



THE JUDGES GUILD JOURNAL

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World Emperor's Legions Loom Large

DELIVERS ULTIMATUM FOR INCREASED TRIBUTE



City State Alarm has broken out among the populace as World Emperor's emissaries left the Silver-light palace today with ultimatum requiring increased tribute. Amidst previous rumors of an impending levy from the empire to the southwest, the Overlord had expressed confidence in dealing with the situation diplomatically. However, with one vasthost quelling a minor rebellion near Warwik, the City State's security is in question with word of several imperial legions moving within striking distance. Worst suspicions have been confirmed as both rumors were found to be true. The Overlord is expected to bend to these pressures, but has given no sign of his intentions. Knights of the Black Lotus have been conspicuously absent amidst the growing apprehension.

Judges Guild staff writer, Craighton Hippenhammer, is hard at work compiling data on the City State of the World Emperor for future publication. Projected to be included is city and area cartographies, characters, customs and background. We will keep you apace of the work as it develops!

TIPS FROM THE TOWER

In addition to this Journal, Guildmembers also received their third campaign issue (with K & N); the maps and background material of these three issues has been combined into the Wilderlands of High Fantasy game aid available for \$8.50 at your local wargame center. Guild-member subscriptions offer both fantasy material & maps in addition to this Journal; however, you can obtain a subscription to the Journal alone- six bimonthly issues \$4.50/year (sent third class, Canadians and Foreign add \$1, no 1st class or air available).

Inside is what I call Dungeon 'Scratch & Sniff' tables- i.e. charts on random generation of dungeon rooms, areas & details. There's smells, sounds, sizes, colors and much more. It's sure to come in handy when you want to fill up the remainder of a large dungeon after generating the most important areas. My contribution following is an 'arguing with the judge' table. Most of you have probably run into times where there's been more heated discussion over the rules than game playing. One guildmember, C.J. Cottle, suggested what he called a 'Hold Turkey' spell usable only by low level players. His spell allows a player to silence another, whom he feels is slowing down the game... Well, I too have (with tongue firmly in cheek) a system. At any point, that the judge (or player) feels a discussion has become superfluous or excessive, he can move it to the 'Debate Matrix' below. Each contestant picks a 'tactic' and cross-indexes it with the other party's, the result of which will cause 'hit points' on the one or the other (Judge's HTK is considered to be same as the player's or variable- you could roll a random monster or god). Now, there's two ways of viewing the 'damage' taken from losing the argument- very strict sorts will suggest that since the ref is a sort of 'god', then arguing with a god and losing should be fatal or another way of looking at it is that all such hit points are temporary 'ego' damage. However, in either case the loser of the argument should be held to the winner's interpretation or desire (at least for that game session). The matrixed results below show the number hit points of damage caused, but, if a more exciting bout is desired (especially for those with high HTK- Hits to Kill), than make the result the number of dice of damage inflicted.

DEBATE MATRIX

PLAYER'S TACTIC

Matrix tactics chosen, result is party who takes damage from HTK (J- Judge, P- Player) that round. Continue until one is dead.

JUDGE'S TACTIC

	1. Reiterate Redundantly*	2. Ascertain Appropriate Analogy	3. Switch Subject Suavely	4. Make Up Facts**	5. Resume Rhythmic Rhetoric	6. Snide Agreement	7. Plead Ignorance of Facts	8. Cite Asceticism/Practicality***	9. Exude Significant Silence	10. Generate Generalization
1. Reiterate Redundantly*	P1	P1	P2	P2	J4	J5	P3	J2	J1	P1
2. Ascertain Appropriate Analogy	J1	P1	P2	J3	P2	J3	J1	P1	P2	J1
3. Switch Subject Suavely	J2	J2	P1	J1	P2	P4	J1	J1	J1	J2
4. Make Up Facts**	J2	P3	P1	P1	J2	P4	P1	J1	J2	P1
5. Resume Rhythmic Rhetoric	P4	J2	J2	P2	P1	J3	P4	J1	J3	J1
6. Snide Agreement	P5	P3	J4	J4	P3	P1	J4	P2	P2	P1
7. Plead Ignorance of Facts	J3	P1	P1	J1	J4	P4	P1	P3	P3	P2
8. Cite Asceticism/Practicality***	P2	J1	P1	P1	P1	J2	J3	P1	P1	J1
9. Exude Significant Silence	P1	J1	P1	P2	P3	J2	P2	J1	P1	J1
10. Generate Generalization	J1	P1	P2	J1	P1	J1	J2	P1	P1	P1

*reorganizing sentence structure optional.

**use basis of truth optional.

***e.g. realism or playability.

It should be noted that if the judge is 'killed', he automatically re-generates with no minus on CON. Players may use the chart to quickly,

Cont. on page 2, column 1



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JOCULAR JUDGEMENTS

Just when you think it can't happen again, it does! A terrific new work of fantastic literature has burst on the scene...The Silmarillion. Not a few but many answers to the problems generated by the lack of detailed explanations available before in The Lord of the Rings trilogy. The balrogs are indeed demons, some men are wizards, some unseen entities (invisible stalkers) do walk Middle-earth, there are very real and distinct elfen types, many entities possess god-like (although finite) powers and are called gods by men, dragons can cast spells such as charm person, and many more facts will expand and justify a more D & D like approach to a Tolkien Campaign. I have hidden my copy away where not even a 17th level thief can find it!

Superhero 2044 was conceived by Mike Ford, a dungeonmaster at Indiana State University. The world of Inguria sets the stage for the never-ending conflict between space-age criminals and the superhero protectors of law and order. Players dice for characteristics and create their own superheroes to combat evil. The crime fighters can join institutions such as the Freedom League, get a job, engage in lawsuits, take out insurance, engage in training, hire assistants, buy a vehicle, and pay his taxes. Science fiction weapons and equipment spice up the game and a unique system of handicapping is used to determine the results of patrolling by the crime-fighters. Donald Saxman, the actual designer of Superhero 2044 has done an excellent job of presenting the rules in a clear manner and we predict a bright future for his Marvelous game. Inguria is an excellent alternate universe for high powered play. The game is intended for expansion into the greater world of the future beyond Inguria and offers the framework for much expansion and extrapolation.

For shipboarding, naval battles, burning ships, naval gunnery, single-ship action rules, and a definitive set of rules for the great age of sail...don't miss Don't Give Up the Ship published by TSR. Triple talents of wargaming fame combined to create the revised and expanded 2nd edition of 1975 Arneson, Gyax, and Carr. Special statistics for nearly every class of sailed ship (including longboats) can be used to advantage by any judge who finds his players setting forth on the high seas. While specifically designed for the French Revolutionary and Napoleonic eras for miniatures, many of the rules can be adapted for incorporation in an existing campaign where the technological level permits these classes of sailed vessels. Fantastic fleet actions are enhanced by the same serious rule set that permits actual historical actions of the Napoleonic period.

A blushingly flattering review of the Judges Guild products available to our fans in Great Britain has just appeared in "White Dwarf"...Oct./Nov. issue. In it, Don Turnbull...originator of the Monstermark System...and famed wargamer of London says "...I have been more impressed by the Judges Guild material than anything else so far." That and his comments on the City State are the kind that we love to hear! The criticism contained in the review are well founded and center primarily on the misdirection we

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DUNGEON FANTASTIC FURNISHINGS page 4
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NEW: TSR's Monster Manual &
SPI's Middle Earth Released page 12

Tips from the Tower Continued

conveniently settle disputes; player starting argument taking 'P' results and receiver taking 'J' results, however, damage is merely temporary 'ego' damage.

PRICE CHANGES Frazetta Prints has just raised their prices to \$4 per poster; postal charges are unchanged, see the back of the Journal for the listing of posters. Due to the increase in the amount of fantasy material and Journal size (and thus increased weight) we are raising the postal surcharges for Guildmember subscriptions. This will be effective January 1st, 1978 and will not affect subs sent by US bulk mail- see our Booty List in back. Empire of Petal Throne is now \$27.50. Monsters, Monsters is \$5.95 and Ythri is \$8.00.



35) At the Earth's Core by Frank Frazetta, very fine wall decoration indeed!

We've added many new fantasy lines- games and figures- but have had to drop a few of our 'spare parts' items from our booty list; these items will still be available as a part of the issue it was published in but not separately. We found it was not feasible to keep some items in stock; this is the reason why we had to discontinue the multiple back issue offer (expires December 1st, 1977). Guildmember issues will be numbered now instead of lettered. Aside from causing some confusion, the letters also ran out at 'Z' and we've received a few resubscriptions that made their last issue past Z. Now, the letter or number to the right of your name on the address label is the last issue of your

subscription. The following shows the new numbers with their equivalent old letter system plus the deadline for getting the \$1 discount for resubscription (the date shown by your last issue).

J	#1	(Dec/Jan 77 issue)	P	#7	\$1 discount by Jan 15, 1978
K	2	(Feb/Mar issue)	Q	8	Mar 15 "
L	3	(Apr/May issue)	R	9	May 15 "
M	4	(Jun/Jul issue)	S	10	Jul 15 "
N	5	(Aug/Sep issue)	T	11	Sep 15 "
O	6	(Oct/Nov issue)	U	12	Nov 15 "

etc.

For more information on subscriptions, see the Booty List in the back.

We are now carrying a full line of Garrison's very fine Fantasy and Medieval, in addition to Grenadier's popular Wizards & Warriors, Gunfighters, Star Soldiers, Bunnies & Burrows and Medieval. Our basic policy for orders including miniatures is to require a \$10 minimum order; likewise we will only back order out-of-stock items if the back order totals \$10 or more. Generally we will back order most rule sets and games since they are more readily available and thus require a minimum of waiting time. I'm proud of our record so far on mail order i.e. we fill orders the same day they are received and sent by first class mail or United Parcel; I'd like to make one request though, if at all possible, please include a street address to which UP can deliver in addition to PO Boxes.

I mistakenly reported that issue N's guidelines booklet would include blank hex maps and a map of Thunderhold, in addition to the City State map printed on the back cover. I was wrong. I thought there would be enough space but (as usual) the material crowded them out. There was little explanation for the Ruins & Relics guideline included in last issue. The main intention was to allow the judge to roll up an area at a minute's notice or give a framework to work within if he was setting up an area ahead of time. However, there is nothing given to reflect how often you'll run into a ruins itself- this is up to the judge. Guildmembers who have received the Tarantis & Valon maps and Guideline Booklet, will notice that we have repeated some material from Issue K's Guideline Booklet. This was necessitated by our recombining all of the campaign issues into the Wilderlands of High Fantasy game aid. Have fun! -Bill Owen

OMNISCIENT OPINIONS

This section allows the guildmembers at large to express their opinions in article length.

FIGHTING SKILLS FOR WARRIORS AND CLERICS by TOM HOLSINGER

Warriors and clerics should not enter the game automatically being skilled in every weapon allowed to their professions. Rather the weapons which they may use should be limited initially and new ones should be allowed only as they rise in experience levels or go to the time, trouble and expense of learning them from a teacher. I propose that a new character requisite be created for warriors and clerics, with three 6-sided dice being rolled as normally and fighting skills being bought from a list on which each skill costs a given number of points.

Magic-users and illusionists enter the game knowing how to use and throw a dagger, and how to ride a horse. Clerics halve the number of fighting skill points nominally allowable to them before choosing skills off the list. All other professions (e.g., those able to use swords) receive the assigned number of points. Characters receive new fighting skill points equal to the number of their new experience level when they go up a level. A 4th level warrior would receive four additional points while a 4th level cleric would receive only two additional points (halved because he's a cleric). First level characters add a point to their initial dice roll because they are 1st level rather than "0" level. Unused points may be accumulated and used when a new experience level is reached.

- 1 Point Skills: Pole Arms, Dagger, Mace or Club, Axe, Basic Infantry Training.
- 2 Point Skills: Thrown Dagger, Javelin, Bolas, Morning Star, Flail, Battle Axe, Advanced Infantry Training.
- 2 Point Skills paid as 3 point skills: Horse Riding, Mounted Lance.
- 3 Point Skills: One-handed Sword, Quarterstaff.
- 3 Point Skill paid as 4 point skill: Crossbow (light and heavy)
- 3 Point Skill paid as 6 point skill: Basic Cavalry Training.
- 4 Point Skills: Two-handed Sword.
- 4 Point Skill paid as 6 point skill: Light Self Bow.
- 6 Point Skill paid as 11 point skill: Advanced Cavalry Training.
- 8 Point Skills paid as 12 point skill: Longbow, Composite Bows, Slings.
- 16 Point Skills paid as 26 point skills: Expert Catapult Operators and Sappers.

Continued on Page 3, 1st Column

Jocular Judgements Continued

took in supplying unpopulated dungeons. Of course this is an old horse as far as the Guildmembers are concerned and was based on an inaccurate polling of opinion as to the area of responsibility the judges should assume and how the design could be personalized by the judges so no two would be alike. Players often sit-in on many campaigns and some have even suggested that we buy computer time to supply a different dungeon to each purchaser. This simply is not feasible and even if it were, my basic philosophy is that the genre' of fantasy role playing is a great medium of interaction that would suffer greatly if the judge puts little or no input into the dungeons/adventure scenerios himself. Another poll indicated that the average purchaser of our products have been judging games for one to two years and this tells me that they are usually fully aware of the methods available to design a dungeon. Therefore what is needed is a time saving skeletal framework to take some of the effort out of creating an alternate universe and format for the players to adventure in. This is why we have turned to the Guildmembers as regarding to how skeletal this framework should be. Most have written to show their support for the Sunstone Caverns/ Thunderhold method of providing about 50% description ie. selected areas with principal occupants and treasure. Some have said that Tegel Manor went too far in the other direction and allowed too little room for their own ideas. Presently, we are leaning toward Tegel Manor as a model because it was so well recieved and judges can merely delete or change the descriptions to suit their group if we leave space for these addenda. -Bob Bledsaw

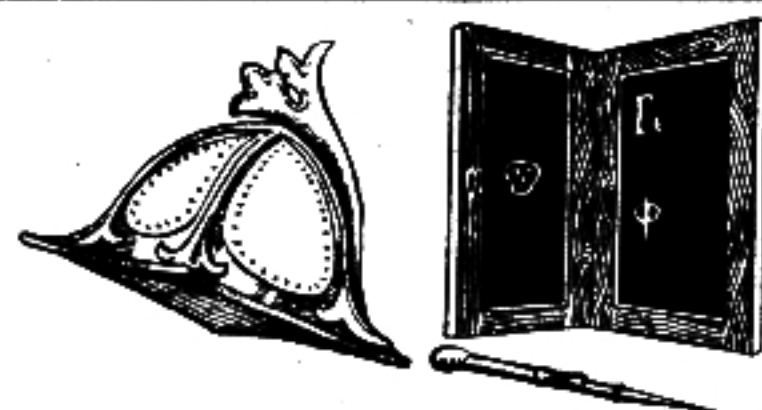
ERRATA: The Campaign Hexagon System contains some (heh! heh!) slight mistakes. On the cover itself, the map showing the City State indicates that the terrain just north of the walls where the Watchtower is located is in a depression when in fact the area is elevated above the tops of the walls themselves. Will Woody never learn that water only flows downhill (at least at this area) and ergo with waterfalls? Only his headshrinker knows for sure! Page four was exchanged in position with page 5 by the printer. The AC-HD-MOVE of Toads listed on page 8 should read 0-0-3. The 'Unusual Herb' column on page 7 should specify 'Rare' on a die roll of 20 and the 'Herb' column should specify 'Unusual' on a die roll of 20. No Rare vegetables or herbs are listed.

