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VOLUME I



Judges Guild



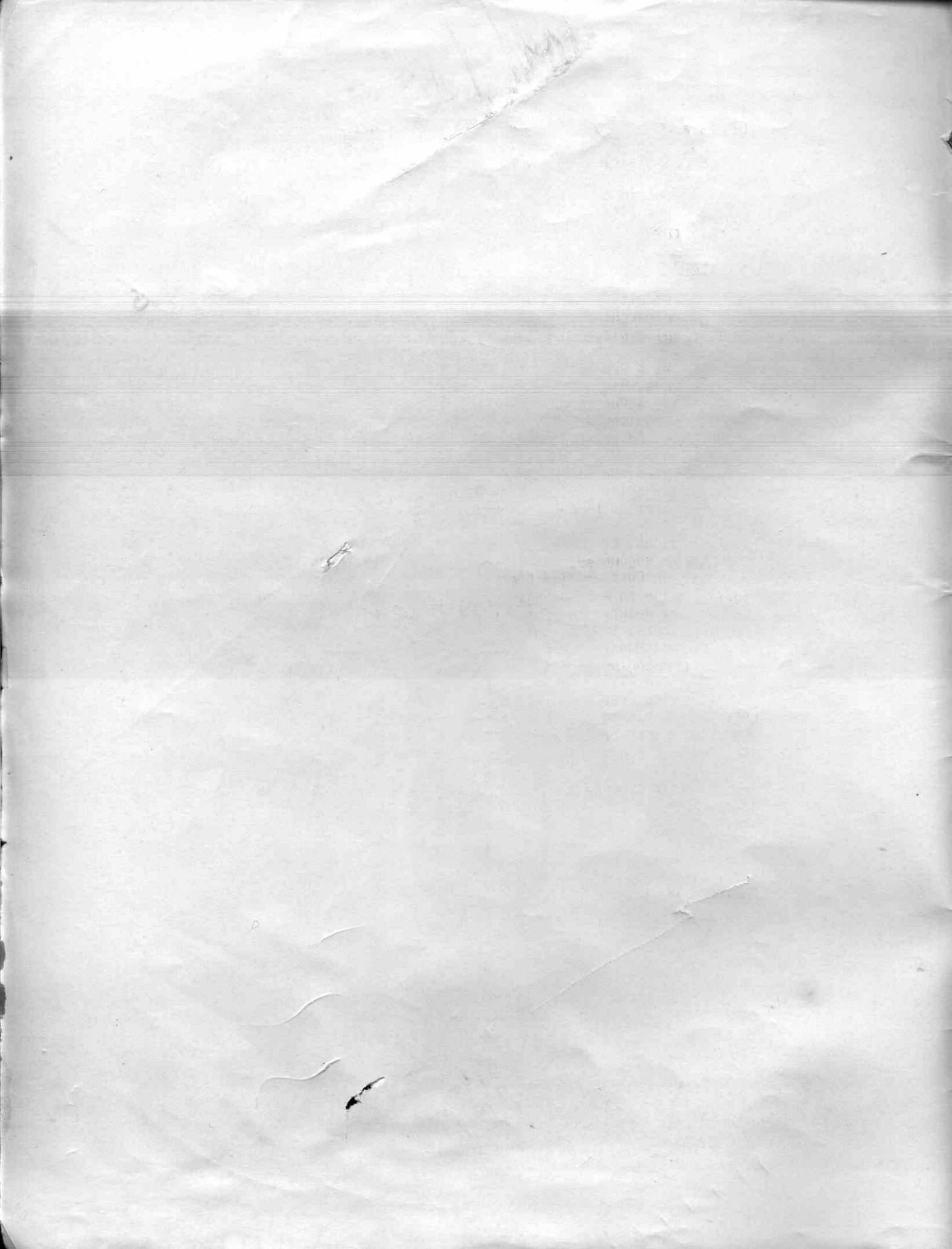
Second Edition

Revised, Enlarged & In Booklet Form

Covering Judges Guildmember Guidelines, Issues 1 to 6 Including
Wizards Guide, Monster Compendium, Baronies, Men Attacking & Much More

Item #14

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Ready Ref Sheets, Volume I

This booklet is a compendium of the guidelines from our Guildmember subscription's first six issues, plus the material found in the Campaign Hexagon System booklet (which contains 50 hex grids for mapping campaign areas). Some pages that we felt that some might want to remove from the booklet and used as loose reference sheets, have been put in the center of the booklet where one can pry up the staples to remove those pages (its recommended that you place them in plastic sheet protectors to preserve them).

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Note: a second volume of Ready Reference guidelines will be published later with material from issue 7 onward, subject to the demand of you, the gamers.

Acknowledgements

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SOCIAL LEVEL/CITY ENCOUNTER There's a 1/6 chance of an encounter every other turn.

① TYPE OF ENCOUNTER 1 Attacked by Surprise 2 Attacked 3 Slanders/Insults 4 Questions Player(s) 5 Propositions-Player(s) 6 Special Encounter (below)		UNUSUAL Roll 20 Sided Die 1 Troll 6 Giant 11 Blink Dog 16 Invisible Stalker 2 Paladin 7 Thief 12 Zombies 17 Mind Flayer 3 Shadows 8 Wight 13 Skeletons 18 Golden Dragon 4 Harpies 9 Golem 14 Dervishes 19 Clerical Type 5 Lammasu 10 Wraith 15 Illusionist 20 Magic User Type																																																																																																																																									
② WHO ENCOUNTERED 1-4 MEN (See '3' SL) 5 Roll Unusual- 6 Roll per Quarter-		QUARTERS: <table border="1"> <tr> <th>NOBLE</th> <th>COMMON</th> <th>PLAZAS</th> <th>SEAFRONT QUARTER</th> <th>MERCHANT QUARTER</th> <th>THIEVES QUARTER</th> </tr> <tr> <td>1 Sheriff</td> <td>Goblin</td> <td>Sharper</td> <td>Sailor</td> <td>Robber</td> <td>Apprentice</td> </tr> <tr> <td>2 Knight</td> <td>Orc</td> <td>Beggar</td> <td>Sailor</td> <td>Guard</td> <td>Apprentice</td> </tr> <tr> <td>3 General</td> <td>Ogre</td> <td>Slaver</td> <td>Bucaneer</td> <td>Merchant</td> <td>Footpad</td> </tr> <tr> <td>4 Gentlman</td> <td>Bandit</td> <td>Performer</td> <td>Pirate</td> <td>Merchant</td> <td>Robber</td> </tr> <tr> <td>5 Noble</td> <td>Dwarf</td> <td>Bard</td> <td>Sea Capt</td> <td>Merchant</td> <td>Burglar</td> </tr> <tr> <td>6 Noble</td> <td>G. Rat</td> <td>Mercen'ry</td> <td>Beggar</td> <td>Merchant</td> <td>Cutpurse</td> </tr> </table>						NOBLE	COMMON	PLAZAS	SEAFRONT QUARTER	MERCHANT QUARTER	THIEVES QUARTER	1 Sheriff	Goblin	Sharper	Sailor	Robber	Apprentice	2 Knight	Orc	Beggar	Sailor	Guard	Apprentice	3 General	Ogre	Slaver	Bucaneer	Merchant	Footpad	4 Gentlman	Bandit	Performer	Pirate	Merchant	Robber	5 Noble	Dwarf	Bard	Sea Capt	Merchant	Burglar	6 Noble	G. Rat	Mercen'ry	Beggar	Merchant	Cutpurse																																																																																										
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SPECIAL ENCOUNTER 1 Expectorated upon 2 Dishwater from above 3 Meathook from above 4 Chamber pot emptied upon 5 Clay pot hits (Stun 1-4t) 6 Brick hits (Uncon. 2-12t) 7 Runaway Carriage (may dodge) 8 Street caves in 1-6' 9 Impress gang grabs player 10 Were-rat kidnaps		11 Beggar 12 Drunks 13 Messenger 14 Performer 15 Lamplighter 16 Buffoon 17 Vigilantes 18 Town crier 19 Fugitive 20 Hypnotist		PROPOSITION Adjust for Charisma 1 Challenge 2 Search 3 Task/Mission 4 Work Offer 5 Sexual 6 Kidnap Player		WOMEN 1 in 6 have +1 to +6 added to Charisma. 1 Slave (Roll Owner's Heir.) 2 Vixen/Houri 3 Concubine (Roll Heirarchy) 4 Amazon (Roll Military SL) 5 Daughter (Roll Heirarchy) 6 Barmaid/Lady/Dame/Goddess																																																																																																																																					

