



THE JUDGES GUILD JOURNAL

PRICE 80¢
Circulation 2200

Dedicated to SWORDS AND SORCERY Fantasy Gaming

Issue 11 (T) Item #70
Aug/Sept 1978

JOURNAL GETS NEW EDITOR

JOCULAR JUDGEMENTS

Starting with the next issue of The Judges Guild Journal, we will be switching to an 8½ x 11 format. The next issue will be approximately 32 pages in length and will be issue 12 (U), however, in order to more accurately portray the dates, the header dates will read December-January instead of October-November. Please note that this does not affect the release date which will still be the end of November Nor will it affect your subscriptions. Part of the reason for this change is due to other projects and reader response.

We are proud to announce that Chuck Anshell, former Editor and Publisher of The Dungeoneer has consented to become the Editor of The Judges Guild Journal starting with that next issue. Chuck brings with him vast experience in the fields of fantasy-role-playing and gaming in general and has been a science-fiction and fantasy fan almost all of his life. He, further has expertise in other areas which we feel will be a definite benefit to our organization and Guild Members. While Chuck is coming into our fold, he will be maintaining his position as editor of The Dungeoneer—the number 1 fanzine for DMs and we will now be taking over the responsibilities of publishing that zine on a bi-monthly basis as another Guild product. As a special consideration, Chuck has agreed to publish The Dungeoneer on the alternate months from the Judges Guild Journal so that those of you who subscribe to both will be receiving new Judges material every month. Those of you who are not already subscribers should check the Booty list for new subscription information. We would like to express our regrets that Peggy Keith has decided to pursue a different profession and we wish her the best of luck in it. However, it is with great expectations that we welcome Chuck and look forward to the many contributions he will bring to the Journal and our product line in general. His demonstrated expertise should add a new depth of playability and professional quality to all of our services and products.

The Dungeoneer Fanzine will be produced in 64 page, 8½ x 11 format with full-color at an extremely reasonable cover price of \$1.75. Subscription rates will be as shown in the Booty List. We would like to emphasize that The Judges Guild Journal will be the House-organ and The Dungeoneer will remain as an independently owned fanzine. Because of Chuck's moving and other factors involved with switching over the publication, the next issue of The Dungeoneer will be issue 9 and will be the January-February issue, appearing towards the end of December. All currently running subscriptions, standing orders and trades will be honored.

Our lead designer, Mark Holmer, is acting editor of this issue, assisted by Chuck Anshell.

Along, with Chuck, we have gained the use of an IBM Composer. We also have a Multilith 940 press, a Sandmar Vertical Process Camera, a Pitney-Bowes Addressograph machine, 4 light tables, 3 drafting tables, 4 new desks, three file cabinets, dozens of sets of steel racks, 3 gaming/collation tables, 3 IBM Selectric typewriters, saddle staplers, electric staplers, electric sealers, a vastly expanded line of miniatures, games and accessories. Now all we need is some room to walk!

If you are in the Denver area, please feel free to stop by. We have included the map in this issue for this purpose.

Finally, we are now considering the purchase of a micro-computer for many uses in our business. If you have suggestions on equipment, or if you know of used equipment for sale, please contact us as soon as possible.



Shrewd Slants From The Sagacious Sage

Another tome of renown has become available to the magnificent ranks of Multi-Universe Judges...none other than the Advanced Dungeons & Dragons R Players Handbook! To every real enthusiast of Fantasy Role Playing, it is a milestone of tremendous importance. In the Players Handbook are all the pertinent facts concerning the various classes previously published in the Strategic Review and The Dragon, many very useful guidelines of value for any campaign, further elucidation on the complexing (until now) problems encountered due to alignment, differentiation and extrapolation of the nature of Hirlings and Henchmen, many new spells and clarification of old spells, a complete explanation of spell casting and the use of scrolls, and in-depth analysis of movement (outdoors, in cities, in dungeons, and during combat), light, infravision, ultravision, silent movement, invisible movement, surprise, and much more too plentiful to even outline in this short column. Traps, tricks, encounters, initiative, communication, negotiation, turning undead, magical control, spell combat, breath weapon attacks, magical device attacks, missile discharge, melee combat, saving throws, armor class, first strike, weapon factors, falling damage, healing, obedience, morale, mapping, organization, experience, poison, psionics, the planes of existence, ethereal and astral travel and combat, encumbrance, character races and classes: including Bards, Druids, Illusionists, Rangers, Assassins, Monks, and Paladins, and excellent examples sprinkled throughout make this E. Gary Gyga's most useful endeavor to date. Congratula-



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ons are definitely in order to Gary for all the sheer hours of work required to bring this tome to the gaming tables around the world. Now for the whip cream...The Dungeon Master's Guide! Not that we want to be cruel or cause you to end up in a padded office Gary... but we can't wait to see Manual of Exquisite Role Playing & Complete Campaigning you are working on after reading the gem you have already laid on us. Some of the new spells for Clerics are Command, Remove Fear, Resist Cold, Sanctuary, Augury, Chant, Slow Poison, Spiritual Hammer, Feign Death, Glyph of Warding, Divination, Exorcise, Tongues, Atonement, Plane Shift, True Seeing, Stone Tell, and Flame Strike. Some new spells for Druids are Shillelagh, Barkskin, Snare, Call Woodland Beings, Fire Seeds, Wall of Thorns, Chariot of Sustarre, and Creeping Doom. Some of the new spells, for Magic Users are Affect Normal Fires, Burning Hands, Enlarge, Erase, Feather Fall, Find Familiar, Fools Gold, Forget, Leomund's Lock, Gust of Wind, Leomund's Tiny Hut, Dig, Enchanted Weapon, Fumble, Minor Globe of Invulnerability, Airy Water, Bigby's Interposing Hand, Distance Disruption, Leomund's Secret Chest, Shatter, Push, Shocking Grasp, Spider's Climb, Write, Rary's Mnemonic Enhancer, Wall of Force, Unseen Servant, and Stone Shape. Many new mage spells of the sixth through ninth levels include Bigby's Forceful Hand, Guards and Wards, Glasee, Otiluke's Freezing Sphere, Spiritwrack, Tesner's Transformation, Bigby's Grasping Hand, Cacodemon, Drawmij's Instant Summons, Mordenkainen's Sword, Statue, Glassteel, Incendiary Cloud, Otto's Irresistible Dance, Sertin's Spell Immunity, Trap The Soul, Imprisonment, and others. The spells themselves have the casting time and components...verbal, somatic, and/or material... required to cast the spell. I have purposely left out the new Illusionist spells to keep this article a reasonable length. And I do not wish to give the impression that Fighters have been given short shrift. Far to the contrary, many new weapon types (including Fist or Open Hand have been given their Armor Class Adjustments and many pleasant surprises await those erstwhile defenders against Arcane Spellmasters.



Inside This Issue
Some Notes On Ye Old Process of Learning page 3
Magical Spices page 4
Religion & Justification of Magic page 6
Robots page 6
& Other Judges Guild Fantasy Features

The latest addition to the staff of the Judges Guild Journal is our new editor, Chuck Anshell. Herewith he foretells and backtells of himself.

Born at an early age, a definite disadvantage, Mr. Anshell continued in the tradition of being an ardent SF & F fan and was frequently known to disappear entirely for extended periods of time with the excuse that he was 'playing games'. His definite interests in SF led him astray and by the time he was starting High School, in Oak Park, IL, he already showed great potential in various science fields. He went on to pursue an education at Monmouth College in the field of Pre-Med and was admitted there as the first student to take, experimentally, an advanced Biology schedule. He was also in advanced Math and English, making him the first student there to be in three advanced courses at once. In his sophomore year, due to personal problems at home, he Monmouth and took up his education back in Chicago at Wright Junior College where he studied various architectural and social science courses. Uncle Sam obviously took pity on the lad, saw he needed some training in areas beyond the normal laws of science, and convinced him to join the Navy, wherein he taught electronics and mechanics and became an instructor. Upon completing this training at Memphis, he was assigned to NAAS Whiting Field in Milton (Pensacola), Florida. Thereon he embarked in a career of training pilots, confusing his superior officers, and other miscellaneous projects including teaching hypnosis to some of the mainline doctors. When new, computer-controlled trainers were to be installed, he helped install them and started up courses on computer programming for those in his company that didn't know how. Apparently he did a good job because two of his students wrote a program that without warning would stop the computers, keep them down for an indefinite length of time and then restart themselves. We never did find out where they hid the darn thing (in computer memory)!

Upon leaving the Navy in 1968 Chuck went to work for Western Union, again with computers, and started schooling again at Roosevelt University where he took Computer Courses. By this time, he had completed the professional photography course he had started while in the Navy. When Roosevelt started its Continuing Education Discovery Program, Chuck tested out as having better than the equivalent of a Bachelor of Business and started interim courses prior to working on a Masters Degree, but due to changes in schedules at work, etc. he dropped out of that program.

After a few years of pushing buttons for WU, he finally saw the light and got himself back on the right track and eventually started his own company. Fate was against him, however and has had to close the doors of Anshell Miniatures. In the meantime, however, he became the proud owner and editor of the Dungeoneer, the #1 fanzine for DM's and FRP'ing and has embarked on a crusade to expand its coverage, and get the thing published on time - bi-monthly. Since joining the Judges Guild, he now finds the best of all worlds and will be able to do just that.

SWORDS & SORCERY SAGAS

This issue I'm going to talk about a new epic fantasy trilogy called "The Chronicles of Thomas Covenant the Unbeliever". For the moment, however, I want to talk about "unbelief". Not too long ago I read an article decrying the rising popularity of such "unscientific and non-logical" beliefs as acupuncture and astrology. Far from being unhappy at this trend, I am greatly encouraged. The function of modern science has been to limit what may be done to those things which fit within the framework of that same science. This situation could be deadly to our future. What if the breakthrough that will free man from this one planet requires a man (or woman) who knows how to work a spell. Or maybe a demon powered ship will take us there. What if the Soviet Union learns how to cast a massive curse on us? How will we defend ourselves. More likely it will be something that I can barely imagine. The point is, let us not restrict ourselves to what science can predict or contain. Our future is too important for that. As the late John Campbell was fond of pointing out, the authority who states that this or that is impossible is almost invariably wrong. That which was impossible ten years ago is taken for granted today.

Donaldson, Stephen R. Lord Foul's Bane. New York, Holt, Rinehart and Winston, 1977. 369 pp. \$10.00

The Illearth War. New York, Holt, Rinehart and Winston, 1977. 407 pp. \$10.00

The Power That Preserves. New York, Holt, Rinehart and Winston, 1977. 379 pp. \$10.00

Did you ever meet a character in a story that you could not stand. Well, I hated Thomas Covenant from the moment I met him. The more I read about him, the worse I felt about him. However, I strongly recommend this trilogy to students of fantasy. It is different from most fantasies.

In Lord Foul's Bane we meet Thomas Covenant, a successful writer with one best seller and working on another book. His wife trains horses but Covenant hates them. Joan leaves on a trip and while she is gone, Covenant ignores a sore he has on his right hand. The sore turns out to be the first manifestation of leprosy. Covenant loses two fingers of his right hand and his wife who fears his disease. He also loses his hope. "Nerves don't regenerate!" becomes the philosophy by which he must live. Leprosy attacks the nerves. Feeling is lost first in the hands and feet. With feeling goes circulation and rot sets in. Therefore, a leper must take medication to arrest the spread of the disease and practice his "VSE" or Visual Surveillance of Extremities to detect any unfelt injury which might become infected.

WINDYCON 5 (SF) October 6-8, 1978
Location: Arlington Park Hilton, Arlington Park, IL
Info: Windycon 5
P.O. Box 2572
Chicago, IL 60690
Registration \$9.00 Guests: Bob Shaw, George Scithers

NONCON (SF) October 7-9 1978
Location: Edmonton, Alberta, Canada
Info: (403) 986-3870

WORLD FANTASY CON October 13-15, 1978
Location: Fort Worth, Tx
Info: Mike Templin
1309 S. West
Arlington, Tx 76010
Att. limited to 750: Guests Fritz Leiber, Gahan Wilson, Alicia Austin

Confulsion 2 (SF) October 21-23 1978
Location: Richmond, Va.
Info: Pat Kelly
9305 Mary Crest
Fairfax, Va. 22030
\$7 registration: Guests Kelly Freas, Steve Stiles

ROCKCON IV (WG) October 28-29 1978
Location: Ramad Inn Rockford IL.
Business 20 (State St.)
Exit on I-90
Northwest Tollway
Info: Ken Lythgoe
Royal Hobby Shop
3806 E. State St.
Rockford, IL 61108

CONCLAVE III (SF) November 3-5 1978
Location: Metro-Ramada Inn, Romulus, Mi, (313) 729-6300
Info: All checks made out to Waldo and Magic, Inc.
Registrations at door \$7
Mary Mueller
c/o EMU SF Society
117 Goodison
Ypsilanti, Mi, 48197

Art Show Info: Mike Privett
4124 Diamond
Ypsilanti, Mi. 48197

Huckster Tables: \$8 each
Howard Devore
4705 Weddel
Dearborn Heights, Mi. 48125

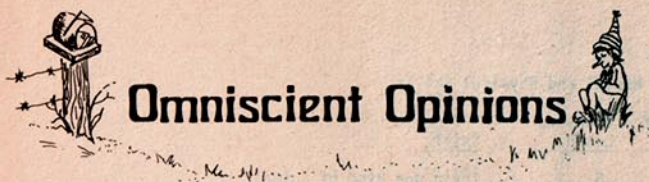
Program Ads: \$5 1/2 page
\$3 1/2 page
M.S. Weeks
c/o EMU SF Society (see above address)
Guests: Theodore Sturgeon, Elizabeth Pearse

COULEECON (SF) November 17-19 1978
Location: Ramada Inn, 2325 Bainbridge St. La Crosse, WI, 54601
Info: Couleecon
P.O. Box 932
LaCrosse, WI. 54601
\$8 to Nov. 1, \$10 after
Guests: Frederick Pohl, "Madman Riley"
Toastmaster: Michael Glickson
Sunday brunch with Goh Speeches included in reg.