SHREWD SLANTS FROM THE SAGACIOUS SAGE

Should you allow the players to roll their own dice? There are many pros and cons, but our basic approach is to allow the players to roll for 'hitting' the creatures, encounter die rolls, and saving throws. This involves the players more directly in the game and permits them a more involved interest in controlling the game within their limitations. In most melees more than one creature is present and I have found it is more interesting for the group if I simply tell them the various creature's hit points and armor class. I frequently give them limited information if warranted...ie. if the encounter is a man-like creature and are not sure what alignment, class, etc. he may be. Never give information on hit points or level unless the players have decided to attack. I might give information on the relative level of the creature if it is logical, although the players are sometimes misdirected by this type of information...a thief in disguise for instance. The net affect of this method is to speed up the melee and permit the judge to give more attention to other details.

Allowing the players to make their own encounter and surprise die rolls adds a little suspense and makes them more aware of dangerous malingering or searching in the dungeon. It is the judge's prerogative to make adjustments to these die rolls by telling the dicer before he rolls. In the wilderness, I make the players set three watches during the night... making those not on watch to sleep and allowing them to wake only if they hear (1-2) a melee or wake only 1 in 6 if they have been pushing themselves too hard. Three encounter rolls are made (1per watch) when 'holing up for the night' in dungeons also. Otherwise, I religiously follow Dungeons & Dragons book III.

When in a barony, I allow that 50% of any encounters will be with patrols of the ruler. The Barons themselves never encounter monsters in their own barony if it is maintained monster-free by the methods explained in Book III. -Bob Bledsaw



PRODIGIOUS PLATEMAIL

Here, we will reprint some of the mail we get and our answers. Note that the answers provided are not official D & D rules nor interpretations of even semi-approved nature. They are merely the guidelines followed in our campaigns and as such should not necessarily be adapted to fit your game.

Dear Makistakator,

In Guideline Booklet K you show how much items are sold for and how many are sold....but what you left out is the wholesale cost of items sold. After all, a wine merchant in a village of 200 population would take six weeks to sell his wine and at that rate he would be broke in no time.

Sincerely,
Jeff Quist

Dear Jeff,

A wine merchant should not base his operation in a village of two hundred population unless he is selling a product of such exceptional quality that he can attract customers from a great distance. The general populace is more or less self-sufficient unless there is a great deal of specialization and the merchant would do better had he not specialized himself and offered a variety of products to fit his market. The cost of inventory items is left to the discretion of the judge because it will vary with season, general political situation, security of the tradesmen and input by the player desiring to bankroll the venture or operate the business himself. In other words, there is no pat answer but in general you might establish a return on investment of about 20% per game year in normal circumstances, 10% in times of turmoil, and depending on the risk of that particular business (are long journeys necessary) the return could fluctuate wildly ...say 0-100%. Hostilities are usually disastrous unless the merchant specializes in arms or related stock. I'm sorry if this is not as definitive an answer as your letter deserves but it is only a side action compared to the usual panorama and adventure of most campaigns.

The Makistakator

The basic pay rate is 2 gold pieces per fighting skill point (my currency base is a cost of 1 gold piece to sustain an adult male slave engaged in heavy physical labor for a month). Learning a Fighting Skill of three points or less requires four weeks per point and costs 40 gold pieces per month. Characters who learn Fighting Skills in this fashion fight only as first experience level with them until they gain a new experience level, whereupon they may fight at full effectiveness with all weapons which they may use at that point.

Fighting skills which are presently known count towards upgrading to a similar higher-cost weapon. Characters capable of using a three point one-handed sword need learn only one more point to use a two-handed sword. The higher cost of the new weapon is paid. Characters proficient in short composite or longbows. Likewise proficiency in a higher valued weapon enables a character to use one-handed sword and dagger. Mounted lance enables you to use pole arms. Advanced cavalry training allows you to use advanced infantry training.

- Light Infantry:** Basic infantry training, one-handed sword. 4 points.
- Medium Infantry:** Advanced infantry training, sword, pole arms. 6 points.
- Heavy Infantry:** As Medium, only 1st experience level or higher. 6 points.
- Crossbowmen:** Basic infantry training, crossbow, sword. 7 points. (paid as 9)
- Archers:** Basic infantry training, light self bow, sword. 8 points. (paid as 10)
- Longbowmen:** Basic infantry training, longbow, sword. 12 points. (paid as 16)
- Light Cavalry:** Ride horse, basic cavalry training, short self bow, sword. 12 points (paid as 18)
- Medium Cavalry:** Ride horse, advanced cavalry training, mounted lance, sword. 13 points (paid as 20)
- Heavy Cavalry:** As Medium, only 1st experience level & higher plus barded heavy horses. 13 points (paid as 20)
- Sappers & Catapult Operators:** Basic infantry training, specialty skill, sword. 20 points (paid as 30)

In addition to pay costs, (which does cover food), there are costs for shelter and equipment (including but not limited to weapons & armor), though the equipment costs can be amortized over a period of time. Horses must be fed, sheltered and equipped (this adds quite a bit to the cost of supporting cavalry). Herds of remounts, mares and foals must also be supported.

Pay Bonuses: 1st experience level (veteran)-3 gp monthly, 2nd level (elite)-12 gp, 3rd level (veteran elite)-24 gp. Dwarves -4 gp. Elves -12 gp.



DETAILING YOUR MINIATURES

by Bill Owen with Mark Whitehead, John Stonesypher & Marc Summerlott

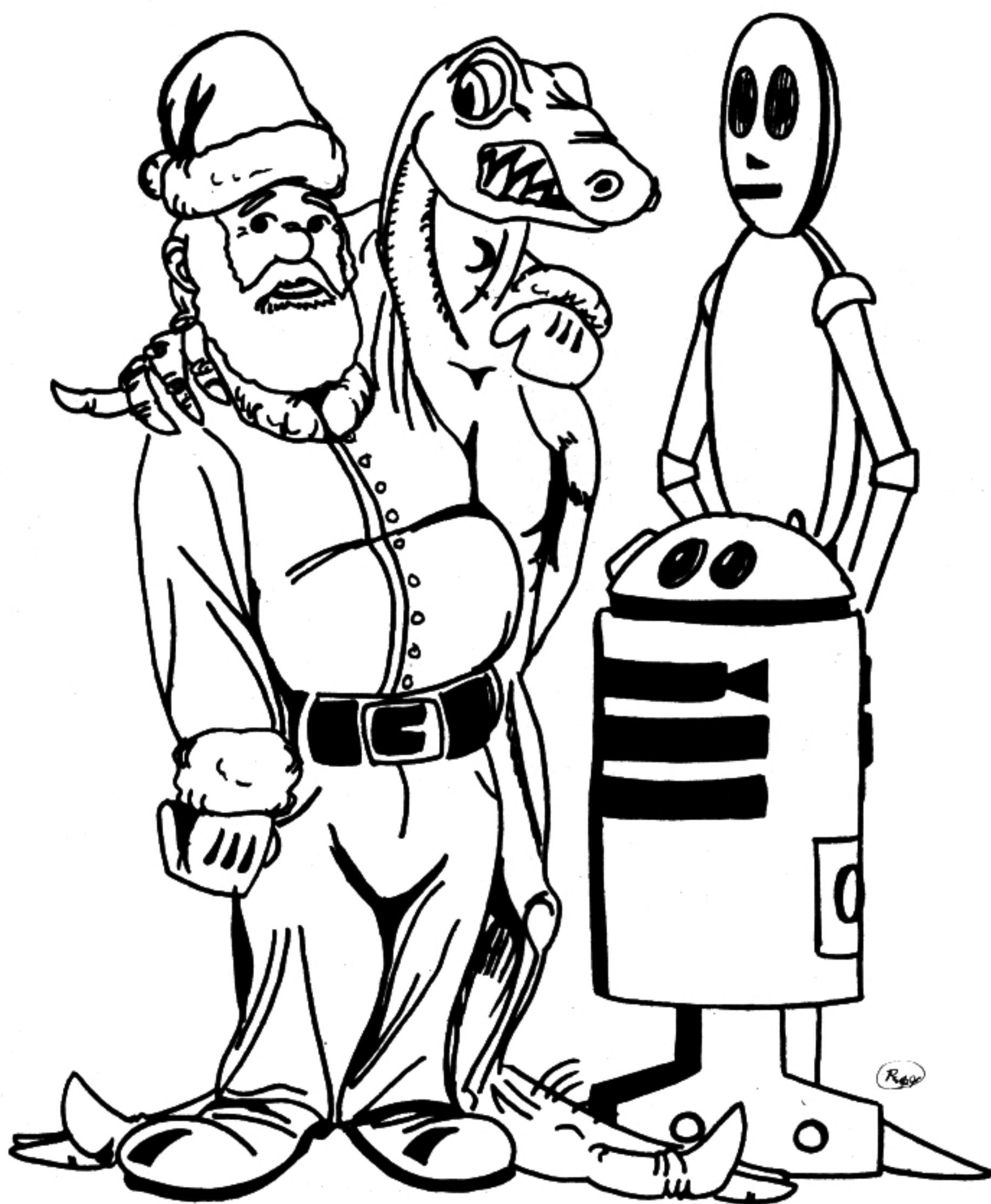
In response to reader requests, I will attempt to compile some painting techniques for miniatures. Those more accomplished than I might wish to send in their own tips, to be published on an irregular basis. In passing these pointers on, please keep in mind that no explanation can equal dogged experimentation- so try'em out!

I will not try to suggest color schemes, especially as our main emphasis is fantasy; however, there is no substitute for using pleasing color combinations- unless the figure is to be a chaotic/evil, perhaps. In asking for more ideas from the triumvirate listed above, I found it hard to get specifics even though they are grand masters. Each seems to have developed his own styles and techniques, though all share the trait of perusing various reference sources for ideas, fantastic and historic in nature. All favor priming the figure with Imrie Risley's primer, though a primer is not strictly necessary since the modern lead mix has made it optional. However, the primer does give a base on which to paint plus the detail is easier to see. I prefer a coat of ordinary white paint which makes the lighter colors a bit brighter on the first coat, and provides a base. The actual paints to be used are of personal preference; I favor Polly S since it thins with water, is flat and durable. John works with oil colors for the detailing and shading, but then he's had a lot of practice at it (he is the proprietor of Deauville models and occasionally accepts a diorama commission)!

Chainmail is best painted a gun metal (which can be approximated by adding some flat black to silver) and once dry can be 'washed' with a black wash (thinner with a small amount of flat black added). The black settles into the cracks and low portions giving a shadow effect and bringing out the detail. With some experimentation a light black wash can be used on plate armor to highlight the joints and cracks of the plates. An unusual technique to achieve the same effect is to paint the chain or plate armor black and then 'dry brush' the silver over the high portions leaving the black in the cracks. Dry brushing requires that you get most of the paint out of the brush by running across of piece of paper or such and then lightly running across the high portions. Dry brushing works well where you want to 'weather' a grizzled monster or catapult- the idea is to use a light neutral color (like tan) on predominantly dark items and a darker one on light colored items. Secondary to the weathering effect is the highlighting of details that otherwise would be less noticeable; therefore the dry brushed color shouldn't clash or stand out too strongly. While dry brushing isn't desirable on brightly colored knights, it can be used on a dragon which doesn't have that much to paint- try painting the a darker overall color and then dry brushing a lightened version across the scales.

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MERRY CHRISTMAS



JUDGES GUILD MEMBERS



CREDITS

Guest Authors in This Issue:
John Huber, Dungeon Scratchings & Sniffings
Tom Zarbock, Fantastic Furnishings
Tom Holsinger, Fighting Skills for Warriors & Clerics

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PUBLISHER'S STATEMENT

Judges Guild Journal is published by the Judges Guild, P O Box 773 (304 S. Franklin St.), Decatur, Illinois, six times a year (bimonthly, starting in February). Subscriptions to the Journal are \$4.50/year or Guildmember subscriptions (\$12 & up) include both the Journal and much fantasy material and maps, bimonthly- see Booty List. Judges Guild Journal is copyrighted 1977 by the Judges Guild, all rights reserved.

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

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

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

DUNGEON SCRATCHINGS & SNIFFINGS by John Huber

This article and the next one ought to help fill many a room in your dungeon.

First, some notes:
Using this system I have found that it is best to keep 5x8" cards for each room/chamber/passage section of importance. Spider Silk mentioned in these tables is from Andre Norton's "Spider Silk" in Flashing Swords #3. I use it as a rich, luxurious cloth spun by spiders & woven by a little madman. Sells for 25 GP/sq. ft., merchants usually pay 10-15 GP/sq. ft. "Black Holes" are holes into another dimension. Their size varies as well as their mobility- all are 2 dimensional, some have stretchable edges (you can elarge it if strong enough, maybe, as well as drag it along, if the DM so allows). They can be found anywhere (on a wall, in the air etc.). You have to reach into them to find contents with the effects as varied as possible- many are empty, some will drag the individual in, etc. In all cases all close up once one has been tried, for 10-40 turns.
In the following examples, all rolls are in parenthesis (); rolls are for choosing columns are on a six sided die (1 or 2 is 1st column, 3,4 is 2nd & 5,6 is 3rd). Accessories: Roll (06%) + (4 = 2) means that in the room entered a fur garment is found (plural is optional). Accessories Modifier chart (4%) (4=2) means that it is medium sized. If a 1-3 were rolled for column section you would have had a transparent fur coat. It could have been a fur hat, socks, etc. and the modifier is optional, this still requires a lot of imagination from the DM.
Smells: (68%) vinegar? what smells like vinegar... coloring easter eggs. How about some orcs dipping a delver into a pot of hot dye, coloring him/her for some ceremony/pagan holiday? Reroll (19%) can you smell fear, why not?
Sounds: (33%)/(3=2) = marching. Modifiers (07%)/(6=2) = mournful. Extras = group/female = as an encounter you could have your group meet a party of Amazons, marching in file, carrying the body of one of their comrades, fallen & they are mournfully chanting...
Textures: these generally describe the physical and emotional 'feel' of an area. (16%)/(4=2) the area slants (3) up. (43%) ealls of the area, let's say a passage, are ethereal but not transparent & (67%) hot, very hot & the air is too warm for any sort of armor.
General tables: these canbe used for any number of things, usually with the special occurences tables.
Special Occurences: when filling a dungeon, I roll for each room, chamber, etc. after I fill them my own way.

01-41 Empty	
42-46 Special Occurance	71-88 Tr & Mon
47-51 Treasure	89-94 Tr & Special Occur.
52-70 Monster	95-00 Mon & Special Occur.