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CONSTABLES of the city-state are characterized by their bumbling ineptitude. They usually patrol in groups of 2-12 but this does not increase their basic chance of spotting an escapee (which is the escapee's Social Level stated as a percentage chance). Each is armed with a spear with a small pennant flying and a Mace, AC7. Constables are 1 HD but all have 8 HTK due to special selection of stout constitution types. Foppishly dressed, the overly proud constables will rarely attempt to raise their Social Level as that would require leaving the bottom rung of the Gentlemen's Heirarchy for Deputy Sheriff in the General Heirarchy.

Guildsmen would include almost all skilled workers. However, not all would have a strong Guild-type organization, as all of the trades grew from barbarian ancestry. Note that Guildsmen (except Beggars) start at SL 2, Laborer. Roll a six-sided and a ten-sided dice, to determine specific guildsmen (for example- a '6' & '8' would be '68'- Wheelwright).

10 Accountant	26 Carpetmaker	42 Mason	58 Sage
11 Alchemist	27 Carver	43 Miner	59 Smith
12 Architect	28 Courtesan	44 Magic User	60 Shipbuilder
13 Armorer	29 Engineer	45 Mercenary	61 Slaver
14 Artist	30 Executioner	46 Metal worker	62 Scribe
15 Assassin	31 Fletcher	47 Navigator	63 Thief
16 Astrologer	32 Geologist	48 Perfumer/Dyer	64 Tailor
17 Astronomer	33 Glass-blower	49 Pitchmaker	65 Tanner
18 Author	34 Goldsmith	50 Poet/Bard	66 Weaver
19 Beggar	35 Hatmaker	51 Potter	67 Wig/Mask maker
20 Boatmaker	36 Inkmaker	52 Roofer	68 Wheelwright
21 Bootmaker	37 Interpreter	53 Ropemaker	69 Winemaker
22 Botanist	38 Jeweller	54 Saddlemaker	
23 Bowmaker	39 Lampmaker	55 Sailmaker	
24 Bricklayer	40 Leather craftsman	56 Sculptor	
25 Carpenter	41 Litigation trickster	57 Sailor	

General Hierarchy Roll six-sided die to determine Villaine, Freemen and Citizens' job type, and again for specific job.

<u>1- Official & Fiducial</u>	<u>3- Handler/Trainer</u>	<u>6- Miscellaneous</u>	
1 Moneylender	1 Shepherd	1 Leech (doctor)	
2 Moneychanger	2 Cowpoke	2 Undertaker	
3 Tax collector	3 Horsetrainer	3 Pawnshopkeeper	
4 Banker	4 Animaltrainer	4 Zookeeper	
5 Court Clerk	5 Birdtrainer	5 Tavernkeeper	
6 Bureaucratic	6 Gladiator trainer	6 Innkeeper	
<u>2- Services</u>	<u>4- Performers</u>	7 Launderer	
1 Teacher	1 Dancer	8 Barber	
2 Maid/Butler	2 Actor	9 Butcher	
3 Bathboy	3 Minstrel	10 Baker	
4 Doorman/Bouncer	4 Jester/Buffoon	11 Candlestickmaker	
5 Wet Nurse	5 Puppeteer	12 Hunter	
6 Barkeeper	6 Circus performer	13 Pipeweed grower	
7 Porter/Bearer	7 Fortuneteller	14 Wagoneer	
8 Messenger	8 Orator	15 Hypnotist	
9 Secretary/Aide	<u>5- Clerical*</u>	16 Towncrier	*Roll for
10 Attendant	1 Stockboy	17 Lamplighter	Merchant/
11 Cook	2 Clerk	18 Mountaineer	Employer
12 Warehouseman	3 Head Clerk	19 Fisherman	
	4 Manager	20 Trapper	

Merchants (roll two dice for type) Merchant's social level is based roughly on their business investment: 10 GP- SL 3, 100 GP- SL 4, 1000 GP- SL 5, 10,000 GP- SL 6, 75,000 GP- SL 7, 250,000 GP- SL 8 and 1,000,000 GP- SL 9.

<u>Common</u>	<u>Rare</u>		<u>Extraordinary*</u>
1 Food stuffs	1 Armor	11 Rugs/Tapestries	1 Magic Weapons
2 Wine	2 Weapons	12 Building supplies	2 Magic Armor
3 Beer	3 Foundry	13 Books/Art Objects	3 Magic Items
4 Clothing	4 Horses	14 Quarry/Mines	4 Magic Scrolls & Books
5 Small Livestock	5 Cattle	15 Precious Gems & Metals	5 Unusual Potions
6 Rope	6 Shipyard	16 Timber/Pitch	6 Fantastic Creature
7 Tools	7 Leather goods	17 Perfume/Soap	7 Fantastic Creature Eggs
8 Feeds & seeds	8 Wagon caravan	18 Showman	8 Fantastic Creature Parts
	9 Hotelier	19 Processed Foods	*should possess 1-4 items
	10 Spices	20 Shipping Line	

"Social Level" is a function of social esteem and clout. The Social Level chart is used to determine exactly who is encountered. Likewise you can determine a Non-Played Character's Social Position (rerolling on G, c or w) by rolling a 6-sided dice to determine which Heirarchy he belongs to and then 20-sided one to find his exact position there. Players can be assigned a Heirarchy & Social Level (SL) or rolled for (though it is best to use a 4-sided dice, plus one, for the SL roll). As there are many ways of increasing your 'Social Esteem' it is entirely up to the judge as to when a player may go up SLs. For example, a player who is an armorer might take over a year per SL to attain Master Craftsman, while another player of the 'Gentry' might attain 'Chevalier' simply by shelling out 100,000 GP to sponsor a Gladiatorial Festival. Maintaining a mistress of higher SL, heroic acts, Quests performed and altruistic acts are all reasonable means to upward mobility. While the society is predominately human, various other races (like Dwarves, Goblins, Ogres) have a place on the Social Level largely dependant upon their clout (e.g. the Dwarves have much more say than the Goblins etc.).

