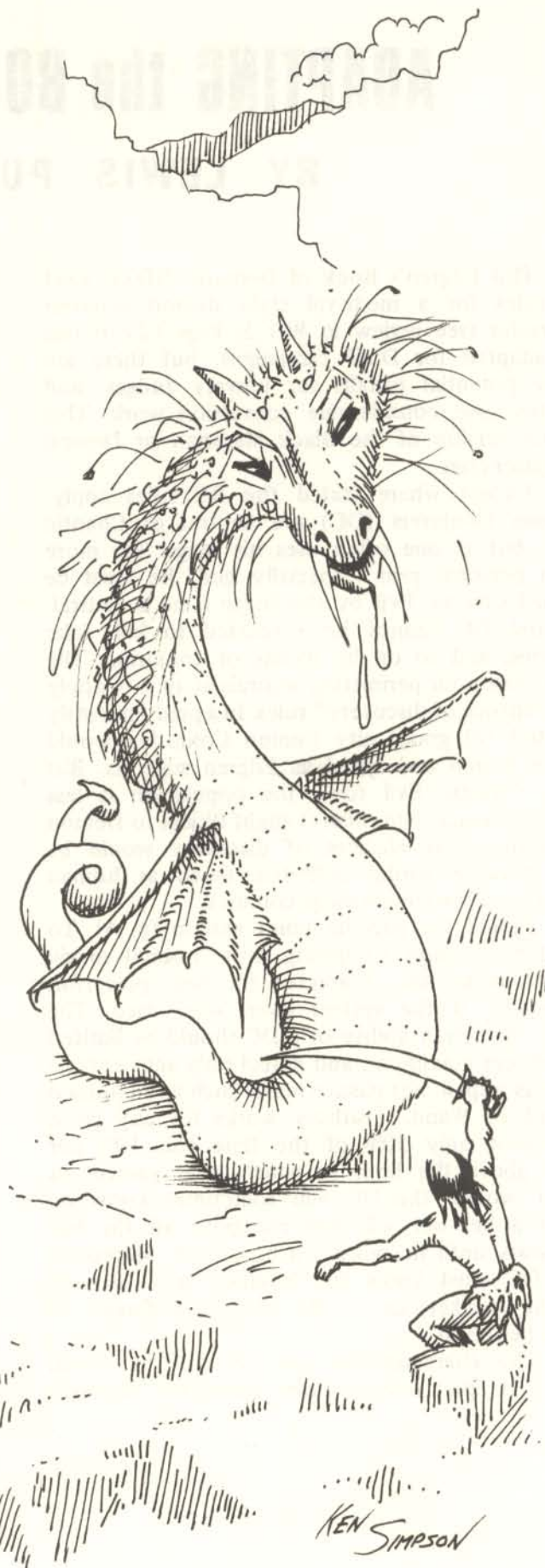
The minimum approach distance between minor Demon and Good Cleric (p. 16) is 50 feet. Multiply the cost of living (p. 26) by 10.

Scholars as given in BD know too much. Stick with the Blackmoor Sage rules, and no player sages. Witches are alright (neutral or evil) so long as the Judge makes them work hard to get to meetings—and remember that other coven members may be away or untrustworthy. Witch-fighters and Witch-thieves are reasonable.

Some Demon special powers are just too much. Limitations are up to each Judge. For example, Clauneck should give his 1-100,000 Gold Pieces only once to a particular DC. The more powerful 'noble' Demons must be out of reach of low level DC or else one will take a chance of conjuring a Lieutenant and get lucky. Consequently, Demons may not be summoned by anyone lower than the level given: Count, Earl, and President-second, Marquis-third, Duke-fourth, Prince and King-fifth, Minister-sixth, Lieutenant-seventh.

The 23 Lieutenants and Ministers (of Satan, presumably) are said to be known to all. The names and powers of the other 72 great Demons, and all the minor ones, should be unknown to a beginning DC except in-so-far as he may have learned of some during his apprenticeship. Materials including the names of Demons—and sometimes explanations of their nature and powers—must be discovered by the DC in treasures, great libraries, legends, and so on.

In general, it is very important to keep a time record when Demon Conjurer characters are used. One of their disadvantages is the time they need to prepare for and recover from their conjurings. Regular players will need an alternate character to use while their DC are inactive. This class is more likely to be used as a 'monster' rather than a player, but as always players should be allowed to become any class which may appear as a 'monster'.



SILENCE

BY KENNETH KING

The following is a system devised to determine the chance of encountering a monster while hiking through a wilderness. Feel free to delete or to change any of the material.

There are so many modifiers that could be presented, but are omitted for the sake of saving time. The base percentage chance of encountering a monster in the wilderness is the number of characters in a party. Any application of a *Silence* spell will reduce this base percentage, and a few modifiers to 0% for the length of the spell.

No. in Party	Percentage Chance
1	0%
2	2%
3	5%
4	10%
5	20%
6	25%
7	30%
8	35%
9+	40%

Modifiers

Time:

Day	-10%
Night	+15%
Torchlight	+10% but will keep regular animals at discreet distance

Season:

Winter	-25%
Spring	No Modification
Summer	+10%
Autumn	No Modification

The following modifications are used **only** if the party is travelling, and may be omitted for a while with a *Silence* spell.

Type of Path:

Old	-10%
Fairly Trodden	- 5%
None	+10%

Coins Carried:

10 - 100	+ 1%
101 - 500	+ 2%
501 - 1000	+ 3%
1001+	+ 4%

Weapons:

Two or More	+ 1%
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Armor:

Plate	+ 3%
Chain	+ 2%
Ring	+ 1%
None	No Modification
Shield (large, metal)	+ 1%

These modifiers seem to make sure of an encounter, but it must be known that most encounters will be with regular animals (foxes, squirrels, an occasional Wolf, etc.), not a normal creature. Consult the tables on Page 55 of *Eldritch Wizardry* for the monster encountered.



NOSE WET? NO SWEAT!

By Bill Paley

Dead comrade's bodies, as well as unconscious or paralyzed persons disappear. Taken captive, they are held for ransom. Ransom payers are led into a cell and trapped. Rescue missions are led by "surrendering" defenders (orcs, hobgoblins, etc.) into a maze, and the "surrenders" dive into a "secret door" pit trap which will lock into place behind them. As they starve or sleep, they are dragged into the secret passages underneath. This series of captives can pay for the maintenance of large forces of orcs.

Phantasmal Spear-pit Trap. It is actually not there at all!

Bars drop, enclosing party in a room. Bars may be "bent"...on second attempt by a person of strength 15+, the bars will break (being hollow) spewing out a four-dice poison gas, filling the room in two rounds.

Tapestry on corridor wall hides powerful lodestone deposits. Those with iron armor may become stuck on the magnet, while steel or iron weapons or equipment stick. Increased clamor draws wandering monsters.

Booby-trapped cadavers are fun for the DM, and may cause heavy thievery casualties.

For more DM fun, section of the dungeon may be set aside where in the floor opens up under the party into a pit. When the groggy group gropes up from unconsciousness, they find a dozen copies of one of their members (phantasmal, no dopplegangers). A panic is likely to ensue.

A wolf is tied to a post in a small room. He is lying on the rope, asleep. Whenever someone enters, the wolf awakens, and snaps the weakened rope, attacking.

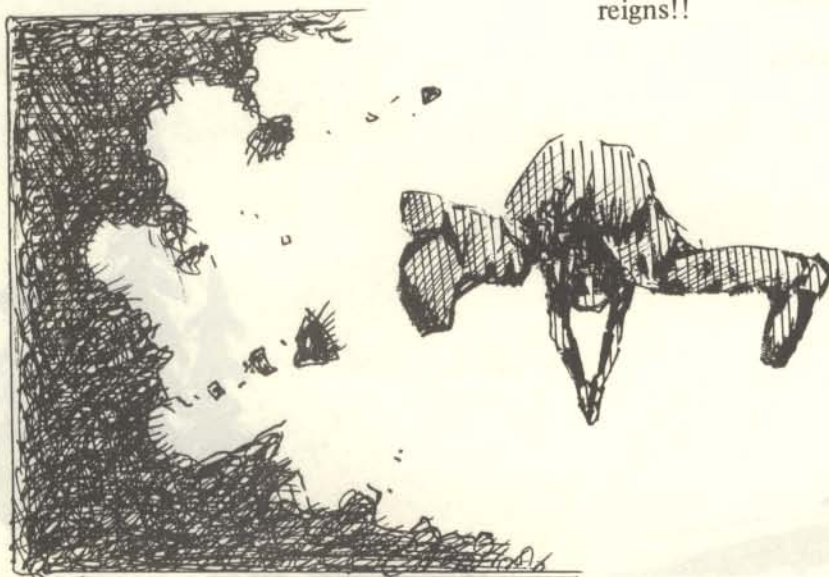
Chute at bottom of pit trap lands man in a small room filled two feet deep with water, with a slippery floor. He might be able to rise. . .if he's wearing leather boots or sandals.

Side passage disappears when first person enters. Character appears outside the dungeon, tied up.

Giant slug slime trail leads to a puddle of acid.

Room of Permanent Fireball. The room is exactly large enough to contain an entire Fireball. Whenever a person enters he is scorched by enormous heat (although unharmed). Hidden under a flagstone is a treasure.

Setting off this trap causes the person doing so (given he misses his saving throw) to believe that he has changed sex. Further trippings of the trap makes the later members believe he is correct. Confusion reigns!!



KEN
SIMPSON

Upon creating a player character, roll then the various attributes of two parents and four grandparents. There is a chance, stated as a percentage, that the individual scores of the player character's forbears will affect his or her own scores. Cross-reference the player characters Constitution with parents scores in all categories to find percentage.

Table I

Characters Constitution	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	75	71	68	65	62	59	56	53	50	47	43	40	37	34	31	28	25	20
2	71	68	65	62	59	56	53	50	47	43	40	37	34	31	28	25	20	25
3	68	65	62	59	56	53	50	47	43	40	37	34	31	28	25	20	25	28
4	65	62	59	56	53	50	47	43	40	37	34	31	28	25	20	25	28	31
5	62	59	56	53	50	47	43	40	37	34	31	28	25	20	25	28	31	34
6	59	56	53	50	47	43	40	37	34	31	28	25	20	25	28	31	34	37
7	56	53	50	47	43	40	37	34	31	28	25	20	25	28	31	34	37	40
8	53	50	47	43	40	37	34	31	28	25	20	25	28	31	34	37	40	43
9	50	47	43	40	37	34	31	28	25	20	25	28	31	34	37	40	43	47
10	47	43	40	37	34	31	28	25	20	25	28	31	34	37	40	43	47	50
11	43	40	37	34	31	28	25	20	25	28	31	34	37	40	43	47	50	53
12	40	37	34	31	28	25	20	25	28	31	34	37	40	43	47	50	53	56
13	37	34	31	28	25	20	25	28	31	34	37	40	43	47	50	53	56	59
14	34	31	28	25	20	25	28	31	34	37	40	43	47	50	53	56	59	62
15	31	28	25	20	25	28	31	34	37	40	43	47	50	53	56	59	62	65
16	28	25	20	25	28	31	34	37	40	43	47	50	53	56	59	62	65	68
17	25	20	25	28	31	34	37	40	43	47	50	53	56	59	62	65	68	71
18	20	25	28	31	34	37	40	43	47	50	53	56	59	62	65	68	71	75

Apply these percentages to each corresponding attribute of the player characters. Roll percentage dice and if you roll your percentage, or less, in each category, then go to Table 1A for effects.