Rolls: (2) chart #2, (18) open pit to treasure 30' deep. (5)(16) opening a door will cause someone to become a wereboar.
You may wish to roll on the Specific Player Characteristics chart - a door opens only to a 1/2 orc female, mage, good/law, minimum IQ of 17. This will expand things a bit by allowing only certain types to get into areas (force screens, or rather 'enchancements').
I have redone the treasure hiding table, basically it's just a series of verbs, body parts and location notes. By using this chart as modifiers for the accessory chart you shouldn't have too much trouble surprising your players & keeping them busy.
Lastly my charts are only guidelines for the player and DM and not complete- add your own!



GENERAL TABLES:

(II) SEX:	(III) ALIGNMENTS:	(IV) RACES:
01-40 male	01-10 good	1-4 human
41-80 female	11-20 evil	5-6 elf (50% 1/2 E)
81-00 neuter	21-30 law	7-8 dwarf ("")
	31-40 chaos	9 hobbit
	41-60 neutral	10...
	61-70 LG	1-3 orc/gnoll
	71-80 LE	4 1/2 orc/1-2 gnoll
	81-90 CG	4-7 goblin/hobgoblin
	91-00 CE	8 1/2 goblin/1/2 hobgoblin
		9 roll per wandering monsters
		10 roll per EPT non-human table.
(V) CLASSES:	(VI) ABILITIES (to add to, sub from) (min/max required, etc.)	(VII) GASES:
01 fighter	01 strength	01 grow/auto kill
02 mu	02 iq	02 shrink/life leech
03 cleric	03 wisdom	03 blind/trade minds w closest player
04 thief	04 dexterity	04 enrage/become ethereal
05 monk	05 constitution	05 mineralization
06 druid	06 charisma	06 metalization
07 assassin	07 agility	07 fear/pregnancy/males bid clones or divide.
08 paladin	08 luck	08 sick
09 ranger	09 size	09 sleep
10 illusionist	10 weight	10 poison
11 bard	11 hd	11 confuse
12 alchemist	12 htk	12 stun
13 healer	13 bravery	13 amnesia
14 samurai	14 loyalty	14 feeblemind
15 berserker	15-20 reroll or des-ignate new abilities.	15 insanity
16 idiot		16 laugh/everything becomes edible
17 jester		17 cough & sneeze
18 witch		18 add to abilities
(VIII) DURATION (anything)	(IX) AREA:	19 sub from abilities
01-20 1-4	01-25 individual	20 as pipeweed (TD #2)
21-40 1-6	26-50 10' radius	21 form monster
41-60 2-8	51-75 20' "	22 form treasure
61-80 2-12	76-00 30' "	23 act as crystal ball
81-90 2-16		24 form map/chart
91-92 5-20		25 act as dimensional doorway.
93-94 4-32		26 sex change
95-96 4-40		27 aphrodisiac
97-98 reroll x 10		28 diarrhea
99-00 permanent		29 drunkenness
		30 itching
		01-50= instantaneous effects; 51-00= delayed effects, 1-20 turns.

Note: reroll when die there is no listing or ad new ones.

FANTASTIC FURNISHINGS by Tom Zarbock

The following tables provide a means to furnish an empty room from floor to ceiling. To use them just start with Table 1- it will direct you to the next table in line. These tables can be used to elaborate on solo dungeon adventures or help the DM furnish his non important rooms.



TABLE # 1

BASIC FLOOR

PROB	DESCRIPTION
01-25%	Large slab stone floor
26-55	Small slab stone floor
56-59	Pine wood floor
60-64	Maple wood floor
65-67	Oak wood floor
68-71	Cedar wood floor
72-75	Redwood floor
76-79	Birch wood floor
80-83	Walnut wood floor
84-87	Hard dirt floor*
88-90	Soft dirt floor*
91	Gray marble floor
92	Pink marble floor
93	Black and white marble floor
94	White marble floor
95	Black obsidian floor
96	Black marble floor
97-98	Clay floor*
99	Sand floor*
00	White sand floor*
Go to table 2	

* Can not be carpeted.

TABLE # 2

FLOOR COVERING OR CONDITION

PROB	DESCRIPTION
01-25%	Damp
26-50	Dusty
51-55	Very damp
56-60	Slightly damp
61-65	Wet
66-70	Slightly wet
71-75	Very dusty
76-77	Slightly dusty
78-79	Very wet
80-81	Rubble, rocks, and stone
82-86	Cobwebs
87-88	Looped carpet*
89-90	Tight weave carpet *
91	Loose weave carpet*
92-93	Shag carpet*
94	3" layer straw
95	2" layer straw
96	1" layer straw
97	1/2" layer straw
98-00	Filthy
Go to table 3	

* Refer to Table 2A



TABLE #2A

COLORING

Matrix the result of a 12 sided die roll with a 10 sided die roll:

1-4	5-8	9-12
1 Beige	1 Scarlet	1 Brown
2 Blue	2 Tan	2 Salmon
3 Dark Blue	3 Light Blue	3 Purple
4 Red	4 Blood Red	4 Copper
5 Orange	5 Burnt Orange	5 Light Brown
6 Yellow	6 Gold	6 Dark Brown
7 Green	7 Amber	7 roll 1 ad'nal color*
8 White	8 Light Green	8 roll 2 ad'nal color*
9 Black	9 Olive	9 roll 3 ad'nal color*
10 Gray	10 Dark Green	10 roll 4 ad'nal color*

*Go to table 2A1

TABLE # 2A1

PATTERN OF COLORS

1 Checkered
2 Swirled
3 Stripped
4 Random
5 Speckled
6 Diamond
7 Wavy
8 Elaborate design

GO TO TABLE 3

TABLE # 3

NUMBER OF OBJECTS ON FLOOR

PROB	ITEMS
01-10%	5
11-20	4
21-30	6
31-35	3
36-37	0
38-40	7
41-45	2
46-50	8
51-52	1
53-54	9
55	10
56-65	3...At least 2 furniture
66-75	4... " 2 " "
76-85	5... " 3 " "
86-90	6... " 3 " "
91-92	7... " 3 " & 1 Equipment
93-94	8... " 3 " 2 " "
95-96	9... " 3 " 3 " "
97-98	5...Roll again
99	7... " " "
00	10.. " " "

Go to table 3A

SPECIAL OCCURENCES (What happens when you- pull a lever, open a door/chest, enter a...)

#1	#2	#3
01 release gas (t. vii)	open pit to nothing 10'	transports 0-3 levels (L.)
02 " rocks 1-3 hits	" 20'	" 0-5 L.
03 " rocks 1-3 hits	" 30'	reduce abilities (t.vi)1-3
04	" spikes (50%p.) 10'	" 1-6
05 release rocks 1-6 hits	" spikes (50%p.) 20'	
06 " arrows (50% poison)1-3	" 30'	red. experience (per TD#3)
07	" monster (by level) 10'	
08 " 1-6	" 20'	lose level 1-3
09	" 30'	
10 " daggers 1-3 (50%p.)	" with treasure 10'	1-6
11	" 20'	
12 " 1-6	" 30'	gain experience (per TD#3)
13	" to slide to transporter 10'	
14 " spears 1-3 (""")	" back to a room on same 20'	
15	" level of slide opening 30'	gain level 1-3
16 " 1-6	" to treasure 10'	1-6
17	" 20'	add to abilities (t. vi) 1-3
18 " cross-bow bolts 1-3(""")	" 30'	
19	" water (pit 10-30')h2o 10'	1-6
20 " 1-6	" 20'	causes pregnancy/males bud a clone, or spirit.
#4	#5	#6
01 release monster L. 1-6	change class	change shape of room/passage
02 " L. 1-8		
03 " L. 1-10	change alignment	
04 release treasure L. 1-6		
05 " L. 1-8	cause person to vanish	changes physical state-gas
06	" become invisible	" liquid/gem
07 damage 1-3 hits	" ethereal	" metal/stone
08		becomes monster
09 " 1-6 hits		
10 gas	cause mummy rot	life-trapping
11 open slide 1-3 L.		
12		
13 1-6 L.	cause lycanthropy-rat	drops block of rock
14	" tiger	
15 open chute 1-3 L.	" wolf	gas
16 (chimney)	" boar	creates illusion
17 1-6 L.	" bear	
18	" person to stink, char. 0;	auto kill
19 elevator U1-3, D4-6 1-3L.	attracts carrion crawlers	trade minds with creature/ player
#7	#8	#9
01 causes amnesia	give magic item	it disappears (50% with opener)
02 gas		
03 midas touch-gold	give map	has ego
04 "death		
05 "iron	gives opener face of gorgon	midas touch-tin
06 "silver		
07 "shit	" life-trapping gaze	change of state
08 pipeweed-acapulco		
09 " stoning	mind wipe	change size-grow
10 " tranquility		" shrink
11 set-off alarm	cause person to glow-10'	change of sex--opposite
12	" 20' radius	
13 wind that transports	" 30' radius	" neuter
14	petrify	gas
15 ghea		is ethereal-turns solid
16	insanity	
17 paralyze		causes metalization
18	mineralize	
19 person becomes edible		causes massive growth of hair
20 " possessions	gas	opposite alignment clone created
#10		
01 causes massive growth of		
02 clothing/armor		
03 " shrink		
04 grow bald		
05 paralyze limbs		
06 clothing shrinks		
07 all metal turns to saw dust		
08 that is in possession of opener		
09 add new body part (TD #5)		
10 warts on parts		
11 body part disappears (TD #5)		
12 body part crystallizes		
13 body part grows		
14 body part loses skin		
15 body part shrinks		
16 body part shrinks		
17 change color		
18 change color		
19 become statuette		
20 become statued (+ petrified, of stone, gem etc.)		

(abbreviation note: t. vii = see table vii)



ACCESSORY MODIFIERS

		EXTRA:(location)
01 animate	leather, of...	vegetation, of...
02 artificial	liquified	walls
03 clay, of...	loose	wax, of...
04 clear (transparent)	medium	wood, of...
		glass of
		covers all surfaces
05 colored (choice)	metal, of...	blood & __, of
06 coming from hole	mud, of...	hollow
07 complete	natural	out of phase-time/physical
08 disembodied	other material, of...	written on..
09 ethereal	parts of...	floating in air
10 feather, of...	piles of...	
11 flesh-dead, of...	resin, of...	
12 flesh-alive, of...	rolled-up	
13 fused	short	
14 gassified	small	
15 gem, of...	soap, of	
16 inanimate	solid	
17 incense, of...	squat	
18 incomplete	star stone, of...	
19 invisible	stone, of...	
20 large	tall	

TABLE #3A

OBJECTS ON FLOOR

PROB	OBJECT	SEE TABLE
01-02	Table	3B
03-04	Chair	3C
05-06	Desk	3D
07-08	Cabinet	3E
09-10	Bed	3G
11-12	Bunk	S
13-14	Bench	S
15-16	Stone	S2
17-18	Rock	S3
19-20	Sticks	S4
21-22	Puddle	S2
23-24	Broken glass	S4
25-26	Broken pots	S4
27-28	Pots	3H
29-30	Tub	3F
31-32	Spikes	S1
33-34	Logs	S1
35-36	Pick	3I
37-38	Shovel	3I
39-40	Rake	3I
41-42	Hoe	3I
43-44	Sword	3I
45-46	Shield	3I
47-48	Armor	3I
49-50	Helmet	3I
51-52	Pitchfork	3I
43-54	Hammer	3I
55-56	Axe	3I
57-58	2 Handed sword	3I
59-60	Cracks	3J
61-62	Chest	3K
63-64	Mattox	3I
65-66	Clothes	3L
67-68	Candlebra	3M
69-70	Statue	3N
71-72	Chains	3O
73-74	Refuse	3P
75-76	Skeletons	3Q
77-78	Stone slab	3R
79-80	Sofa	S1
81-82	Box	3T
83-84	Basket	3U
85-86	Feathers	3U
87-88	Bellows	3W
89-90	Mallet	S1
91-92	Stakes	S
93-94	Bricks	S
95-96	Stool	S1
97-98	Ashes	S4
99-00	Latern	3X

TABLE # 3B4

TABLE DIMENSIONS

PROB	DIMENSION
1-8	4' Side
9-11	3' Side
12-15	5' Side
16	6' Side
17	7' Side
18	8' Side
19	9' Side
20	10' Side

GO TO TABLE # 3B5

TABLE # 3B5

TABLE HEIGHT

PROB	HEIGHT
1-5	2
6-7	2.5
8-9	3
10	4
11	5
12	5.5

GO TO TABLE # 3B6

TABLE # 3B6

TABLE DRAWERS

PROB	# of DRAWERS
1-5	0
6-10	1
11-12	2
13-14	3
15-17	4
18	5
19	6
20	7

GO TO TABLE # 4

TABLE # 3C

CHAIR MATERIAL

1	Oak
2	Pine
3	Birch
4	Walnut
5	Cedar
6	Redwood
7	Maple
8	Mahagony
9	Steel
10	Stone

GO TO TABLE # 3C1

TABLE #3B

TABLE MATERIAL

1	Steel
2	Redwood
3	Cedar
4	Pine
5	Birch
6	Maple
7	Walnut
8	Oak

GO TO TABLE 3B1

TABLE # 3B1

TABLE SHAPE

PROB	SHAPE	SEE TABLE
1-5	Square	3B2
6-10	Round	3B2
11-15	Rectangular	3B2
16	Oval	3B3
17	Hexagonal	3B2
18	Octagonal	3B2
19	Triangular	3B4
20	Pentagonal	3B2

TABLE # 3B2

TABLE DIMENSIONS

PROB	DIAMETER
1-5	4'
6-8	5'
9-14	3'
15-16	6'
17	7'
18	8'
19	9'
20	10'

GO TO TABLE 3B5

TABLE # 3B3

TABLE DIMENSIONS

PROB	DIMENSION
01-20	3x2
21-40	3x4
41-45	3x5
46-47	3x6
48	3x7
49	3x8
50	3x9
51	3x10
52-55	4x2
56-60	4x5
61-65	4x6
66-67	4x7
68	4x8
69	4x9
70	4x10
71	5x2
72-75	5x6
76	5x7
77	5x8
78	5x9
79	5x10
80	6x7
81-82	6x8
83	6x9
84	6x10
85-87	7x8
88-89	7x9
90	7x10
91-93	8x9
94-95	8x10
96-99	9x10
00	10x11