WINTERCON VII (WG) December 2-4 1978
Location: Detroit Oakland Univ.
Al Slisinger
19941 Joan
Detroit, Mi. 48205

AMERICAN BACKGAMMON CHAMPIONSHIPS December 6-10 1978
Location: Dunes Hotel, Las Vegas, Nv. (702) 737-4110 ask for Lenny Shafer
Info: ABC
506 Main ST.
El Segundo, Ca. 90245
(213) 322-5039
or
Suite 1006
575 Madison Ave.
New York, Ny. 10022
(212) 486-1439
Room Rates \$19.78/night





Omniscient Opinions

WHAT HAVE I EXPERIENCED: SOME NOTES ON YE OLDE PROCESS OF LEARNING

W. John Wheeler

As players we all appreciate the omniscient character. Though the DM might balk, we want to know everything and be able to do everything. It matters little to us that none of us in real life can do all of the things our adventuring characters can do. We don't see anything wrong with playing fighters trained to use every weapon imaginable, or thieves so well-rounded that they are expert pickpockets even though they have never picked a pocket in their adventuring lives. Our characters are all expert woodsmen, gem appraisers, cartographers, and field medics--and they know about high magic from the first day that they set out on an adventure. After all, this is a fantasy game we play, and so these things are not unreasonable. Balderdash!

Even in the name of fantasy, which allows anyone to be anything he wants, aren't we short-changing our games by allowing this? And what of the poor Judge who must sit and watch his first level players correctly identify the 1000 GP ruby as a 10 GP garnet, or recognize the jeweled bug in the metal box as a Scarab of Death? The concept that a character cannot do or know everything, together with answers to the questions: "What do I know?"; "What can I do?"; and "What have I experienced?" will be discussed in this article. The idea was first published by Tom Holsinger in his article "Fighting Skills for Warriors and Clerics", *Judges Guild Journal*, No. 6, Oct./Nov., 1977. I have expanded his idea to include both mental and physical skills, and have revised his table.

What Do I Know? What Can I Do?

Every person has the potential to learn in three areas: knowledge (mental skills), physical skills, and attitude. Based on a person's desires and learning experiences, each will fulfill this potential in different ways. Knowledge learned will help a figure choose courses of action, evaluate data, and react to challenging circumstances. Physical skills learned will govern a character's physical behavior and determine his proficiency at the wide range of tasks facing him as an adventurer. Learned attitudes surely have a bearing on a character's alignment, but because of the nebulous nature of the whole alignment question, this will not be dealt with here.

For the purposes of this article, learning and training take place in two areas: knowledge and skills. The amount of learning in these areas is determined largely by a character's statistics. A figure's potential learning of knowledge (mental skills) will be determined by his intelligence, which governs his ability to memorize, understand, combine, and apply facts. Wisdom will also govern his ability to spend his learning time in useful ways. A character's potential learning of physical skills will be determined by his dexterity, which governs his ability to command his body to perform tasks he chooses, and by his intelligence, which governs his ability to duplicate actions accurately and to choose appropriate actions for any given situation. Strength may play a small part in mastering some physical skills, but because it mostly is useful in determining the degree of usefulness of a particular skill (such as shooting a bow for distance rather than accuracy), it will not be dealt with here. Some skills demand both mental and physical capacity. These skills will be covered, but the exact delineation of where a skill falls will be left to the discretion of the individual Judge.

Every piece of knowledge and every skill must be 'paid for' in time and energy required; more energy and time needed for study, practice, and mastery. Let us define the basic measures of learning energy to be the knowledge point (for mental skills) and the skill point (for physical skills). A character's statistics will determine his ability to acquire learning by setting an initial limit on his complement of knowledge skill points. Then the way a character uses these points to 'pay for' learning will determine what mental and physical skills he masters.

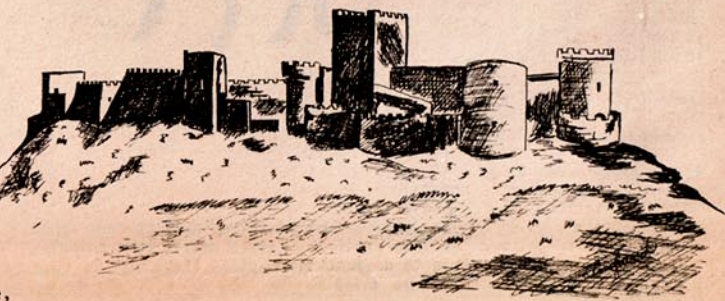
A player character's (or favored non-player character's) initial knowledge and skill points may be determined by using the character's stats and Table 1. To find initial knowledge points, determine intelligence and find the appropriate adder in Table 1. Repeat for Wisdom. Add these to the results of two six-sided die, and the result is the initial knowledge points. The process is identical for skills points, except that dexterity is used in the determination instead of Wisdom.

The mental and physical skills learned must also be 'paid for' in time. For the purposes of easy play, let us define the time required as the week: 5 eight hour days. Working 10 or 12 hours a day, or more than 5 days a week probably produces enough fatigue to negate the extra learning that might be accomplished. Besides, it gives the Judge a headache when he has to keep track of it all.



The time required to learn increases as the learning becomes more complex. One and two point skills 'cost' 5 weeks per point. Five point skills and above 'cost' 6 weeks per point. If a time limit is added to the limits on skills and knowledge points, it becomes an enjoyable exercise for players to create a balance between what they want their character to know and do (usually everything) and what is possible. If time runs out before all points have been 'spent', the remaining points may be 'saved' for the next period of training. If points run out but time remains, learning is still possible at a much slower rate, reflecting that the player character has reached the limits of his natural ability. Thus once a player character's points have been 'spent', he may continue learning or training, but it will take 6 times as long to finish the job. A character may run out of time while in the middle of some learning or training. In this case he may discontinue until he has the time or the points necessary to resume and pick it up from the point he left off. Add 1 point to the remainder for 'forgetting'. When learning is discontinued, the Judge will have to decide how much use the partial training will be to the player character. If more than one skill is being learned at the same time, probably part of each day is devoted to each skill rather than the whole day to any one skill.

As player characters advance levels they gain additional points. In the play testing of this system, arbitrary additions of 8 points per level were made, but perhaps a fairer method would be to award 2 knowledge points and 2 skill points times the level every time a figure advances. These additional points (combined with any leftover from the initial award) allow figures to become more knowledgeable and skillful in a regular way as they advance. It thus becomes reasonable for a fighter to become more proficient at more than one weapon, or be become an expert in one specific weapon. It also allows a thief to become expert in one or another of his skills.



After calculating the initial knowledge and skills points and setting the time limit, all that remains for the Judge to do is inform the players of their totals, provide them with lists of knowledge and skills (Tables 2, 3, and 4) to 'buy', and then sit back to watch the fun. What develops are characters whose abilities have been chosen by the players, and for which there can be no argument about the weapons a figure has been trained to use, for example. In play testing this method of character development the player characters began the game as 12 year olds, and they were given 208 weeks (4 years) of time in which to learn whatever they wanted. A home town was set up in which there resided people from whom the player characters could learn most (not all) of the skills on the lists. By the way, these people expected to be paid handsomely! This provided great impetus for the player characters to get out of town and go kill something. Each time this was done an interesting evening was spent creating the player characters that had personalities before any adventure, and that had backgrounds useful for role-play. Enjoyment came from watching the players not only determine necessary knowledge and skills for their player character's profession, but also deciding who should learn requisite party skills. You wouldn't want to join a band of adventurers who couldn't map, would you? Not the least of their worries was the time constraint--learning takes time. Each time this was tested the players and the Judge came away from the sessions with a real feeling for the characters, which has served in subsequent play sessions to enhance role-play. Not only that, but the holes in training (bound to occur in any group) have made for some interesting situational play. "Why are you using a bow knot to tie up the Orcs?" "Well, guys, you'll have to leave me here. I can't swim." "How was I supposed to know it was glass?" "Salt fish again. I wish one of us had learned how to track a deer!"

Of course, learning or training is a function of one's teacher. Although it is possible to learn something on one's own, given resources (usually in the form of books), it is generally much quicker to have a guide. Thus, if a player character wants to learn something for which no suitable teacher can be found, the Judge should roll for the player character's learning efficiency (expressed in terms of time). Roll one 20-sided die and add that many work-days per week required to learn the skill. If no suitable books are present, or other circumstances exist detrimental to pure empirical discovery, roll two 20-sided dice for the number of extra days per week needed.

Similar time adjustments could be made for the expertise of the teacher. A teacher should be at least two levels above his pupil. Subtract 1 day per week needed for every four whole levels the teacher is above the pupil. Add 1 day per week needed if the teacher is the same level as the pupil. A further refinement takes the prime requisite into account. If this is below average for the type of skill normally associated with a profession, additional learning or training time will be required. If it is above, less time will probably be required. See Table 5.

1. Use Table 1 to find adders for Intelligence, Wisdom, and Dexterity.
2. Combine adders for Intelligence and Wisdom with the results from two 6-sided die to obtain knowledge (mental skill) points.
3. Combine adders for Dexterity and Intelligence with the results of two 6-sided die to obtain physical skill points.
4. Establish a time limit.
5. Use Tables 2, 3, and 4 to select knowledge and skills learned in time allowed.
6. If knowledge or skill points remain, they may be used at a later time.
7. If knowledge or skill points are completely expended, learning may be discontinued and resumed later, or additional learning may take place at 6 times the original time required.
8. Calculate additional points gained when the player character advances levels and select new knowledge and skills.

Table 1

Table Adders for Intelligence, Wisdom, and Dexterity

Statistic	Adder
3-6	-1
7	0
8	0
9	1
10-11	3
12	5
13	7
14	8
15	9
16	10
17	11
18 (50)	12
18 (75)	14
18 (99)	17
18 (00)	20

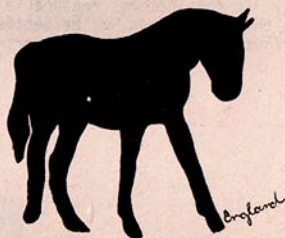


Table 2

Knowledge and Mental Skills

Number of Points	Weeks to Learn	Skill
1	4	Recognize groups of things such as rock types, weather patterns, edible roots, game animals. Will not recognize magical items.
2	8	Discern noise.
3	15	Mathematics
4	20	Cartography First Aid Singing Instrument Playing Tracking and hunting animals, not rangering. Woods skills (fire building, shelter making) Economics (the true value of common things) Reading, writing or speaking a language
5	30	Lore concerning a specific type of item, e.g., swords, Lawful good Egyptian gods, jewelry, etc.
6	36	Basic Alchemy
7	54	Natural Philosophy (pre-magic) Read, write, and speak magical runes (not a substitute for the spell Read Magic). Catechism (pre-ordination) Read, write, and speak church language

Table 3

Physical Skill

Number of Points	Weeks to Learn	Skill
1	4	Use pole arms, dagger, club, hammer, mace, or axe. Swim
2	8	Throw weapon (dagger, axe, hammer, spear, or javelin). Use morning star, flail, battle-axe, or short sword. Use shield Ride horse Combat effectively in chain Pick simple locks Move silently Hide in shadows Tie and untie knots
3	15	Use light sword, rapier, quarterstaff, or mounted lance.
4	20	Use broadsword Use crossbow Climb nearly sheer surfaces
5	30	Use two-handed sword or two-handed axe Use short bow Recognize and disarm traps Pick complex locks
7	42	Use broadsword and short sword simultaneously
8	48	Use longbow or composite bow Use sling

Closely related weapons or physical skills will not have to be learned from scratch. Expert status in any weapon requires double point expenditure, with attendant increase in weeks per point. Use of two weapons simultaneously requires points for each plus 1-4 points for use together.

Table 4

Combined Mental and Physical Skills

Number of Points	Weeks to Learn	Skill
3	15	Train one kind of animal
4	20	Sailing and small boat handling
6	36	Disguises Locate secret doors
9	54	Apprentice at a craft or trade, e.g., Armorer, Bower, etc.
35	210	Journeyman at a craft or trade

Table 5

Effect of Prime Requisite on Learning Time

Prime Requisite Statistic	Percentile Roll	Adjustment to Learning Time
3-8	1-00	Add 1-4 weeks per 5 weeks needed
9-12	1-20	Add 1-2 weeks per 6 weeks or fraction needed
	21-80	Make no adjustment
	81-00	Subtract 1 week per 6 weeks or fraction needed
13-14	1-60	No adjustment
	61-80	Subtract 1 week per 6 weeks needed
	81-00	Subtract 1 week per 5 weeks needed
15-16	1-40	No adjustment
	41-60	Subtract 1 week per 6 weeks needed
	61-00	Subtract 1 week per 5 weeks needed
17	1-20	No adjustment
	21-40	Subtract 1 week per 6 weeks needed
	41-80	Subtract 1 week per 5 weeks needed
	81-00	Subtract 1 week per 4 weeks needed
18	1-20	Subtract 1 week per 6 weeks needed
	21-60	Subtract 1 week per 5 weeks needed
	61-80	Subtract 1 week per 5 weeks needed
	81-00	Subtract 1 week per 3 weeks needed

MAGICAL SPICES

Dave Cox

These new dungeoning items may add some variety to your treasure. Spices are usually found in small vials, urns, tins, or drawstring pouches. They may be used by any type of player. Different spices must be used in various ways to be effective: some must be smoked, others eaten, others sprinkled as a powder, and still others mixed with water to make a paste. The spice container often has a label giving directions for use, but the label rarely states exactly what the spice is, although the finder may be able to deduce its nature by taste, feel, sight, or smell.

As typical of most dungeoning, the Judge should describe the newly found spice in only vague terms: "It looks like dust.", or "It has a smell that reminds you of wild hickory nuts mixed with bat guano." Keep in mind that many spices will seem confusingly similar upon inspection; for example, salt crystals look very much like sugar, and neither has any special smell.