Changing Heirarchies: Players who have attained the highest level in Heirarchies #3-6 may move (with a loss in SL) to the "Gentlemen" Heirarchy, SL #6 (Gentry) by sponsoring a Festival costing 10-60,000 GP. Likewise, a Gentlemen reaching "Pretender" (SL#8) may move to "Thane" (Noble SL7) after proving having a 100,000 GP land investment, offering complete allegiance and succeeding in rolling a 50% 'acceptance' chance. Failing in that, the "Pretender" loses 1 SL and must amass 50% more investment than last time, to try again.

While many of the Social Level names like "Gentry" are names for general classes or examples of specific types, the upper-ends of each heirarchy may become contestable. For example, though there may be a dozen Patriarchs (& EHPs) if two 'Patriarchs of Odin' show up, there's going to be a struggle. All Social Level #5 and up are considered Citizens.

GENERAL GUIDELINES:

Serfs work a farm owned by a noble and can't leave freely (must dice as 'slave').

Villains pay a rent to their lord equal to double tax rate on a fixed basis.

Military: Note that a Sergeant commanding 100 footmen had little more Social Esteem than the cavalrymen (horses weren't cheap). A Knight Bachelor would command a Regiment of 500 Horsemen (a third of which might be Plate-armored Knights, the rest being medium & light: made up of the Knights' Squires & Horse-archers who would fire on foot). The King, Prince or a Knight Banneret might command (but rarely control!) a 'Battle' of 5000 troops. While in an organized society a man with plate armor might be considered a 'Man at Arms' if he joined a military unit, a pure barbarian 'society' would base its social esteem directly onto Experience Levels. Likewise the plate armor owner would probably have some contractual understanding (periods of service, fiefs) with his lord, the barbarians' (including Berserkers, Amazons) vows would be to their tribe.

Gentlemen are a privileged class with either land of authority but without claim to the Noble's ruling power. First Level Clerics start at SL 4 of this Heirarchy, move up to SL 6 at 3rd Level, become SL 7 at 5th Level and SL 9 at 6th. Clerics may not switch Heirarchies & should be required to choose some God or religion (see D&D Supplement #4).

Nobles lease their land to Gentlemen & Knights and in return receive allegiance & taxes.

More powerful nobles may in turn lease to other nobles, though powerful barons owing little allegiance to a King was not uncommon. Thus the man on top's ability to unite and lead all of the factions in a time of need was his greatest function.

Manumission (Slave Price) Prices shown are Gold Pieces based on the Abilities- Low/Medium/High. Add 10 GP for each skill or special ability. Subtract 10 GP for each defect. Slaves encouraged to commit a crime (such as escaping) will raise an alarm 50% of the time due to fear of being caught and lack of interest in being an escapee.

Ability	Boy	Girl	Man	Woman	Slave Owner	Adjust	Request	Without	With	
					Roll	Price	Granted	Guard	Chains	
Strength	0/1/2	0/0/1	1/4/9	0/1/2	1-2	Agreeable	Half	30%	50%	-
Intelligence	2/3/4	1/2/3	2/4/6	2/3/4	3-4	Average	Normal	20%	30%	10%
Wisdom	2/3/4	2/3/4	2/3/4	1/2/3	5	Greedy	Double	10%	20%	40%
Constitution	0/1/2	0/1/2	3/6/8	1/2/3	6	Taskmaster	Triple	5%	5%	60%
Dexterity	1/2/4	2/3/4	2/4/8	2/3/6						
Charisma	0/0/1	2/4/9	0/1/2	3/6/9						

QUARTERS The following quarters' locations are general guidelines, useful mainly when rolling an encounter per quarter location. The Common Quarter is E4 through H4 and everything to the South. The Thieves' Quarter is J4 to L4 and everything South. The Merchants' Quarter is J5 to L5 and North (to the wall). The Seafront Quarter is B6 to D6 and everything South. The Noble Quarter is in the Northwest corner of the city & bounded by the other quarters.

WOMEN

The following tables are used upon encountering women to determine the presence of any comrades etc. Regardless of the 'Type of Encounter', a successful 'Repartee' usage (see booklet J) will allow a check of the woman's 'Inclination' towards the player, after the woman's basic 'Disposition' and attendant modifier has been noted. Assuming a successful 'inclination' roll (4 or higher), the player may obtain a relationship by paying the Gift Cost. This relationship will last the number weeks shown under the Duration column; to extend the relationship requires another Gift, which will extend for the duration shown. Players dissatisfied with their inamorata's 'inclination' towards them, may pay another Gift cost (which will not cost towards extension of duration) to allow a re-roll; one re-roll per week. Likewise, a player who was unable to establish the liason because of an inclination roll of 1-3, must first roll a successful Request Granted roll before re-rolling the women's inclination towards him. Players may establish as many liasons as they are able but the possibility of disclosure is equal to the other inamoratas' SL stated as a percentage, per week.

SL	Heirarchy	Title	Charisma**	# of Comrades	There is a separate chance of each of the following Comrades appearing:
6-18	Noble	Dame*	+ or - 1-6	3-18	Comrades
4-12	Gentlemen	Lady*	+2	2-12	1. Slaves 30% PROB
1-14	Military	Amazon	-2	1-4	2. Companions 20% PROB
1-7	Guildsmen	Madam	0	2	3. Escorts 20% PROB
3-9	Merchant	Mistress	+1	1	4. Guards 30% PROB
1-8	General	Wench	0	0	

*There is a separate chance that any Dame or Lady in distress will be aided by 1-4 Knights if noted... PROB 10% per melee round.
 **All women have a basic 1/6th chance of having +1 to 6 CHAR & -1 to 4 STR (ex. Amazons)
 Note: women wear double the Carried Gold GL in jewelry.

- Special- may be any Heirarchy (except as noted)
- Barmaid- CHAR +2, Merchant or General only, SL 1-4
- Concubine- common law wife, excluding nobles, SL 1-12
- Courtesan- loose dame, CHAR +3, SL 6-11, many are supplicants to court
- Goddess- dice Inclination -4 if not same alignment as player, SL 20
- Houri- always willing, SL 1-6, halve Gift Cost for purposes of extending liason
- Shrew- vocal feminist, adamantly pure, SL 2-16
- Vixen- always 'Capricious' by Inclination, SL 2-16

Each week an inamorata might... PROB 10%... give the player-character a gift equal to 'Carried Gold GL'. Ladies are known for insisting on a formal ceremony... PROB 10% per week... before cohabiting. Custom provides that the bride's family pay a dowry (usually in livestock- chickens or cows) commensurate with her SL.

Some Amazons have been rumored... PROB 10%... to belong to a fanatical sect which sacrifices their lovers at dawn to an unknown god(dess). Dames are concerned with honor more than morals and frequently take revenge upon a wayward admirer in court with trumped up charges; usually they care less until being confronted publically (fearing ridicule). Madams are noted for their ability to keep affairs secret and beneficial for their gallants. Mistresses often... PROB 20%... give away the store if enamoured. Wenches are generally carefree and often... PROB 35%... aid their wooers in finding more friends.

Living in a warrior dominated society, most... PROB 60%... of the women have been given fighter training. Some study at the monastery, in the temples and ancient schools to become other classes. Almost all (PROB 85%) carry some type of weapon, usually a dagger. Players who persist in annoying an aloof woman are attacked by her companions, slaves, escorts, guards and herself, striking to disfigure as well as kill. A Daughter's SL is that of her father's, minus 1-4. Determine Father's Heirarchy etc. as normal. A daughter whose idolator has made a special Request requiring her father's action, must first roll to see if she agrees to the request and if positive rolls to see if her father agrees- using the same percentage, minus 5%.