Table 1A

Parents Score	Effects to Players Scores
1 - 4	Subtract 2 from Player's Score
5 - 8	Subtract 1 from Player's Score
9 - 11	No Effect
12 - 15	Add 1 to Player's Score
16 - 18	Add 2 to Player's Score

The same process and charts can be used to find the grandparents effects upon your player character by using these modifiers:

- 1) Subtract 20% from all results on Table I
- 2) Subtract 1 from all positive results and add 1 to all negative results to find final adjustments.

The Age of the Parents at the time of the player character's birth also can have an effect on the player's abilities. To find the parents age, roll percentage dice and refer to Table II.

Table II

	Parent's Age
01 - 25	10 - 20
26 - 50	21 - 30
51 - 75	31 - 40
76 - 00	41 - 50

If the parent's age is 10 - 20, there is a 2% chance of a minus 1 in all categories.

If the parent's age is 21 - 30, there is an 8% chance of a minus 1 in all categories.

If the parent's age is 31 - 40, there is a 10% chance of a minus 1 in all categories.

If the parent's age is 41 - 50, there is an 18% chance of a minus 1 in all categories.

A player's parents Social Level is generally an indicator of his birth conditions. To find a player character's parent's Social Level, roll percentile dice and refer to Table III.

Table III

01 - 50	Social Level 1 - 4 (roll 4-sided die)
51 - 60	Social Level 5 - 8 (roll 4-sided die)
61 - 67	Social Level 9 - 12 (roll 4-sided die)
68 - 78	Social Level 13 - 16 (roll 4-sided die)
79 - 97	Social Level 17 - 19 (roll 4-sided die)
98 - 00	Social Level 20 (WOW)

After determining parents Social Level, see Table IIIA for possible effects.

Table IIIA

Parents Social Level	Effects
1	Births in this Social Level are usually in crowded, dirty hovels with next to no consideration taken for cleanliness or medical attention. This allows a 10% chance of Birth Defects and a 1% chance of Special Abilities.
2	8% chance of Birth Defects, 1% chance of Special Abilities.
3	5% chance of Birth Defects, 1% chance of Special Abilities.
4	4% chance of Birth Defects, 1% chance of Special Abilities.
5 - 16	3% chance of Birth Defects, 2% chance of Special Abilities.
17 - 19	1 - 2% chance of Birth Defects, 5% chance of Special Abilities.
20	1% chance of Birth Defects, 90% chance of Special Abilities.

See Table IV for Birth Defects and Table V for Special Abilities.

Table IV

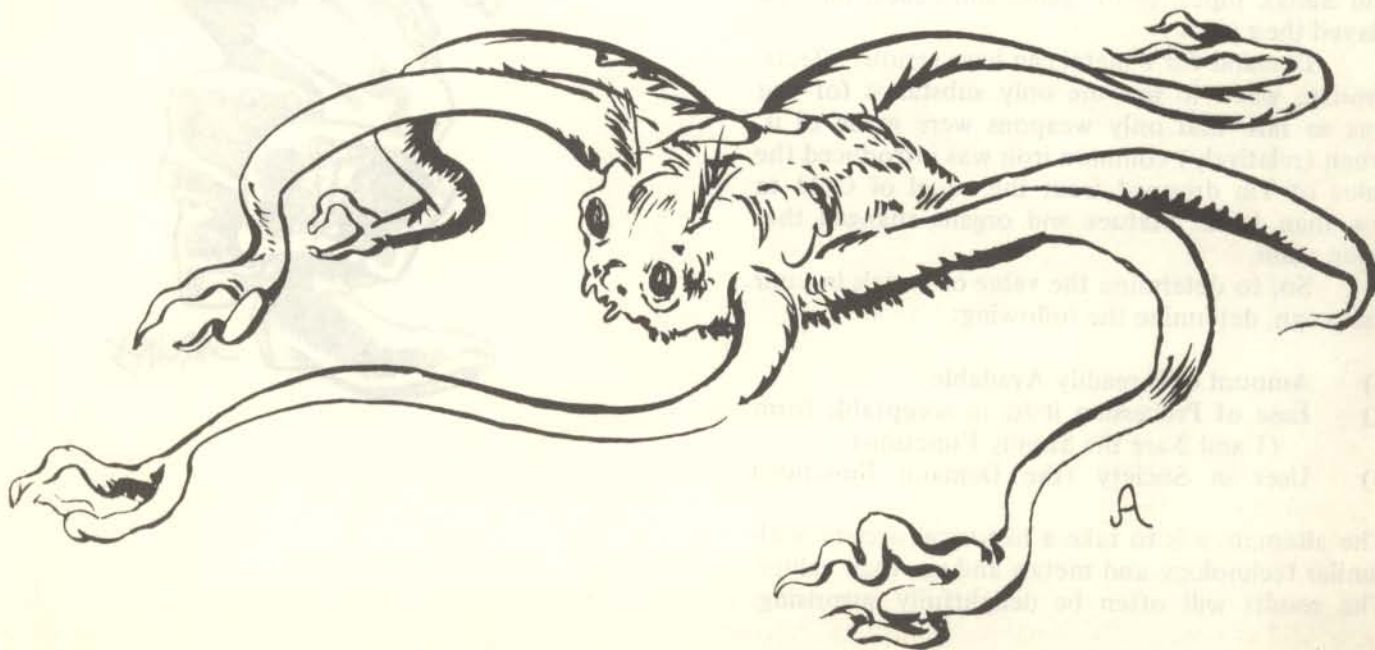
(Roll a 20-sided die to find Birth Defect)

Roll	Birth Defect
1	Strawberry Mark on face (-3 Charisma)
2	Harelip (-5 Charisma)
3	Cauliflower ear(s) (-2 Charisma)
4	Club Foot (limited to ½ speed on foot)
5	Blind
6	Deaf (75% are mute)
7	Deformed Arm (-3 Strength and Hit Probability with that hand. 50% unusable at all)
8	Deformed Leg (Treat as Club Foot. 50% unusable)

- 9 Webbed Fingers and Toes (doubles swimming speed)
- 10 Stuttering or other speech impediment
- 11 Missing an Arm
- 12 Missing both Arms
- 13 Missing a Leg
- 14 Missing both Legs
- 15 One Eye
- 16 Hunchbacked (-8 Charisma)
- 17 Epilepsy
- 18 Hemophilia (Royalty, Males only)
- 19 Covered with Hair (-5 Charisma)
- 20 Albino

Table V
(Roll a 20-sided die for Special Abilities)

Roll	Special Ability
1	Hawk Eyes (+1 - 4 on Sighting)
2	Psionic Abilities (see Bonuses and Penalties due to Abilities)
3	Lucky
4	Unlucky
5	Ultravision in Humans or Halflings
6	Talk to Animals
7	Able to change Sex at will
8	"Instant Calculator" (Math)
9	Dragon Sense (if Dragon is within two miles, it can be Sensed)
10	Singer (can Mesmerise by Singing, 1 - 6 rounds)
11	Unknown Ability (Judge rerolls for Ability, but keeps result a secret)
12	Fly (Gods only - 20th Social Level) Judge to limit
13	Move Fast (has double moves)
14	Weather Control (20% chance of affecting weather locally, up to one day)
15	Matter Conversion and Transportation (Gods only - 20th Social Level) Judge to limit
16	Agility (add +2 to Dexterity)
17	Truth (can tell if NPC or another player is lying or not, if within 10 feet)
18	Mindblock (can guard against all forms of mind invasion)
19	Poison Sense (can sense poison in food or on surfaces when within 2 feet)
20	Invisibility



Metalurgy and ERP

BY STEVE MARSH

The value of various metals has changed over time. Much of this is due to the changes that have occurred in the ability of man to extract metals from their ores and in the cost to do so. Another factor in altering the value is the taste of the public and the uses the metal can be put to.

Aluminum, once discovered, was very hard to extract. The result was that this metal had a value above Gold at some times. Advances in theory and technique have made Aluminum easier to come by and altered its value. These were advances in knowledge and didn't occur until recent times (around the time of the famous battle at Waterloo).

Platinum was discovered by Gold Miners. The Spanish Government had no use for the substance - but counterfeiters did. The result was a death penalty for possession of this now precious metal. Later, tastes changed, uses were found, and Platinum (briefly) was of greater value than Gold. Today...

Nickle, the Devil's Silver, at one time was considered cursed Silver - of great temptation to mine, but useless since the Silver could not be extracted. Later it was considered an irritating waste product (like quartz/granite when mining Gold). Now it forms the base of our currency and is an important product in making steel.

Lead is another substance that is often vilified and often sought, depending on the current technology and tastes. Lead bullets (both for Gun and Sling), pipes, paint, glass, and ballest have all played their parts.

Demand for a metal can have serious effects. Bronze, when it was the only substance for war was so rare that only weapons were made of it. When (relatively) common iron was introduced the value of Tin dropped from the equal of Gold to less than Lead. Statues and organs changed that value again.

So, to determine the value of metals in your campaign, determine the following:

- 1) Amount of it readily Available
- 2) Ease of Processing it to an acceptable form
(1 and 2 are the Supply Function)
- 3) Uses in Society (the Demand Function)

The alternative is to take a historical society with similar technology and metals and use their values. The results will often be delightfully surprising.



DUNGEON GENERATOR

BY CHARLES L. EVANS

This dungeon generator for solitaire play was designed to allow for first level characters, and for characters that gain levels, just venture a little deeper.

While several tables in here offer only a few variables, there should be enough variation to offer a non-redundant dungeon. Of course, several tables lend themselves to easy substitution. For instance, AD&D has excellent wandering monster tables that can be used to replace tables 3A thru 3H. Tables 8 thru 8E could be replaced with TSR's **Monster and Treasure Assortments**. At various other places, there are more varied tables for tricks and traps descriptions, random acts by magic statues, and of course, the inevitable magic pools.

Table 1
Corridor Description

This table describes how the corridor looks in ten-foot sections. When rolling on this table, keep rolling until the length of the corridor exceeds your available light (lantern or torch or other) or until it turns out of sight.

- 01 - 25 Corridor continues straight (1A)
- 26 - 29 Straight (widens 10' if 10") (1A)
- 30 - 60 Straight (narrows 10' if 20") (1A)
- 61 - 68 Corridor turns left
- 69 - 76 Corridor turns right
- 77 - 81 Corridor enters from left
- 82 - 86 Corridor enters from right
- 87 - 92 "T" intersection
- 93 - 97 "+" intersection
- 98 - 00 Dead end (1A - add 20 to the roll)

Table 1A
Corridor Description

This table is used to describe any further details found in the straight sections of the dungeon corridors. Doors should be marked in the middle

of the ten-foot sections. If stairs are indicated, there will always be a one-way door at either the top or bottom of them. Be sure to mark this on the map. If a wandering monster is rolled, finish rolling out the corridor as you are able to see it, then randomly decide where the monster came from and its distance. If a corridor trap is indicated, it will be in the next ten-foot section of straight corridor that the party enters. Do not alter the positioning of the party to prepare for the trap, as you are not supposed to know its there unless it is detected, then it may be avoided.

- 01 - 50 Nothing unusual in corridor
- 51 - 55 Wandering monster (3)
- 56 - 57 Stairs up for next 30' to next level
- 58 - 60 Stairs down for next 30' to next level
- 61 - 63 Corridor trap (6 - if/when trap is tripped)
- 64 - 65 Trapdoor in ceiling up to next level
- 66 - 69 Trapdoor in floor down to next level
- 70 - 81 Door on left side (2 - if door is opened without listening or 5 if the door is listened at)
- 82 - 92 Door on right side (2 or 5 - as above)
- 93 - 00 Door on left and right side (2 or 5 - as above)

Table 2
Behind Doors

These tables are used for randomly deciding what lies behind a door. If the width and depth of a room won't fit with what is already on the map, draw it in as best as possible. If a corridor is rolled, it is automatically drawn 10 feet straight ahead to begin with.