GO TO TABLE # 3B5





- 01 altar
- 02 amphorae
- 03 animal waste
- 04 arches, golden
- 05 armor
- 06 bars
- 07 bed(s)
- 08 " brass
- 09 " 4 poster
- 10 'black holes'
- 11 blackjacks (leather mugs)
- 12 blankets
- 13 blast marks
- 14 blocks-loose
- 15 bolts of cloth
- 16 " silk
- 17 " spider silk
- 18 books
- 19 book shelves
- 20 bottles
- 21 brazier
- 22 bricks
- 23 busts
- 24 candles
- 25 candleholders
- 26 canvas
- 27 carpets
- 28 carvings
- 29 caverns
- 30 chair-arm
- 31 " rocking
- 32 " straightback
- 33 chains
- 34 chalices
- 35 chests
- 36 chisel marks
- 37 claws protruding from walls
- 38 clocks
- 39 clouds of gas
- 40 coals-cold
- 41 " hot
- 42 cobblestones
- 43 cob webs
- 44 coffins
- 45 coins
- 46 coming from hole-flame
- 47 creature
- 48 treasure
- 49 sound
- 50 odor
- 51 thing(?)
- 52 cots
- 53 crates
- 54 creatures-frozen
- 55 " mounted
- 56 " stuffed
- 57 cubby holes
- 58 curtains-chain
- 59 " cloth
- 60 " other
- 61 damsel/hero being ravished
- 62 'dark'
- 63 death trees
- 64 desks
- 65 " roll top
- 66 display cases
- 67 distorting material
- 68 doors
- 69 drawers
- 70 dried plants stored
- 71 eating utensils
- 72 everything wavers as if seen in water
- 73 eyes
- 74 face-in wall, etc.
- 75 " disembodied
- 76 fans-feather
- 77 " reed
- 78 feast in progress
- 79 fences
- 80 fire-escape type stairs
- 81 fire-lit
- 82 " pits
- 83 " place
- 84 " unlit
- 85 fish swimming in air as if in water
- 86 flagons
- 87 flasks
- 88 floating-on guard (weapon, etc.)
- 89 floating on water (item)
- 90 flooring is ceiling
- 91 floor is illusion (real beneath)
- 92 food-dungeon
- 93 " elvin
- 94 " poison
- 95 footstool
- 96 forge
- 97 fountain-blood
- 98 " coins
- 99 " creatures
- 00 " gems

ACCESSORIES

- fountain-poison
- " potion
- " water
- " wine (potent)
- garments-finery
- " fur
- " rags
- " silks
- " spider silk
- gate-iron
- " bones
- " etc.
- gems
- gem-encrusted
- ghosts
- glass
- glowing-anything
- grass-black
- " carpet of
- " snake
- gravity-higher
- " lower
- " none
- " reverse
- guard room
- holes (25% invisible)
- idols
- illusions
- incense-stick (50% lit)
- " cone
- " powder
- iron rings in-
- jugs-clay
- " gourd
- lamps-oil
- lava-molten
- light
- " golden
- " colored
- " wizard
- manacles
- maps
- " carpets as
- " painting as
- " picture as
- " tapestry as
- " rolled-up
- markers
- meal-fresh
- " old
- mouth in wall with mud
- prehensile tongue
- musical instruments
- nets
- niches
- out house (1/4 moon)
- paintings
- paraphanalia-roll per class
- parts of animals
- " player types
- pedestals
- picture-rolled up
- pile of bones
- " coins
- " clothing
- " food
- " garbage
- " other accessories
- " skulls
- " weapons, usually rusty
- pillars
- pillars-flaming
- pillows
- pits
- plants
- pots & pans
- pouches
- pumps
- puzzles
- pylons
- rags-pile of
- reflective material
- religious paraphanalia
- remains of unfortunate delver
- resins
- river
- rocks-loose
- room dividers
- ropes
- rubble
- runes
- sacks
- sanitary facilities
- sarcophagi
- scroll-rolled up
- scroll
- signs
- signs of a meal
- skins out to dry-animal
- " delver-type

- skins
- " water/wine (50% full)
- snakes
- smoke-black
- " colored
- " white
- smooth surface (frictionless)
- soap
- spanish moss
- spheres
- spikes
- statues
- " parts of
- straw-bunches of
- " mats
- stream
- sundial
- table-card
- " feasting
- " regular
- tablets
- tapestry(ies)
- " rolled-up
- tent
- torches-unlit
- " lit
- torture equipment
- treasure chest
- trees
- tubes
- urns
- vials
- vines
- walls-short
- waterfall
- watering trough
- weapon
- wells
- wickerbaskets
- windows
- " barred
- " glass
- " stained glass
- " crystal
- " gem
- wood beams
- " loose
- writing instruments
- writing-print
- " script
- slides
- chutes
- stairs
- mirrors
- " cover all surfaces
- pools
- furs
- throne
- scatter rugs
- toad stools
- archers-golden



TABLE # 3D

DESK MATERIAL

- 1 Oak
- 2 Pine
- 3 Cedar
- 4 Steel
- 5 Birch
- 6 Maple

GO TO TABLE # 3D1

TABLE # 3D1

DESK DIMENSIONS

- 1 4x5'
- 2 4x6'
- 3 5x6'
- 4 6x7'

GO TO TABLE # 3D2

TABLE # 3D2

DESK HEIGHT

- 1 2'
- 2 2.5'
- 3 3'
- 4 4.5'

GO TO TABLE # 3D3

TABLE # 3D3

DESK DRAWERS

- | PROB | # |
|------|---|
| 1-2 | 3 |
| 3-4 | 5 |
| 5 | 7 |
| 6 | 9 |

GO TO TABLE # 4

TABLE # 3F

TUB MATERIAL

- | PROB | MATERIAL |
|------|----------|
| 1-2 | Wood |
| 3 | Stone |
| 4 | Metal |

GO TO TABLE # 3F1

TABLE # 3F1

TUB SHAPE

- | SHAPE | SEE TABLE |
|----------|-----------|
| 1 Round | 3F2 |
| 2 Oval | 3F3 |
| 3 Square | 3F2 |
| 4 Rect. | 3F3 |

TABLE # 3F2

TUB SIZE

- | PROB | DIAMETER |
|------|----------|
| 1 | 3' |
| 2-3 | 3.5' |
| 4-5 | 4' |
| 6 | 4.5' |
| 7 | 5' |
| 8 | 6' |

GO TO TABLE # 3F4

TABLE # 3F3

TUB SIZE

- | PROB | SIZE |
|------|------|
| 1-2 | 3x4' |
| 3 | 3x5' |
| 4-5 | 4x5' |
| 6 | 4x6' |
| 7 | 5x6' |
| 8 | 6x7' |

GO TO TABLE # 3F4

TABLE # 3F4

TUB HEIGHT

- | PROB | HEIGHT |
|------|--------|
| 1 | 2.5' |
| 2-3 | 3' |
| 4-5 | 3.5' |
| 6 | 4' |

GO TO TABLE # 4

TABLE # 3E

CABINET MATERIAL

- 1 Oak
- 2 Pine
- 3 Maple
- 4 Mahogany
- 5 Cedar
- 6 Redwood

GO TO TABLE # 3E1

TABLE # 3E1

STYLE

- | PROB | STYLE |
|------|---------------------------|
| 1-2 | 4 door, 2 upper, 2 lower |
| 3 | 2 door, 1 upper, 1 lower |
| 4 | 2 door, right & left side |
| 5 | 6 door, 4 upper, 2 lower |
| 6 | 6 door, 4 lower, 2 upper |

GO TO TABLE # 3E2

TABLE # 3E2

SIZE

- | PROB | SIZE |
|-------|------|
| 1-4 | 4x4 |
| 5-6 | 5x5 |
| 7-10 | 4x5 |
| 11 | 5x6 |
| 12-14 | 3x4 |
| 15-16 | 3x5 |
| 17 | 4x6 |
| 18 | 5x7 |
| 19 | 6x7 |
| 20 | 7x7 |

GO TO TABLE # 3E3

TABLE # 3E3

CABINET HEIGHT

- | PROB | HEIGHT |
|------|--------|
| 1-2 | 4' |
| 3-5 | 4.5' |
| 6-7 | 5' |
| 8 | 5.5' |
| 9 | 6' |
| 10 | 6.5' |

GO TO TABLE # 4

TABLE # 3G

TYPE OF MATTRESS

- 1 Straw
- 2 Feather
- 3 Cotton
- 4 Hay

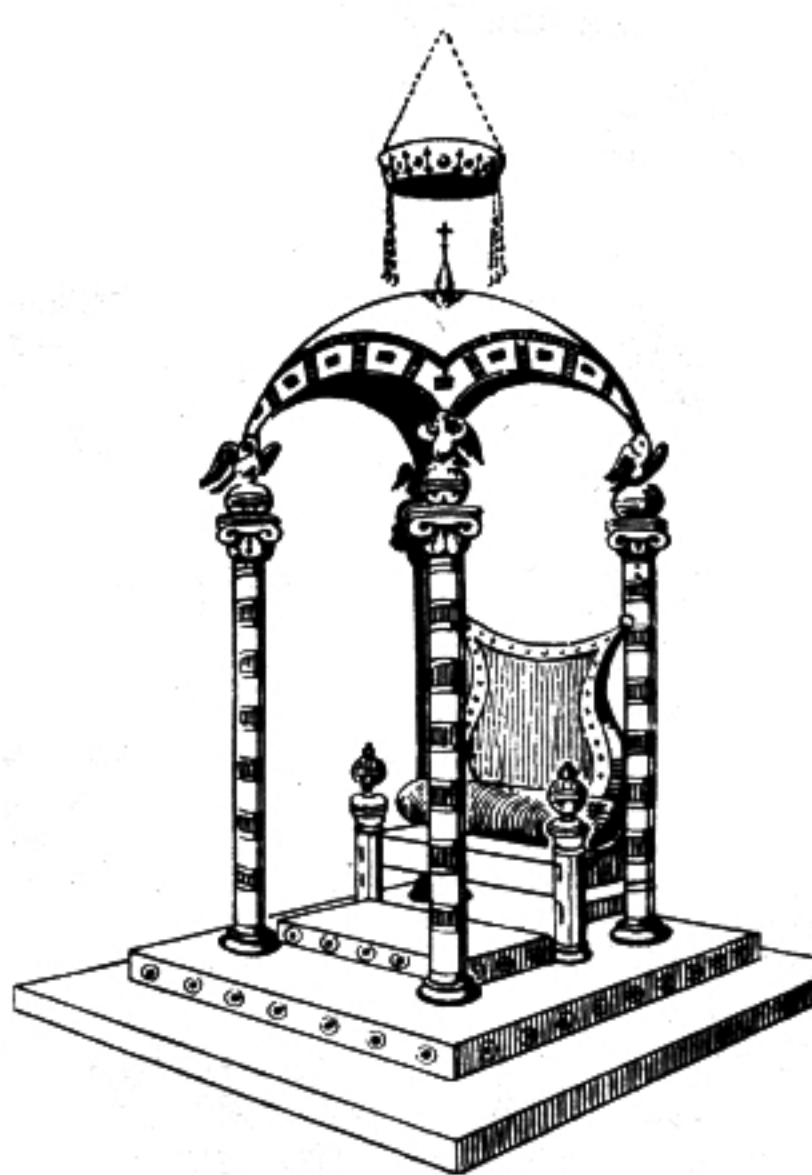
GO TO TABLE # 3G1

TABLE # 3G1

SIZE OF BED

- 1 Single
- 2 Double
- 3 Queen
- 4 King

GO TO TABLE # 4



SOUNDS

01 arguing	gong	snarling
02 bag-pipes	grating as-steel-on-metal	sneezing
03 bang	grinding	snickering
04 bark	groan	sniffing
05 bay	growling	sniggering
06 beating	grumbling	snoring
07 belch	grunting	snorting
08 bellows being worked	gulping	sobbing
09 bellowing	guffaws	spanking
10 bells tolling	gurgling	speaking
11 bi-labial fricative	hacking	spell being cast
12 bleat	hammering	spider(s) weaving (good hearing/big spiders)
13 boiling	heart(s) beating	splashing
14 boom	harp(s)	splintering
15 bouncing	hissing-gas	spouting
16 breathing	" snake(s)	sqwaking
17 breeze	hollering	static crackling
18 brushing	honoring of metal on--strap	steaming-something heated
19 bubbling	" stone	plunged into water
20 burrowing	" grind wheel	stirring
21 buzzing	hoof beats	stomach rumbling
22 cackeling	hooting	stone cutting
23 caroling	howling	struggling
24 carving	huffing & puffing	stumbling
25 chain(s) (drawn, released, dragged)	humming	swarm
26 chanting	jingling	swearing
27 chase	lapping	swirling
28 cheeping	laughing	swishing
29 cheering	lecturing	talking
30 chewing	licking	tearing cloth
31 chimes	lightening bolt being cast	" paper
32 chirping	'machinery' being run	thud!
33 choking	marching	thumping
34 chopping	meowing	thunder
35 clamoring	moaning	ticking +/-or tocking
36 clanging	mocking	tinkering
37 clanking	moving about of items (shifting)	trampling
38 clashing of weapons	mumbling	trotting
39 clatter	murmuring	trumpet(s)
40 clearing of throat	music	twang(bowstring)
41 clicking	organ music	vomitting
42 climbing	orgy	wagon wheels
43 clinking-armor & weapons	pacing	wailing
44 clinking-coins	pan pipe(s)	warbling
45 clinking-gems	percolating	waterfall
46 clicking of claws on hard surface	pecking	water flowing
47 clunk	picking	" sluggish
48 cooing	plop into liquid	" trickling
49 coughing	" onto solid surface	waves
50 crackling	plucking	weaving (loom)
51 cranking	popping	wheeling
52 crashing	pounding	whimpering
53 creaking	pouring	whine
54 creeping	praying	whip
55 croaking	prisoner-someone	whirling
56 crooning	" something	whispering
57 crowing	prying	whistling
58 crumbling	purring	work gang
59 crumpling	quack	writhing
60 crunching	rattling-metallic	writing
61 crying	" non-metallic	yelling
62 cursing	roaring	yelp
63 curtain rings being drawn across curtain rod	rocks falling	patter
64 cutting	rolling	
65 dancing	rowing	
66 death knell	rumbling	
67 death rattle	running	
68 death throes	rustling-cloth	
69 digging	" leaves	
70 dirge	" paper/pages	
71 doors-closing	scampering	
72 door(s)-opening	sawing	
73 door(s)-slamming	scolding	
74 dragging	scratching	
75 drinking	scream(s)	
76 dripping	socking/punching	
77 dropping	something being screwed	
78 drum(s)	" unscrewed	
79 drunk(s)	scurrying	
80 earthquake	shattering	
81 eating	shouting	
82 entreating	shrieking	
83 explosion(s)	shuffling	
84 falling	shushing	
85 fanfare	sigh	
86 fart	silence!	
87 fighting-melee	singing	
88 fire (snap crackle, pop)	sipping	
89 fizzing	skin being stretched	
90 flopping	slapping	
91 flowing	slashing	
92 flushing	sliding	
93 fluttering-leather (wings)	slinking	
94 " feathers	slithering	
95 foot steps	slushing	
96 gale	smaking	
97 gargling	smashing	
98 giggling	snapping-bone(s)	
99 gnashing of teeth	" jaws	
00 gnawing	" wood	
01 agitated	joyous	SOUND MODIFIERS
02 angry	light	sweet
03 barber shop	loud	tortured
04 bored	majestic	wistful
05 bouncy	memorizing	wild
06 cacophany	mild	EXTRA:
07 chaotic	mournful	race
08 commanding	piercing	sex
09 demonic	muffled	alignment
10 disembodied	orderly	age
		EXTRA:(Directions)
		ahead
		behind
		above
		below
		near
		far
		among
		following (stops & begins with group)
		class
		undead

TABLE # 3H

NUMBER OF POTS

1.	2
2.	4
3.	7
4.	9
5.	12
6.	roll again, adding result

GO TO TABLE # 3H1

TABLE # 3H1

TYPE OF POT

PROB	TYPE	SEE TABLE
1	Flower	3H2
2-3	Cooking	3H3
4	Decorative	3H4

TABLE # 3H2

POT SIZE

PROB DIAMETER

1	2"
2	4"
3	6"
4	7"