Although the finder is welcome to taste a small amount of the spice, the magic will not work unless the entire amount is used in the proper way, and then the magic works just that once. Again, note that the spice will work its magic only if it is used in the proper way; for example, smoking is the normal use of tobacco, so mixing it as a paste or sprinkling it on a wound would simply waste its magic. Normally it requires one melee turn to use a spice, although there are a few that need longer preparation, as noted in the spice descriptions.

Of course the Judge should occasionally include some normal, non-magical spices as "treasure". The user of such normal spices will be disappointed to find that there is no magical effect. Certain magical spices (marijuana, tobacco, etc.) may be addictive if large amounts are continually used by one player. The seriousness of the addiction is left to the Judge's discretion, but usually the player must find some way to support his habit.

Living in most villages are men called "herbalists" who, for a price, may be able to change normal spices into magical ones. That takes several weeks of time for each conversion and is quite expensive.

The following is an alphabetical list of 36 typical magical spices, including their normal appearance, mode of application, and magical effect.

ALLSPICE	Type: Powder	Applied: Eaten
Effect: Enables the user to recognize and identify all spices for the rest of the dungeon trip. In addition, it has the effect of any other one spice the user wishes, effective immediately.		
BAY LEAF	Type: Leaf	Applied: Boiled in water, used as a salve
Requires two full turns to prepare the salve. Made with normal water, it will heal 3-18 damage points on one person. Made with Holy Water, it will heal 4-24 points.		
BLACK PEPPER	Type: Powder	Applied: Thrown into adjacent 10' x 10' area
Causes all living beings in the affected area to sneeze uncontrollably for three melee turns, during which they cannot fight.		

CARAWAY Type: Small Seeds Applied: Eaten

Enables user to "carry away" a maximum load of 6000 GP encumbrance, yet still travel at normal speed for the rest of the dungeon trip.

CARROTS Type: Vegetable Applied: Eaten

Gives vision in the dark for the remainder of the dungeon trip.

CINNAMON Type: Powder Applied: Eaten

Increases hearing probability of +2. If the user can normally hear a noise with 1-2, he can now hear on a 1-4. Lasts for the rest of the dungeon trip.

CLOVES Type: Powder Applied: Eaten

The user may call forth an elemental of his choice to fight for him for six full dungeon turns, but on the seventh turn he loses control and the elemental will attack him if able.

COFFEE Type: Powder Applied: Boiled in and drank

It takes two full dungeon turns to brew coffee, but once brewed it may be kept warm for a long time. Each find makes 1-8 cups, which may be drank by several in the party. Once drank it stimulates the users in any combat during the next three full dungeon turns to swing weapons or throw spells doubly fast (twice per melee turn). Or, as an alternate use, each cup poured down the throat will decrease the sleep time or paralyzed time of any player by one turn, effectively awakening him sooner than normal.

DILL Type: Small Seeds Applied: Mixed with wine and drank

If drank by a lawful being, it only prevents a hangover the next morning. If drank by a chaotic being, it does 4-8 points damage, but the mixer must think of some clever way to get the monster to drink it. No effect on neutrals.

DUST Type: Powder Applied: Eaten

Looks like many other powders, but causes user to cough uncontrollably for two melee turns after use, with no combat permitted.

FRANKINCENSE Type: Leaf Applied: Smoked

Allows the user to order away 1-4 undead (2-8 if used by a cleric) anytime the next ten full dungeon turns.

GARLIC Type: Vegetable Applied: Chewed, then spit

Enables user to spit an acid stream for 10'. It has a 75% chance of hitting, and gives 1-10 points of damage (double damage against rust monsters).

GINGER Type: Powder Applied: Eaten

Allows user to walk silently for the rest of the dungeon trip, probably drawing fewer wandering monsters and permitting some extra surprise attacks on some monsters (at the Judge's discretion).

GUM ARABIC Type: Powder Applied: Eaten

Looks like many powders, but mixes with the eater's saliva and seals his mouth shut for 10 full dungeon turns, during which the Judge should allow him to say nothing!

HORSERADISH Type: White sauce Applied: Eaten

Polymorphs the user into a draft horse for the rest of the dungeon trip. Only a "Remove Curse" spell may change him back during that trip; however, the curse does wear off after leaving the dungeon. The victim may not get any kill experience as a horse, but may carry up to 12,000 GP of treasure, and will get his treasure share if he survives the trip. He has no fighting ability, and may be killed while a horse.

HOT CHILI PEPPER Type: Vegetable Applied: Eaten

Enables user to breathe fire, doing 3-18 damage. The flame is 30' long, and does double damage against monsters based on water or cold.

ITCHING POWDER Type: Powder Applied: May be eaten or spread as a salve

Looks just like many other powders. If eaten, causes user to drop all (weapons, torch, map, etc.) and run off to find water to drink. If spread as a salve (mixed with water), causes uncontrollable itching for 3-18 full dungeon turns, with 1 point damage to self.

LETTUCE Type: Leaf Applied: Eaten or Smoked

Reduces the strength of the user 1-4 (1-6 if a fighter) for the next ten full turns.

MARIJUANA Type: Leaf Applied: Smoked

90% of the time it transports the user wherever he wishes. 10% of the time it transports him wherever the Judge's cruel little heart desires!

MINT Type: Leaf Applied: Eaten

Enables user to exhale a blast of cold, doing 2-12 damage (double damage against fire types of monsters). The blast has a range of 20'. It also cures bad breath.

MUSTARD SEED Type: Small Seeds Applied: Eat seeds or spread as a salve

As seeds it can be quickly eaten in one melee turn, and will heal 1-6 points of damage. Or it can be mixed with Holy Water to make a salve and spread on a wound to heal 3-8 points, but this requires one full dungeon turn.

MYRRH Type: Powder Applied: Sprinkled

Increases the prime requisite of whoever gets sprinkled by +1 permanently. Any user who sprinkles it on someone other than himself increases his own charisma by +2 permanently.

OREGANO Type: Leaf Applied: Smoked

Looks like most leaves, but when smoked it paralyzes the user into a statue-like position for 3-5 full dungeon turns. However, upon awakening, the user finds he can speak Italian.

POPPY SEEDS Type: Small Seeds Applied: Eaten

Allows the user to create and control 1-3 false images. The images are dispelled by first contact with any being.

ROSEMARY Type: Leaf Applied: Smoked

Allows any user to charm 1-4 monsters upon use; however, the charm lasts only ten full dungeon turns, at which time the charmed monster attack the user if able.

SAFFRON Type: Powder Applied: Sprinkled on water

Creates a sweet-smelling gas which will cause any Evil being within 30' radius to fall asleep. If sprinkled on normal water, the sleep will last only two melee turns. If sprinkled on Holy Water, the sleep will last four melee turns.

SAGE Type: Leaf Applied: Smoked

Increases user's wisdom by +1 (+2 if a cleric).

SALT Type: Small crystals Applied: Sprinkled

Causes bloodsuckers (ticks, leeches, stirges, etc., even giant-sized ones) to fall off their victim and die.

SESAME SEEDS Type: Small Seeds Applied: Eaten

Enables user to open 1-4 closed objects (secret panel, chest, wizard-locked door, etc.) on command from up to 100' away. The user must, however, know specifically what he is commanding to open.

SPANISH FLY Type: Powder Applied: Eaten

User immediately makes sexual advances towards the nearest being, and continues those advances for three full dungeon turns. He can use no weapons or spells during the effect.

SPINACH Type: Leaf Applied: Eaten

Adds 1-6 to user's strength (1-10 if a fighter) for the remainder of that dungeon trip.

SUGAR Type: Small crystals Applied: Eaten

Gives user instant energy for three melee turns, doubling any damage to opponents during those three melee turns.

TARRAGON Type: Powder Applied: Mixed with blood

If mixed with the user's blood, coagulates into a ruby worth 5000 GP, and heals 1-3 points. If mixed with other lawful blood, forms a flawed ruby worth 1000 GP, but heals 2-4 points. If mixed with evil blood, creates a poison gas that does 3-8 points of damage to the user.

THYME Type: Leaf Applied: Eaten

The user may freeze time for three melee turns, putting all others in "suspended animation". He may attack, throw spells, run away, or whatever he wishes during the three melee turns of frozen time; however, there is a 10% chance that at the end of the three turns he will be transported to a time and place of the Judge's choice.

TOBACCO Type: Leaf Applied: Smoked or chewed

Smoking fills a 10' x 10' area with a haze that will last 2-12 dungeon turns. There is a 50% chance that any breathing being in that area (other than the user) will begin coughing uncontrollably and cannot fight. Anyone holding their breath can hold it only three melee turns. Anyone fighting within the haze will have their hit chances decreased by 1 since it is hard to see, and the eyes will water. Chewing tobacco merely discolors the user's teeth for the rest of that dungeon trip, and is highly addictive.

YEAST Type: Powder Applied: Eaten

Enables user to "rise" for 3-8 full dungeon turns. It is like a Levitation spell. Note that it does not allow the user to fly, so he must figure out some way to move horizontally.

REMEMBER: The above are magical spices. There may be regular spices found that do not have these effects, so be careful! Also, some Judges may have additional spices not listed above, with unknown powers and dangers, so be wary! And finally, remember that the spice containers themselves may be traps, so you must figure out how to safely open them without damaging anything valuable inside.

I hope this new magical class of items adds some "spice" to your dungeoning!

The spice concept is from Adam Gilinsky's article in issue #1 of "Fire the Arquebusiers!", however many modifications and additions are my own.

Tom Holsinger

You don't have to put much effort into this subject, but you should because you can have so much fun in creating and discovering legends, gods and demigods, their lost artifacts, active and ruined temples, etc. EPT is truly outstanding in this regard and should be studied carefully.

The basic justification for magic is that you are taking energy from another space-time continuum through a "gate" created either by spoken spell or a magic item. Only spell casters can control the energy released through a gate by a spoken spell, while non-spell casters are destroyed by it in those rare instances when non-spell casters can evoke a response at all. Magic items draw upon and control the energy of these other continuums by virtue of the powers invoked by their makers.

Gods, demigods, and demons normally dwell in these other continuums and can draw upon their energies while in this continuum, which gives them their powers here without the necessity for spoken spells. It could very well be that every use of magic in the D&D universe invokes the powers of a particular god, demigod, or super demon. This has fascinating possibilities, and hopefully it will be elaborated upon.

There are ten principal gods in EPT, each with a demigod. Half are evil, and half are good. They represent five aspects of existence. There is a demigod of war, of knowledge, of life & death, of women, and a master type. Each god and demigod forms the basis of a religion, and each has a church devoted to their worship. All adventurers must worship one or another of them. Each god and demigod is worshipped by members of all three adventurers' professions, warriors, priests and magi, as well as the common people.

EPT does have some rather sketchy rules concerning divine intervention on behalf of the adherents of a particular god or demigod. You get into trouble and call for divine intervention, with a lesser or greater chance of celestial aid or retribution depending upon your experience level, sacrifices, etc. The exact powers of each god and demigod are not specified as are those in the D&D Supplement IV, Gods, Demi-gods & Heroes.

The worship of these gods and demigods permeates every aspect of life in EPT. It is vitally important to know what the symbols of the gods are, how their worshippers adorn themselves, the legends surrounding each, etc. Player characters begin as ignorant foreign barbarians and learn these details the hard way. If you're investigating an underworld and there are a lot of markings and sculptures around inscribed with a wavy line ending in a red circle at one end, it would probably be lethal not to know that you're in an area sacred to Sarkû, Lord of Worms, Master of the Undead, Guide into Darkness, Demon of Decay. All these details are worthy of emulation in your campaign.

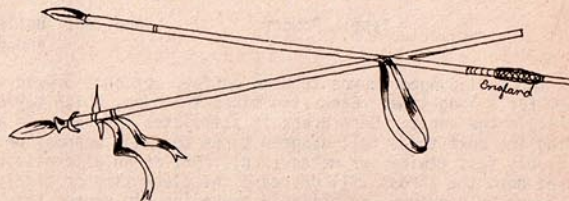
Before you start creating your own gods/demigods, or adapting the ones in Supp. IV to your campaign, you are going to have to give some thought to their philosophic background, e.g., alignment.

The two basic alignments are good and evil, or law and chaos, as you prefer. These are the ones used in EPT. Supplement 3, Eldritch Wizardry, gives a marvelous definition of neutrality as growing out of the forces of nature, a different, tough, and outright mean (though definitely not evil) kind of neutrality than the one we are used to. The neutrality most of us are used to is basically opportunistic, based pretty much on the attitudes of Conan the Barbarian before he became King of Aquilonia. Conan was a bloody-handed pirate who took what he wanted, and his personal code of honor extended only to his immediate circle of friends. He was loyal to those who hired him, and didn't approve of the deliberate and unnecessary infliction of suffering, but thought nothing of the horrors his cutthroats brought upon innocents in the sack of a caravan, city or village. I personally like both definitions of neutrality.

I suggest the following alignment definitions. The forces of good require their adherents to work for the welfare of others and to advance their own interests only as a means of better serving others. It should be difficult for a character to serve the forces of good. The forces of evil require their adherents to harm others, to inflict pain, suffering, fear, horror, and degradation upon others. Possibly the forces of evil require lots of human sacrifices (you get no points for sacrificing orcs). The forces of neutrality just like to be worshipped by as many people as possible, even if the worshippers have to be forced to do so. They like their adherents to gain positions of power because such honors the gods they serve. There are also the forces of nature, who in their human manifestations are barbarians who constantly strive to destroy civilization and agriculture. Humans who are part of the ecology and who rely principally upon hunting, fishing, and horses (like the Mongols who derived food and even liquor in the form of fermented mare's milk from their horses) are one with nature. Humans who modify their environment instead of adapting to it are enemies of nature, as are the forces of evil, who habitually engage in wanton destruction.