- 01 - 09 Chamber (2A)
- 10 - 65 Room (2A)
- 66 - 94 10' wide corridor (1)
- 95 - 00 20' wide corridor (1)

Table 2A
Width of Room/Chamber

01 - 60	20'/30' (2B)
61 - 79	30'/40' (2B)
80 - 89	40'/50' (2B)
90 - 96	50'/70' (2B) (add 10 to roll)
97 - 00	60'/100' (2B) (add 20 to roll)

Table 2B
Depth of Room/Chamber

01 - 19	10'/20' (2C)
20 - 75	20'/40' (2C)
76 - 85	30'/50' (2C)
86 - 95	40'/70' (2C) (add 10 to the roll)
96 - 00	50'/90' (2C) (add 20 to the roll)

Table 2C
Other Exits

01 - 40	No other exits (2D)
41 - 51	Door on opposite wall (2D)
52 - 62	Door on left wall (2D)
63 - 73	Door on right wall (2D)
74 - 76	Door on opposite wall; door on left wall (2D)
77 - 79	Door on opposite wall; door on right wall (2D)
80 - 82	Door on left wall; door on right wall (2D)
83 - 84	Door on opposite wall; door on left wall; door on right wall (2D)
85 - 86	Door on opposite wall; 2 doors on left wall (2D)
87 - 88	Door on opposite wall; 3 doors on right wall (2D)
89 - 90	Door on left wall; 2 doors on opposite wall (2D)
91 - 92	Door on left wall; 2 doors on right wall (2D)
93 - 94	Door on right wall; 2 doors on opposite wall (2D)
95 - 96	Door on right wall; 2 doors on left wall (2D)
97 - 98	Door on left wall; door on right wall; 2 doors on opposite wall (2D)
99 - 00	Door on opposite wall; 2 doors on left wall; 2 doors on right wall (2D)

Table 2D
Contents of Room/Chamber

01 - 49	Empty (2E - after any entry)
50 - 55	Monster (3)
56 - 85	Monster with treasure (3, 4)
86 - 96	Treasure (4 - add 20 to the roll)
97 - 00	Special (2F)

Table 2E
Trap Check

01 - 90	Room is not trapped
91 - 00	Room is trapped (2G)

Table 2F
Special Table

01 - 60	Magic Statue (2H)
61 - 00	Magic Pool (2I)

Table 2 G
Room Traps

Room traps take effect about one minute after the first person enters the room. Room traps act only once. If a room descends or ascends, it will return to its first position before finishing. Room traps can be detected, but not removed.

01 - 19	Doors lock, room descends one level
20 - 24	Doors lock, room descends two levels
25 - 39	Doors lock for 2 - 12 turns (as Hold Portal)
40 - 44	One magical item loses its properties
45 - 57	One monster appears and attacks entrants (3G)
58 - 71	Teleport (6D)
72 - 81	Lose one level of experience if greater than one
82 - 00	Projectiles released from walls (6C)

Table 2H
Magic Statues

Magic statues act only once and then only when someone touches them. All statues are of warriors with various weapons.

01 - 03	Raise Strength one point
04 - 06	Raise Intelligence one point
07 - 09	Raise Wisdom one point
10 - 12	Raise Constitution one point
13 - 15	Raise Dexterity one point
16 - 18	Raise Charisma one point
19 - 25	Lower Strength one point
26 - 32	Lower Intelligence one point
33 - 39	Lower Wisdom one point
40 - 46	Lower Constitution one point
47 - 53	Lower Dexterity one point
54 - 59	Lower Charisma one point
60 - 64	Points toward secret compartment with Gems
65 - 69	Points toward secret compartment with Jewelry
70 - 74	Raise one person from the dead
75 - 79	Turn person to statue
80 - 89	Fight for party (1 - 4 hours) (7th level Fighter with two-handed sword and chainmail)
90 - 00	One random monster attacks (3G)

Table 2I
Magic Pools

Magic pools are like magic statues in that they act only once and lose all magic properties. In order to take effect, the pools have to be waded in by the person who wishes to try the pool out. Or, if you wish, immerse a dead body in the pool. There is also a slight chance that the pool has already been used and is dead magically.

- 01 - 29 Nothing happens
- 30 - 35 Instant death
- 36 - 40 Restore one life
- 41 - 45 Teleport (6D)
- 46 - 53 A container floats to surface with a random scroll sealed inside
- 54 - 62 All Gold immersed turns to Silver Pieces
- 63 - 66 All Silver immersed turns to excretion
- 67 - 72 All Silver immersed turns to Gold
- 73 - 78 Poison
- 79 - 87 Heal all wounds
- 88 - 95 Restore one limb
- 96 - 00 Raise Strength three points

Table 3
Monsters

Table 3 should only be used when randomizing a wandering monster, when a room has been opened without first listening at the door, or when directed to by Table 5 (when no sounds are heard). The sub-tables are in the following format: Type of monster (always listed, level of monster (optional), number appearing (always listed when applicable), and percent chance of there being some kind of treasure in the room with the monster (if unlisted, assume 0% chance). If directed to the sub-tables from this table, ignore the percent chance of a treasure. Also ignore this if the roll was for a random monster or a summoned monster (from tricks/traps).

- 01 - 10 3A if dungeon level is 1 - 3, else 3B
- 11 - 30 3C if dungeon level is 1 - 3, else 3D
- 31 - 60 3E if dungeon level is 1 - 3, else 3F
- 61 - 00 3G if dungeon level is 1 - 3, else 3H

Table 3A

- 01 - 11 Ghouls, 1 - 8
- 12 - 18 Ghosts, 1 - 6
- 19 - 28 Rot Grubs
- 29 - 35 Shadows, 1 - 6
- 36 - 41 Wights, 1 - 4, 25%
- 42 - 52 Gelatinous Cube, 1, 75%
- 53 - 65 Skeletons, 2 - 12
- 66 - 74 Green Slime
- 75 - 82 Gray Ooze
- 83 - 92 Zombies, 1 - 10
- 93 - 98 Wraiths, 1 - 4, 40%
- 99 - 00 (3B)

Table 3B

- 01 - 09 Black Pudding
- 10 - 18 Ghosts, 1 - 4, 25%
- 19 - 29 Mummies, 1 - 6, 20%
- 30 - 41 Wraiths, 1 - 8, 55%
- 42 - 49 Giant Slug, 1
- 50 - 56 Ochre Jelly
- 57 - 64 Brown Mold
- 65 - 72 Spectres, 1 - 3, 60%
- 73 - 80 Yellow Mold
- 81 - 89 Groaning Spirits, 1 - 6
- 90 - 00 Wights, 1 - 8, 60%

Table 3C

In using sub-tables 3C and 3D, use the following information: Thieves will always appear in Leather Armor, Fighters will always have Chainmail and Shield, and Clerics will always have Chainmail. As far as weapons are concerned, Thieves will always have swords and Light Crossbows, Fighters will always have Swords, and Clerics will always have a Mace. Magic Users will have but a Dagger. For further information, go to Table 9.

- 01 - 08 Brownies, 3 - 18, 25%
- 09 - 17 Dwarves, level 1 - 3, 1 - 6, Thieves, 75%
- 18 - 28 Dwarves, level 1 - 3, 1 - 6, Fighters, 70%
- 29 - 35 Elves, level 1 - 3, 1 - 6, Thieves, 75%
- 36 - 42 Elves, level 1 - 3, 1 - 6, Fighters, 70%
- 43 - 49 Elves, level 1 - 3, 1 - 6, Magic Users, 65%
- 50 - 55 Gnomes, 2 - 12, 50%
- 56 - 65 Human, level 1 - 3, 1 - 6, Thieves, 80%
- 66 - 76 Human, level 1 - 3, 1 - 6, Fighters, 75%
- 77 - 83 Human, level 1 - 3, 1 - 6, Magic Users, 70%
- 84 - 89 Human, level 1 - 3, 1 - 6, Good Clerics, 20%
- 90 - 98 Human, level 1 - 3, 1 - 6, Evil Clerics, 70%
- 99 - 00 (3D)

Table 3D

- 01 - 09 Dwarves, level 4 - 7, 1 - 6, Thieves, 85%
- 10 - 21 Dwarves, level 4 - 7, 1 - 6, Fighters, 80%
- 22 - 29 Elves, level 4 - 7, 1 - 6, Thieves, 90%
- 30 - 39 Elves, level 4 - 7, 1 - 6, Fighters, 80%
- 40 - 47 Elves, level 4 - 7, 1 - 6, Magic Users, 75%
- 48 - 59 Human, level 4 - 7, 1 - 6, Thieves, 90%
- 60 - 73 Human, level 4 - 7, 1 - 6, Fighters, 85%
- 74 - 83 Human, level 4 - 7, 1 - 6, Magic Users, 80%
- 84 - 89 Human, level 4 - 7, 1 - 6, Good Clerics, 40%
- 90 - 96 Human, level 4 - 7, 1 - 6, Evil Clerics, 85%
- 97 - 00 Lammasu, 1, 5%

Table 3E

01 - 09	Gnolls, 1 - 8, 60%
10 - 17	Lizardmen, 1 - 8, 50%
18 - 25	Ogres, 1 - 6, 55%
26 - 38	Orcs, 1 - 12, 75%
39 - 50	Goblins, 3 - 18, 70%
51 - 60	Hobgoblins, 1 - 8, 70%
61 - 68	Troglodytes, 1 - 8, 40%
69 - 78	Trolls, 1 - 2, 75%
79 - 84	Centaurs, 1 - 6, 70%
85 - 93	Kobolds, 3 - 18, 65%
94 - 98	Cavemen, 1 - 8, 25%
99 - 00	(3F)

Table 3F

01 - 08	Ettins, 1 - 3, 80%
09 - 17	Gargoyles, 1 - 6, 70%
18 - 25	Stone Giants, 1 - 3, 75%
26 - 31	Fire Giants, 1, 80%
32 - 39	Lizardmen, 2 - 12, 65%
40 - 50	Minotaurs, 1 - 6, 75%
51 - 61	Ogres, 2 - 12, 75%
62 - 73	Hobgoblins, 3 - 18, 75%
74 - 80	Trolls, 1 - 4, 80%
81 - 88	Centaurs, 1 - 8, 75%
89 - 00	Gnolls, 2 - 12, 70%

Table 3G

01 - 06	Giant Ants, 1 - 8, 10%
07 - 11	Harpies, 1 - 6, 60%
12 - 16	Scorpions, 1 - 4, 10%
17 - 21	Poison Snakes, 1 - 4, 5%
22 - 25	Werewolves, 1 - 4, 25%
26 - 31	Bugbears, 1 - 8, 40%
32 - 38	Centipedes, 3 - 18, 10%
39 - 45	Carrion Crawlers, 1 - 6, 10%
46 - 50	Blink Dogs, 1 - 6, 20%
51 - 57	Giant Spiders, 1 - 6, 20%
58 - 63	Stirges, 1 - 12, 15%
64 - 68	Hippogriffs, 1 - 6, 40%
69 - 76	Giant Ticks, level 2, 1 - 10, 15%
77 - 81	Piercers, level 2, 1 - 8
82 - 90	Wild Dogs, 2 - 12, 15%
91 - 95	Fire Beetles, 1 - 10, 15%
96 - 98	Hell Hounds, level 4, 1 - 4, 25%
99 - 00	(3H)

Table 3H

01 - 04	Carrion Crawlers, 1 - 8, 30%
05 - 08	Basilisks, 1 - 2, 50%
09 - 12	Bugbears, 1 - 12, 50%
13 - 15	Hell Hounds, level 7, 1 - 4, 35%
16 - 18	Otyugh, level 7, 1 - 4, 50%
19 - 24	Scorpions, 1 - 6, 25%
25 - 28	Manticores, 1 - 3, 35%
29 - 34	Griffons, 1 - 4, 50%