GO TO TABLE # 4

TABLE # 3H3

POT SIZE

PROB DIAMETER

1	4"
2	6"
3	8"
4	9"
5	13"
6	2"
7	3"
8	10"
9	12"
10	roll again, adding result

GO TABLE # 4

TABLE # 3H4

POT SHAPE

1	contoured
2	V-Shaped
3	Tube Shaped
4	Wide Bottom, Small Mouth

GO TO TABLE # 3H5

TABLE # 3H5

POT SIZE

PROB HEIGHT

1	6"
2	8"
3	9"
4	11"
5	10"
6	12"
7	13"
8	14"
9	7"
10	15"
11	16"
12	17"

GO TO TABLE # 4

TABLE # 3I

CONDITION OF ITEM

PROB	CONDITION
01-45	Rusted
46-55	Fair
56-60	Good
61-80	Bent or dented
81-00	Damaged or broken

GO TO TABLE # 4

TABLE # 3K

CHEST MATERIAL

PROB MATERIAL

01-75	Wood
76-00	Metal

GO TO TABLE # 3K1

TABLE # 3K1

CHEST SIZE

PROB SIZE

01-40	3x4'
41-50	4x5'
51-65	2x3'
66-70	1x2'
71-80	2x4'
81-90	3x5'
91-96	4x6'
97-00	5x6'

GO TO TABLE # 3K2

TABLE # 3K2

CHEST HEIGHT

PROB HEIGHT

01-50	2.5'
51-70	2.7'
71-80	2.3'
81-85	2'
86-90	3'
91-95	3.3'
96-98	3.5'
99-00	3.7'

GO TO TABLE # 4

TABLE # 3J

NUMBER OF CRACKS

PROB	#
01-20	1
21-40	2
41-55	3
56-70	4
71-80	5
81-90	6
91-96	7
97-00	Roll again, adding result

GO TO TABLE # 3J1

TABLE # 3J1

CRACK WIDTH

PROB WIDTH

1	1/16"
2	1/12"
3	1/8"
4	1/6"
5	1/4"
6	1/3"
7	1/2"
8	2/3"
9	3/4"
10	1"
11	1 1/2"
12	2"

GO TO TABLE # 3J2

TABLE # 3J2

CRACK LOCATION

PROB DIRECTION*

1 Floor	1 N
2 "	2 NE
3 Walls	3 SE
4 "	4 S
5 Ceiling	5 SW
6 "	6 NW
	7 E
	8 W

*Roll once for start of crack and once for end.

GO TO TABLE #4

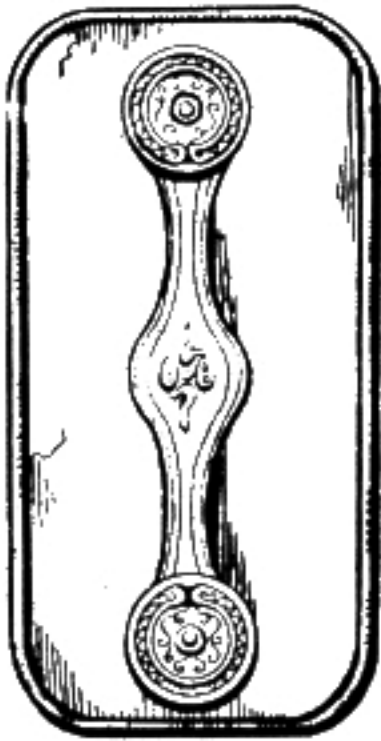
Scratchings & Sniffings Cont.

11	doleful	outraged
12	dying	painful
13	earthy	panicky
14	entreating	pleading
15	gagged	religious
16	happy	rythmic
17	haunting	sacred
18	heavy	self-indulgent
19	hollow	soft
20	jarring	sporadic
21	uproar	hubbub
22	crash	rattle
23	din	grind
24	echoes	snap
25	boom	throbbing
26	pounding	pulsating
27	crunching	shouting
28	cursing	chanting
29	creaking	thump
30	plop	gurgling

01	animated (anything) (dis.)
02	appears when (anyone) slain (a.w.)
03	a.w. character approaches within 10-60 ft.
04	a.w. character enters room/chamber
05	a.w. character touches...
06	a.w. guardian slain
07	a.w. item is closed
08	a.w. item is moved
09	a.w. item is removed
10	a.w. item is opened
11	a.w. near a particular item (50 weight gold, +3 sword, etc.)
12	armor
13	bags
14	'black hole'--inside (dimensional hole)
15	blood of creature
16	bones of creature
17	book
18	books--hollow
19	bricks--hollow
20	candles--hollow
21	ceiling with trap door
22	chain is/in
23	claws of creature
24	coals of brazier (beneath/are)
25	comes from melting wax of candle
27	crystal material
28	drum is beaten
29	exoskeleton of creature
30	eyes
31	floor with trap door
32	furniture
33	garbage
34	gelatinous cube--in
35	gem material
36	gift to anyone/leader/class/etc.
37	glass
38	golem
39	guts of monster
40	hide/fur of creature
41	horn is blown
42	horns of creature
43	illusion becomes real if believed by all
44	issues forth from a fountain
45	imbedded in...
46	imbedded in rocks & other items
47	invisible and not in this phase (i.; visible = v.)
48	i. hole, like black hole--inside of
49	i. to all
50	i. to all but/..
51	i. to all with infra vision
52	killed creature polymorphs into it/another creature, then into treasure, etc.--any number of repeats
53	life-trapping mirror, is/in
54	manacles--are/in
55	metal
56	other part of monster (roll per hit location--Greyhawk)
57	painting
58	part of--larger treasure
59	p.o.--other possessions
60	pillars, hollow
61	pool
62	pots
63	rains out of cloud released by burning--resin
64	#63--candles
65	#63--anything else (furs, wood, etc.)
66	ring (not jewelry-type) in wall
67	river
68	rocks
69	room (gold bricks, etc.)
70	rope--is/in
71	rug
72	scripture in smoke from burning-candles
73	#73--resins
74	#73--anything else
75	scripture on wall
76	scroll
77	sensed by all but...
78	sensed by only...
79	sitting out in plain view in room totally unprotected
80	skull of creature
81	sold to--anyone/leader/class, etc.
82	sliding panel
83	statue
84	statue--base of
85	stream
86	stream--buried /hidden in
87	tapestry
88	teeth of creature
89	torch handles (wall bracket)
90	traded to--anyone/leader/classes, etc.
91	transports--only into open space, anywhere, in-phase
92	" within confines of room/chamber
93	" remains out-of-phase
94	trap door opened
95	treasure chest
96	treasures of monsters
97	two dimensional
98	upholstery of furniture
99	urns
00	vases

animal (roll per wandering moster)
individual
group
large (item)
medium
small
loud/soft (materials)
stone
metal
gem/crystalline
bone
wood
other
irrational (as in music)
rational
percussion instruments
string
wind
practiced (for 26-28)
amateurish

HIDING TREASURES: (or rather--what to do with them) & various nasties.
visible but not in this phase (v.)
v. force field
v. only to..
" with infra vision
v. to all
v. only under natural/wizard light
wall panel--secret
weapons--man/monster



Fantastic Furnishings Cont.

TABLE #3L
NUMBER & TYPE
OF CLOTHING
Number is 1-10; then
roll for types-

1	Hauberk
2	Boot
3	Clock
4	Scarf
5	Tunic
6	Mask
7	Breeches
8	Belt
Go to TABLE #4	

TABLE #3M

CANDELABRA MATERIAL

PROB	MATERIAL
01-50	Steel
51-70	Iron
71-90	Copper
91-97	Bronze
98-99	Silver
00	Gold

GO TO TABLE #3M1

TABLE # 3M1

CANDLE CAPACITY

PROB	#
1-5	3
6-15	5
16-17	7
18	9
19	11
20	13

GO TO TABLE # 3M2

TABLE # 3M2

CANDELABRA HEIGHT

PROB	HEIGHT
1	6"
2	8"
3	1'
4	1'4"
5	1'6"
6	2'
7	3'
8	4'
9	5'
10	6'
11	7'
12	8'

GO TO TABLE # 3M3

TABLE # 3M3

CANDLES IN CANDELABRA

PROB	#
1	1
2	2
3	3
4	1/2 full
5	2/3 full
6	Full

GO TO TABLE # 4

TABLE # 3N

STATUES MATERIAL

PROB	MATERIAL
01-50	Granite
51-70	Iron
71-80	Marble
81-90	Copper
91-99	Glass
00	Bronze

GO TO TABLE # 3N1

TABLE # 3N1

STATUES SIZE

PROB	SIZE
01-05	Life Size
06-10	Small
11-15	Half Size
16-18	Miniature
19	Giant Size
20	Gigantic

GO TO TABLE # 4

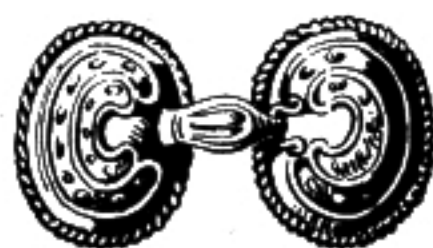


TABLE # 30

CHAINS POSITION

PROB	POSITION
01-50	Piled
51-00	Spread About

GO TO TABLE # 301

TABLE # 301

NUMBER OF CHAINS

PROB	#
01-20	1
21-40	2
41-50	3
51-80	4
81-90	5
91-00	Roll again add result

GO TO TABLE # 302

TABLE # 302

LENGTH OF CHAINS

Roll 12 sided die to find # of feet, if 12 comes up, roll again adding two results together.

TABLE # 3P

REFUSE COMPONENTS

COMPONENTS	SEE TABLE
1 Offal	3P1
2 Fuel	3P2
3 Parts	3P3
4 Sewage	3P4
5 Food	3P5
6 Discards	3P6

TABLE # 3P1

OFFAL

1	Viscera
2	Bones
3	Teeth
4	Gore
5	Fat
6	Talons

GO TO TABLE # 4

TABLE # 3P2

FUEL

1	Wood
2	Coal
3	Wax
4	Dung
5	Petroleum
6	Peat

GO TO TABLE # 4

TABLE # 3P3

PARTS

1	String
2	Lacing
3	Stick
4	Buckle
5	Arrowhead
6	Spike

GO TO TABLE # 4

TABLE # 3P4

SEWAGE

1	Body wastes
2	Oils
3	Grease
4	Lint
5	Chemicals
6	Slop

GO TO TABLE # 4

TABLE # 3P5

FOOD

1	Fat
2	Fruit
3	Seeds
4	Nuts
5	Vegetables
6	Meat

GO TO TABLE # 4

TABLE # 3P6

DISCARDS

1	Cloth scraps
2	Leather scraps
3	Papyrus scraps
4	Pole
5	Handle
6	Pad

GO TO TABLE #4

Scratchings & Sniffings Cont.

TREASURE MODIFIERS			
01	appears when opened/read/exposed to light, etc.	1	any
02	at bottom of...	2	sex
03	behind	3	class
04	ceiling	4	level
05	doors	5	ability min/max
06	encased in...	6	align.
07	enlarged	7	race
08	floating in	8	any
09	floor		
10	gassified	01	transparent
11	hollow	02	under
12	in	03	walls--solid
		04	" invis.
		05	" secret
		06	" ethereal/out-of-phase
		07	secret

SMELLS			
01	after a rain	26	foul odor-general
02	animal(s)	27	foul odor--offal
03	antiseptic	28	foul odor--rotting
			flesh
04	baking	29	fresh
05	blood	30	fruit
06	books(paper)-old	31	garbage
07	breakfast	32	garlic
08	brimstone	33	glue
09	cave	34	good
10	chicken soup	35	incense
11	cinnamon	36	medicinal
12	city	37	metallic
13	cooking--bad	38	mildew
14	cooking--good	39	moldy--books
15	death	40	moldy-vegetation
16	desert	41	musk
17	evil	42	musty
18	fart	43	new
19	fear	44	oil
20	fish--fresh	45	old
21	fish--old	46	onion
22	flesh--burning	47	peppermint
23	flower(s)	48	perfume(s)
24	food (your choice)	49	petroleum
25	foul odor--chemicals	50	polish, wax-as on wood
		51	salty
		52	sewer
		53	smoke
		54	smouldering
		55	soap
		56	spice(s)
		57	stagnant water(brackish)
		58	stable
		59	stale
		60	stinky
		61	stone
		62	strawberry
		63	sulphur
		64	swamp
		65	sweat
		66	sweet
		67	tar
		68	vinegar
		69	wet fur
		70	wet leather
		71	wine
		72	wood-burning
		73	wood-fresh cut
		74	woods
		75	jungle
		76	hate
		77	jealousy
		78	greed
		79	love
		80	bravura
		81	
		82	

SMELL MODIFIERS			
sharp	01	hypnotic	03
faint	02	sweet	06
exotic	03	sickly sweet	07
heady	04	acrid	08
		pungent	09
		trace	10
		clingy	11
		pleasant	12

TEXTURES
(01-50 - normal, 51-00 - roll texture)

01	accursed	rising
02	aging	rocky
03	alive	rough
04	ancient	rubbery
05	at ease	rugged
06	at peace	rusty
07	attractive	scaley
08	attracting	scorching
09	bitter taste	serrated
	in the air	sewn
10	bony	sharp
11	bravura	shocking
12	breezy	sickening
13	carved	sinky
14	charged	skin
15	chilly	slanting (1-3 up, 4-6 down)
16	chipped	slimey
17	clammy	slippery
18	clay	smokey
19	coarse	smoothed
20	cobbled	soft
21	cobwebby	solid
22	cold	sooty
23	cold & wet	spanish mossy
24	cracked	splintered
25	crumbling	steamy
26	crystalline	sticky
27	curving	stiff
28	damp	stale
29	dead	thin air
30	distrust	warm
31	dizzy	wet
32	doomed	windy
33	dormant	wooden
34	dreamy	young
35	dour	gem encrusted
36	drowsy	glowing
37	dry	transparent
38	dull	spongy
39	dusty	edible
40	energy emanating	
41	invigorating	
42	etched	
43	ethereal	
44	evil	
45	falling	
46	fearful	
47	feathery	
48	flabby	
49	flesh searing	
50	fleshy	
51	floating	
52	foggy	
53	forgotten	
54	freezing	
55	frigid	
56	furry	
57	fuzzy	
58	goeey	
59	gravity-higher	
60	" lower	
61	" none	
62		
63	hand hewn	
64	hoary	
65	hollow	
66	holy	
67	hot	
68	hot & dry	
69	humid	
70	icy (ice encrusted)	
71	jagged	



72	jealousy
73	knitted
74	leathery
75	loose
76	lowering
77	magnetic
78	metallic
79	mildewy
80	misty
81	moldy
82	mushy
83	musky
84	musty
85	neutral temperature
86	numbing cold
87	old
88	oppressive
89	paper thin
90	petrified
91	polished
92	pulsating
93	putrified
94	ragged
95	refreshing
96	relaxing
97	repelling
98	repulsive
99	raised
00	rickety



Fantastic Furnishings Cont.