Woman's Disposition*

1 Angry	-3**
2 Jealous	-2
3 Pensive	-1
4 Tired	0
5 Tender	+1
6 Excited	+2
7 Ardent	+3
8 Erotic	+5
*Shrew use 1-4 die	
**Adjustment to Inclination roll	

Woman's Inclination Towards Player:

Inclination	Gift Cost**	Duration	Request Granted***
1 Loathe*	-	3-18 Weeks	-
2 Dislike*	-	2-12	1%
3 Aloof*	-	0	2
4 Sympathetic	10 GP	2	10
5 Interested	8	1-4	20
6 Playful	7-12	1-6	30
7 Capricious	1-6	7-12	10-40
8 Fondness	2	20	50
9 Infatuation	1	26	75
10 Passionate	1	30	90

Modifiers to Inclination Roll:
 CHAR 13-16 +1
 17 +2
 18 +3
 Alignment is-different -2
 opposite -3
 Player has higher SL- + 1/2 Diff in SLs
 Player has lower SL- - 1/2 Diff in SLs

**Gift cost shown is multiplied times woman's SL.

***Specific requests may be made only once each.

****Already Engaged: it is assumed that negative inclinations are the result of previous engagements, & require checking present suitor's action (if any)-

- 01-60% Woman flattered, does not mention player-lothario.
- 61-80 Player is mentioned, but present suitor doesn't care.
- 81-90 Jealous suitor seeking player.
- 91-99 Suitor and friends seeking player.
- 00 Demon lover enraged.

HOURI GARB

Houris often dress in unusual attires to attract attention:

- 1 Beggar Girl
- 2 Page
- 3 Shepardess
- 4 Slave Girl
- 5 Amazon
- 6 Wood Nymph
- 7 Sea Nymph
- 8 Schoolgirl
- 9 Priestess
- 10 Mermaid



FEMALE CHARACTERISTICS:

Each of the following columns should be rolled for separately

AGE (Elves multiply 1 to 6 X)

- 01-60% 21-30 years
- 61-75 18-20
- 76-90 17
- 91-99 16
- 00 Dice % dice again for age, however woman considered 99 9/10% Pure.

TYPE

Roll for Chart 2, booklet I (pg. 28).

TRESS TINTS*	COMPLEXION	HEIGHT	VITAL STATISTIC-	Total Bust	VS + Bust	VS + Waist	plus Hips:
01-30% Brunette	Dusky Olive	4'3"	22"				
31-50 Blonde	Bronze	4'6"	23				
51-65 Auburn	Milky White	4'9"	24				
66-77 Sable	Ebony	5'0"	25				
78-82 Silver	Red	5'3"	26				
83-85 White	Yellow	5'6"	27				
86-90 Sky Blue	Pale Blue	5'9"	28				
91-94 Light Green	Downy Golden Fur*	6'0"	29				
95-97 Lilac	Feathery Down**	6'3"	30				
98-99 Irridescent	Scaled***	6'6"	31				
00 Bald	Transparant to Bone	6'9"	32				

*for Daughters adjust by minus 30% for Houris adjust by plus 30%.
 *also has feline tail.
 **winged.
 ***half mermaid.

ALIGNMENT-

01-21%	Lawful/Good
22-43	Neutral
44-65	Lawful/Evil
66-77	Chaotic/Good
78-00	Chaotic/Evil



Heroic Proportions: add vital statistic to bust & waist to get totals; add total bust to hips adjustment to get hips. Below 5' -2 from bust & hips.
 CON of 13-18: +2 to VS
 3-8: -2 to VS

OATHS & PROMISES

Breach of Promise is judged by the High Sheriff without formal trial (Below SL 8). Oaths require a payment of 1 GP minimum to extract. Oathbreakers are permitted trial by combat or given the rack and scaffold if judged guilty (check reaction).

PROCLAMATIONS- Carry the force of law and are posted in the Plazas and at the Gates...
PROB 30%/WK.

- | | | | |
|---|------------------------------------|-------|--------------------------------------|
| 2 | Insurrection-No armor one week | 7 | All temples receive special tax 4 SP |
| 3 | Submission-Register Alligiance | 8 | Heroic Soldier made Knight |
| 4 | Special Bounty for Outlaw | 9 | No fires or lights tonight |
| 5 | Head Tax on Non-Citizens (1GP@) | 10 | Noble's death-Festivals tonight |
| 6 | Gladiator Games and Grand Tournies | 11-12 | Birth of Prince |
-

THE COUNCIL OF HIGH TREASON

Any armed force not controlled by the Overlord within the City-State exceeding 200 men-at-arms will automatically cause the commander to be charged with treason by the Council of Conspirators. The Council consists of 20-120 nobles who each have the power to charge treason and oversee the arrest. First arrest attempt shall be made by constables, then guards, then retainers of the nobles (2@), and last by the Assassins' Guild since an automatic death sentence is imposed at this point. If all fails, the Overlord is notified and an army despatched to eliminate the traitors. This doesn't preclude other attempts made simultaneously by the Black Lotus (Secret Police), the Infiltrator and Informer Force, the High Sheriff, or Bounty Hunters.

BOONS AND DUTIES

Nobles are frequently granted privileges and duties not required of other heirarchies. Once a month roll for additional duties or boons granted by the Overlord.

- 2 Billet Soldiers 01-100 (Space plus 1 GP @/Mo.) Not in command.
 - 3 Forced Loan to Overlord 1,000-10,000 GP (PROB REPAYMENT SAME AS SOCIAL LEVEL STATED AS A PERCENTAGE EACH MONTH)
 - 4 Benevolence- Free-will gift of 1,000-6,000 GP (DANGEROUS TO TURN DOWN-AS SUBSEQUENT ROLLS ARE -5) to Overlord
 - 5 Military Appointment- 2-12 WEEKS- Campaign per Referee.
 - 6 Council of Conspirators Appointment - Must ferret out a traitor or inasurrection plot in one month or drop 1-6 Social levels.
 - 7 Underlord Appointment-Emissary to out-lands to collect tax and tribute (Commission same as social level).
 - 8 Previous duties lifted (2-7) - All duties
 - 9 Previous Boon Revoked (10-12) - One Boon
 - 10 Grant of Monopoly - (50% return on investment/Month until revoked).
 - 11 Judiciar - Judge any rival on 'treason' (Only Judges' bonus affected)
 - 12 Bookland Grant (Building in City or 1-6 acres outside)
-

WILLS

There is an estate tax of 10% (60% if relative had a monopoly) and a 50% chance that any magical item is confiscated for state protection. Magic items not confiscated are taxed based on highest total value 10%. Wills are registered for 10 GP fee. Unregistered wills are considered void.

CRIME, TRIAL & PUNISHMENT

Procedure: Adjust for CRIME & CIRCUMSTANCES. Subtract Social Level of Defendant from that of the Victim (result might be a minus)- add (or subtract) to adjustments so far. Roll on Weather, MAGISTRATE'S & LEGAL TRICKSTER'S DISPOSITIONS charts. Check if Defendant would like to DONATE TO COURT CLERK, crossindexing Defendant's Charisma. Use total to adjust 20 sided die roll (next page).