35 - 38	Displacer Beasts, 1 - 4, 40%
39 - 42	Gorgons, 1 - 2, 75%
43 - 48	Poison Snakes, 1 - 8, 20%
49 - 54	Owlbears, 1 - 6, 50%
55 - 60	Giant Spiders, 1 - 8, 20%
61 - 64	Umber Hulks, 1 - 2, 65%
65 - 68	Phase Spiders, 1 - 4, 25%
69 - 72	Su Monster, 1 - 4, 30%
73 - 75	Neo-otyugh, 1 - 2, 80%
76 - 81	Carnivorous Apes, 1 - 8, 50%
82 - 86	Blink Dogs, 1 - 8, 20%
87 - 89	Wyverns, 1 - 3, 85%
90 - 91	Chimera, 1 - 3, 75%
92 - 93	Hydras, level 7, 1 - 4, 80%
94 - 95	Subterranean Lizards, 1 - 6, 50%
96 - 97	Roper, 1, 75%
98 - 99	Cockatrice, 1 - 6, 20%
00 - 00	Purple Worm, 1, 90%

Table 4
Treasure

01 - 15	In Leather Bags
16 - 30	In Wooden Chest (4A)
31 - 85	In Iron Chest (4A)
86 - 92	In Wooden Chest, locked (4A)
93 - 00	In Iron Chest, locked (4A)

Table 4A
Treasure Trap or Not

Treasure chests may or may not be trapped, and if they are, the traps can be removed. In order to provide for this in solitaire games, adhere to the following guidelines: Before rolling on this table, an attempt may be made to detect traps on the chest (by rolling a six-sided die for each character trying to detect the trap and hiding the results under some kind of container before anyone can see them). The next step is to open the chest lid if the chest is not locked (or attempt to pick the lock first; if the lock can be picked, then open the lid. However, if it can't be picked, then the chest will have to be smashed or carried out). Before the lid is opened, the positions and actions of all members of the party must be noted. At this time, roll on this table to see if there was a trap. If there was no trap, continue as normal, but if there was a trap, check the hidden roll to see if anyone was successful in their attempt to detect a trap. If none were successful, the trap takes affect as it reads, but if someone was able to detect the trap, then the appropriate characters may attempt to remove it by rolling the percentile dice. If the trap is removed, then of course, the trap has no effect, but if all who tried to remove the trap were unsuccessful, the trap takes effect; go to Table 7 as directed. Treasure traps will always be triggered unless removed.

01 - 80	Chest is not trapped
81 - 00	Chest is trapped (7)

Table 5
Listening

The party may listen at a door before it is opened. Dice are rolled as usual for each character listening. If a roll indicates that a character can hear noises behind the door (if there are any sounds to be heard), then roll on this table. If any sounds are heard, and the party decides to open the door, go to Table 2 first. If there is not a room or chamber behind the door, ignore the sounds heard and go to Table 1. If a room is indicated, continue to roll but omit Tables 2D thru 2F, then go back to the Monster Table indicated on this table.

- 01 - 50 Hear Nothing
- 51 - 60 Intelligent voices (3C if dungeon level is 1 - 3, else 3D)
- 61 - 83 Semi-Intelligent voices (3E if dungeon level is 1 - 3, else 3F)
- 84 - 00 Undistinguishable sounds (3G if dungeon level is 1 - 3, else 3H)

Table 6
Corridor Traps

- 01 - 21 Collapsing trapdoor, slide down 1 level, 1 - 2 persons
- 22 - 46 Collapsing trapdoor, fall in a pit (6A)
- 47 - 59 Gas emitted filling 20' wide x 20' deep x 10' high (6B)
- 60 - 73 Projectiles released from walls (6C)
- 74 - 76 Occupants of 10' x 10' area transport (6D)
- 77 - 79 Sliding wall in front of party for 2 - 12 hrs.
- 80 - 82 Sliding wall behind party for 2 - 12 hrs.
- 83 - 85 Sliding wall thru middle of party for 2 - 12 hrs.
- 86 - 92 One random monster attacks at surprise (3)
- 93 - 94 One magical item loses its properties
- 95 - 00 Heavy items fall from ceiling (6E)

Table 6A
Pits

In order to figure amount of damage possible, use this formula: Damage possible equals point per 2 feet of depth, rounded up. If the depth were 20', then the possible damage would be 1 - 10 (1 to 20 divided by 2).

- 01 - 25 5' sq x 10' deep, one person falls in
- 26 - 38 5' sq x 12' deep, one person falls in
- 39 - 45 10' sq x 10' deep, 1 - 3 persons fall in
- 46 - 60 10' sq x 12' deep, 1 - 3 persons fall in
- 61 - 79 10' sq x (20-sided die) deep, 1 - 3 persons fall in
- 80 - 93 5' sq x 10' deep, one person falls in (6F)
- 94 - 00 10' sq x 16' deep, 1 - 3 persons fall in (6F)

Table 6B
Gas

- 01 - 30 Sleep, 2 - 12 turns, no save
- 31 - 40 Blind, 1 - 6 turns, no save
- 41 - 50 Subtract one from Strength, permanent, no save
- 51 - 60 Subtract one from Intelligence, permanent, no save
- 61 - 70 Subtract one from Dexterity, permanent, no save
- 71 - 80 Poison, save vs. Poison or dead in 2 - 12 turns, no save
- 81 - 90 Affected person(s) attack rest of party, 1 - 6 turns, no save
- 91 - 00 Affected person(s) die immediately, no save

Table 6C
Projectiles

- 01 - 29 1 - 4 Quarrels as from Light Crossbow
- 30 - 59 1 - 4 Daggers as thrown
- 60 - 84 1 - 4 Lead Balls as from Sling
- 85 - 00 1 - 4 Spears as thrown

Table 6D
Teleport

- 01 - 60 To nearest room
- 61 - 80 10 - 120 feet to the East (1), West (2), North (3), South (4)
- 81 - 92 Down one level to biggest room, or if no room, to a 4-way intersection
- 93 - 00 To the surface

Table 6E
Heavy Items

- 01 - 50 4 - 24 small rocks hitting 1 - 3 persons, one point damage for each hit (hit as Mace)
- 51 - 00 3 - 18 large rocks hitting 1 - 3 persons, two points damage for each hit (hit as +2 Mace)

Table 6F
Special Pits

- 01 - 39 With 1 - 4 Spikes, each one does 1 - 4 damage for each that hit (they hit as do Spears)
- 40 - 69 With Gas released filling pit (6B)
- 70 - 74 With a lost piece of Jewelry
- 75 - 00 With extra 1 - 4 damage added to falling

Table 7
Treasure Traps

01 - 39	Gas released affecting the opener (6B)
40 - 47	1 - 4 poison darts (as Daggers hit but -1 at opener from front of chest)
48 - 59	Mirror of life holding inside
60 - 71	All contents inside vanish
72 - 81	Opener teleports (6D)
82 - 89	Lid slams, cuts off hand
90 - 00	One monster attacks opener (3E)

Table 8
Treasure (Silver)

Roll on all tables after computing the dice modifier.
The modifier for this table is: Subtract 3 x dungeon level from the roll.

01 - 25	None (8A)
26 - 60	10 - 100 Pieces (8A)
61 - 72	100 Pieces (8A)
73 - 82	200 Pieces (8A)
83 - 91	400 Pieces (8A)
92 - 00	Roll again, multiply 10 x percentile dice (8A)

Table 8A
Treasure (Gold)

The modifier for this table is: Add 3 x dungeon level to the roll.

01 - 50	None (8B)
51 - 61	10 - 100 Pieces (8B)
62 - 71	100 Pieces (8B)
72 - 81	200 Pieces (8B)
82 - 91	400 Pieces (8B)
92 - 97	Roll again, multiply 10 x percentile dice (8B)
98 - 00	Roll again, multiply 10 x percentile dice and add 200 to results (8B - add 10 to the modifier)

Table 8B
Treasure (Platinum)

The modifier for this table is: Add 4 x dungeon level to the roll.

01 - 65	None (8C)
66 - 83	10 - 100 Pieces (8C)
84 - 92	100 Pieces (8C)
93 - 96	200 Pieces (8C)
97 - 98	400 Pieces (8C)
99 - 00	Roll again, multiply 10 x percentile dice (8C)

Table 8C
Treasure (Gems)

Roll on the value table only after rolling lower than or equal to the result of the following formula: Multiply 5 x dungeon level. Example: if the level is 4, then the number is 20 (5 x 4). If a roll on the percentile dice is equal to or lower than 20, then there are gems in the treasure. The maximum number of Gems is equal to 1 - dungeon level (or in this example, 1 - 4 Gems). Roll on the value table for each Gem in the treasure.

01 - 60	50 GP value Gem (8D)
61 - 80	100 GP value Gem (8D)
81 - 94	200 GP value Gem (8D)
95 - 00	500 GP value Gem (8D)

Table 8D
Treasure (Jewelry)

Roll on the value table only after rolling lower than or equal to the result of the following formula: Multiply 4 x dungeon level. If roll is successful, then there will be from 1 - dungeon level pieces of Jewelry in the treasure.

01 - 60	1000 GP value piece of Jewelry (8E)
61 - 80	2000 GP value piece of Jewelry (8E)
81 - 94	5000 GP value piece of Jewelry (8E)
95 - 00	10000 GP value piece of Jewelry (8E)

Table 8E
Treasure (Magic)

Roll one time for a random magical item when a roll on the percentile dice is equal to or lower than this formula: 3 x dungeon level. Find the magical item on the Greyhawk tables.

Table 9
Intelligent Creatures

Among the intelligent creatures rolled, there are four categories. They are Fighters, Thieves, Magic Users and Clerics (good and bad). After encountering one of these classes, you must roll on the appropriate table unless you plan to attack. The results of the table must be followed.

Table 9A
Thieves

If the Thieves should try to steal items from your party, roll on the appropriate table for the highest level thief to make his attempt(s). If the Thief is successful in his first attempt, he will try his second attempt also, (if the roll indicated he would try for two items) and if successful again,

the Thieves will go on their way without you "knowing". If the attempt(s) were not successful, then you have the option of dealing with them in any manner you wish. Thieves will try for small valuable items if possible (i.e. Gems and Jewelry).

- 01 - 19 Try to enlist your aid (9E)
- 20 - 59 Try to steal 1 - 2 items
- 60 - 79 Attack the party
- 80 - 00 Might hire out to you if pay is good (9E)

Table 9B
Fighters

- 01 - 19 Try to enlist your aid (9E)
- 20 - 49 Attack the party
- 50 - 74 Go their own way
- 75 - 00 Might hire out to you if pay is good (9E)

Table 9C
Magic Users

- 01 - 29 Try to enlist your aid (9E)
- 30 - 49 Attack the party
- 50 - 74 Go their own way
- 75 - 00 Might hire out to you if pay is good (9E)

Table 9D
Good Clerics
(Evil Clerics attack automatically)

- 01 - 24 Try to enlist your aid (9E)
- 25 - 69 Heal what they can and go their own way
- 70 - 00 Might hire out if your party is Good and not Evil

Table 9E
Pay

All agreements for hiring out are for a period of two hours. If your party is making an offer from this table to others, then the roll must be equal to or lower than the number sequence to its left in order for the others to accept your offer (therefore, the more you offer, the better the chances of acceptance). If they are making the offer to you, then roll on this table to see what they offer you. If they want to hire you out, and you want to hire them out, then no deal can be made and they go their way peacefully (unless you attack them). Terms made under this table must be kept by both parties unless your party is Evil, then you may do as you wish; however if your party is Good, and you cheat on the deal, then your Alignment will change.