Next comes the problem that all clerics other than Druids are supposed to be either good or evil or lawful or chaotic. If most humans are neutral (being good or evil involves a lot of hard work) shouldn't there be neutral clerics? I say yes, because clerics are the principal intermediaries between humans and the gods. Neutral clerics are simply the priests of a neutral god. Neutral gods, clerics, and other adventurers may lean towards good or evil most of the time, but the definition of neutrality should be sufficiently broad to cover most forms of human behavior. However, this definition of neutrality is spiritually empty, and therefore weak. When the forces of evil wax strong, men turn to the forces of good in response, and the middle ground of neutrality is diminished. Likewise, the forces of nature are weakened both when the forces of evil despoil the countryside and when evil is so weakened that the human population expands into and tames the countryside. So, both aspects of neutrality seek a rough balance between good and evil to preserve their own power. Thus this definition of alignments carries within it the seeds of all sorts of interesting conflicts which can be developed into scenarios.

You will need to develop certain mechanical rules for the employment of gods and demigods in your campaign. All gods and demigods should be aware of the prayers of their worshippers at all times, and be able to communicate with them. All should be able to freely shape change into any human or humanoid form of either sex. All should be able to teleport with no chance of error between their own continuum and most places in your campaign. They should be extremely powerful, but not omnipotent so that an extremely powerful adventurer could take on a god or demigod who has been badly weakened by a struggle with another god or demigod. While they cannot be killed, it should be possible to destroy their earthly forms and banish them to their own continuum for the duration of the campaign. There should be some sort of limitation upon their ability to take revenge upon a character or group who has defeated them. I am considering something like forbidding them to return to a strategic map hex which they teleported out of during battle for ten game years plus ten years for every hit point of damage. Defeating them in battle, even with the aid of other gods/demigods, should place some sort of geas upon them, preventing them from both the victor or his descendants while they remain in that strategic hex.



It has been my experience that gods and demigods can be separated into several major categories: adventurers' gods, gods of a particular geographic area, specialty gods (light, fertility, sea), and generalized gods (good, evil, dead, or nothing in particular). When we think of gods, we generally mean the last two definitions.

Gods of a particular geographic area can be broken down into two further categories: those associating with men, and those of nature. Most of the gods and demigods Conan TM encountered were of the former variety. They were evil and demanded sacrifices. For the purposes of a D&D campaign, these types should be considered to provide services in the form of protection from the perils of the wilderness: war parties of orcs, nomads and barbarians, dragons, demons, etc., all the things from which a group of adventurers and armed nobility normally protect civilization. Perhaps the population receiving these services kidnaps people from other areas to feed to their local god! The god/demigod of nature restricted to a particular area represents the forces of nature in a given strategic hex, extending through or over several strategic hexes. Those adventurers wishing to set up a new barony in the wilderness must first defeat the neutral demigod of that strategic map hex.

The adventurers' gods are the patron deities of a particular adventurers' profession. The powers of, and limitation upon each adventurers' profession are derived from their particular deity. It is not uncommon for an adventurer to serve more than one god, the basic one of their profession and alignment, and the one that they have a particular affinity for (sometimes of a different, though never opposite alignment). Conan's TM tutelary deity was Crom of the Cimmerians (barbarians), but he was the servant of Mitra, and had a working relationship with Asura. Mitra was the particular "Good" god of the Hyborean race, and even though Conan engaged in wholesale massacre and pillage, Mitra selected him as a personal representative on Earth against the forces of evil.

This results in the adventurer's deities numbering members of all professions among their worshippers, though naturally there would be more of their particular profession. It would also be a good idea if the adventurers' god/demigod you create are worshiped by non-adventurers to create more opportunities for scenarios. My Demigoddess of Bards is the patron of culture and the arts, not to mention gypsies, ladies of the evening, and all those who part fools from their money. The Demigod of Rangers is the patron deity of hunters and woodsmen.

Campaign games do require certain changes in basic magic. Point systems for spell casters make those professions far too powerful relative to the others in a campaign game. I strongly recommend that you adopt the Gyax spell system given in the final issue of the Strategic Review with no automatic regeneration of spells. It should take one hour per level of the spell in continuous study to memorize a spell. A combination character should be allowed to function in both professions at the same time, subject to certain restrictions as the Judge sees fit.

The longevity of elves and dwarves also causes a problem. Elves are immortal and have a very low birth rate (or we'd be up to our ears in elves!) Almost all elvish adventurers will have been around long enough to reach the top experience levels allowable (the lowest Noldor would be at least 15th level), and the few young ones will be carefully protected until they are experienced enough to fend for themselves. Elvish soldiers who are not adventurers will be as powerful as the Judge permits (veteran elite/3rd level). Dwarves will be almost as bad. It should be possible to run into at least some relatively low-level ones (say 2nd) as adventurers or soldiers. The biggest hassle is that dwarves and elves will have been around long enough to accumulate lots of magic items and form favorable and potent relationships with their gods. You'll need special tables for the numbers and types of magic items in their possession, depending upon their age. If you're going to be a generous Judge, consider what long-lived non-player characters should have these items.

Some thought should also be given to the nature of the professions allowed in your campaign and their relationship with the gods. For instance, I do not allow assassins in my campaign; monks do not have the thieving abilities of picking pockets and locks or removing traps.

Don't hesitate to create professions that are not subject to the normal experience level system. Each tribe of 1000 nomads, barbarians or Picts in my campaign has a "shaman" who combines the most powerful elements of a 9th level mage and cleric. If a shaman is killed, the neutral gods simply anoint a new one who automatically has the powers of a full shaman with no gradual climb in experience levels. Approximately the same goes for Druids in my campaign. You should feel free to use your powers as Judge to do similar things, not always telling the players about it. Let them instead discover these professions for themselves, either through legends (legend lore) or bitter personal experience. It adds to the wonder and excitement of a campaign if the players don't know everything that is going on, or the backgrounds of everything they run into.



PRODIGIOUS PLATEMAIL



FLARIONS

Rusty Lamont

Flarions are the products of interracial breeding between a people resembling the Egyptians and a Nomadic tribe known as the Cold-Watchers. This cross was instigated by an ancient king (his name is not known because it was chisled out of monuments by rebel Flarions) who was attempting the creation of a superior fighting army. His attempts were successful, and thus started disbanding the newly formed nation for hire as mercenaries. This led to revolt. The Flarions, successful against the tyrant, moved to the frozen wastelands at the end of the world where they learned of the ancient arts from the Cold-Watchers. These arts dealt with the absorption of heat with the regimented body. Due to their nature, Flarions are able to draw heat from the surroundings, and thus are nearly invulnerable to cold.

A character who attains scores of 18 in the six categories at the outset of the game has the option of becoming a Flarion. Adjusted scores of 18 do not count in the opening of this class to a player. Due to a Flarion's extreme power, he is not able to wear armor above chain type and may not use any weaponry that must be launched such as bolas, quarrels, arrows, slings, etc. Flarions also have the distinct advantages of using magical and clerical spells. To do this, however, the Flarion must remain still for one melee turn in order to cast a spell the next round. This is due to his meditational procedures which give him a mind link to the elders of the Cold-Watchers. Because of the procedure, a Flarion has no TVF. They will always have the option of a "ready" spell to use on their first melee round. If the option is not taken, the still period must follow for the use of another spell. A Flarion may defend himself during the still period with the result of the loss of the useable spell which would have followed. The Flarion is always neutral.

Bonuses

Strength Bonus = 18? bonuses +1 to hit and damage

weight +1500 open doors 1-6 (1-4)

No Constitution hit dice bonuses

Maximum hirelings = 15 loyalty base +5

Dexterity bonuses = 18? bonuses +1 to hit, damage, defense

Turn Undead as Cleric two levels lower

Spells ½ distance

Bonus Abilities

1st Level--Cannot be seduced; lower temperature 20 degrees at all times around his body in a 1" radius (no effect on the Flarion)

3rd Level--Cannot be lied to; manipulate heat in fibrous material

5th Level--Constant detect alignment and hostility; manipulate heat in metal

7th Level--Constant detect traps; manipulate heat in flesh

11th Level--Dimension stun

Explanations

Manipulate Heat in Fiber

From a distance of 3", a Flarion may focus his heat drawing abilities upon any such fibrous material such as rope, cloth, etc. The fiber will freeze and shatter. While this is happening, the surrounding air will return to normal temperature.

Manipulate Heat in Metal

Same as above, but shatters 100 weight metal in two melee turns (1st turn cracked, and any usage will break it). Lowers armor class one step every two turns, i.e., Platemail to Chainmail.

Manipulate Heat in Flesh

From 3", a Flarion will be able to kill a person by freezing a spot in his heart in three melee turns. Saving throw applicable (20 sided saving throw, level of attacked +10 minus the level of the Flarion, i.e., 4th level fighter attacked by a 10th level Flarion, thus base number for saving throw - 4, saving throw made on 1, 2, 3, or 4.

Dimension Stun

Flarions are able to stun and send a 10 hit dice creature into another dimension for 2-24 turns upon which time the creature will return in the same state as it left. For every level attained, the Flarion will be able to stun higher levels, i.e., a 15th level Flarion stuns one creature up to 14 hit dice once per day. Saving throw as applicable above.

Lower Temperature

Anyone in the radius will get -1 on to hit scores because of cold joints.

FLARIONS

Level	Points	Dice (6 sided)	1	2	3	4	5	6	7*
1st level	0	2+1	-	-	-	-	-	-	-
2nd level	4,000	3+1	-	-	-	-	-	-	-
3rd level	8,000	5	1	-	-	-	-	-	-
4th level	16,000	6+1	2	-	-	-	-	-	-
5th level	32,000	8	2	1	-	-	-	-	-
6th level	62,000	9	2	2	-	-	-	-	-
7th level	110,000	11	2	2	1	1	-	-	-
8th level	198,000	13+1	2	2	2	1	1	-	-
9th level	360,000	15	2	2	2	2	2	-	-
10th level	700,000	16	3	3	3	2	2	-	-
11th level**	1,400,000	16+2	3	3	3	3	3	-	-
12th level	1,900,000	16+4	4	4	4	3	3	-	-
13th level	2,400,000	16+6	4	4	4	4	4	1	-
14th level	2,900,000	16+8	5	5	5	4	4	1	-
15th level	3,400,000	16+10	5	5	5	5	5	2	-
16th level	3,900,000	16+12	6	6	6	5	5	2	-
17th level	4,400,000	16+14	6	6	6	6	6	3	-
18th level	4,900,000	16+16	7	7	7	6	6	3	1
19th level	5,400,000	16+18	7	7	7	7	7	4	1
20th level	5,900,000	16+20	8	8	8	7	7	4	2

*+500,000 points per level, 16+'s

**Choice of Clerical, Mage, or combination of each

Mighty Miscellany

Timothy M. Binder

The Bracers of Skorr--useable by both fighters and magic users, they are marked "left" and "right" in an ancient language known no longer to men. It requires a Read Magic to decipher. There are a scattered few of these Bracers throughout the world. Each pair has at least 3 powers that are known. These are Fireball, Lightning Bolt, and Invisibility. Different pairs may have other powers at DM's discretion. How the basic powers are used:

1. Fireball--hit right over left and a 7 die fireball will be created. This power increases by +1 die damage per every 5 levels of user. Its maximum range for a MU is 24", and its max. for a fighter is 12". The minimum range is 2" for both classes. When firing, the range is announced to the DM, otherwise it is like a "normal" fireball.

2. Lightning Bolt--hit left over right to create a 7 die lightning bolt. This increases by +1 die damage for every four levels the user has gone up. Maximum range is the same as the Fireball. A MU can fire it to 12", rather than 24" if he so desires. The bolt must extend to its full range as a normal one, otherwise it is the same as a regular lightning bolt.

3. Invisibility--to use this power the magic user must be at least level 5, and the fighter must be at least level 7. To disappear, twist the left bracer to the left. To reappear, return it to its correct position. A character may attack while invisible ONLY if he uses the bracers as weapons.

Duration of use--2 turns use to 3 turns regeneration.

The next chart is the one I use to determine Psychic Ability. This is similar to psychic potential mentioned in the Judges Guild Journal, installment K, in the demography article by Tom Holsinger.

In addition to the six abilities normally rolled, a seventh ability is Psychic Ability. It is rolled on a percentile dice, and is used to determine how well a person can use magic and magical items. It does not determine whether or not magic will affect a person.

Psychic Ability

Effect

0-15	Player cannot use any magic
16-25	Only magic weapons and armor can be used.
26-40	Can use magic with a 50% chance of working.
41-55	Can use magic with a 75% chance of working.
56-75	Minimum roll needed to become a MU.
	Can use magic with a 90% chance of working.
76-90	MU's--Spells have normal % of working.
	Can use magic 95% chance of working.
91-95	MU's at +5% chance of working.
	Can use magic with a 96% chance of working.
96-99	MU's--Spells at 10% chance of working.
	Can use magic with a 97% chance of working.
100	MU's--Spells at +15% chance of working.
	Spell research at up to a +20% increase in the chance of success (roll 20-sided after money and time has been spent on research, and not before.)

Note: If you use the system of magic where an hour per spell level is required to memorize each spell, then on a roll of 00 the 60 minutes is reduced to 45 minutes per level.

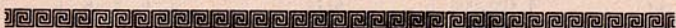
Note: Can use magic--refers to magic items such as a displacer cloak, and not spells. It reflects that magic is never totally predictable. Please note that if someone puts on a displacer cloak, or does something of the like, and it works the first time, then it will work until such as it is removed. When it is then put on again, the chances of working are then rolled again.

Sells Working Chart

This may or may not be used in conjunction with psychic ability, though it is suggested that they be used together. Magic users can go to a School of Rites, if one can be found, for 1 year to improve the chances of a spell working by 10% till they reach 5th level. This bonus is only added when the magic user has an amount of melee rounds equal to the level of the spell to set up, draw symbols, et cetera.