Before trying, give the defendant a chance to move the trial to another court is he so desires- 50% chance of success. Gentlemen and nobles may request the 'Right to Trial by Combat' if the Royal Court is used.

CRIME CHARGED

Desertion, Expectorate on Gentlemen, Trip Soldier, Foul Road	-0
Probation Violator, Slap, Bad Puns, Ogling, Bribery, Drunk	-1
Escapee, Property Damage, Vagrant, Trespass, Disorderly	-2
Fugitive, Steal Property, Arson, Pauper, Manslaughter, Rape	-3
Bandit, Harm Person, Kidnap, Blackmail, Extortion, Speeding	-4
Outlaw, Kill Person, Treason, Tax Evasion, Expectorate on Noble, Raid Harem, Climb City Wall	-5

CIRCUMSTANCES

Illegal Magic	-2	Defence Witness (1 only)	+1/3 of Charisma
Fair Fight	+2	Interpleader of SL 6 or more	+1/2 of SL
Resist Arrest	-2	Is 'Pauper' adjust 1-6 toward 'Prison' (#11)	
Royal Court	+2	Is 'Vagrant' adjust 1-6 to 'Impress' (#10)	

MAGISTRATE'S DISPOSITION

1 Angry	-4
2 Busy	-3
3 Irritated	-2
4 Hangover	-1
5 Bored	-0
6 Interested	+1
7 Sympathetic	+2
8 Amiable	+3

LITIGATION TRICKSTER'S DISPOSITION

(Hiring costs 2-40 GP)

1 Didn't show up	-1
2 More Pay Desired	*
3 Court Jester	+1
4 Concerned	+2
5 Lucid	+3
6 Eloquent	+4
7 Inspired	+5
8 Tear Filled Speech	+6

*Additional pay permits reroll

WEATHER

1 Raining	-3
2 Drizzling	-2
3 Foggy	-1
4 Cloudy	+1
5 Clear	+2
6 Sunny	+3
7 Holiday*	+1
8 Stinking*	-1

*Note & re-roll

DONATIONS TO COURT CLERK

Player's Donation

Charisma	10-99*	100-999*	1000-2000*
Low	+1	+2	+3
Average	+2	+3	+4
High	+3	+4	+5

*Low Court Coinage is Silvers, Royal Court is 1-6 times price in Gold. Other Courts is in Gold. (Each 1000 GP there- after adds +1, but beneficial judgements are split with the court).

THE COURTS

All cases come to The Low Court but it cannot try SL6 or higher. The Royal Court can try any type of case except Cleric defendants; the Royal Court gives all cases a +2 adjustment. The Canon Court gives Clerics & all others who successfully impose Divine Intervention a +4 adjustment. The Canon Court never imposes Punishments #1 through #6 (treat as imprisoned instead). The Canon Court excludes all witnesses, interpleaders & tricksters. Clerics are never sold into slavery, impressed or apprenticed- use Humiliated instead. The Merchant Court cannot impose punishments #1-4 (it refers the case to the Royal Court for retrial the following week). Those accused of property damage or theft receive a 3 in the Merchant Court.

CRIMINAL CLASSIFICATION

Charged- Awaiting trial in 3-18 days; in jail, no bail.
Convict*- Serving sentence such as 'Probation'.
Escapee*- first escape, has price on head: 1-6 CP.
Fugitive*- 2nd escape, has price on head- 1-6 SP.
Bandit*- 3rd escape, has price on head- 1-6 GP.
Outlaw*- 4th escape (& up) escape, has price on head: 10-60 GP (+10-60 GP per each escape over 4th).

*Must roll to see if recognized when encountering Constables only. Others could recognize but will not take action.

RIGHT TO TRIAL BY COMBAT

No magic is allowed. Only swords & shields may be used. To prevent an unfair duel the Magistrate may appoint an opponent of equal hit die & ability. No substitution may be made for the defendant. The winner is dismissed. The defeated survivor is sentenced normally. Judicial duels are held in the Square of the Gods. (Normally dueling is legal providing both parties have witnesses to verify willingness.)

CASES INVOLVING CHARACTERS OF DIFFERENT ALIGNMENTS

Where adjudged that 'alignment hatred' motivated the crime, there is 16% PROB the case will be dismissed for those of different alignments, & 33% PRB for those who are opposite.

VERDICT/PUNISHMENT

Adj. Die Roll	Punishment	Approx.* Hit Pts. Guarding	Chance to Bribe** Guards	Chance of*** Escape
1	Drawn & Quartered	110	1%	1%
2	Impaled or Beheaded	100	1%	2%
3	Hanged	90	2%	3%
4	Tortured	70	2%	4%
5	Flayed	50	3%	5%
6	Imprisoned	30	4%	6%
7	Whipped	20	3%	7%
8	Gauntlet	20	3%	8%
9	Enslaved	15	2%	9%
10	Impressed	10	1%	10%
11	Jailed	20	4%	11%
12	Humiliated	15	2%	12%
13	Stocks	10	1%	13%
14	Apprenticed	-	-	14%
15	Fined	20	1%	15%
16	Probation	-	-	16%
17	Court Costs	30	-	5%
18	Case Dismissed	-	-	-
19	Favorable Judgement	-	-	-
20	Beneficial Judgement	-	-	-

*Multiply number shown by player's hit dice = approximate number of hit points guarding till punishment fulfilled.

**Percentage chance per 100 GP offered to buy freedom from guards prior to being turned over to Executioner, Master or Jailer.

***Once a month player may attempt an escape. Percentage shown times player's hit dice is chance of success (player becomes 'Escapee').

JUDGEMENTS FOR THE DEFENDANT

FAVORABLE JUDGEMENT- Recieve amount rolled on FINES chart.
BENEFICIAL JUDGEMENT- Recieve rolled on FINES chart times Social Level of Plaintiff.
CASE DISMISSED- 50% chance of +1 or -1 (Verdict Die Roll adjustment) in a future trial.

JUDGEMENTS AGAINST THE DEFENDANT

COURT COSTS- Pay 1-100 GP.

PROBATION- Roll LENGTH OF SENTENCE chart. Requires Convicted to report to City Jail once a week. Drunkenness, wearing armor or carrying any weapon but a dagger is prohibited. Chance of informer 1 in 12; extends Probation one month per occurrence.

FINES- Roll eight-sided dice & pay below,

- 1 One Copper 5 One Hundred Gold
- 2 One Silver 6 One Thousand Gold
- 3 One Gold 7 Five Thousand Gold
- 4 Ten Gold 8 All Possessions*

*Interpleader can save 1-6 items.

LENGTH OF SENTENCE- Length rolled below is used for PROBATION & JAILED. Length rolled below is doubled and used for APPRENTICED & IMPRISONED. (10 sided dice)

- 1 One Day 6 Six Months
- 2 Ten Days 7 One Year
- 3 Thirty Days 8 Two Years
- 4 Sixty Days 9 Three Years
- 5 Ninety Days 10 Four Years

APPRENTICED- Roll LENGTH OF SENTENCE & double. Roll Merchant or Guild type for Master. Roll Master's Type as Slave Owner. Time off is treated as special request per day requested. Apprentice not returning in time limit is treated as Escapee.