- 01 - 10 100 GP
- 11 - 20 200 GP
- 21 - 30 300 GP and 10% of all Treasure (except Magic)

- 31 - 50 300 GP and 25% of all Treasure (except Magic)
- 51 - 75 300 GP and 50% of all Treasure (except Magic)
- 76 - 80 500 GP and 50% of all Treasure (except Magic)
- 81 - 00 500 GP and 50% of all Treasure and all Magic

Table 9F
Armament

Thieves, Fighters, Magic Users and Clerics have a chance of having magical items with them. This chance increases with the level of the character. Roll for each member of the party for each item. If the number rolled equals or is lower than the chance listed, then roll to find out what it is.

Fighters - Magic Weapon - 3 x level of Fighter
Magic Armor - 3 x level of Fighter
Magic Shield - 3 x level of Fighter

Thieves - Magic Sword - 4 x level of Thief

Magic Users - Magic Item - 6 x level of Magic User

Clerics - Magic Weapon - 3 x level of Cleric
Magic Armor - 3 x level of Cleric

Table 10
Search for Secret Door

Secret doors can only be looked for once per ten foot wall section. Each wall searched must be so marked on the dungeon map so as not to be searched again.

- 01 - 09 Secret door is found
- 10 - 87 Nothing is found
- 88 - 00 Wandering Monster (3)

Table 11
Search for Secret Compartment

These searches can only be made in an opened iron chest. If a compartment is found, then the Gem table is rolled on.

- 01 - 12 1 - 4 Gems found (8C)
- 13 - 87 Compartment found, but empty
- 88 - 00 Wandering Monster (3)

Table 12
Resting in Rooms

When rolling on this table, add 3 for each door in the room above one to the die roll. This raises the chance for a monster to wander in due to the amount of doors.

- 01 - 95 Nothing occurs
- 96 - 00 Wandering Monster (3)

Greek and Roman Nymphs

By C. Lawrence Anderson

Nymphs in Greek and Roman mythology were thought to have been minor Goddesses, a step between mortals and the major Gods. They protected forests, rivers, and other objects of nature, and were named for the area they protected. Generally, not being immortal, they were extremely long lived, often to hundreds of thousands of years. They generally avoided humans, but occasionally helped those in need. Those who helped Nymphs often were bestowed the gift of Prophecy. But anyone who dared to cross a Nymph risked being cursed, often with madness or loss of sight. They were very resistant to magic (90%), and were immune to disease.

Principal Nymphs of the Water

Nerieds (Greek & Roman) - 50 in all, these were the daughters of Nereus, (God of the Sea), and Doris. They were friendly with mortals, and often served as messengers for the Gods. They lived primarily in the Mediterranean Sea, and had the power of shpechanging.

Naiads (Greek) - These freshwater Nymphs protected streams, rivers, brooks, fountains, and lakes. Often described as dog-faced, travelers were required to ask permission of the Naiads before drinking from streams.

Oceanids (Greek & Roman) - These Ocean

Nymphs totaled 3000 and were the daughters of Oceanus, (God of the Ocean), and Tethys.

Nymphs of the Woods

Meliae (Greek) - Beautiful Nymphs who protected ash trees, some were changed into the humans of the Bronze Age.

Sileni (Greek & Roman) - These minor woodland deities were half horse, half human. Because fo their similarity to Satyrs, they were often overshadowed by them. Their fat leader, Pappa Silenis, was pictured as being perpetually drunk.

Hamadryads - These woodland Nymphs lived and died with the trees that they lived in. They primarily inhabited oaks.

Other Nymphs

Oreads (Greek) - Collective name for the various types of mountain and hill Nymphs.

Cameneae (Greek) - These Nymphs cared for wells and springs. They had the gift of Prophecy, and were able to cure disease.

Leimoniades - Meadow Nymphs.

Meides - Nymphs of fruit trees.

Potamides - River Nymphs.

Limniades - Lake Nymphs.



Traveller Rumors

By Bill Paley

Plague has struck a vessel which is now orbiting Capitol. Apparently, noone is left alive aboard. The Imperial Navy cannot destroy the ship due to too much chance of contaminating the system. There is a reward of 450,000 credits plus SALVAGE rights offered to anyone who removes the vessel from the system.

A Freighter carrying a load of mercenaries in Low Passage, plus seventy cases of one dozen lazer carbines has been lost en route to Pickering from Salivarius II. The mercenaries were hired as bodyguards for a duke visiting the famous whale-lizard hunting zone on the oceans of Pickering.

A major computer of the Imperial Naval system dumped the retirement data of six subsectors. The bureaucrats are rumored to have decided to conveniently forget to continue the various Navy pensions . . . pocketing the remaining monies (which amounts to billions each year).

Computer keyword manuals for scoutcraft systems are available for 600,000 credits in the black market on Credosh III.

Six scouts escorting the yacht of a subsector official turned and destroyed each other and the yacht in a matter of seconds. A "Mayday" was received from the yacht, but when a light cruiser investigated all they found in that orbit was wreckage.

A small prospecting company is selling their asteroid base to the highest bidder. Supposedly it is equipped with landing facilities to dock up to three vessels of any size.

Bendex III has been identified as an Amber Zone due to strange, wild weather which has defied prediction.

Three Warships of destroyer classes have vanished within parsecs of Capital. The subsector is in a panic because of this. Imperial Naval and Marine units are being shifted to cover the zone, searching for the wreckage or other evidence.

The Naval Weapons Testing Station in the Krestmast system has lost two new target-seeking missiles which jumped before they responded to a destruct command. All vessels within six jumps of Krestmast are warned to stand ready for attack by fusion weapons.

A pinnacle of alien design was found by a scout just beyond the boundary of the Imperium. Indications were that the vessel crashed on landing due to weather.

A prison satellite in a border subsector was penetrated by heavily armed pirates. Due to their successful rescue of five of their comrades, all prison vessels, colonies and satellites are hiring guards, increasing their strength by 50%.

The Wilder Shipyards on Samelos XII are offering for cheap sale a dozen ship hulls of contracted vessels which were halted during building. For 60% of normal price they will complete the construction of the vessel purchased.

Six Tree Krakens have broken loose from a zoo exhibit and are chasing port security down the street.

THE OLD HILL

BY STEVE MARSH

Welcome to the Garden Worlds. These are a series of interlocking planes of existence. Some of them are like small flower gardens - very beautiful and unique with a master who tends them. At one time all were pleasant. They were the lesser hearths of each of the **Vali** or Star Powers summoned by the Norns when they wove their world.

Each world had a theme and a grace and beings moved freely between each of these small places and other levels of existence. Then came the blight of Upharsin and many things changed. Now they are places of wonder and often danger. In some, the inhabitants struggle for life with the invaders from the abyss or beyond. Some are overrun by evil and blighted. A few are sealed shut, and hidden here and there are those that remain untouched gardens of delight.

The one illustrated here is the one of "the Old Hill". In it is an old Evil, a blackened Castle and some very old oaks. It has three known accesses.

Now each of the garden worlds has its own physical and spiritual laws. The way that this is handled for simulation purposes is that the game rules for each of them is different. This one ("the Old Hill") runs using the rules for **Chivalry & Sorcery**, a game designed by Ed Simbalist and Wilf Backhaus (published by **Fantasy Games Unlimited**).

Some of the inspiration for this came from Ed Simbalist and from William Glenn Seligman. An Erol Flynn movie ran as background for the typing and mapping. I especially want to thank Lee Gold for her helpful comments. I hope you enjoy reading as much as I enjoyed writing.

Judges Key

This key is divided into two parts. The first part (shown with a capital letter) of each description will tell what the characters can see and discern. The second part (shown with a lowercase letter) will talk about the rest of what is there. This is to help separate these two parts and to prevent slips of the tongue giving it all away. The key is in alphabetical order from A to I. It will include maps and detailed notes when and where useful and necessary.

The first gateway area. Coming through the gateway one will see a large white cross made of pure marble that is ungrained. It is heavily carved with scenes from the life of a Saint. Any of Alignment 8 or higher who try to approach or pass it will feel uncomfortable. If Alignment 1 - 3, they will feel a deep relief and joy as they near the cross.

- a) This is the first barrier. It effectively bars entry/exit from this plane for those of Alignment 16 - 20. That which sleeps within this plane is very evil and has been sealed within by very strong bars of which this is one. It is a holy relic and has the status of a Basilica as far as penance and sanctity are concerned. It will call down **The Wrath of God** (a Bolt of Lightning doing 20 and 9d6 damage to all between it and the walls of the world on the map. Those who survive will be stunned for 1d6 turns and will be forced to flee) if any beings of Alignment 18 or higher try to pass. It will form Walls of Fire (Experience Factor 200 and placed as Magic User of 50) to block the way of any with an Alignment of 16 or higher. The barrier may perform these actions as often as necessary. It has a Guardian Angel attached to it that will have the abilities of an Abbot of the church. Those of Alignment 3 or less who kneel to pray at the cross will feel its blessing and other appropriate powers. The Guardian Angel, **Axophiel**: INT: 25; WIS: 22; Fatigue Points: 500; No Body Points (when the Fatigue Points are exhausted the angel is forced off this plane until they have all returned); Dodge: -60%, but can only be hit by weapons that can hit astral beings.

The second gateway area. A large tau cross with a circle (an ankh) made of brown sandstone with a green wreath growing in it sits here. A green light (like a fresh spring day) radiates from it to the walls of the world on the map. Elves and other faerie types will feel a great peace nearing it. Men of the cloth (including Elven Clerics) will feel unwanted and the light will wrap around them. All unnatural things will be transformed (saving the person and vestments of Clerics of Alignment 3 or less and Miracle 11 and higher - must be both).

The second barrier. It was sung into existence by Berol Startongue and graced with a garland of power by Y'ete Greenwood, a Nymph/Healer of Great Power.

The green light has the powers of a Dance/Chant Magician's Totem X. It has the usual powers/abilities/casting chances of such, plus all fire/light spells.

The ankh itself is an earth power that had slept its way into the lesser death. It has the power of command against any who strive to attack it (this is basically all the command spells from level 1 to the ninth Circle cast at base level for the relevant spell - the outermost circle spells are cast as if by a novice, the 9th circle by an adept). It has 700 Fatigue Points for this purpose (regenerating 50 points per hour). Unnatural things that are changed if targetting succeeds against them (one try at targetting per 5' into the light. Base chance as for a Mystic on home ground and superior and 5% per 5' penetrated): Mechanical Items (all gears fuse, etc.); All Undead (they rot away to nothing); All Demons (they are forced back to their own plane); All Clerical Powers (gods shield their own if devout with Alignment 3) (come back after passed); All Celibates (status comes back after passed); All Poisons (destroyed).

The third gateway area. This has a great door of black iron forged with many runes. Passing this (it is opened toward the center of the plane) there is a Great Rune inscribed into the fabric of the world's reality (hanging in mid-air, plainly visible). Any cursed individuals will feel very uneasy seeing this. From the rune to the gateway and the walls of the world in black, the ground is paved with strips of cold iron and hot (about 500 degrees F) crystal like a chess set. The pure in heart (Align 2 or less) will not feel the heat or suffer damage from it. All others take 1d6 to the body each time they touch the crystal.

- c) The third barrier against that which sleeps still. The door is scribed with Symbols of Warding and will serve as a Circle of Protection at x 2 the best chance in the party. It was forged by Terranon, World Opener who created this gate and whose body lies within the ruins.

The cold iron cannot be passed by spirits and the crystal will swallow alive any who are not pure. The gate will close against the Undead and Demons and cannot be opened while they are near.

The rune was Terranon's last act and it intensifies any curse 1000 fold upon any who pass near it. The inhabitants within have all been cursed many times, and are thus unable to pass. Cursed weapons will shatter.