TABLE # 3Q

SKELETONS

SIZE

1	Small
2	Man
3	Giant
4	Unusual
5	Huge
6	Strange

TABLE # 3R

LENGTH OF ONE SIDE OF SLAB

1	5'
2	6'
3	7'
4	8'
5	9'
6	10'
7	11'
8	12'

GO TO TABLE # 3R1

TABLE # 3R1

HEIGHT OF SLAB

1	3'
2	4'
3	5'
4	6'
5	7'
6	9'
7	9'
8	10'

GO TO TABLE # 4

TABLE # 3T

BOX MATERIAL

PROB	MATERIAL
01-50	Wood
51-70	Tin
71-80	Lead
81-00	Iron

GO TO TABLE # 3T1

TABLE # 3T1

LENGTH OF ONE SIDE OF BOX

1	6"
2	8"
3	1'
4	1'6"
5	2'
6	3'

GO TO TABLE # 3T2

TABLE # 3T2

HEIGHT OF BOX

1	6"
2	7"
3	9"
4	1'
5	1'3"
6	1'6"
7	2'
8	3'

GO TO TABLE # 4

TABLE # 3U

BASKET SHAPE

1	Round
2	Square
3	Rectangle
4	Funnel

GO TO TABLE # 3U1

TABLE # 3U1

BASKET LID

01-50	Lid
51-00	No Lid

GO TO TABLE #3U2

TABLE # 3U2

BASKET SIZE

PROB	DIAMETER
1	8"
2	10"
3	1'
4	1'6"
5	2'
6	3'

GO TO TABLE # 3U3

Cont. on Page 10, 1st Column

TABLE # 3U3

BASKET HEIGHT

1	6"
2	8"
3	10"
4	1'
5	2'
6	3'

GO TO TABLE # 4

TABLE # 3V

AMOUNT OF FEATHERS

PROB	#
1	1
2	5-10
3	11-30
4	31-50
5	51-80
6	81-100
7	101-200
8	Roll again

GO TO TABLE #3V1

TABLE # 3V1

TYPE OF FEATHERS

PROB	TYPE
1	Chicken
2	Turkey
3	Crow
4	Eagle
5	Goose
6	Duck
7	Sparrow
8	Other

GO TO TABLE # 4

TABLE # 3W

CONDITION OF BELLOWS

PROB	CONDITION
1	Rotted
2	Broken
3-4	Workable
5	Excellent

GO TO TABLE # 4

TABLE # 3X

LANTERNS

1	Kerosene
2	Oil
3	Wax
4	Fat

GO TO TABLE # 4

TABLE # 4

BASIC WALL

1	Smooth stone
2	Small stone blocks
3	Large stone blocks
4	Rough stone

GO TO TABLE # 4A

TABLE # 4A

NUMBER OF OBJECTS ON WALL

PROB	#
01-40	0
41-60	1
61-70	2
71-80	3
81-85	4
86-89	5
90-93	6
94-96	7
97-99	8
00	Roll again, add result

GO TO TABLE # 4B

TABLE # 4B

DISTANCE OBJECTS ARE FROM FLOOR

PROB	DISTANCE UP THE WALL
01-50	1/2
51-70	2/3
71-85	3/4
86-95	1/3
96-00	1/4

GO TO TABLE # 4C



TABLE # 4C

OBJECTS ON WALL

OBJECT	SEE TABLE
1 Shelf	4D
2 Curtain	4E**
3 Chains	4F
4 Picture	4G
5 Torch Hld	5
6 Cracks	3J1
7 Cabinet	4H
8 Mirror	4I
9 Lantern	4J
10 Clock	5
11 Plaque*	S2
12 Coat Hook	5

* Referees decision as to nature of plaque.
** If wall has curtain there is no other objects on that wall unless there is only 1/2 covered or less.

TABLE # 4D

SHELF SIZE

PROB	SIZE
01-10	1'x2'
11-20	1'x3'
21-30	1'x4'
31-40	1'x5'
41-50	1'x6'
51-60	1'x7'
61-70	1'x8'
71	6"x2'
72	8"x2'
73	10"x2'
74	1.5'x2'
75	6"x3'
76	8"x3'
77	10"x3'
78	1.5'x3'
79	6"x4'
80	8"x4'
81	10"x4'
82-83	1.5'x4'
84	6"x5'
85	8"x5'
86	10"x5'
87	1.5'x5'
88	6"x6'
89	8"x6'
90	10"x6'
91-92	1.5'x6'
93	6"x7'
94	8"x7'
95	10"x7'
96	1.5'x7'
97	6"x8'
98	8"x8'
99	10"x8'
00	1.5'x8'

TABLE # 4D1

SHELF THICKNESS

PROB	THICKNESS
1	1/2"
2-3	3/4"
4	1"

GO TO TABLE # 4D2

TABLE # 4D2

SHELF MATERIAL

1	Redwood
2	Cedar
3	Pine
4	Maple
5	Walnut
6	Oak

GO TO TABLE # 5

TABLE # 4E

CURTAIN COVERAGE

PROB	COVERAGE
1	1/2 wall
2	1/3 wall
3	1/4 wall
4	1/5 wall
5	2/3 wall
6	3/4 wall
7	2/5 wall
8	All of wall

GO TO TABLE # 4E1

TABLE # 4E1

CURTAIN COLOR	Crossindex twelve-sided die roll with ten-sided	
1-4	5-8	9-12
1 Beige	1 Scarlet	1 Brown
2 Blue	2 Tan	2 Salmon
3 Dark Blue	3 Light Blue	3 Purple
4 Red	4 Blood Red	4 Copper
5 Orange	5 Burnt Orange	5 Light Brown
6 Yellow	6 Gold	6 Dark Brown
7 Green	7 Amber	7 Roll 1 ad'nal*
8 White	8 Light Green	8 Roll 2 ad'nal*
9 Black	9 Olive	9 Roll 3 Ad'nal*
10 Gray	10 Dark Green	10 Roll 4 Ad'nal*

Go to Table 5

TABLE # 4E2

PATTERN OF COLORS

1	Checkered
2	Swirled
3	Stripped
4	Random
5	Speckled
6	Diamond
7	Wavy
8	Elaborate design

GO TO TABLE # 5

TABLE # 4F

LENGTH OF CHAIN

Roll a ten sided die to find number of feet in chain.

GO TO TABLE # 5

TABLE # 4G

SIZE OF PICTURE

Roll a six sided die to find the length and width of the picture. Referee's decision as to picture.

GO TO TABLE # 5

TABLE # 4H

CABINET MATERIAL

PROB	MATERIAL
1	Oak
2	Pine
3	Maple
4	Mahagony
5	Cedar
6	Redwood

GO TO TABLE # 4H1

TABLE # 4H1

STYLE

PROB	STYLE
1	4 door across
2-3	2 door across
4	2 door vertical

GO TO TABLE # 4H2

TABLE # 4H2

CABINET SIZE

PROB	SIZE
1-4	2x2
5-6	3x3
7-10	2x3
11	3x4
12-14	1x2
15-16	1x4
17	2x4
18	3x5
19	4x5
20	5x5

GO TO TABLE # 4H3

TABLE # 4H3

CABINET HEIGHT

PROB	HEIGHT
1-2	2'
3-5	2.5'
6-7	3'
8	3.5'
9	4'
10	4.5'

GO TO TABLE # 5

TABLE # 4I

MIRROR SHAPE

SHAPE	SEE TABLE
1 Round	4I1
2 Square	4I1
3 Rect.	4I2
4 Oval	4I2

TABLE # 4I1

DIAMETER OF MIRROR

Roll twelve-sided die for number of feet.

GO TO TABLE # 5

TABLE # 4I2

DIMENSIONS OF MIRROR

Roll a twelve-sided die for length and width in feet.

GO TO TABLE # 5



TABLE # 4J

LANTERNS

1	Kerosene
2	Oil
3	Wax
4	Fat

GO TO TABLE # 5

TABLE # 5

OBJECTS ON CEILING

PROB	OBJECT
1	Lantern see 4J
2	Cracks see 3J
3-5	Cobwebs
6	Chandelier see S2
7-12	Nothing

Go to object app. location table to find location of all objects in room.

TABLE S

PROB	SIZE
1-10	Average
11-14	Large (1/2x normal size)
15-18	Small (1/2 normal size)
19	Very small (1/4 normal size)
20	Very large (2x normal size)

TABLE S1

PROB	SIZE
1	Large
2-3	Medium
4	Small

TABLE S2

PROB	APPROXIMATE DIAMETER
1	2'
2	3'
3	4'
4	5'

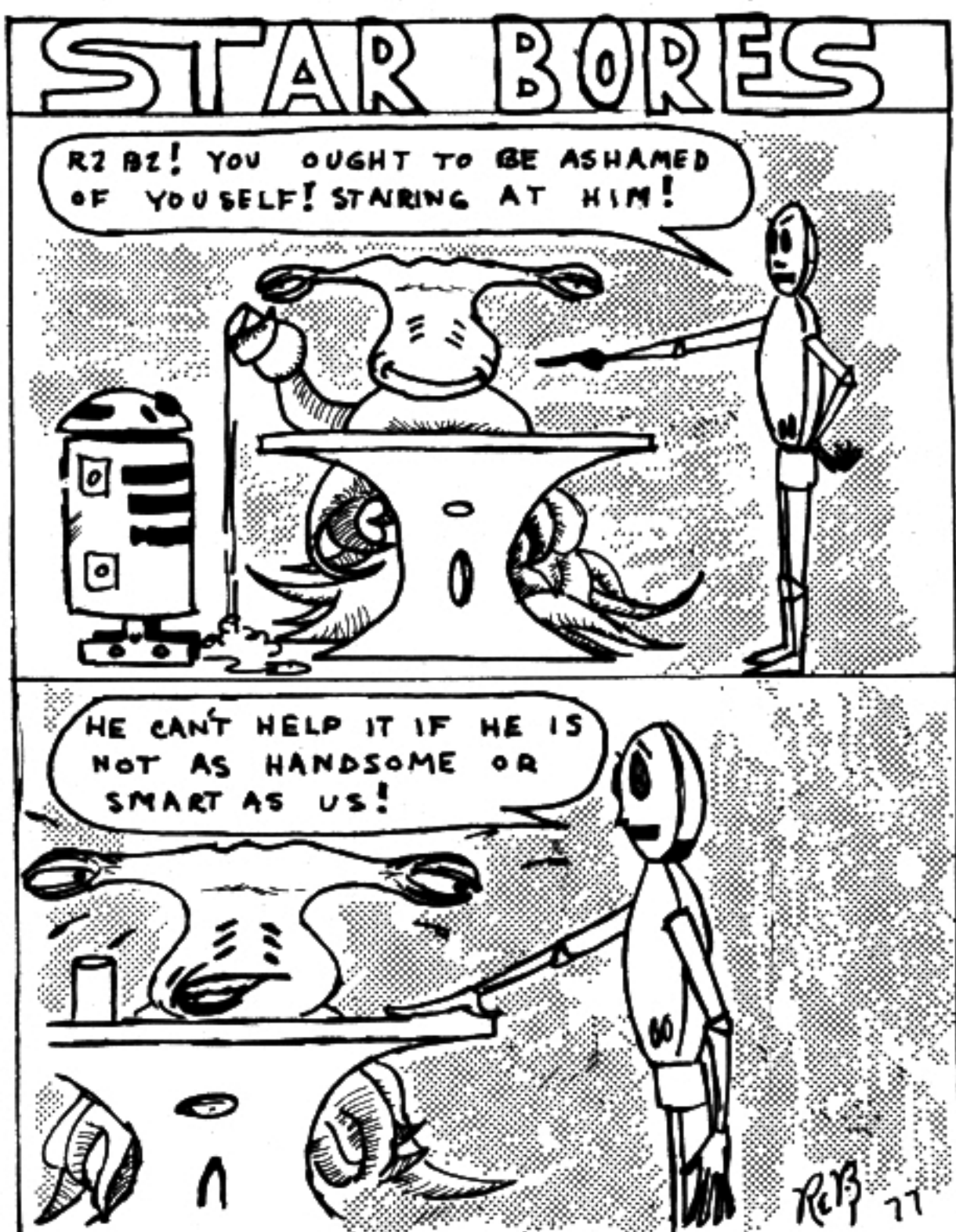
TABLE S3

PROB	APPROXIMATE DIAMETER
1	6'
2	7'
3	8'
4	9'

TABLE S4

PROB	CONDITION
1-6	Strewn about
7-8	Small heap (roughly 6" across)
9-10	Small pile (roughly 2' across)
11-12	Medium pile (roughly 4' across)
13-15	Medium heap (roughly 1' across)
16-19	Large heap (roughly 1.5' across)
20	Large pile (roughly 6' across)





ADVICE COLUMN



None of the guidelines we publish are official D&D and as such should be viewed as aids to be adapted after careful consideration by your group. The new Basic and Advanced Dungeons & Dragons editions have gone far to eliminate any ambiguities in the original rule set and all of our guidelines were developed before Basic Dungeons & Dragons was released (the Advanced D&D is as yet not released). We will adapt all future guidelines to conform to the rule set as soon as possible but bear in mind that while our publication is approved for use with Dungeons & Dragons it is not Official D&D... only a Variant in respect to Guidelines and interpretations. Closer relationships with the great folk of TSR should amplify and improve the value of your Guild many-fold. The latitude to publish Variant materials will permit us to use many of the ideas submitted by the Guildmembers and some of the more divergent brainstormers.



ABBREVIATIONS that are commonly used by our authors in the journal and in our guidelines booklets are listed below.

SL- Social Level (status as in the Guide to the City State)
HTK- Hits to Kill (damage points able to sustain before killed; hit points; accumulative hits)
LVL- Experience Level (fighting level)
HD- Hit Dice (which roughly relates to experience level)
HP- Hit Probability bonus to hit (if plus number stated)
NA- Number Appearing (number of monsters encountered)
FEM- Female character
FTR- Fighter class
MU- Magic user class
CL- Cleric class
TH- Thief class (1st mentioned in Greyhawk, page 4)
IL- Illusionist class (1st mentioned in Strategic Review, Vol I, #4, page 5)
BA- Bard class (1st mentioned in Strategic Review, Vol II, #1, page 11)
RGR- Ranger class (1st mentioned in Strategic Review, Vol I, #1, page 4)
DR- Druid (1st mentioned in Greyhawk, page 35 & Eldritch Wizardry, page 4)
MNK- Monk class (1st mentioned in Blackmoor)
AS- Alchemist class (1st mentioned in The Dragon, Vol I, #2- out of print)
SG- Sage class (1st mentioned in Blackmoor)
ExPt- Experience Points. WPN- Weapon. r- Melee Round.
t- Turn. PROB- Probability of occurrence. S- Strength.
I- Intelligence. W- Wisdom. CON- Constitution. DEX- Dexterity. CHAR- Charisma. PSY- Psionic Ability (from Eldritch Wizardry. AC- Armor Class. @- each. ALIGN- Alignment.
HO %- House Odds, GAM- Gambling Skill characteristic (both explained in Guide to the City State). CE- Chaotic-Evil, LG- Lawful-Good (& combinations thereof), N- Neutral. HALFL- Halflings. PP- Platinum Pieces. EP- Electrum Pieces. GP- Gold Pieces. CP- Copper Pieces. SP- Silver Pieces. NPC- Non Played Character. ST- Saving Throw.