STOCKS- Located in Slave Market Plaza. Length of time- 2-12 days. Each day there is a separate chance of damage 1-6 (1 in 8) and a loss of 1 SL for 2 weeks (1 in 10).

HUMILIATED- Chance to bribe is Charisma stated as a percentage, if successful- each 10 GP reduces Level of Punishment by one (up to a maximum reduction of 3 levels), if bribe fails- roll REPRISAL TO BRIBE chart*** (next page).

Level of Punishment

- 1 Carry 50 lb. Candle down every street.
- 2 Regal Street Crawl- lose one SL on Regal St. for one month.
- 3 Expectorate Gauntlet- lose 3 SL on Street designated by Magistrate for two months.
- 4 Jackass Drag- chance of 1-6 points of damage per turn.
- 5 Public Dunking- Lose 1 SL for 1 month.
- 6 Yellow Striped- Lose 2 SL for 2 months.
- 7 Loss of Station- Lose 3 SL for 3 months.
- 8 Branded as Coward- Lose 2 SL, Charisma minus two.

IMPRESSED- Interpleader has 30% chance of obtaining a -1 to die roll; 10% chance of -2 to die roll.

- 1 Marines 6 Constable
 - 2 Cavalry 7 Wall Repair
 - 3 Militia 8 Road Repair
 - 4 Ship Crew 9 Warehouse
 - 5 Garrison 10 Street Scoopers
- (Length of Impressment is either permanent or usual tour of duty e.g. Ship Crew- one voyage.)

ENSLAVED- Roll to whom sold (eight-sided die). Slavery is permanent, or until the player buys his freedom (previous Social Level is reinstated).

- | | |
|------------------------|----------------------------|
| 1 Gladiator | 5 Overlord's Zoo or Stable |
| 2 Quarry or mines | 6 Beggar or Streetscooper |
| 3 Merchant or farmer | 7 To Plaintiff |
| 4 Prostitute or Knight | 8 Other- Social Level 7-13 |

GAUNTLET- Roll eight-sided die for Level of Punishment.

Lvl	AC	Move	Length	Strikers	Stumble	Bribe**	Reprisal***
1 Plate		12'	60	10-60	10%	-	-
2 Chainmail		18'	60'	10-60	8%	5	6%
3 Leather		24'	60'	10-60	6%	10	10%
4 No Armor		30'	60'	10-60	4%	15	18%
5 No Armor		30'	80'	10-80	4%	40	28%
6 Weighted Boots		10'	80'	10-80	12%	80	40%
7 Legs Tied		8'	100'	10-100	18%	120	60%
8 Ball Chained		6'	100'	20-120	24%	200	80%

to Leg

(Each striker that hits causes 1 hit pt. damage; Stumble is percentage chance of falling down, per turn.)

WHIPPED- Roll 8-sided die for Level of Punishment.

Level	Damage*	Bribe**	Reprisal***
1 Silk Cord	1	-	-
2 Rope	1-3	10	2%
3 Belt	1-6	40	4%
4 Whip	2-12	60	6%
5 Wire	3-18	100	8%
6 Cat	4-24	160	6%
7 Whip	5-30	180	10%
8 Flail	6-36	200	16%

*Damage shown is total.

TORTURED- Roll 8-sided die for Level of Punishment.

Level	Damage*	Bribe**	Reprisal***
1 Quicky	1-6	-	-
2 Hot foot	1-6, Move -4"	50	7%
3 Tickling torment	Insane 3-18d	70	10%
4 Stoning	1-100	100	14%
5 Mild	3-18, CHAR -1	140	20%
6 Moderate	4-24, CON -1	200	28%
7 Extreme	5-30, DEX -1	280	40
8 Severe	6-36, STR -1	400	60%

DRAWN & QUARTERED, IMPALED, BEHEADED & HANGED are all self-explanatory.

****BRIBE** is Gold Piece sum shown is amount required to reduce punishment one level. However, you must roll to see if Head Executioner finds out (see next footnote). A player may attempt to continue to reduce level of punishment, risking Reprisal chance each time. Once Reprisal is rolled, no further reduction is possible.

*****REPRISAL** is chance of someone finding out bribe has been offered. If so, roll for following table-

REPRISAL TO BRIBE (6 sided)	
1	Wants more coins (2x original amount) & be set free or move to Reprisal #4.
2	Wants more coins (5x) or move to #5.
3	Wants more coins (10x) or move to #6.
4	Use original level of punishment and bribe returned.
5	Use original level of punishment and bribe lost.
6	Increase original level by one & charged with Bribery.

PLAYED- Roll 6-sided for Punishment.

Level	Bribe**	Reprisal***
1 One day	30	-
2 3 days	45	1%
3 9 days	100	3%
4 13 days	140	4%
5 19 days	160	7%
6 21 days	180	9%

Convicted is tied to lamppost, suffers 1-4 Hit Pts. per day, and taken down each night.

ADVERTISING

Ads cost 1-600 GP per week (they are torn down after that). Servitors must be paid in advance for a specific number of weeks search, this increases their chance of finding specialists by 2% cumulative per week. Specialists and Men at arms (hereafter called 'fighters') who answer the ad, per the charts next page, will accept the job offer based on two dice 'reaction' roll- adjusted for generosity and work environment (pluses may be given for minor bonuses like mead on Saturdays & so on). Advertising player being of different class or alignment, require negative adjustments. When advertising, a player may be as specific as he likes e.g. asking for a Neutral 4th Level Elf Thief; however this will reduce the ultimate chances to less than 1/10th of 1% in many cases. Players with long and highly specific ads should be required to write it all down each week. If numerous specialists or fighters show up and none or few are hired there ought to be a reaction roll to gage the 'crowd's reaction' to the slight. An uncertain result might require the player to pay 1 SP (or 1-6 GP for specialists) per applicant as a "travelling recompensation". A negative result might mean a mob action (however the player should rarely be permanently harmed as a result). See next page for basic chances of ad being answered.

ADS

① Roll per specific listing:
(Specialists are underlined)

- 01-50% Untrained Fighters, Non-Fighters
- 01-40% Trained Footmen, Trained Workers, Smith, Seamen
- 01-30% Crossbowmen, Mercenaries, Armorer, Ship Captain
- 01-20% Horsemen, Archers, Pikemen, Cleric, Thief, Engineer, Bard, Multi-Level Fighter, Siege Craftsmen
- 01-05% Knights, Horse Archers, Magic-User, Animal Trainer, Alchemist, Sage, Druid, Assassin, Spy, Siege Engineer, Monk, Illusionist, Weretype, Rabblrouser, Ship for Hire

Adjust above:

+2% for each

*Bonus Offered

*Famously Generous (triple pay)

*Repeated Ad (week after first)

*Only one Listing in ad

*Coastal Village for Seamen/Captain

-2% for each

*Village under 300

*Infamously Notorious (poor pay)

*Different Alignment

*Multi-Level Specialist asked for

*Non-coastal Village for Seamen/Captain

② TYPE If type is specified but is not rolled below- ad is unanswered. If not specified, roll anyway.

- 01-60% Man
- 61-75 Elf, Half-Elf or Goblin
- 76-90 Dwarf or Orc
- 91-99 Hobbit, Gnome or Gnoll
- 00 Extraordinary (Giant, Balrog etc.)

③ ALIGNMENT If alignment is specified but not rolled- ad is unanswered. If not specified, don't roll.