Level of MU	Chance of Working
1	50%
2-3	65%
4	75%
5	80%
6-8	85%
9	90%
10	95%
11+	99%

There is always at least a 1% chance of a spell not working, due to the nature of magic. Therefore, whenever a spell is cast, a roll should be made to determine whether or not the spell succeeds.



ROBOTS

Robert K. Bingham

Robots are creatures made by mad dwarves, and used to bolster their underground armies. Robots always attack, never check morale, and only need alcohol to run on. HTK range from 10 to 100.

Robots can be armed in many ways, but the most common is a combination of projectile and close range weapons. Close range weapons will be mounted on a ball and socket joint connected to a band passing around the upper portion of the cylindrical body, giving 360° attack radius. Projectile weapons face front only, but are fully aimable. Additionally, there is a chance, HTK stated as a percentage, that there will be an additional mass weapon.

Projectiles	Damage	Mass Weapons	Damage
Darts, 4/ melee	1-4	Flame Thrower	5 Die
Crossbow, 1/melee	1-6	Gas	As Green Dragon
Javelin, 1/melee	?	Machine Dart Gun	1-10 Hit
		Molotov Cocktail	1-6/Melee Turn in Contact

Robots move on treads, and move at 24". They have fuel for but ten rounds of normal activity, or ten melee rounds at flat out consumption.

Armor Class: Body and Treads 0; Head 6.



THE TANVL, A VARIANT CAMPAIGN

John Abrahamson

Background

Far back in time magic was different. on the Island of the Tanvl, the people learned to use a great force issued from deep in the Earth. This gave them power, and, for a time, great ships from the Island sailed the world. Exploring and colonizing it.

But other peoples slowly discovered different kinds of magic. Not reliant on the force, but on the psychic power of the mind, they took their magic to new levels of power until it rivalled the Tanvl force and its users.

Then the force's power waned, and the Tanvl retreated to their Island, the only place still issuing any force. For many ages the Tanvl stayed there until they were discovered.

The Sorcerers of the world feared that the force might strengthen, and they asked the Overlords of the Cities to build castles and walls on the rocky crags and reefs around the island. This the Overlord did, and manned them with soldiers and some of the Sorcerers.

Over the ages, the people of Tanvl grew hideous and distorted as the power they had come to rely upon; now almost non-existent. But now the force flowed quite strongly again, and the Overlords worried more. The Tanvl fortified their island, afraid of invasion.

Using the force, the Tanvl created wings which could be hidden in human clothing. These gave the Tanvl the ability to fly over the ring of fortresses of the Overlords as they caught the force flowing from the island in their wings.

Only at close idstance in direct sunlight could they been seen to be un-human, with large eyes, hard wrinkled skin, sharp teeth and claws. Otherwise they disguised themselves when not on the island for protection, and in sad memory of their past human form.

It has lately been discovered that Srghan, a rare brown gem, attracts the force. The Tanvl are secretly leaving the island in search of it, and also searching for areas where the force is powerful.

The Tanvl, almost always disguised except when on the island or their secret temples, are careful to act Neutral except when they encounter a magic user or a cleric. These they attempt to kill on sight.

TYPES ENCOUNTERED, EXPERIENCE POINTS

Tanvl gain experience in the normal manner as well as for finding areas with the force, and finding Srghan jewels. They get four times the normal amount for killing magic users. Three times the normal amount for killing Clerics, 10,000 points for finding an Area (Hex) with a weak force, 20,000 for an area with a normal force, and 60,000 for an area with a strong force. The normal rate for a jewel containing the force is 10,000, and 20,000 if it is of Srghan used for temple decoration.

% Change that Tanvl is of Level	Experience Points Req- uired for Level	Level	Abilities					
			Basic		Advanced			
			1	2	3	4	5	6
1-10	0	1 Pupil	1	0	0	0	0	0
11-20	5,000	2 Senior Pupil	2	0	0	0	0	0
21-70	10,000	3 Tanvl	3	1	1	0	0	0
71-80	50,000	4 Senior Tanvl	3	2	1	0	0	0
81-85	100,000	5 Expert Tanvl	3	3	1	0	0	0
86-90	300,000	6 Master Tanvl	3	3	2	0	0	0
91-93	500,000	7 Tanvl Wizard	3	3	3	1	1	0
94-95	750,000	8 Tanvl Sorcerer	3	3	3	2	1	1
96-97	1,000,000	9 Tanvl Master	3	3	3	3	1	1
98-99	2,000,000	10 Tanvl Lord	3	3	3	3	3	3
100	3,000,000	11 Tanvl Great One*	2	2	2	3	4	4
Island Tower Only	Hereditary	12 Tanvl Ruler*	2	2	2	2	5	5

*As they no longer need or use the lower skills, they are lost to the highest of the Tanvl, and the force is used for the highest spells. Hit dice are eight-sided per level up to the 10th.

ABILITIES

No Saving Throw
Basic

Level 1

- 1 Subtract the level in points from the damage done by each attacker's weapon.
- 2 Subtract the level of Tanvl in points from each attacker's weapon or spell damage.
- 3 Reflect half damage done by each attacker upon himself and receive half.

Level 2

- 1 If using Srghan-decorated weapon (usual) give Tanvl's level in points (e.g. 5th level is 5 points) to each attacker every second melee round as well as usual damage.
- 2 Metal melted by the force--up to 3 per melee round of Tanvl's choice.
- 3 Great Thrust--3 times level of Tanvl in damage to each opponent, useable 3 times per day.

Saving Throw Allowed
Advanced

Level 1 (3)

- 1 Semi-invisibility--85% Invisible in dark, 35% invisible in shadows, 15% Invisible in daylight.
- 2 Dispell magic (all types).
- 3 Idiocy--One attacker can be made to become an idiot for 3 melee turns per day.

Level 2 (4)

- 1 Fireball--As MU spell
- 2 Charm Person--7% per level of success, on 1-6 victims, lasts 1-8 days.
- 3 Charm Monster--6% per level, otherwise as above.
- 4 Word Kill--One creature of up to 5th level a day.
- 5 Word Kill--Any creature, visable once per week.

Level 3 (5)

- 1 Self Invisibility--complete.
- 2 Polymorph Self--Not combat ability.
- 3 Melt Rock--1 tower-size/day.
- 4 Polymorph Others.
- 5 Mass Charm--Up to 10 creatures, -3 to saving throw.

Level 4 (6)

- 1 Use Magical Weapons Not of the Force.
- 2 Use Scrolls for Tanvl Spells.
- 3 Use All Types of Magic Items.
- 4 E.S.P. Power
- 5 Mass Charm--Entire Tanvl People.

The Tanvl can all use their own magical items (which do virtually the same things as normal items) but cannot use magic other than the force until they reach a very high level.

ARMOR AND WEAPONS

When in an Area the force dominates, they wear plate and shield. Their curiously hooked one-handed swords have the power of a 2-handed sword in areas containing the force, but act as daggers elsewhere. In areas of the force, their strength is around 17, but this drops to 5 when elsewhere. They can no longer carry their plate armor. They have no psionic ability, it being an alien magic to them, but they are also totally immune.

THE AREAS OF THE FORCE

The force is strongest where little alien magic is used, e.g., in unpopulated areas, usually near water.

Hex (campaign scale)	Chance of this Force
Clear	4%
Town	3%
City	2%
Forest	5%
Island	8%
River	9%
Mountain	4%

By great spells, the city Overlords have removed all traces of the force from their capitals.

STRENGTH AND EFFECTS OF FORCE

Once the Hex has been found to contain the force, then determine its strength.

Die Roll

1-3	Wear	30%	Chance given ability working in given day.
4-5	Normal	60%	Chance given ability working in given day.
6	Strong	90%	Chance given ability working in given day.
		100%	Chance on the island.

The percentage can be altered, as an optional rule, according to the Tanvl's Intelligence. To determine Intelligence, use 20-sided die +3.

Die Roll

1-3	30%
4-6	25%
7-13	---
14-16	+10%
17-18	+30%
19-20	+50%

A Tanvl can generally detect anything magical the instant he enters its area. Hence, he can find force jewels easily if they are present (3% City, 2% Elsewhere, that a jewel is in a campaign Hex area). The normal value among humans of the jewel is about 2,000 GP, or 1,000 if it is a plain gem. A gem (70% chance) differs from a jewel in that it, though used in abilities, does not assist their chance. A jewel (decorated with gold and silver) increases the above percentage by 5%, but only one may be used. A ruby, if within 50 feet, will reduce chance of ability by 20% per ruby. There is always a 0% if there is no force in the area besides that of jewels.

If a magic user in your campaign enters a Hex of the force, there is a chance it contains "People" of Tanvl.

Force	Number (10-sided die)
None	1-2 1 only
Weak	3-5 3 only
Normal	6-7 5 only
Strong	8 11 only
(Chance to Contain Tanvl People)	9 15 only
	10 Temple (25%)

CONCLUSION

Tanvl creatures can be involved in campaigns in two ways. The first is as "Monsters" encountered by player characters, and the second is as player characters.

If using as an encountered monster, simply roll for the force when a campaign Hex is entered; if present, then for any of the Tanvl. They are useful for causing magic users trouble because they are permanent sworn enemies, and are quite fanatical if their island is threatened. An umpire could also start a scenario by having a group of Tanvl following a character who has an important mission, attacking when the force is present.

One can have a player-character as a Tanvl, and on a mission of assassination of another player-character who is a magic user, or wanderer looking for jewels and areas of the force.

Perhaps someone could do a scenario in which an outpost temple of Tanvl has to be attacked.

Tanvl, as well as being able to detect jewels and the force, can also sense treasure.

In all, the Tanvl are fairly weak unless on the territory of the force where they help put the magic user in his place.

My thanks to John Cleave for his inspiration of a separate magical force, Journal "N".

ERFUNG THE GREAT

Peter Kovach

Erfung is an egotistical self-appointed king who rules over the people of his town in his own strange way. He almost never leaves his castle, and at those times that he does, he does so only to view his riches. He was once a well known and truly great fighter, but has now given his guards the duty to protect himself. He rarely carries a weapon, for he has lost his skill over years of neglect. Inside of his castle are riches beyond belief. He spends most of his time looking at his treasure.

The town itself has few restrictions on its activities, though all men and boys who are old enough to work do so in the mines four hours a day. They receive housing and food grown outside the main wall in the fields near their homes across the Artelheir River in pay, plus gold enough to buy clothing and other goods necessary for their living.

1. West Guard Tower and Quarters

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W.CON	DEX	CHAR	WPN
Solrohir	FTR	N	9	39	0	8	16	15	12 17	12	17	SW+2

Solrohir is the leader of the troops in this tower only for the reason that he is the best fighter in the group, and has therefore never yet been challenged for his position. He controls at all times 150 foot soldiers, 75 crossbowmen, and 75 light foot soldiers.

2. East Guard Tower and Quarters

Arnamon	FTR	N	11	59	0	10	17	17	11	14	13	16	MC+1
---------	-----	---	----	----	---	----	----	----	----	----	----	----	------

Arnamon is the leader of the troops stationed in this tower for reason of his intelligence alone. He knows much of the strategy necessary for winning and although he rarely has a reason for using his knowledge because of the placement of the fortress, he is respected by all of his men. He controls at all times 100 foot soldiers, 25 short bowmen, 25 crossbowmen, and 50 light foot soldiers.

3. The Horse's Shoe

Orlamar														MC+3
Dimlavic	FTR	N	7	25	2	5	18	9	11	13	14	12		SW+1

Orlamar is a fighter turned blacksmith after almost losing his left arm. The wound is now only slightly noticeable, and with his strength the wound is only known about by a few. He is a kind man and rarely loses his temper, but if a thief enters his store, beware!

4. The Weaponry

Bendel	FTR	L	4	19	6	8	7	14	11	6	15	9		Light Flail

Bendel is the shopkeeper here, and because of the fact that he is evil and a bit crazy he believes he carries a sword of extra sharpness. Therefore he has no guards under his fire.

5. The Inn

Boral	FTR	N	5	20	2	6	16	13	12	15	10	15		W Hammer
Baral	FTR	N	6	22	0	6	16	12	13	14	13	16		SW+1
Beral	FTR	N	5	18	0	6	15	16	10	10	14	15		SW+2

The Inn was named so because it is the only one in town and is owned by a Dwarf named Hemple who has under his hire three brothers, Boral, Baral, and Beral. They are the sons of the original owner who was killed during a brawl at the Inn. The three brothers love barroom brawls. Rooms are 26 GP a day.

6. Infram's Winery

Tralpas	FTR	N	5	19	2	4	15	13	12	13	15	17		MC+2
Stramlo	FTR	N	7	32	0	6	16	12	11	16	17	14		SW+2

Infram is a fat jolly man who enjoys the company of all who come to his store. The two men who guard the winery are the ones to watch. Beside their regular weapons they both carry +2 Flaming Swords.

7. The Dragon's Breath

Ranstaff	MU	N	8	21	4	4	10	14	13	15	9	12		Dag +2
----------	----	---	---	----	---	---	----	----	----	----	---	----	--	--------

The Dragon's Breath is a tavern owned by Ranstaff which, as the name would seem to imply, is a place where many of the town guards congregate regularly to tell about the events of their day. Ranstaff's favorite possession is his spell of Polymorph which he uses on the fighters when they get out of hand.

8. The Good Times Place

Imstac	FTR	N	7	25	2	6	17	14	8	11	16	7		SW+1
Arbol	FTR	N	5	14	0	10	18	9	10	14	15	9		Flail
Maltan	MU	L	7	18	4	6	11	17	16	8	14	14		Dag +1

Here is a place where all types of entertainment including gambling (and all other form of entertainment) with an entrance charge of 10 GP with gambling between the house or between the private parties.

9. Hepra's General Sales

Hepra MU N 5 14 9 6 12 16 17 15 14 17 Dag

Hepra is a loud man who is rather pushy when it comes to his sales, but he is a fair man who actually sells his armour and rations for 1/2 less than the regular prices.