DUNGEONMASTER LISTING

As a service, we will list you or your club here to allow others in your area to know about your interest in fantasy gaming. Please send your listing on a separate card from orders and other correspondence.

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PO Box 1648
Titusville, FL 32780

Phillip V. Rowell
2310-A Matador St.
Rome, NY 13440

University of Lowell Tactical Society
Student Union Building- South Campus
Lowell, Mass 01854

Illinois Valley Fantasy Wargame Club
c/o Richard Staff
202 Washington Apt. 5
Streator, IL 61364



Detailing Your Miniatures Cont.

Shading the clothing of figures is not as hard as with 54mm figures where the colors must be blended. The thing to keep in mind is that the figures are fairly small (especially considering that they spend much of the time out in the middle of the table) and thus require stronger, bolder details- to be seen at all. Therefore, after the basic color has been applied, a darker shade (a little black or blue added) can be added in the 'shadows' of the folds and a lighter shade (a little white or yellow added) applied on the highlights. Mark uses this basic technique with the flesh tones by painting the flesh areas a darker flesh tone first (usually the flesh paints are too light and a color must be added to darken it), and then painting the highlights with the basic tone. Try looking at photographs for the areas to be left dark and which to highlight.

On the subject of faces, some people like to paint mustaches and beards only since these are the most noticeable. And then others paint the eyebrows and the eyes in addition. The eyes look best if you keep them symmetrical and looking in the same direction. Before painting the flesh paint two large white areas and then add two small black dots in the centers. When painting in the flesh it's important to 'close' the eyes down to a fairly small bit of white showing- too much white and the figure looks starry-eyed or not just a little frightened! For details like this a triple 'O' or quintuple 'O' brush can be very handy. However, the bulk of your painting is best done with a '1' or '0' brush- if it's a good one. A good, large brush should be able to keep a point and handle many details; the big advantage of a larger brush is that it holds more paint and reduces the need to keep dipping for more paint and thus speeding up the process.

One of Marc's suggestions was to try using metallic colors on basic cloth colors; this embroidery of gold or silver stands out well against a brightly colored hauberk- the difficulty is in making eagles look like eagles and so forth! Flags (or lance pennants) can be fashioned from aluminum foil. Just wrap it around the standard with a bit of glue in the fold and press. Before the paint is dry, try adding some wind-blown folds; the result will be quite durable. Another use for the foil is adding of clothes or animal skins to a fighter. I took an Airfix zoo animal set and cut the head and paws off a leopard and glued these on an amazon so that foil could be spliced on cut like an animal skin. After adding a golden brown color and countless little black spots- a splendidly barbaric amazon with leopard skin 'coat'!

After spending so much time on the figure, some time is well spent finishing the bases. If you are not mounting the figure onto a multi-figure base (for use as a military unit), it is still a good idea to mount single figures on individual bases- 3/4" or 1" square- so that they won't fall over when the table is bumped. Rather than just painting the base green, try putting the paint on thicker and then adding heaps of model railroad grass. Shake off any excess grass after the paint has dried. With thicker model grass, Elmer's glue can be used instead of paint, giving you more time to work with it. For the bases, thin brass, aluminum or plastic strips looks best; cardboard & balsa wood is cheaper but warps if Elmer's glue is used (use a sticky weatherstrip-type glue). All of this, really sets it off.

That's about it for now. I hope at least a few of the ideas sparked your imagination whether you're an old timer or apprentice painter. I'd like to hear about any techniques that you think might be helpful -Bill Owen.



ALL THAT WAS LEFT, AFTER HE WENT ETHEREAL



WAS HIS JUDGES GUILD T-SHIRT...

relates Woody, our pet ogre. You, too, can acquire the hauberk pictured, in almost as mystical a manner- via the U.S. Postal Service! Small, Medium, Large & Extra Large Adventurers need only send \$3.75 to the Guildhall; corresponding child's sizes (except small) at a hobbit-size price- \$3.25. Comes in either tan or light blue, each with royal purple lettering- state your first choice- first come, first served!

Judges Guild Booty List

WHAT IS A BOOTY LIST?

It is a listing of fantasy & science fiction games and accessories that you can order from Judges Guild. The next pages (12-16) have a detailed listing of various types of games and companies' products. We ship your order the same day it is received and by 1st Class Mail or by United Parcel. To holders of PO Boxes- please give us your street address also, in case the weight necessitates UP. We have attempted to give a short synopsis of each product so you'll know what you're buying. If you have any questions, don't hesitate to write.

MINIMUM ORDER:

Minimum order for games, rules & aids is \$1.00. Minimum order for any order that includes miniatures is \$10.00, however other items may be ordered in addition to the miniatures to make the \$10 minimum.

POSTAGE CHARGES:

Following is for orders other than subscriptions (see section on subs for their postage charges). There is no postal charge for U.S., Canada, APO & FPO. Exception: Frazetta prints require a \$1 per order (up thru 6 posters) postage charge.

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TAX:

Orders from Illinois must include 5% sales tax on all items except subscriptions & magazines.

SUBSCRIPTION ITEMS VS.

NON SUBSCRIPTION ITEMS

Subscription items are items originally sent out as a part of the Guildmember subscription. Non-Subscription items are optional and must be ordered separately; also subs may not be back-dated- issues become back issues as they are published.

Subscribers to the Journal receive only the Journal. Guildmembers receive the Journal and fantasy material (including guideline booklets and/or maps).

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Rulebooks, games and aids will be back ordered if out of stock and we are expecting more in soon. Miniatures will be back ordered only if the total out of stock miniatures add up to a \$10 or more. If we are unable to back order, a credit memo will be issued usable for a future order or cash refund if requested.

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Certain items have been discontinued and their numbers will not appear below when no longer available.

JUDGES GUILD FANTASY GAME AIDS:

We produce game aids for added depth of play for DUNGEONS & DRAGONS TM Reg App For, and usable for other fantasy game systems. Most of our retail game aids found in stores are made up of previous Guildmember subscription issues. Since many have asked for a description of what has been published, we have provided that below- with the numbers of the issues that made them up.

PAYMENT:

Please send a check or money order, don't send cash!



Send to:
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P O Box 773
Decatur, IL
62525

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- 1 THUNDERHOLD ISSUE a castle of a dwarf-king and extensive Cavern with guidelines on poison, metal/coin values, beggars, buffoons, special encounters (originally 'J') 3.00
 - 2 CITY STATE CAMPAIGN ISSUE a wilderlands map (1 each for Judge & Players) for the area around the City State with villages, castles etc.; guidelines on Baronies, technological level, trade guide, wishes, morale, NPCs & negotiations ('K') 4.50
 - 3 TEGEL MANOR ISSUE a huge haunted house with room & monster descriptions and guidelines on magic statues and resurrection results ('L') 4.50
 - 4 MODRON ISSUE a town map and an underwater map with descriptions of town inhabitants and guidelines on swimming, sharks and monster compendium of D&D monster statistics ('M') 3.50
 - 5 BARBARIAN ALTANIS/GLOW WORM STEPPES CAMPAIGN ISSUE a wilderlands map of both areas above (with 1 each for Judge & Players), with villages, castles etc.; guidelines on ruins, caves, searching, rivers ('N') 5.50
 - 6 VALON/TARANTIS CAMPAIGN ISSUE a wilderlands map of both areas above (with 1 each for Judge & Players), with villages, castles etc.; with guidelines reprinted from the 2nd issue on Baronies, technological level etc. (current issue 'O') 5.50
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 - 10 GUIDE TO THE CITY STATE- 56 page street by street, shop by shop listing of City State's NPC's and guidelines on women, background, calendar (available separately, comes as a part of following CITY STATE GAME AID) 3.50
 - 12 CITY STATE OF THE INVINCIBLE OVERLORD GAME AID- huge ref's aid to a large, fantastic medieval city with large city map, guidelines on NPCs and back ground plus Thunderhold/Sunstone Caverns (originally from Basic Sub and 1st issue) 9.00
 - 14 READY REF PACKAGE- combines many quick reference sheets for D&D from many of the guildmember issues (from Basic Sub and Issues 1, 2 and 3) 2.99
 - 27 TEGEL MANOR- a huge haunted house with large map of manor and area plus room descriptions and guidelines- a good, basic dungeon-type scenario (issue 3) 4.50
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MASTER LIST

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When buying three or more back issues deduct \$1 per issue ordered. For example: Ordering issue 1, 2 & 3 would be \$3 + 4.50 + 4.50= \$12 - 3 = \$9.00. Applies to orders of three or more only.

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2. 135 Dungeon Tac Cards 3.95
4. 17x22" City State Players Map .50

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10. Guide to the City State 56 pages of more NPCs and guidelines 3.50
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22. Newsletter L (4 pages) .30
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25. GL Booklet L- 24 pages & Character Checklist RR chart 2.50
27. Tegel Manor Installment- items 22-25 4.50

NON SUBSCRIPTION ITEMS:

28. Judges Shield- cardboard screen with reference material like to hit charts & monster compendium of statistics 1.98
29. Six Character Checklists (RR from Installment L) .50
30. 11x17" Reduced Judge's Map of Tegel Manor and Area .75

SUBSCRIPTION ITEMS:

31. City of Modron/Underwater Adventure 11x17" Judges' Map & 8½x11" Players Map 1.00
 32. GL Booklet M- 16 pages & RR chart listing all monster statistics 2.50
 33. Newsletter M (8 pages) .60
 34. Modron Installment- items 31-33 3.50
- NON SUBSCRIPTION ITEMS:
35. Three Monster Statistics Compendium Sheets (printed both sides) .50
 36. Character Chronicle Cards- new NPC and player character cards for recording characteristics, weapons, magic items etc. 100 cards for 1.98
 37. First Fantasy Campaign by Dave Arneson- 92 page booklet and two campaign maps describe the development and background of the original dungeon game 7.98

38. Judge's First Fantasy Campaign Map 17x22" 1.50
39. Players' First Fantasy Campaign Map 17x22" 1.50
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46. Blank Wilderlands Hex Grid 17x22" printed both sides on same paper as other maps .80
 47. Campaign Hexagon System, a booklet of 55 light grey hex fields (hexes are numbered & .3" in size- making them .2 mile for the standard D&D 5 mile Wilderness hex) 8½x11" 2.50
 48. Wilderlands of High Fantasy includes two sets of five different campaign maps and campaign guidelines 8.50

SUBSCRIPTION ITEMS:

49. Valon/Tarantis Issue (O) 5.50
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51. Judges Guild Journal O .80

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

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Stop Press!

LATEST NEW RELEASES AVAILABLE FROM JUDGES GUILD



I learned of many new products while attending Metro Detroit Gamer's WinterCon VI in Pontiac, Michigan. Incidentally, it was very good con for game players with numerous and continuous tournaments and spontaneous events. MDG did a fine job of booming forth on the PA system whenever an event was imminent; over 700 gamers took advantage of the good weather (in between our chain of midwestern blizzards) to attend. With MDG's well-organized association, I'm really looking forward to Origins (July 14-16, 1978) in Ann Arbor, Michigan for added summer-convention spice!

As advance notice, MDG asked me to let you know that many DMs are needed for their monster D&D tournament at Origins. They would like to have experienced DMs, so if you think you would be able to fill the bill please write them a letter

explaining your qualifications and any pertinent data to the following address- Origins D&D Tourney, 2616 Kenwick, Troy, MI 48098.

Now, on to the new fantasy items! TSR was in the process of binding their long-awaited MONSTER MANUAL when I spoke to them at the con. This will be in the form of a hard-bound book, about 112 pages long. With over 350 monsters listed (and over 200 illustrations) there will be many new monsters listed along with the old ones from the rules, supplements, Strategic Reviews and Dragons. The book will list the monsters alphabetically and in a standard format. The price will be \$9.95.

I saw MIDDLE EARTH by SPI at the con and it looks very impressive. It is a \$20 game and is made up by actually four different games- two mini-games (Sauron & Gondor) and WAR OF THE RING (which is a character game and a campaign game). The WAR OF THE RING portion is available by itself for \$15. The designers, Howard Barasch & Richard Berg, have made great efforts to retain as much of Tolkien's basic theme, but allow the numerous options that might have occurred. More on this on page 15, upper 1st column.

-12-

Battleline is releasing MACHIAVELLI, a game of diplomacy for 2-8 players (best for 4-6). Bribery and assassinations play a part too. Full color box and map plus die cut counters, \$12.95.

ARCHWORLD is Fantasy Game Unlimited's latest release. It is a rules booklet for fantasy miniatures battles with an emphasis on the ordinary soldiers as opposed to the more common 'powerful magic' syndrome. Magic is relegated to behind the scenes activities and protecting leaders in a tight spot. The booklet is \$6.00.

RIVETS is Metagaming Concepts' latest mini-game, \$2.95. The game hypothesizes a future war of robot vehicles 'with the intelligence of electric can openers', still fighting it out without human supervision. Metagaming's WIZARD has not yet been released- we do have them on order and have been advised to look for it in January '78. This will be the second part with MELEE of their Swords & Sorcery trilogy.

We have all of these items on order and should have them available for mail order by the time you read this -Bill Owen

tables for levels four through six 2.49
Dungeon Geomorph 1- Basic Dungeon, geomorphic pieces of a dungeon floor plan designed to fit together many different ways 2.49
Dungeon Geomorph 2- Caves & Caverns, pieces of a cavern-type floor plans 2.49
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Publications on D&D:
Strategic Review is a small newsletter with new monsters, character classes and other D&D material. Strategic Review later became The Dragon which is a colorful, glossy magazine with emphasis on D&D material (with some on EPT and others). Strategic Review Vol. I, #1, 2, & 3 each .50
Vol. I, #4, 5, Vol. II, #1 each .75
Vol. II #2 1.00
The Dragon (Vol. I #1-6 is out of print) Vol II, #1, 2, 3, 4 each 1.50

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

Metamorphosis Alpha, a role playing game system for a giant, lost space ship where the players can choose characteristics via strange mutations 5.00
War of the Wizards, a game magic in the arena designed as adjunct to EPT. Very detailed spells and interactions 7.50
Boot Hill, relives the wild west in a role playing game system allowing players such characteristics as gambling skill, throwing, marksmanship etc. 5.00
Star Probe, the first part in a Sci-fi trilogy game, includes star map 6.00
Star Empires, the second and very detailed part of the Sci fi trilogy, with star map 7.50
Don't Give Up the Ship, miniature rules for the age of sail 5.00
Classic Warfare, ancient miniature rules by Gary Gygax 10.00
Tractics, very detailed rules for armored miniatures from World War II to the present. Includes three volumes, charts & box 11.95
Wizards & Warriors, simple fantasy quest game of escorting a princess past monsters to the castle. Pieces, colorful map and box 6.95
Dungeon!, simple game of players entering different parts and levels of a dungeon to win treasure from the menaces therein. Includes colorful board, monster & treasure cards and pieces 9.95

DUNGEONS & DRAGONS



Dungeons & Dragons, the original fantasy role playing game system. Includes three booklets, boxed (polyhedra dice required). More extensive than the D&D Basic Book which is an updated low level game system. Includes information on all phases of adventuring- dungeon, wilderness, sea and air \$10.00
Dungeons & Dragons Basic Book, a good start into fantasy gaming including all of the basic information for lower level of play (1st three levels). As a note, an advanced version will be released, also rewritten and expanded, to add on to this basic system 5.00
Dungeons & Dragons Basic Set, includes the D&D Basic Book, a Monster & Treasure Assortment, a Dungeon Geomorph and a polyhedra dice set 9.95

* T.M. Reg. App. for.
Monster Manual now available, see Stop Press, page 12 9.95
Supplements to D&D:
The following Supplements are not strictly necessary to play D&D, but do add much depth of play once your campaign has been established.
Greyhawk, Supplement 1 5.00
Blackmoor, Supplement 2 5.00
Eldritch Wizardry, Supplement 3 5.00
Gods, Demi-Gods & Heroes, Supplement 4 5.00

Battle Rules for Miniatures:
Chainmail, the original medieval battle rules with man to man section recommended for use in D&D 5.00
Swords & Spells, battle rules designed for use with the D&D game system, very detailed 5.00
Legions of the Petal Throne, battle rules designed for use with the EPT game system (listed below) 6.00

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

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

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

Foot Figures are 35¢ each (almost all 'SS' and 'ME' numbers are foot except as noted) Cavalry Figures are 75¢ each (and are listed as 'SSM' and 'MEC')
Special Figures and Sets are marked to side of the figures' name.