- 01-20% Law
- 21-60 Neutral
- 61-90 Chaotic
- 91-00 Referee Decision

If ad is answered roll for number answering:

④ NUMBER ANSWERING

	First Level Types	Triple Bonus Offered	Triple Pay Offered	Number of Specialists Answering	Triple Bonus Offered
01-50%	20	+10	+20	1	+1
51-65	30	+20	+30	2	+1
66-80	40	+25	+40	3	+1
81-90	60	+30	+50	4	+2
91-99	80	+35	+60	5	+2
00	100	+40	+80	6	+3

(Non-Fighters- add 20)

⑤ SPECIALIST FEATURES & SCARS (Optional- 30%)

- | | |
|-------------|-------------------|
| 1 Roll 'A'- | A1 Facial |
| 2 Bad L Leg | 2 L Ear |
| 3 Bad R Leg | 3 R Ear |
| 4 Bad L Arm | 4 L Eye |
| 5 Bad R Arm | 5 R Eye |
| 6 Roll 'B'- | 6 Big Nose |
| | B1 Fat |
| | 2 Thin |
| | 3 Tall |
| | 4 Small |
| | 5 Stutters |
| | 6 Owns Magic Item |

⑥ SPECIALIST'S LEVEL

Roll for each:

	Level	Adjust Pay /Minimum*
01-40%	1st	Normal
41-65	2nd	1½x Normal
66-80	3rd	2x Normal
81-90	4th	2x/100 GP*
91-95	5th	2x/300 GP*
95-99	6th	2x/500 GP*
00	7th	2x/1000 GP*

*whichever is more

⑦ TRAINED FIGHTERS

ORIGIN (Optional)

Roll for each group:

- 01-40% Mercenary
- 41-65 Barbarian*
- 66-85 Irregular**
- 86-95 Bandit***
- 96-00 Brigand***

*Barbarians are always trained & may get +10% Morale Class
 **Irregulars subtract 10% on Morale Class roll and -20% to Armor Class roll
 ***These fellows are unreliable and will probably lie & say they're Mercenaries

⑧ ARMOR CLASS

Roll per specialist or group of fighters:

- 01-30% None
- 31-70 Leather
- 71-95 Chainmail
- 96-00 Platemail

⑨ WEAPON CLASS

Roll per specialist or group of fighters:

- 01-40% Swords
- 41-60 Mixed
- 61-75 2 Handeds
- 76-90 Pole Arms
- 91-00 Pikes

Horsemen usually have lances; Archers/Crossbowmen have Daggers on up to Battle Axes

⑩ MORALE CLASS

Roll per group of trained fighters:

- 01-40% Green
- 41-75 Experienced
- 76-90 Veteran
- 91-00 Elite

UNTRAINED FIGHTERS are men applying without any military experience; therefore they never have Armor or Weapons & always have green morale. They must go through training school to acquire Trained/Green morale.

EXCHANGE RATES

1 Adamanite = 20 Gold
1 Mithril = 10 Gold
1 Platinum = 5 Gold
1 Electrum = 2 Gold
1 Gold = 10 Silvers
1 Silver = 5 Coppers
1 Iron = 3 Coppers
1 Copper = 5 hours of labor

The chart below shows the cost of making armor and weapons out of various metals. Costs are based on average size weapons and armor- add 20% for large and subtract 10% for small. Custom-made costs double. Artistic and skilled craftsmanship can double or triple price.

The armor class/hit probability adjustment is shown also. For example, a man with copper plate armor would be AC 5 (2 less than normal- iron plate); likewise, when striking with a copper sword he would subtract 2 from his hit probability.

Metal Type	Chainmail	Plate	Helm, Shield or Sword	Dagger, Handaxe	Mace	Armor Class or Hit Prob.
Adamanite	10,000GP	16,800GP	3,400GP	1,000GP	1,800GP	+2*
Mithril	5,000	8,400	1,700	500	900	+1*
Platinum	2,500	4,200	850	250	450	0
Electrum	1,000	1,680	340	100	180	-1
Gold	500	840	170	50	90	-1
Silver	50	84	17	5	9	-1
Iron	30	50	10	3	5	0
Copper	10	17	3	1	2	-2

*minimum adjustment (possible more)

GEM TYPES	
01-10 10GP	Amber, Agate, Coral, Turquoise
11-25 50	Obsidian, Aquamarine, Zircon
26-75 100	Onyx, Cat's Eye, Bloodstone
76-90 500	Tiger's Eye, Topaz, Opal
91-00 1000	Sapphire, Garnet, Jade
5000	Star Sapphire, Sunstone
10000	Amethyst
25000	Pearl
50000	Emerald
100000	Ruby
500000	Diamond

Note that all gems are destroyed by lightning and 10% by fire.

To determine the cost of making an object out of gems- multiply the gem type value by the cost of the item in Gold Pieces. Thus an iron dagger (3 GP) is worth 3 x 100 = 300 GP if made of Onyx.

All gem type values are based on average sized gems. There is a 10% chance per 10 gems of one of them will be different than average:

- | |
|-------------------------------|
| 1 Small- half value |
| 2 Average- same value |
| 3 Large- double value |
| 4 Extraordinary- triple value |
| 5 Giant- quadruple value |
| 6 Mammoth- quintuple value |

There is a 5% chance per 10 Gems that one will be an unusual type listed below; it will usually be the most valuable one of the horde. Its particular properties should not be easily apparant.

- | Unusual Gems | |
|--|--|
| 1 Crystal Ball (Bk. 3) | |
| 2 Medallion of ESP (Bk. 3) | |
| 3 Amulet vs. Crystal Balls & ESP (Bk. 3) | |
| 4 Scarab of Protection from EHPs (Bk. 3) | |
| 5 Gem Controlling Earth Elementals (Bk. 3) | |
| 6 Medallion of Thought Projection (Sup. 1) | |
| 7 Amulet of Inescapable Location (Sup. 1) | |
| 8 Scarab of Enraging Enemies (Sup. 1) | |
| 9 Scarab of Insanity (Sup. 1) | |
| 10 Scarab of Death (Sup. 1) | |
| 11 Glowstone- glows as 'Light' spell (Bk. 1) | |

- | |
|--|
| 12 Ioun Stone- absorbs 1-20 spell lvls |
| 13 Prayer stone- hotline to L or C god |
| 14 Geas stone- geas owner as spell |
| 15 Quest stone- quests player as spell |
| 16 Selenite- will write moon runes |
| 17 Possession stone- will charm at -4ST |
| 18 Moonstone- raises INT 1 after 1 year |
| 19 Warstone- +2 Handaxe head if attached |
| 20 Wish stone- 1-4 wishes |

BEGGARS Rich source of local info & predictions!

Die Roll/Level*	Chance to Know	Veracity of Prediction	Minimum Price Necessary
1 Beggar	5%	-	1-6 CP
2 Besecher	9%	-	2-12 CP
3 Panhandler	14%	1%	1-6 SP
4 Vagabond Chanter	20%	4%	2-12 SP
5 Almsman	26%	6%	1-6 GP
6 Holy Seer	32%	12%	2-12 GP
(7) Guildmaster	50%	26%	3-60 GP

Players may ask for either information or prediction after handing over their coins. Judge then rolls beggar's minimum price secretly. If price was met, roll chance of info/prediction being correct. If it was not met, there is no chance of being

correct (they will always answer regardless). Only information about the town and only predictions about the giver will be answered. It is important that players have only sketchy knowledge about price and chances. Roll Specialist Features (per #5 Ads) to personalize the beggar.