10. Elendil's Armory

Elendil FTR N 9 36 0 9 16 14 12 16 16 14 +2W Hammer

Elendil can repair any weapon for 50% of the construction cost, and knows the legends about many of the weapons brought to him.

11. Main Barracks

This is the main barracks for the men, and is ruled over by a neutral captain with 22 HTK, and an armor class of 4, given to his liking of leather armor. In the barracks are 100 light foot swordsmen, 50 light foot crossbowmen, 50 light foot artillerymen and 20 heavy foot swordsmen.

12. Erfung the Great

This is the home of Erfung which contains most of his riches in a vault in the dungeon beneath it which he visits most of the time. He has no guards in the building.

13. Barracks

This is rarely used, once needed to protect the fortress from attack through the Tunnel of Darkness. The tunnel was destroyed years back during a siege on the fortress and is now impassible.

14. Stables

This building is used for the housing of the fighters' horses, and is tended by an old man who lives in the stables. He is too weak to fight so he never carries anything of value.

DAEMONS

George Sommer

Charisma scores of 16 or greater by fighters indicate the possibility of being a Daemon, if they have been Chaotic-Evil from the beginning of play. If a player chooses to be a Daemon he must remain evil, for any good act immediately revokes the status of Daemon forever. As a Paladin, Daemons may "lay on their hands", but when doing so they inflict 1-2 points of damage for each level. Daemons, like Paladins, have a 10% higher saving throw, and when they possess an Unholy Sword they are immune to human magic. Daemons may also use certain magic spells. They may summon 1-12 skeletons/zombies, 1-10 ghouls, 1-8 wights, 1-6 wraiths, 1-4 mummies, 1-3 spectres, or 1 vampire (Prob. 62% successful). They may also use the Invisible Stalker spell once a month. Daemons may at any time obtain a Super Heavy Horse, but if it is killed, he cannot get another for fifteen years.

Daemons will try to get as much money and magic items as they can. They will build great fortresses, hire as few men as possible, and associate with and try to corrupt anyone. However, when a Daemon and a Paladin meet they will fight to the death.

Unholy Sword--Similar to a Holy Sword, except it is used by the Chaotic alignment.

Daemon's Mount--Super Heavy Horse, Armor Class 4, 6+1 Hit Dice, Move 18", Attacks: 2 hooves/1 bite, Damage per Attack: 1-12/hoof, 1-6/bite.

Dear Maed Makistakator:

Enclosed is an Elvan stronghold from northern Dearthwood. I felt that there should be at least one safe haven for travelers through northern Dearthwood. I thought for a while and decided that the residents therein would have to be Wood Elves to survive for any length of time in the Evil Forest. A Elbereth! Gilthonfel!

Yours,

Charles Sagui

ESGALBAR, HIDDEN DWELLING OF THE ELVES

Esgalbar (screened or hidden dwelling place) is located in the clearing in the center portion of Hex 3119 of the City State Campaign Map. About twelve miles south of Adderwood in the northern reaches of Dearthwood, and around thirty-one miles northeast of the City State, it is located near a running stream. Its main purpose is to act as a way station and protectorate of hunters and fur merchants that provide Adderwood with its main source of income. It also acts as a safe haven for travelers leaving Dearthwood who feel that they may be followed by unsavory types and are loath to lead them into Adderwood. Finally, Esgalbar acts as an early warning of Orcs, Goblins, and other unwelcome guests to Adderwood with whom the commander is in contact via a crystal ball.

Esgalbar is peopled by slightly less than fifty male Elvan types. Its fifteen foot outer walls are made of wood, covered with a material similar to Elvan Cloaks so that it is difficult (40% chance at 5 foot, decreasing 1% per foot to 0% at 45 feet and beyond) to see.

Commander's Qtrs. (A) CL ALIGN LVL HTK AC SL S I W CON DEX CHAR
Iaurgon the Old FTR/ LG 4/9 36 1 9 10 18 16 11 13 15
MU
WEAPON
+2 Sword, +2 Bow

High Elf, Commander of the garrison. He has shoulder length silver hair and grey eyes. He possesses a +4 Mithril chain shirt and carries magic bow and sword. He acts as a Fighter when outside the compound, but while inside its walls he prefers to act as a Magic User. He is aloof and secure in the knowledge of his own power.

Guest Quarters (B)

Ronald the Bold RGR LG 5 30 5 5 13 12 14 13 15 14 +3 Sword
(1)
A Ranger with dark brown hair, beard, and eyes. He came north from the City State in search of adventure and found it. A scouting party from Esgalbar led by Maegal rescued him from a war party of Wild Orcs of the Purple Claw. He has been staying at the place several weeks, and is seeking a party going south to get back to the City State.

Elor the Half Elf FTR/MU N 4/2 28 5 4 10 11 7 14 14 Sword, Bow
(2)
Nadar the Half Elf FTR/MU/CL LG 3/1/1 21 7 4 12 10 17 14 9 11
(3)
+2 Mace

Two brothers both have wavy black hair and green eyes. After their father's death they asked to live with their mother's family among the Eldar race. They have lived in Esgalbar for over a year, and would be willing to join parties and act as guides through Dearthwood.

(4) Unoccupied

Each room has a regular entrance and a secret entrance known only to Iaurgon, Celebglin, and Urturi. Cost is 1 GP per night. No charge for camping in the open when quarters are full.

Armory (C)

Weapons for use when Esgalbar is under attack. 15 Bows, 30 Swords, 20 Dirks, 25 Spears, 40 Shields, 1000 Arrows, 100 +1 Arrows, 5 +1 Bows, Wand of Fear, Wand of Cold.

If Esgalbar is attacked, the warriors are issued twenty additional arrows and two magic arrows. Most are also issued swords. If fighters have to leave the compound to face the enemy, they are issued a sword, spear, and shield. When in need, Iaurgon and Celebglin use the Wands against attackers.

West Barracks (D)

Sergeant Ranurial
the Shadow Fighter FTR/MU N 2/1 15 7 5 9 14 10 8 13 9 +1 Bow,
Dagger

Curly black hair and eyes, he is in charge of twenty Wood Elvan bowmen in leather: FTR/MU LG/N 1/1 LVL, 3-4-6-8-2-1-1-5-4-7-6-6-5-3-5-7-8-5-3 HTK, AC 7, Bow & Dagger. These Elves are the ones with the strongest infravision. They maintain the compound at night.

East Barracks (E)

Sergeant Maegal
the Wood Elf FTR/MU LG 3/2 21 7 5 12 9 9 14 7 8 Bow & Sword

Straight blond hair and blue eyes, he is in command of 20 Wood Elvan Bowman in leather: FTR/MU N 1/1 Lvl, 2-2-5-7-6-3-8-2-4-1-3-4-1-8-8-7-2-3-4-5 HTK, AC 7, Bow & Dagger. These are the Elves who can see the farthest in daylight, and so come on duty at dawn and go off duty at dusk.

The Elves of these two barracks sign on to work at Esgalbar for two months with an option to continue. Any of these might be getting off duty at the time that the party visits, and will at double the listed price for Elvan Bowmen, hire on as guides in Northern Dearthwood.

Water Well will provide fresh water even when enemy near.

Forge (F)

Urturi the
Red FTR/MU LG 6/5 45 5 4 18(00) 9 9 17 10 5 +2 Hammer

Urturi is armorer and smith. He is one of the Noldor Elves and a worshiper of Aule. He has unruly red hair and green eyes, unusual for an Elf. His skin is ruddy due to constant exposure to heat. He and his two helpers keep the weapons and traps of the Dearthwood hunters in good order. Also he is capable of shoeing a horse, although there is no stable at Esgalbar due to the lack of horses this far into the forest. He has the greatest sense of humor in peace time and the greatest wrath when aroused. Because of this he is said to be the most human of the Elves of Esgalbar. Although he is a 5th level Mage, he has mastered only one spell at 2nd level pyrotechnics. He has so mastered this spell that he can keep it up for hours at a time and can even use it when acting as a fighter. It is through this spell that Urturi can provide blast furnace heat with no visible or smellable smoke to betray the camp. His helpers are FTR/MU LG/N 1/1 LVL, 7-8 HTK, AC 9, Swords. Repairs: Nicked Sword 1 GP, Broken Sword 5 GP, Spear 5 SP, Mace/Flail, etc. 1 GP, Dagger 9 GP, Nicked Shield 1 GP, Rent Shield 4 GP, Chain mail 5 GP, Plate 10 GP. For Sale: Longbow 75 GP (+1 vs. Orcs, but player should not know this until he uses it), Arrows 1 SP, Spears 3 GP.

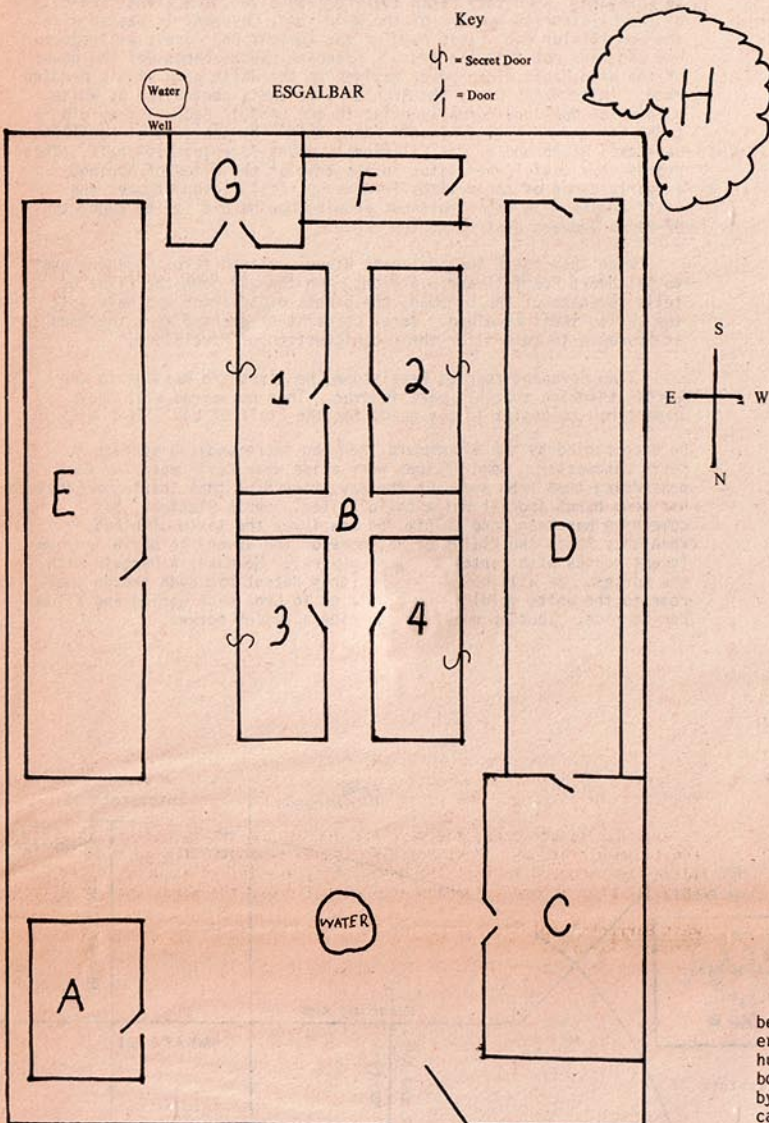
Store Room (G)

Celebglin the
Steward FTR/MU N 4/5 30 6 6 12 14 10 10 9 +2 Dagger

Celebglin has short brown hair and blue eyes. He has two helpers: FTR/MU N 1/1 Lvl, 4-5 HTK, AC 9, Daggers. Celebglin has a +3 Ring of Protection. The store room contains bread, dried fruit, and other stored foods. Waybread is available from Celebglin at 20 GP per week's rations per person.

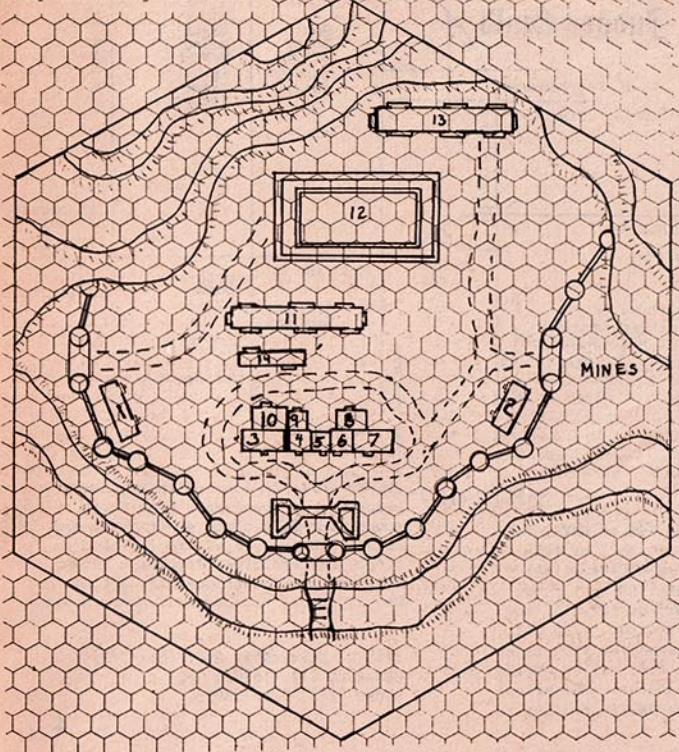
The Scout Tree (H)

From this tree in daylight any movement can be spotted within four hexes into Dearthwood by Elven Sight. At night, two hexes away can be seen. Two archers are in this tree at all times.



1 inch = 10 feet

Map for Efrung the Great



GAME REVIEW

CYBORG Excalibre Games

Cyborg is a science-fantasy board game of a basic nature. It is, even with its defects, a good game for someone just getting interested in science-fiction & fantasy boardgames and who is a beginning gamer, in general. There are distinct capabilities for developing a more advanced version for ardent gamers, but as it stands, it will not appeal to anyone over a beginning level, in most probability.