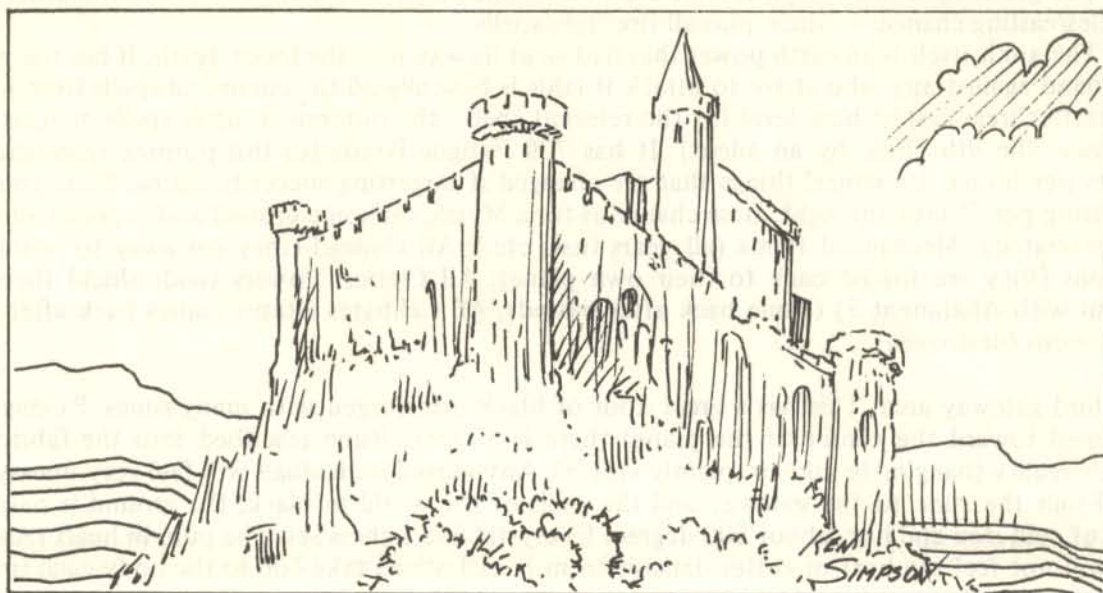
The paving stones were laid down by Terranon's son who failed to avenge his father and his family who were slain when a powerful sending of spirit was able to breach the gate. It is he who turned the rune to affect all who are cursed.

The Great Rune will inflict any who attempt to plumb its depths (treat as BMR 12 for this purpose) with the Great Doubt (the spell "The World Riddle"). The gate is a caster of Chaotic landscape (Illusion 11th Circle) against any Dwarf Slayer.

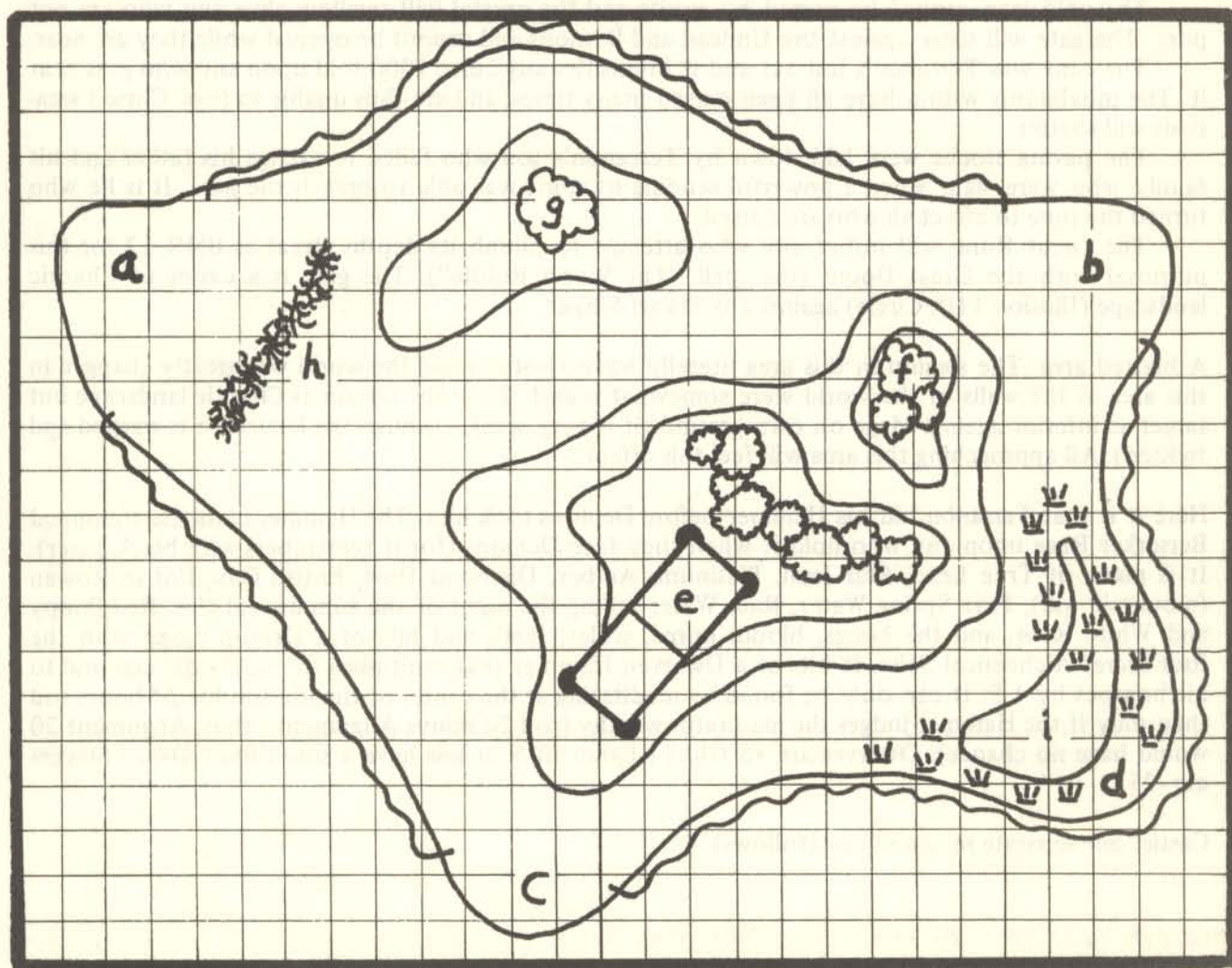
A blasted area. The swamp in this area literally has no bottom and the world was greatly changed in this area as the walls of the world were somewhat sealed. Treat the terrain as **Chaotic landscape** but target as inferior against Mage on own ground (it is very weak - though the landscape is warped and twisted). All approaching this area will feel this effect.

- d) Here it is that Terranon hid his Hammer before Demons took him. The Hammer casts the command Berserker Rage upon any who hold it when they face Demons (for it remembers with black anger). It is made of True Lead, Star Iron, Platinum, Amber, Diamond Dust, Entish Oak, Entish Rowan (mountain ash), Pure Spring Water, Rain Water falling the night of the summer solstice, Red Poppy and White Rose, and the bones, blood, horns, scales, teeth and bile of a Dragon along with the four secret Alchemical Salts. It hits as a Dwarven Hammer that multiplies the user's damage and to hit bonuses by 1.5. It can only be found by meditating at the center of the illusion for 24 hours and then only if the Hammer judges the meditator worthy (roll 20 minus Alignment - thus, Alignment 20 would have no chance). Dwarves are +5 (thus Alignment 5 or less have a sure thing), Dwarf Slayers are -25.

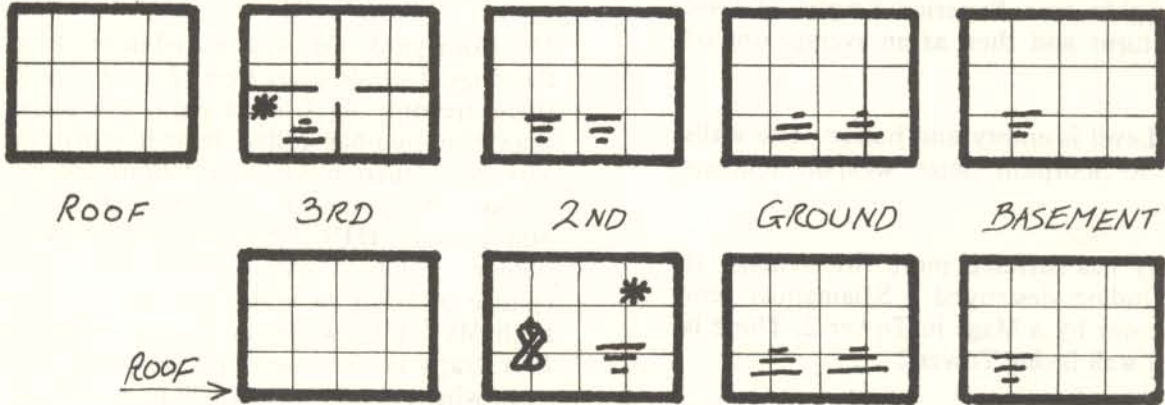
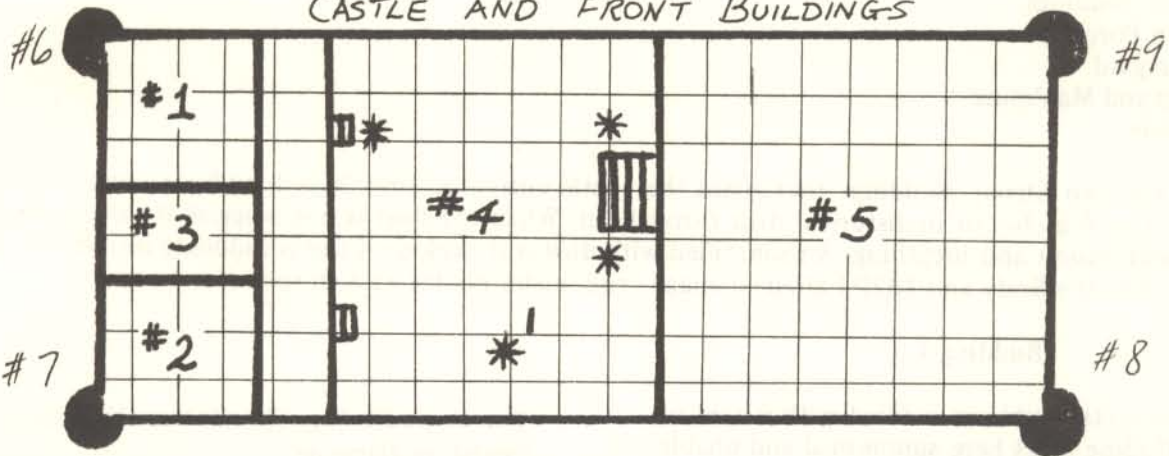
Castle: See separate map and key (follows)