These figures are highly recommended.

MEDIEVAL

Knights on Foot @35¢ each
ME1 Short spear closed plumed basinet
ME2 Sword Basinet open
ME3 Battle axe chapeau de fer
ME4 Two Handed sword crested helmet
ME5 Knight with mace and chain

Men At Arms on Foot @35¢ each
ME6 Short spear and shield
ME7 Glave no shield
ME8 Battle axe and shield
ME9 Footman w/military flail
ME10 Longbowman firing bow
ME11 Longbowman taking arrow from belt
ME12 Genoese Crossbowman
ME13 Genoese Crossbowman readying crossbow
ME14 Foot Soldier w/spear & shield
ME15 Foot Soldier w/Pavise & Spear
ME12A Pavis for use with Crossbowman
ME16 Scot with claymore
ME17 Scot w/lochaber axe
ME18 Footman w/halberd
ME19 Scots Spearman
ME20 Foot Knight w/poleaxe
ME21 Scots Pikeman, advancing c.1320



MEC1 MEC4 MEC5

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MEC10 Mounted Crossbowman

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SHIM

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ME6

ME7

ME8

VANHA

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ME1

ME2

ME3

ME4

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25mm

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Lights, Mediums, Heavy and Tridentman
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1066

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1400 - 1550

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25mm

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NEW!



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Booty List Cont.



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10 Night Black	73 Midstone (tan/olive)
11 White	83 RLM Gray (light green/gray)
12 Equip. Light Gray	702 Panzer Gray
20 Fire Red	703 Panzer Dk. Yellow
23 Flesh	704 Panzer Dk. Green
24 Int'l Orange	705 Panzer Red-Brown
25 Royal Purple	810 Desert Pink (a deeper fleshtone)
26 Federal Blue	
30 Blue	
32 Sky Blue	
40 Yellow	
41 Earth Yellow	
50 Jungle Green	
52 Olive Drab	
53 Dark Wpn. Olive	

Note: Orders including paint must total at least \$10 (may include other items to make the \$10 minimum). Orders will be sent post-free via United Parcel

VALIANT MINIATURES Available from Judges Guild, see requirements for ordering miniatures on the Booty List.

stardate: 3000™

Federation Starfleet

Pursuit Ships

SD 1 'Intruder' IID Scout (9) SD 2 'Vigilante' IIIC Interceptor (6)

SD 3 'Phantom' VB Assault Ship (4)

SD 4 Alien 'Banshee' Scout (6)

Battlecruisers

SD 6 'Draco' class Destroyer (2)

SD 7 'Aries' class Escort Cruiser (1)

SD 8 'Perseus' class Cruiser (1)

SD 9 'Orion' class Heavy Cruiser (1) \$3.50

\$3.50 per pack (quantity each shown)
SD-1 'Intruder' IID Scout (9)
SD-2 'Vigilante' IIIC Interceptor (6)
SD-3 'Phantom' VB Assault Ship (4)
SD-4 Alien 'Banshee' Scout (6)
SD-5 Alien 'Vampire' Interceptor (4)
SD-6 'Draco' Class Destroyer (2)
SD-7 'Aries' Class Escort Cruiser (1)
SD-8 'Perseus' Class Cruiser (1)
SD-9 'Orion' Class Heavy Cruiser (1)*
SD-10 Alien 'Sadr' Class Destroyer (2)
SD-11 Alien 'Phardos' Escort CA (2)
SD-12 Alien 'Murazh' Battle CA (1)
SD-13 Alien 'Merak' Hvy Battle CA (1)
SD-14 Small Movement Stands (9)
SD-15 Large Movement Stands (6)
*Orion Class is \$4.50 each

Alpha Omega, sci-fi boardgame by Battleline, designed to be usable with the Stardate 3000 ships \$13.00

See Sci-fi section below for other tactical space games.

Alien Starfleet

SD 4 Alien 'Banshee' scout (6) SD 5 Alien 'Vampire' interceptor (4)

SD 10 Alien 'Sadr' class Destroyer (2)

SD 11 Alien 'Phardos' class Escort Cruiser (2)

SD 12 Alien 'Murazh' class Battle Cruiser (1)

SD 13 Alien 'Merak' class Heavy Battle Cruiser (1) \$3.50

Wooden Ships & Iron Men, boardgame usable with Fighting Sail series ships below 9.00

Don't Give up the Ship, miniature rules for sailing ships 5.00

VALIANT FIGHTING SAIL MINIATURES

\$3.50 per pack (quantity each shown)

FS-1 100 Gun Ship of the Line (2)

FS-2 74 Gun Ship of the Line (2)

FS-3 44 Gun Frigate (2)

FS-4 36 Gun Frigate (2)

FS-5 20 Gun Sloop of War (3)

FS-6 18 Gun Brig of War (3)

FS-7 16 Gun Schooner (3)

FS-8 12 Gun Cutter (3)

FS-9 Bomb Ketch (3)

FS-10 Mediterranean Galley (3)

FS-11 Algerian Xebec (3)

FS-12 Ships' Boats (15)

FS-13 Masts Under Full Sail (12)



FS-1 100 Gun Ship of the Line (2)



FS-2 74 Gun Ship of the Line (2)

FS-14 Floating Batteries (6)
FS-15 Land Fortifications (3)

SCIENCE FICTION GAMES & MINIATURES RULES Available from Judges Guild, other Sci-fi titles listed in TSR's section. See order requirements for miniatures.

Game Designers Workshop:

Traveller, three volume sci-fi role playing, boxed. Detailed character generation, space-ship building and movement, & worlds and adventures \$12.00
Imperium, NEW strategic interstellar war with hard-backed map of the near region of the galaxy, die cut counters and box 11.98

*Zocchi & Associates:

Star Fleet Battle Manual, ship to ship combat for Star Trek-based battles utilizing energy allocation to shields, phasers, warp drive etc. Cut-out ship silhouettes are included; designed for use with miniatures listed \$6.00
Alien Space, sister game to Star Fleet Battle Manual with many new ship types 5.00
Star Command, tactical level rules 5.00
Superhero 2000, role playing of the future with players constructing their characters into an optimum crime fighter to battle terrorists

and other criminals 6.00

Space Patrol, extensive sci-fi role playing booklet with accent on adventures on alien planets. Includes roll-your-own alien charts 5.00

STAR TREK SHIP MINIATURES-

Dreadnought 2.50
Cruiser 1.98
Destroyer 1.98
Scout 1.98
Romulan 2.50

(Orders including miniatures must total \$10, minimum; rules/games may be included to make the minimum.)

*Avalon Hill:

Starship Troopers, man to man sci-fi board game with hard backed map and die cut counters based on Robert Heinlein's book 10.00
*Metagaming Concepts:

Monsters Monsters, fantasy role playing with the players being the monsters 5.95
Ythri, sci-fi game of Poul Anderson's Avalon 8.00

Ogre, mini-game on future supertanks 2.95

Chitin, mini-game on war between races of intelligent insects 2.95

Melee, mini-game on man to man combat 2.95

WarpWar, mini-game on tactical spaceship design and combat NEW 2.95

Rivets, a mini-game of war between unintelligent robot vehicles (see Stop Press, page 12, for more details) 2.95

Wizard, the second mini-game in Metagaming's Swords & Sorcery trilogy- not available until January '78 2.95

FANTASY GAMES UNLIMITED Available from Judges Guild

Chivalry & Sorcery, NEW role playing medieval fantasy rules, 129 pages \$10.00

Gladiators, man to man contest in the arena suitable for use with Grenadier's gladiator miniatures 5.00

Royal Armies of the Hyborean Age, battle rules and miniatures organization for the Conan era 6.00

Down Styphon, musket & pike era battle rules and figure organizations, uniform guide. Based on Lord Kalvan of Otherwhen, fantasy action on an alternate earth 4.00

Flash Gordon & the Warriors of Mongo, role playing adventure rule system 6.00

Bunnies & Burrows, role playing system inspired by Watership Down usable with Grenadier miniatures of the same name 6.00

Lords & Wizards, fantasy boardgame with die-cut counters, 22x28" three-color map 12.00

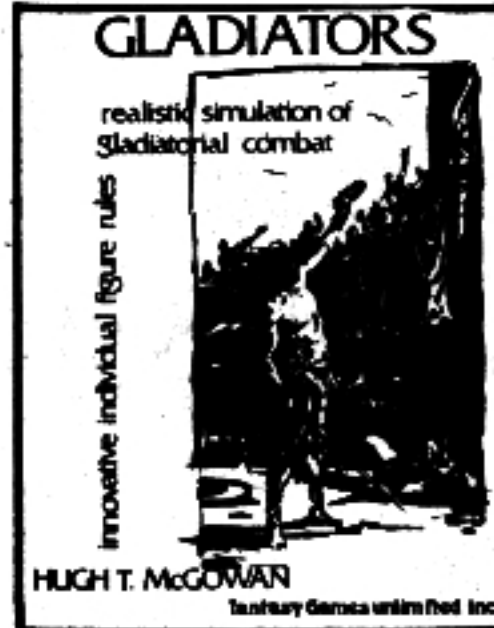
Citadel, mini-game of the quest recover the long-gone wizard's talisman; includes rules cut-apart counters and 12 floor plans 4.00

Chivalry & Sorcery

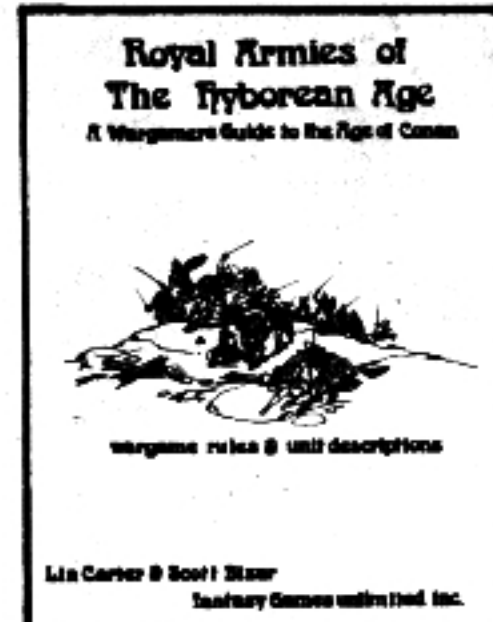
Warfare & Wizardry in the Feudal Age



Ed Simbalist & Wilf Backhaus



NEW- Archworld is a fantasy world with lesser emphasis on magic (see Stop Press, page 12 for further description), booklet \$6.00.



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FRAZZETTA PRINTS have raised their poster price to \$4 each effective December 1, 1977.

FRANK FRAZZETTA'S FANTASTIC ART

FRAZZETTA PRINTS \$4.00 each, full color, each approx. 18x24", add \$1 postal charge for each order of poster(s). Numbers (from Book I & II) available are shown below:

- 5) Wolfmoon
- 6) Sorcerer
- 10) Spiderman
- 12) Green Death
- 17) Snow Giants
- 20) Tyrannosaurus Rex
- 21) Egyptian Queen
- 22) Sun Goddess
- 23) Atlantis
- 24) Silver Warrior
- 31) Death Dealer
- 35) Core
- 38) Savage Pellucidar
- 39) Chained
- 42) Sea Witch
- 43) Flying Reptiles
- 44) Jongar Fights Back
- 45) Pony Tail
- 46) Stranded

Available from Judges Guild.

- 48) The Moonmaid
- 49) The Destroyer
- 52) The Norseman
- 53) Escape on Venus
- 54) A Princess of Mars
- 55) John Carter and the Savage Apes
- 56) Thuvia, Maid of Mars
- 63) Gulliver of Mars
- 66) Against the Gods
- 69) Beasts of Venus
- 70) Ghoul Queen
- 80) The Huntress
- 81) Dark Kingdom

NO POSTAGE CHARGE FOR ORDERS OF SEVEN OR MORE POSTERS! Include \$1 for postage for orders of six or less.

No postage charge for the following books:
'The Fantastic Art of Frank Frazetta' (Book 1), 42 plates, most in color \$7.95
'Frank Frazetta' (Book 2), 39 plates, most in color 7.95



24)

GAMES AND ACCESSORIES Available from Judges Guild.

DICE:

High Impact Polyhedra Dice Set, including 4, 8, 12 & 20 sided \$2.25

High Impact Twenty Sided Die, orange plastic each .75

Polyhedra Dice, including 4, 6, 8, 12 & 20 sided 1.49

Twenty Sided Dice, one red and one white plastic pair .89

Average Dice, six-sided dice numbered 2, 3, 3, 4, 4, 5 pair 2.00

Note: High Impact dice numbers are not filled in; a permanent Sharpie

marker is recommended- with two colors for the 20-sided, one for the teens and another color for ones.

GDW: En Garde, swashbuckling role playing in the era of the Three Musketeers with emphasis on maintaining social level, dueling and military campaigning. Forty-six page booklet 4.00

Avalon Hill: Diplomacy, one of the best games on diplomacy which is simple to learn but hard to master. Best with 5-7

players with scenarios for Napoleonic through World War I eras 11.00

Kingmaker, another good game for wheeling and dealing with each player/baron attempting to crown his own royal piece king. Expandable complexity for 2 players and up 10.00

Outdoor Survival, game of survival in the wilderness. Many scenarios featuring lost parties, hunting and more. Allows gradual expiration of life levels 10.00

Heritage Models: D&D Index by Dave Arneson, indexes the original volumes of D&D 5.00

Ancient 3000 BC to 1250 AD, rules by Wargames Research Group in England. The most widely played rules here and in England 5.00

Wargames Guide to Ancients, painting tips and organization 4.00

Renaissance 1490-1660 AD, rules by WRG for full plate & arquebusier. An adaption of the their popular Ancients rule system 5.00

Creative Wargames Workshop: Emerald Tablet, very detailed rules for fantasy miniature battles with an emphasis on medieval type magic (which is risky!) 6.95