There are several problems with the rules and charts that come with the game which, hopefully, will be corrected with the advent of an errata and addenda sheet. The main ones were as follows: On the terrain effects chart, roads and lakes are not shown in the same manner as on the map. There is a specific designation for the Caribe river and its effects, but no indication if this was meant to be true of all the small rivers, as well. Both the Caribe River and Snake Pits indicators state "Stop on entry and roll for survival" but the rules for "Fatal Terrain" are not referenced and they can use some work (see below) anyway. It would, also, be much easier to identify the pieces (to a beginning player) if the full pictograph of the type of unit was on them, rather than just a half-head view in the corner, there is certainly plenty of space on the counter for a full-head. On the terrain chart (again), in the notes: "on the water, or in the air but away from a coastal hex" is ambiguous as to whether the last phrase applies to just airships and flying gargoyles or whether it includes boats. Also, don't they really mean 'and' not 'but'?

In the section on "Retreats and Fatal Terrain" the first paragraph states: "The winning player [combat] always determines the route of a retreating piece. [Exception—Mutants are always retreated by the player commanding the mutants.]" This is direct conflict with the CRT which has two results: AR=attacker retreats (attacker's choice); and DR=defender retreats (defender's choice). When test-playing, the CRT was used. Some confusion for beginning players may, also, result from the fact that retreat is by hexes, regardless of terrain, and is not affected by movement factors which control normal movement (This is not explained in the rules). Where the rules discuss saving throws in relation to radiation zones, at first the wording is such that it seems that only one roll (the first time a piece moves onto a zone) is made and this will determine the outcome for all such future events, regardless of which zone is involved. Then the wording changes, when discussing the placing of the 'R' marker and it sounds as if this roll must be done once for each zone. Then, again the wording changes and it reads as if the first concept was correct. A definite rewording and/or clarification is needed here.

The use of magic is greatly simplified in this game. It appears that the Necromancers can cast spells, not knowing what spell they are casting! They aim at a hex, roll a die and the result determines the spell cast! The Guardians, however, use a different chart and may destroy or teleport (or have no effect) any unit except a necromancer, OR they may aim at a necromancer and possibly neutralize his spell casting ability for one turn. My main complaint about these rules, however, is that some important information, which should have been included in the main body of text was thrown in as a note on the Spell table; and the first spell says: "...eliminated if over water..." but nowhere is there any interpretation as to what is meant by this; only over the sea or lakes or in any hex with a river running through it. We play-tested using the latter version. This ambiguity about the rivers is further enhanced by the fact that the terrain chart does not indicate if all rivers are to be treated as the Caribe (Piranha infested) are they totally crossable or must they be traveled around?

One final difficulty was found on the CRT results key: under the line explaining AD, the next line should start with the code DB. Play-testing was done with beginning gamers and they had not come across the DB result, so were unaware of it, and they thought that the second line was part of the explanation of AE. This caused the loss of several Cyborgs (all but one) before the error was discovered. Also, the CRT states that the Guardians may make one regular attack per round instead of one magic and one mind spell. This is not discussed in the rules and the rules state that attacks (other than magic) can only be made on units in adjacent hexes. Therefore, since the Guardians cannot leave their island, we played that they can only have this combat when the other piece is on the island. If this is not what was intended, it should be clearly stated that it is an exception to the rule.

So much for the bad points and error corrections. The game played well. At first, the balance may appear to be in the favor of Aemulatio, however the CRT may show that the villagers can get wiped out easily while the cyborgs have the best killing power. The whole trick, therefore, for the player playing Princess Gloria's side, is not only to protect the princess, but to protect the captain of the cyborgs, who is the only piece which can effectively combat Aemulatio on the vast majority of the map (assuming what we said about the Guardians [above] to be correct). Proficient use of magic (with the luck of the die) and the cyborgs and amazons should overcome the handicaps of fewer pieces and weak villagers for the princess's player. All in all, even with the problems stated, the beginners who play-tested this game found it to be thoroughly enjoyable. Correcting and clarifying the above should make this game an excellent one for beginners. Chuck Anshel

continued from page 2

At the beginning of the story Covenant is going to town. He has been cut off from the people who live there because they fear his leprosy. He is going to town to pay his phone bill to prove he is still human. On the way he sees an old beggar who gives him a pamphlet about the nature of reality and courage. A few minutes later, he is hit by a car. He wakes up in a cave with a being named Drool Rockworm, a cavewight, who has summoned him from his world to "the Land". He is spoken to by a great cold voice which tells him to take a message to the Lords of Revelstone. When Covenant asks the name of he who speaks he is answered "I have many names. To the Lords of Revelstone I am Lord Foul the Despiser; to the Giants of Seareach, Satansheart and Soulcrusher, the Ramen name me Fangthane. In the dreams of the Blood-guard I am Corruption. But the people of the land call me the Gray Slayer. (VI p.27) He tells Covenant that if he fails to deliver the message the land will be destroyed within two years. The message is: "Say to the Council of Lords, and to High Lord Prothall son of Dwiliam, that the uttermost limit of their span of days upon the Land is seven times seven years from this present time. Before the end of those days are numbered, I will have the command of life and death in my hand. And as a token that what I say is the one word of truth, tell them this: Drool Rockworm, Cavewight of Mount Thunder, has found the Staff of Law, which was lost ten times a hundred years ago by Kevin at the Ritual of Desecration. Say to them that the task appointed to their generation is to regain the Staff. Without it, they will not be able to resist me for seven years, and my complete victory will be achieved six times seven years earlier than it would be else" (VI, pp27-28)

With this, Covenant finds himself high up in the mountains on Kevin's Watch, a lookout high above a tremendous drop. His fear of heights paralyzes him till a girl named Lena helps him get down. Seeing his right hand (which is missing two fingers) she calls him Berek Halfhand, one of the old Lords. She takes him to her village, Mithil Stonedown, where he meets her father and mother. Atiaran, her mother, has been to the Loresraat, the place where the old lore of Kevin Landwaster is studied. Trell, her father is a Gravelingas of the Rhadhamaerl, an adept of the old stone lore. Covenant's wounds are treated with hurtloam, a substance strong in the Earthpower, which causes him to regain the feeling in his hands and feet. Because he feels this to be impossible, he names himself "The Unbeliever" and declares that the land is his dream, his subconscious attempt to escape his disease. However, as his sexual potency returns (leprosy renders one impotent), he rapes Lena. Lena hides herself so that no one will know and thereby prevent Covenant from delivering his message to the Lords.

Citadel of Fire is the tenth issue of our Judges Guildmember subscription. Our fantasy game aids are designed as scenarios for active fantasy campaigns, especially those in play with Dungeons & Dragons™ by TSR. In providing alternate scenarios and guidelines, we can help to bring a campaign to life, using characters, history and legends. Our aids can save prospective referees much time in drawing in the detail of a fantasy world.

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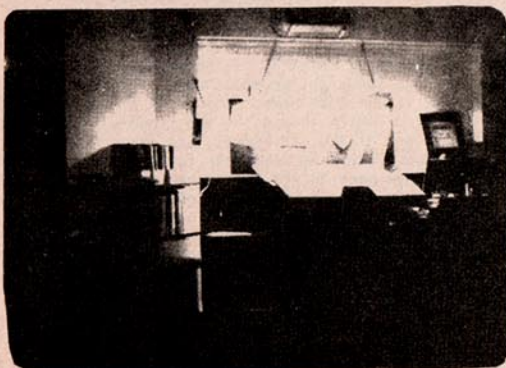
Citadel of Fire is the strongest dungeon published by Judges Guild to date and designed primarily for advanced players. For realism as well as balance, tables have been provided for the location of the wizard such that it will be a surprise and his activity will be varied. This concept will prevent him from continually searching for intruders. This idea was advanced by talented Tim Kask, the esteemed editor of The Dragon, and a definite improvement. While higher level players will be challenged, low level ones may need some temporary help from strong NPCs who might be coincidentally on the same quest! Good adventuring! -Bob Bledsaw

Table of Contents

Page 4 Five mile hex area of Citadel of Fire (scale .2 mile per hex)
5 History & Background
6 Two Tenths mile hex area of Citadel of Fire (scale 42' per hex)
7 Description of Wizard
8 Charts of Wizard random location
10 Above Ground Levels of Tower, A- Ground Floor, B- Second Floor
13 Dungeon Level 1, 1st level below ground
18 Dungeon Level 2
21 Dungeon Level 3
26 Dungeon Level 4
28 Dungeon Level 5



BILL DAVIS DWARF LORD & DISTRIBUTION MANAGER



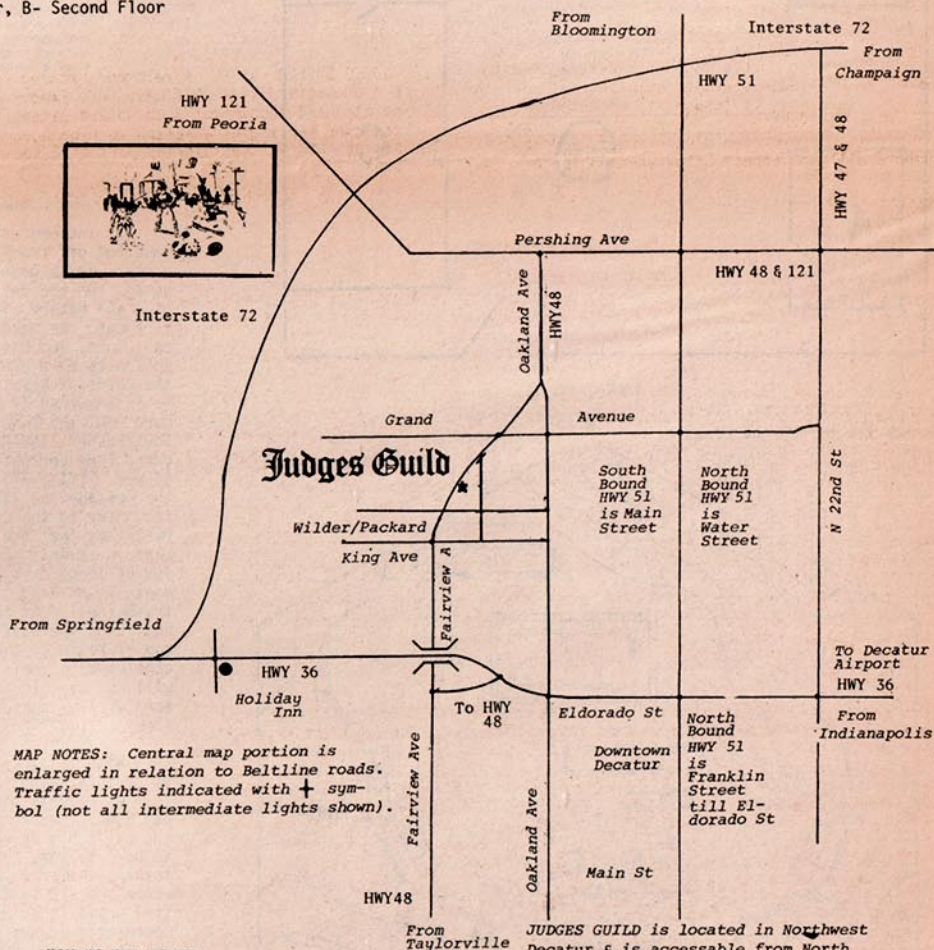
A HOBBIT THIEF HIDING IN THE SHADOWS UNDER MARK HOLMER'S DRAFTING TABLE

Not knowing that her daughter was raped by Covenant, Atiaran agrees to guide him to the Revelstone. On the way, Triock, Lena's husband to be, overtakes them and tries to kill Covenant. Even when she learns what has passed, Atiaran refuses to allow harm to come to Covenant. When they reach Soaring Woodhaven, the giant tree-city of the Lillianrill-Keepers of the Wood-lore, Covenant is tested with the Lomilliar Rod. This wood of the Ancient One Forest will reject one who does not tell the truth. Covenant passes because of the power of the Wild Magic whose power resides in the white gold of his wedding ring. (Wild Magic binds the Arch of Time and is controlled by white gold which does not normally exist in the land.) Because they distrust him and he proved himself (they think) by the test of Lomilliar, Baradakas Hirebrand of the Lillianrill gives Covenant his staff. This proves very useful when later in the trip at the Rites of Spring, a yearly dance of the Wraiths (nature spirits), Covenant uses the staff and the wild magic (without knowing how he did it) to fight the Ur-viles who are destroying the Dance.

When they reach the Soulsease River, Atiaran turns Covenant over to Saltheart Foamfollower...a giant. On the way down the river he tells Covenant of the Unhomed, the giants of Seareach who have lost the way to their homeland. Berek Lordsfather granted them the land at Seareach in return for their construction of Revelstone.

When Covenant reaches Revelstone, he gives the message to the Lords, thinking that his part is over. Then he learns that they expect him to assist in the quest for the Staff of Law. They will

be accompanied by the Bloodguard, men who swore undying service to Kevin Landwaster. Some of them were alive when Kevin was, the Oath preserving them from age. On the way, they find that Soaring Woodhelves has been burnt and all but a child killed. He is Pietten. But, something has been done to him...he now loves the taste of blood. When they reach the Plains of Ra, home of the Ramen who serve Ranyhyn (great horses with certain magical powers). He makes a bargain with the horses. He will not ride them (they detest him even though they rear to the white gold) if they will go to Lena each spring and allow her to ride. Thus he continues to ride a lesser horse.



MAP NOTES: Central map portion is enlarged in relation to Beltline roads. Traffic lights indicated with + symbol (not all intermediate lights shown).