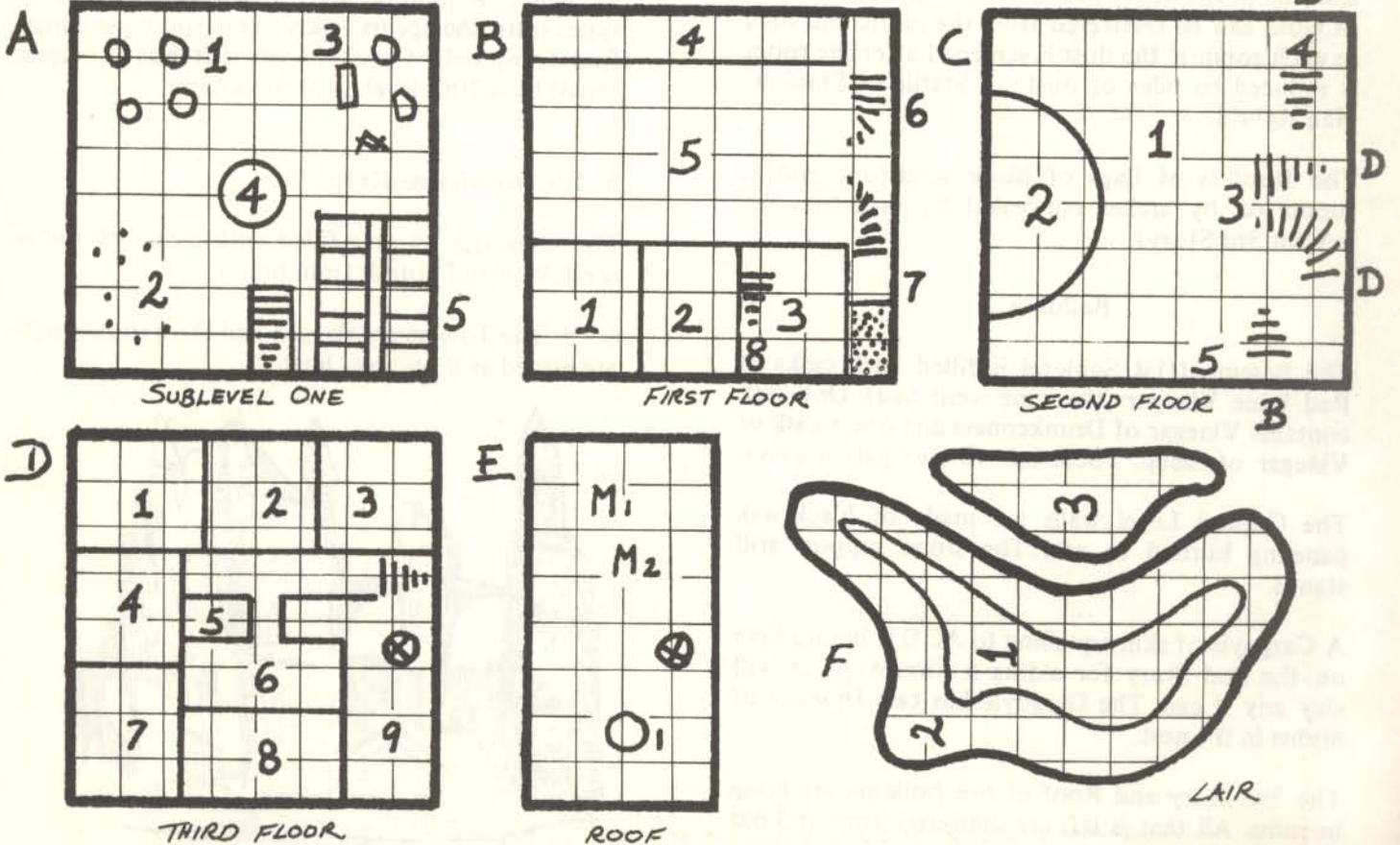
GENERAL AREA MAP



CASTLE AND FRONT BUILDINGS



GREAT HOUSE KEEP HALL #5



- 1 - 2 Front Buildings
- 3 Front Porch
- 4 Courtyard
- 5 Keep and Manhouse
- 6 - 9 Towers

These are the two Strong Buildings that guard the Castle entrance. They have long been unused and are covered in 3 to 4 inches of undisturbed dust throughout. While the dust is not magical, it can cause some problems with vision and breathing. A room filled with dust will explode if fire is suddenly introduced into it (doing 1d6 to the Body and 1d20 Fatigue damage - roll separately for each in room).

Building 1

The Basement/1st Sublevel is filled with 9 feet of mud. An Undine lurks here summoned and unable to leave. It fights as a Superior Knight of level 20 for three turns and then as an average one of level 10.

The Ground Level is empty and barren. The walls are charred. A Scorpion Seige weapon remains here.

The 2nd Story has suffered more fire damage. It is here the Undine destroyed a Salamander sent against this tower by a Mage in Tower 2. There is a great hole in wall facing Tower 2.

The 3rd Floor holds living quarters filled with dust. The furnishings are rich but they are worthless due to the heavy touch of age. About a Dragon of Gold can be recovered from the fabric and such in each room if the dust is screened after the room is reduced to piles of dust. * Statue of Starfish/Man Hybrid.

The Roof is of flags of black sandstone and is supported by arches concealed by tapestries (cf key for 3rd Story).

Building 2

The Basement/1st Sublevel is filled with casks of Red Wine Vinegar (the wine went bad). One cask contains Vinegar of Drunkenness and one a cask of Vinegar of Sleep. There are 40 five gallon casks.

The Ground Level walls are made of black oak paneling burned to ash. The stone support still stands.

A Gargoyle of skin equalling to AC 0 is bound here on the 2nd Story for aiding a Fire Mage. It will slay any it can. The Gargoyle has two Dragons of Myhrr in it's nest.

The 3rd Story and Roof of this building are lying in ruins. All that is left are shattered stone and old white bones.

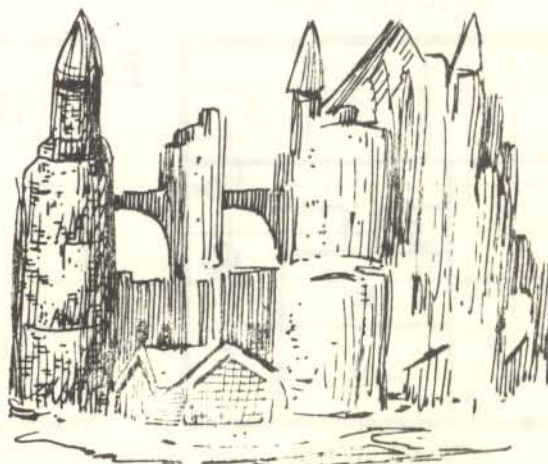
The Entrance Way /Porch (No. 3) is paved in black sandstone flaggings.

The Courtyard (No. 4) is paved in black sandstone flaggings. Ghouls sport here, 2d6 at a time (Note: there are only 43 Ghouls on/in this plane. If less than the number rolled remain when the party gets here, then place less). Ghoul Leader, **Gnarltongue**: Body Points: 100; Size: 8 feet; Weight: 400 pounds; HT%: 75%; Dodge: 5%; WDF: x 6; Armor: 5, IQ: 9; WIS: 2; Experience: 1500, 10% chance of being in group. He has two blows with both MLC 6 Claw (heavy weapon bash). There are four traps in the courtyard (marked *) that will open whenever more than 500 pounds is on the 10' x 10' flagstone that is over them. When that happens they tilt (Dodge % times Dexterity/10 as % chance of jumping off) and dump the luckless types onto the spears below. One spear per square foot (centered). Check to see if it hits as a spear thrust by a 20th level Superior Knight.

5 The Greathouse/Keep

This indicates an area filled with cement (mortar-sand, lime and potash from bone).

6 - 9 The Towers are slagged and the exterior walls are glazed as if by great heat.



5 The Greathouse/Keep

- A) Sublevel One: Food Storage, at least that is how the inhabitants of this Castle looked upon their Human and Elven captives kept in this dungeon. The area is open, with the idea being to inspire separate groups with fear from the things that happened to the others in the area. There are no living captives here anymore.
- 1) Open iron Cages (four of them).
 - 2) Manacles to the floor. Made of Brass inlaid with Gold (Seven of them worth 1 GP each).
 - 3) Torture Machines. A Rack, a Wheel, an Iron Maiden and Tongs/Fire.
 - 4) A Hole formerly used for dumping dead bodies and some live ones.
 - 5) Ten Cells for those whose presence enheartened the rest (the idea didn't always work they found).
- B) First Floor: Audience Room, the place that comes close to looking like a real Castle.
- 1) A windowless, doorless room. It can be passed into by anyone who is holding the hand of one of the Undead. Used to interview those Ambassadors who proved unruly.
 - 2) Audience room for private audiences. All furnishings have crumbled to dust. The walls are paneled in worm eaten black oak.
 - 3) Dust of Paralyzation (paralysis) is mixed with the dust of the chamber. Three Skeletons armed with Broadwords and with 15 Body Points (otherwise normal Skeletons (Type 2)).
 - 4) Several chambers where guards and servitors waited. 20 Secret Doors in this wall.
 - 5) The dark, dank, Audience Hall itself.
 - 6 - 7) Stairways up. Very gaudily carved of Ivory and Sandstone.
 - 8) Stairway down. . . .
- C) Second Floor: Theatre, used for amusements.
- 1) The Audience area.
 - 2) Raised Stage. Any casting spells from it will find that it stops outgoing spells like a Circle of Protection.
 - 3) Stairs
 - a) Servants
 - b) Masters and Guests
 The Stairs are very magical in that it is entered from the same side on both C and D.
- D) Third Floor: Servants Quarters, here were kept those who were to serve (whether they knew it or not).
- 1 - 4) "Guest" Rooms.
 - 5) Teleportal into Rooms 1 - 4 (but not out). Will bypass most types of protection (for which purpose it exists).
 - 6) Lounge with a floor of Ocean Sand (drains Fatigue Points at 1 per hour).
 - 7) Pantry for food for Guests and live Servants.
 - 8) A narrow Bunk House. In its day, it stunk and was terribly crowded - now it just stinks.
 - 9) Kitchen.
- E) Siege Weapons: M1 - Mangonal 1; M2 - Mangonal 2; o1 - Onager 1. Each has a crew of 15 Type 1 Skeletons armed with rock clubs (shatter on a roll of 1 - 2 or on a critical hit) (WDF 2.5). Only five points to each body.
- F) The Lair (where that Pit in Level A leads - second sublevel)
- 1) Pool of Slime. A mindless Ghost dwells within here. 5% chance of anyone in party being singled out for a haunting (add d6 to each person's Alignment, highest number gets haunted).
 - 2) Beach of Dust. The dust here is that of the bones of those lured here to serve and be feasted upon.
 - 3) The Lair. The Vampires who dwell here reach it through moving the loosely placed (but massive) blocks of stone between the two chambers. Each block weighs 500 dragons and two must be moved for a man to move in. A Vampire in mist form can float through the cracks.

Vampire 1: **Johannes Macehand** (tall, pale, white hair and black eyes): INT: 13; WIS: 07; AC: 7; Melee as mighty Knight of Level 26. Body Points of 200 (very, very old, greater body but not fed regularly enough); Master of the Ghouls that roam (all 43) and the two other Vampires, he wears a Silver Cloak (colored only) made of Quicksilver and Moonlight woven together. It grants

the wearer all, spells of Communication and Transportation of the third level (no 1st or 2nd level spells). He has a Greatsword forged of Black Iron, wavy blade, three clawed talon holding a black Pearl for the grip. In melee it will cast Lightning Bolts (once per two rounds) of size Alignment d6. With Johannes this means 20d6. Targets as a natural talent of Level 20.

His coffin is made of black Obsidian Glass (BMR 3) and bound with 20 dragons of Platinum. It is covered with a black cloth woven from Black Lotus and able to affect any who touch it like the poison made from same (Black Lotus essence). His hand strikes as a Mace.

Vampire 2: **Loriel Lithdaughter** (pale, with fine veins and black hair, blue eyes): INT: 19; WIS: 02; AC: 6; otherwise as a Superior Knight Level 22; Body Points: 120; Appearance: 25. She wears only a girdle of black hair woven from the hair of the Demons Claul and Churreyls. Worn by the daughter of Lilith (like Loriel) it triples appearance (to a remarkable 75) and x 1.5 for most females. If the wearer seduces a man and then bites out his throat (as a sacrifice to Churreyls) it will summon the Demon for one service (the equivalent of casting one spell).

Her coffin of Bronze lined with Lead has 300 small Red Pearls (3 carats each) lining the bottom of it upon which she sleeps, a pale white vision. She is in subjection to Johannes.

Vampire 3: (pale, blond, short hair) Fights as a Superior Sergeant of Level 24; AC: 5; Body Points of 100 (PMF: 10, MKL: 16); Appearance: 16. She has lost her name but retained her magic knowing Illusion spells to the third Circle, all Air spells, and Black Magic to the 6th level. She was a solitary hex master, has an artifact of Mithryl, black Fire Opal, black Demon Blood, Dragon Wing, black Poppy, her left little fingerbone, and the Fumes of Death (an essence from a shattered world) which casts "Cloudkill".

There was a great deal of loot here. Much of it has lost value with time. Some is stored in the fourth casket (where a Water Mage/Vampire dwelt once until slain with Fire and Magic and Holy Words).

It is one of two identical caskets of oak and white gold (the other holds Vampire 3. Both have 12 dragons of Gold upon them).

A Phantom of a Harpy is hidden in the box. 20 sacks of 50 Gold Coins each, a Crown that Johannes planned to wear but was never finished made of Star Copper set with four Dwarf-cut Rubies of six carats each.

There is no Silver in the Castle as the Vampires hate it with a passion.

An ancient Oak Tree. 3d6 Ghouls will be dancing/frolicking about it (10% chance for leader to be present).

- f) This thing is in reality an ancient and evil tree capable of some movement. It has Body Points of 165, Fatigue Points of 190, is +55% to Hit, -30% Parry and Defense, +8 Blows, Armor: 12, WIS: 23, INT: 01. Its branches strike as heavy Flails (Chiv no. 9), Necromatic spells of level 7 or less (cast as Primitive/Natural talent). Its wood is useful for those things that entish wood would be used for. It can move up to 1 foot a second once it gets started but will usually not uproot itself (consumes 1d6 x 1d20 Fatigue).

An ancient Oak Tree on a hill of withered grass.

- g) The true peril lurking within this world. See separate sheet.

- h) This was planted by some creatures to attempt a ritual. The ritual was never begun and the creatures all were slain by the Fire Mage who went on to assault the Castle. The plants never healed and never died. They cannot be cut or harmed by less than a +10 weapon.

A fetid pool.

- i) Home of a Dragon who sleeps hungrily and dreams. He has 5,000 Silver pennies as his hoard, three Cups of Gold (9 dragons weight - value x 4 due to workmanship), and four +3 Swords (he long ago destroyed the rest as unworthy of his hoard). **Dragon:** 400 feet long; 1500 Body Points; IQ: 25; WIS: 40; PMF: 40; Sings and casts spells as an Enchanter of level 16, otherwise as a normal Dragon. At one time, it treasured Hiaku and will pay Bards who have mastered one it hasn't heard or that pleases it, 1d6 x 1d2 Silver pennies (half value from corrosion - very, very old, may have extra value for enchanting due to variable BMR of such coins: 1d6: 1: E, 2 -1 BMR, 3 - 5 +0, 6 +1).

It will eat the first few creatures it sees before even slowing down (it is hungry!). Knows a bit of ancient lore (an old song) that causes Undead to consume themselves (6th level) with no save if they do not flee.

Notes on Ghouls

3d6 Ghouls will watch each portal for passerbys and explorers. They will be hiding in the clover and blend 95% of the time due to their green stained skin. 10% chance for each group to have the leader.

The rest of the Ghouls can be found sleeping in the "safe" (i.e. real) trees or wallowing in the swamp (but not the pool - the Dragon might eat them).

Any melee will bring 1d6 Ghouls per five minutes (they have acute hearing and come at a run) with a 5% chance of the leader (if he isn't already in the fight). If/when their moral breaks, they will flee and the rest of them will hang back. The next encounter with Ghouls will have 2/3 of the remaining Ghouls in it (round up) with the leader present 95% of the time.

The Old Hill

This is the core of the horror here. An old Dragon, a couple of Vampires, a crazed Giant Tree and some Ghouls that are hungry really aren't enough to merit the strong barriers that exclude 'something' from escaping. The players should realize this when/if they meet the monsters concerned.

The Tree that sits upon the hill has roots that extend all the way to the end of the hill. Fine hairs from them break through the ground and appear as withered grass lying limply upon the barren soil (for no clover grows here). As people begin to climb the hill the "grass" will bend away from them and seek not to be stepped upon.

To determine when the tree will strike, roll percentile dice. If the percentage rolled is less than the percentage of the party on the hill, the tree strikes for blood and souls. Check every minute or so.

The tree has Body Points of 200 and Fatigue Points equal to 300. It has thick, horny bark like Armor 7. Critical hits all strike fluid canals and do triple damage (that is their only effect). Its 15 limbs strike like Flails at any within 100' of the tree (only one limb per person). They are as heavy Flails, WDF x 9 and +45 to Hit.

The roots (216 in number) will snake up from the ground and seek to entangle. They strike at a base of 50% draining 2 Fatigue Points when they hit. If the next round the roots follow a hit with a hit (base chance of 95%, -5% per Armor rating, failure to hit means that the person slipped free) they will drain from the body at 1d6 points per turn. The roots are Armor 1d4 (they vary) and have Body Points equal to their Armor x 1d6. For every 2' tall a person is (rounding down - except everyone will be attacked by at least one root), they will be attacked by a root each turn.

The tree can also throw leaves as Darts (as Light Crossbow - no adds). One such attack for each "Flail" not used. The wood of the tree is as fully enchanted oak that was enchanted from a BMR of 7. The sap is as blood, fully enchanted, from a BMR of 4.

The Sleeper which dreams under the tree (and which has blighted the tree so that it has the unnatural life that it has) is the core of the horror and obscene powers that are here. It is the core of the hill itself and the clay and dirt of the hill are its flesh.

This is the only child of the Lesser Kraken, born from the consumption of its parents flesh as the Lesser Kraken and the Copper Maiden were in union. It's long confinement has led to a reduction of its powers but it is still very horrid indeed.

Formed into a standing mass it will amouphously move. As such, it is revolting. Any who roll above their Constitution will become incapacitated for 1d6 turns after viewing it. The destruction of the tree will wake it as will the destruction of any of the three barriers or their removal.

In melee, it strikes as if with each of the Chivalric weapons at +75% for the base number of blows each has. It has a dodge defense of 50% due to its not being entirely substantial and takes only ½ damage from magic weapons that are not Holy, no damage from normal weapons. Each blow has WDF x 10 and if it hits by a margin of 20% over that needed to hit, it will drain 1d4 Experience levels (-1 for every point of

Alignment under 4) (thus, a person of Alignment 1 would lose only 1 Life Energy level 25% of the time a person of Alignment 5 would lose some).

It has a powerful will and can **Magic Jar** up to three creatures each round with the same magic level as a Demon of level X. These creatures will become as a possessed creature and can allow the creature to transfer its body to where their's is (utterly destroying them, body and soul). This is why the extreme efforts to keep it in, as it is very hard to bind. Any Magic Jarred (and it can separate itself into many connected selves) will be turned to Wraiths (as Ring Bound ones) during the time they spend out of this plane (if they get out and remain possessed/Magic Jarred).

It has Body Points of 500 and 1000 Fatigue Points as befits a diety. It can cast Black Magic of all types and the variation of Magic Jar that it inherently knows. When slain, it will disperse into deadly vapors with the powers of Black Poppy essence. Unless totally disrupted by a Lawful Cleric calling down the Wrath of God upon the vapor it will begin to reform at the hill at the rate of 1 point of Body and 2 Fatigue Points per day.

Treasurewise, he who slays it will gain little save it be that it sleeps upon a Suit of Adamant (diamond) Armor worn by a great hero that challenged it once. This is full plate (AC 10) +10 Armor that adds 20% to dodge defense due to its blinding glare. The Vampires have collected all the Gold and Gems that other victims had and the Dragon has the Silver.

It leaches the value from Gemstones and those worn by any in melee with it, have a 25% chance of losing half of their value.

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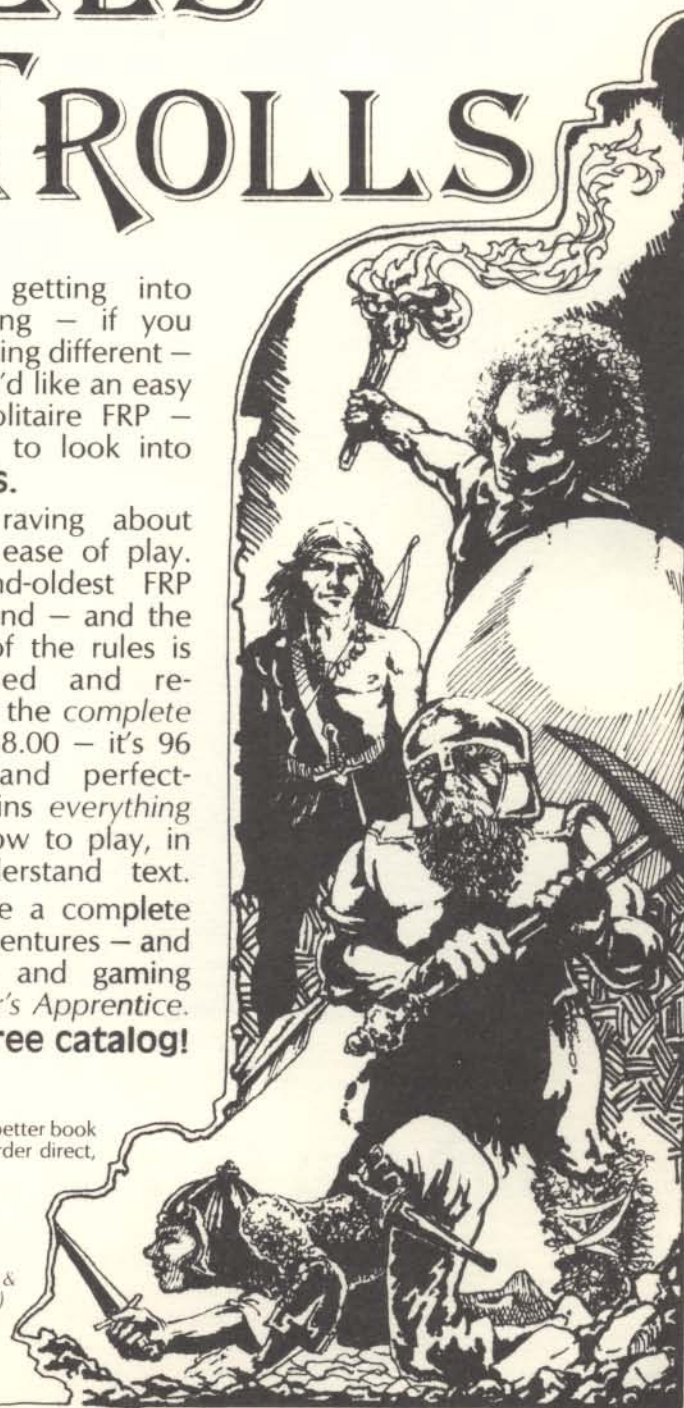
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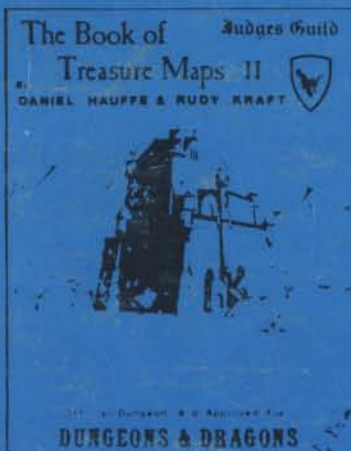
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