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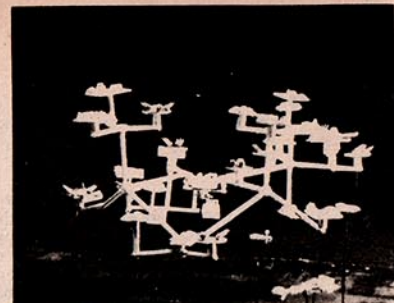
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ASSYRIA Foot .40 Mounted .85

A1 Officer armoured with sword
A2 Infantryman armoured with spear & shield, attacking
A3 Infantryman armoured with spear & shield, reserve
A4 Standard Bearer
A5 Archer armoured firing bow
A6 Archer unarmoured drawing bow
A7 Infantryman, mail coat with spear & shield, bow reserve
A8 Unarmoured Infantryman, spear & shield, attacking
A9 Armoured Slinger
A10 Unarmoured Slinger with shield
A11 Infantryman, mail coat, spear, bow, shield, attacking
A12 Unarmoured Infantryman, shield & spear in reserve
AC1 Cavalry Officer
AC2 Cavalry Standard Bearer
AC3 Armoured Cavalryman with shield & spear
AC4 Armoured Cavalryman with shield, spear & bow
AC5 Unarmoured Cavalryman, shield, spear, bow
S19 Heavy Chariot with 3 crew

PERSIA

PE1 Officer
PE2 Standard Bearer
PE3 Immortal attacking
PE4 Infantryman attacking, unarmoured, spear, shield, bow
PE5 Immortal in reserve
PE6 Immortal firing bow
PE7 Infantryman unarmoured spear & shield bow, in reserve
PE8 Infantryman unarmoured shield & javelin
PE9 Infantryman unarmoured firing bow
PE10 Armoured Infantryman spear & shield attacking
PE11 Phrygian armoured, crested helmet, spear & shield, attacking
PE12 Phrygian armoured, crested helmet, spear & shield, reserve
PE13 Phrygian armoured, crested helmet, double headed axe
PEC1 Cavalry Officer
PEC2 Cavalry Standard Bearer
PEC3 Cavalry unarmoured, spear & shield, bow
PEC4 Cavalryman unarmoured with spear & bow
PEC5 Cavalryman armoured with spear & shield
PEC6 Cilbaniarius spear shield bow, armoured horse
PEC7 Camel Corps armoured spear, shield bow, armoured camel
PEC8 Camel Corps unarmoured spear shield bow, unarmoured camel
S20 Sythed Chariot with 2 crew

GREECE

G1 Officer cloak, double crested Corinthian helmet
G2 Standard Bearer
G3 Hoplite Corinthian helmet, reserve
G4 Hoplite Corinthian helmet, attacking
G5 Trumpeter
G6 Pelast unarmoured, Hoplite shield, spear attic helmet, attacking
G7 Slinger
G8 Archer armoured taking arrow from quiver
G9 Sythian Mercenary Archer unarmoured, drawing bow
G10 Spartan Hoplite cloak crested Pilos helmet, reserve
G11 Spartan (same as above, attacking)
G12 Theban Hoplite attic helmet attacking
G13 Pelast small shield javelin Thracian helmet
G14 Theban Hoplite attic helmet reserve
GC1 Cavalry Officer
GC2 Cavalry Standard Bearer
GC3 Cavalryman armoured shield spear Corinthian helmet
GC4 Cavalryman unarmoured shield spear Boeotian helmet
GC5 Cavalryman armoured javelin attic helmet

CARTHAGE

C1 Standard Bearer
C2 Officer
C3 Drummer
C4 Citizen Spearman 1st class armoured shield spear reserve
C5 Citizen Spearman (same as above attacking)
C6 Citizen Spearman 2 class leather armour shield spear attacking
C7 Mercenary Balearic Slinger
C8 Mercenary Cretan Archer
C9 Mercenary Numidian Javelinman
C10 Libyan unarmoured, spear shield attacking
C11 Spanish Scutarius unarmoured lrg. shield heavy javelin
C12 Gaul Mercenary unarmoured spear shield attacking
C13 Gallic Chief
C14 Gallic Standard Bearer
C15 Gaul Mercenary unarmoured
C16 Gallic Archer
C17 Gallic Warrior casual pose
CC1 Cavalry Officer
CC2 Cavalry Standard Bearer
CC3 Cavalryman armoured spear & shield
CC4 Cavalryman Numidian with javelin
CC5 Cavalryman Spanish unarmoured spear shield
CC6 Mounted Gallic Noble
CC7 Mounted Gallic Warrior
S7 War Elephant armoured 3 crew

NORMANS

HN1 Knight kite shield spear overarm
HN2 Same as above underarm
HN3 Mixed Archer
HN4 Unarmoured Archer
HN5 Crossbowman
HN6 Italian Mercenary round shield & spear
HN7 Italian Mercenary kite shield & spear
HNC1 Knight with spear at rest
HNC2 Knight with spear overarm
HNC3 Knight with spear couched
HNC4 Knight with spear banner

SAXONS

HS1 Huscarl, dragon standard
HS2 Huscarl spear, round shield attacking
HS3 Huscarl sword, round shield attacking
HS4 Huscarl 2 handed Danish axe attacking
HS4A Huscarl 2 handed Danish axe & slung shield
HS5 Huscarl spear kite shield & javelin
HS6 Select Fyrdman mail shirt round shield & spear
HS7 Fyrdman round shield and spear
HS8 Fyrdman kite shield, club attacking
HS9 Fyrdman with 2 handed Danish axe
HS10 Fyrdman with throwing axe
HS11 Archer

SASSANID PERSIANS

SA1 Infantry Officer
SA2 Infantry Standard Bearer
SA3 Levy Infantry attacking
SA4 Same as above reserve
SA5 Mercenary Lt. Javelinman
SA6 Mercenary Archer
SA7 Mercenary Slinger
SAC1 Cavalry Officer
SAC2 Cavalry Standard Bearer
SAC3 Lt. Cavalry with javelin, bow
SAC4 Cilbaniarius
SAC5 Cataphract

ANCIENT EGYPT

E1 Officer
E2 Standard Bearer
E3 Trumpeter
E4 Heavy Infantry spear shield reserve
E5 Same as above attacking
E6 Heavy Infantry pole axe shield
E7 Heavy Archer
E8 Light Archer
E9 Slinger
E10 Javelin Man
E11 Sheridan Guard
S18 Egyptian Chariot

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ROMAN REPUBLIC

RR1 Standard Bearer
RR2 Centurion
RR3 Trumpeter
RR4 Principes mail coat large
RR5 Hastati mail coat lrg. shield & pilum
RR6 Triarii leather armour, shield spear attacking
RR7 Veliti unarmoured shield, javelin
RC1 Cavalry Officer
RC2 Cavalryman armoured, spear shield
RC3 Cavalry Standard Bearer

ROMAN EMPIRE

RE1 Tribune, foot
RE2 Centurion advancing
RE3 Signifer
RE4 Cornicer
RE5 Aquilifer
RE6 Legionary attacking
RE6A Legionary marching
RE7 Auxiliary shield, spear attacking
RE8 Auxiliary Slinger
RE9 Auxiliary shield & javelin
RE10 Auxiliary Asiatic armoured archer
RC1 Cavalry Officer
RC2 Cavalry Standard Bearer
RC3 Cavalryman armoured spear & shield
RC4 Cavalryman leather armour shield javelin

The company reaches Mount Thunder and, leaving the giant behind as a lookout, enters the catacombs. The Lords manage to break the Word of Warning which guards the entrance but it takes the power of the Wild Magic to open a more powerful barrier to escape some Cavewights which are after them. Behind the barrier they find the Second Ward of Lord Kevin's Lore. (They had at the time not even mastered the first of the seven wards). Reaching Kiril Threndor, the heart of Mount Thunder, they manage to wrest the Staff of Law from Drool Rockworm who has been nearly destroyed by it's power. But now they must escape. As Ur-viles are about to overcome them, the Fire Lions (Earth Elementals) come to their aid as they did for Berek Half-hand two thousand years earlier. As this is happening, Covenant returns to his world to find himself in the hospital and his leprosy unchanged.

In the Illearth War Covenant is summoned once again to the land, this time by the Lords themselves. It has been four days since he returned but forty years have passed in the land. Elena is High Lord and has summoned him just as Joan has called him in his world. He learns that Lord Foul has gained possession of the Illearth Stone, a great evil power. the Lords want Covenant to use the Wild Magic to resist the power of the Illearth Stone. A great war is beginning. Hile Troy, Warmark (leader) of the Warward will lead the war against the Demondim Spawn and is from Covenant's World. Hile was blind in the real world but can see in the land. Covenant learns that Elena is his daughter by Lena whom he raped when he was last in the land. In his anguish at learning this he drives the Krill of Lorik through a stone table, somehow activating the gem of power in it's hilt. This brings a young man called Amok to Revelstone. Amok reveals that he is the Seventh Ward of High Lord Kevin, one which Kevin himself never dared to use. He was summoned by the Krill. Elena, Covenant, and two of the Bloodguard go with Amok to find the power he represents while Hile Troy prepares to fight the armies of Lord Foul.

Hile plans to fight Lord Foul at Doom's Retreat. This is the traditional place where defeated armies run for a last stand. Hile plans to begin the battle there because it is the perfect place for an outnumbered army to fight. When he finds that his warning was delayed five days he must force march his army to Doom's Retreat. Many die on the way. When the battle begins, Hile is dismayed to find Foul's army commanded by Flesh-harrower, a giant corrupted by the combined power of the Illearth Stone and a Raver (evil spirit). He also learns that all the giants are dead; killed by Kinslaughter, another Giant-Raver. Hile must retreat even from Doom's Retreat, fighting constantly against the vanguard of Foul's army. He retreats to Garroting Deep, so called because the forest there is the only remaining part of the old One Forest and will not allow a human to pass through alive. The forest hates the Ravers much more than it does men however, so Hile is able to make a deal with Caerrol Wildwood the last surviving forestal. The men are allowed to pass in order to lure the Raver and his army into Garroting Deep where they are killed. Hile must pay the price however, and is turned into a tree.

Meanwhile, Covenant and Elena travel to Melenkurion Skyweir, Father of Mountains, seeking the power of the Seventh Ward. Elena hopes to use this power to defeat Lord Foul even though she (and the other Lords) have been unable to completely master the first two wards. A thousand years earlier Kevin had uttered the Ritual of Desecration which destroyed the land and all who lived there because he hoped Foul would also be destroyed and he despaired of any other solution. Yet even Kevin had not used the power of the seventh ward. Kevin set up the Seven Wards of Power so that the young lords would not discover great power until they were ready to use it wisely. They were to be mastered in order with the location of the next ward being revealed by the mastery of the previous one. Twice now the power of the White Gold had revealed a Ward before the lords were ready. In spite of this, Elena sought the power that even Kevin did not use.

When they reach Melenkurion Skyweir, Amok tells them that they must tell them the name of the power of the second ward before they can proceed. Covenant forced Banner, eldest of the Bloodguard to tell Elena what he overheard from Kevin a thousand years before. The power is the "Power of Command". Traveling to the Earthroot, Elena drinks the Earthblood and gains the Power of Command. She commands Kevin to return from the dead to fight Lord Foul. He does but is easily overmastered by Foul with the power of the Illearth Stone. He returns and destroys Elena, gaining the Staff of Law for Foul. With the death of Elena, his summoner, Covenant is returned to his own world to find that Joan has hung up and he has lost his chance to speak with her.

In The Power that Preserves Covenant is again summoned to the land this time by Mhoram who is now High Lord. Covenant resists because he is in the process of trying to save the life of a child. He does save her life and is summoned to the land by Triock and Saltheart Foamfollower who survived the destruction of the giants. Revelstone is besieged and the country-side is fighting a loosing war against Foul's armies. Covenant goes to Mithil Stonedown where he rescues Lena, now an old woman, from the Ur-viles. He decides that he must fight Foul and to do that he must go to Ridjeck Thome, Foul's Creche and center of his power. He sends Triock to get a message to Revelstone while he makes his way toward Land's End and Ridjeck Thome. On the way he learns that the Ranyhyn will not go into the mountains to safety because of the promise they made to him forty-nine years earlier. As a result, many have been killed or wounded. He releases them but learns too late that Pietten, who has been living with the Ramen, is in league with Foul. He kills Lena and badly wounds Covenant. An Unfettered One saves Covenant's life at the cost of her own but he is captured by Triock who has been taken by a Raver.

When they bring him to Land's End on the way to deliver the ring to Foul, he discovers that Elena now wields the Staff of Law for Foul. This can happen because Elena broke the Law of Death when she summoned Kevin. When Covenant's ring touches the Staff, however, it blasts the staff and sends Elena back to death. Covenant calls upon Cairroll Wildwood who destroys the Ravers and releases him to continue his quest.

Meanwhile at Revelstone, Mhoram has discovered that the Oath of Peace has been preventing them from fully mastering Kevin's Lore. This knowledge also shows him how to perform another Ritual of Desecration which he wants to avoid even if it means letting Foul win. The power does allow him to use the Krill of Loric to destroy Satansfist, the 16

last of the Giant-Ravers. Thus, though Foul's army still besieged Revelstone, their greatest power is destroyed.

When Covenant and Saltheart Foamfollower finally reach Ridjeck Thome, they are captured by Foul. Foul tempts and torments Covenant but cannot get him to give him the ring. When he tries to take it, Covenant touches the ring to the Illearth Stone. This finally awakens the Wild Magic. Covenant and Foul battle until Foul is finally forced to take physical form. The ghosts of Kevin and all the other lords demand that Covenant kill Foul, but he realizes that despite cannot be killed. Instead, he gets Foamfollower to laugh. The old lords finally join in and Foul, unable to tolerate laughter, ceases to exist. Covenant uses the last of his power to destroy the Illearth Stone.

He finds himself in a fog, where the Creator offers him any reward he desires. He says he desires only to live and is returned to his own world as he was....a leper.



Judges Guild Campaign Map Index

- 1 City State Map
- 2 Barbarian Altanis
- 3 Valley of the Ancients
- 4 Tarantis
- 5 Valon
- 6 City State of the World Emperor (not completed)
- 7 Desert Lands
- 8 Sea of Five Winds
- 9 Elephant Lands
- 10 Lenap

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