While beggars are actually 'Guildsmen', 1st level beggars start at SL 1. All beggars are required to pay 20% of their earnings to the guild. In return, they get gruel twice a day and a place to sleep on a first come, first flopped basis. SL 1 beggars are not allowed in the guild hall between dawn and dusk as a general rule, which often precludes them getting a good night's flop space.

CHARACTERISTICS USE

Occasionally a player will claim that his 'unusually high' ability would allow him to attempt extraordinary, if not impossible tasks- like bending iron bars. Almost as often, a player with below average abilities will want to try the same things. We offer the following as a simple guideline for handling such cases.

At judge's option, a player may attempt a task, and be successful if he rolls the ability being tested as a percentage or less. For example, a Fighter with a Strength of 15 attempts to roll back a large boulder, rolling a 14% he would be successful. If a player is testing an ability other than his prime requisite, a 'failure' result will end his attempt altogether. However, a player testing his prime requisite may keep trying (that is, keep rolling) regardless. However, upon any roll of doubles, regardless of success or failure, the player is considered to have 'strained' himself. Having strained himself, he can no longer test that ability for 1-4 days. Also, his Hit Probability is reduced by one if STR or DEX was being tested, or spells are delayed by one turn if INT/WIS was being tested and so on.

On extremely difficult tasks (like bending iron bars, or figuring out a maze) more than one successful result should be necessary before the entire feat is completed (those bars bend 1" at a time). Tests involving INT/WIS might require many turns per attempt.

SHOCK RECOVERY We are presenting three different rule systems to be used with players who have been wounded. These are actually rules from very diverse campaigns and are not necessarily usable together- choose your own.

1) After fighting a melee, a player may regain 1-4 of his lost hit points, binding his wounds- as long as he performs no other action first (you'd be surprised by how many players rush to the treasure while they're bleeding all over). A player reduced to zero or below, considered to be bleeding to death, may also regain 1-4 hit points, if a fellow player binds his wounds before performing any other action. A player at 0 or less is immobile and unable to do anything. This 'shock recovery' roll is allowed only once, and at the end of any melee where the player actually lost hit points. The roll may not raise the player above his normal hits to kill.

2) This rule does not allow the player any recovery roll as #1, but rather determines how long a player may survive at 0 or less hit points. The player rolls 2 dice and subtracts the number of hit points below zero he is. The other players now have this many turns to get to the mortally wounded player with potions etc. Again the player with 0 or below hit points cannot do anything.

3) Like the second rule, this only determines how long the player has before he 'bleeds to death'. A player at 0 or less hit points rolls the same number of six sided dice as his hit dice. The score rolled is the number of turns that his fellows have to administer to him.

GUARDS & GARRISON TROOPS

There are four types of 'G' troops to be encountered, in each case 2-24 will be encountered. Roll 4 Sided Die:

- 1 Guards- AC4 Armed with swords & maces, generally of 3rd level
- 2 Guardsmen- AC4 Armed with swords, generally of 2nd level
- 3 Garrison troops- AC6 Armed with swords & spears, 1st level
- 4 Militia- AC9 Armed with spears, 1st level

QUESTIONED BY GUARDS OR CONSTABLES

Matrix the result of a six sided die roll & a ten sided die roll

Guard's action:	1	2	3	4	5	6
1 Suspect party of	Smuggling	Pilfering	Cheating	Spying	Runaway	Rival
2 Inquire party of	Home	Tavern	Ship	Outlaw	Armorer	N P C
3 Command party to	Drop Wpn.	Lie down	Halt	Go Home	Hands up	Run
4 Search party's	Everything	Bags	Clothes	Boots	Weapons	Bottles
5 Shake down for	Weapon	2 CP	3 SP	5 GP	7 GP	10 GP
6 Impress one day to	Clean Wpns.	Cook	Dig	Rake	Plaster	Guard
7 Helps party	Carry Bags	Guide	Warning	Alms	Defend	Find Item
8 Offer party	Information	Female	Pet	Drink	Food	Ride
9 Demand	Bandages	Arrows	Water	Oil	Leather	Help
10 Ask for	Information	Cloak	Drink	Food	Straw	Wood

OFFENSIVE LOCUTION (Attacking with words)

There are two forms of verbal attacks- repartees and witicisms. Any character class may attempt a 'repartee', though the receiver of the repartee must be able to understand the language of the speaker. Only the sub-class 'Buffoon' may use both repartees and witicisms (again, he must use a language understandable to the receiver).

It is important to note that while all humans know common, only 20% of all other intelligent creatures know the common tongue. Seventy percent of all intelligent creatures know Altanian, the peasant/barbarian tongue. Thirty percent of semi-intelligent creatures know one or the other. Unless the player states otherwise, it must be assumed that he is using common.

REPARTEE Any player may give up his round to 'repartee'. He may not move or make any other action. PROB of success is his CHAR & INT added together and stated as a percentage (optionally, those of either Noble or Gentleman Hierarchies may add their Social Level to their CHAR & INT). A successful Repartee will stop all meleeing and charging characters in earshot, for 1-6 rounds (judge rolls in secret). Both sides may move, but may make no offensive action. A successful enemy repartee will negate a friendly repartee and will last only one round. Two friendly repartees initiated in the same round will negate each other, regardless of success. While a repartee may stop an attacker, it will not give impetus in ensuing rounds.

WITICISMS All in earshot of a 'Witicism' must make a 'saving throw' vs. the witicism or be affected. The receiver must roll on three six-sided dice, his 'Charisma' or higher, to resist the attack. A successful witicism gives the impetus to the buffoon to strike or act first. Characters not making their saving throw are taken aback for 2-8 rounds, immobilized and unable to perform any action. However, removing any possession from a defender racked with laughter will automatically sober him.

BUFFOONS

A subclass of fighter, a buffoons prime requisite is Charisma, which must be below average. In addition, his Strength must be below average and Wisdom above average. He automatically succeeds at repartee (unless surprised) and his quick wit has honed witicisms to an art. A buffoon may use only a dagger.

Level	Buffoon	Witicisms per day
1	Fool	1
2	Clown	2
3	Punster	4
4	Jester	6

Frequently, buffoons are found working in conjunction with bandits or racketeers to immobilize a party while the low charisma cohorts relieve it of valuables.

POISON

An alchemist (or wizard) must do three things in order to produce a usable poison potion- 1) Research the exact formula, 2) Get a supply of the major component, and 3) Distill the components per the formula.

To research a particular poison type, each 100 GP multiplied by the type level equals a 20% chance of success, per week, accumulative. Therefore, type '0' (Belladonna) costs nothing to research the formula, as it is common knowledge among the alchemists. However, type '7' (Wyvern venom based poison) would require 2100 GP for a 60% PROB of success in researching the formula and exact components. Cost is double for Alchemists.

While belladonna, opium and arsenic should be generally available (in a large town's Sorcerer's Supply House or similar, a per week PROB of 80%, 40% & 20% respectively, is reasonable), the various venoms of types 3-9 should be accessible in the marketplace only 5 to 10% PROB per week (and then only enough for a few potions). The only other recourse, is to find and defeat the monster in question; then, each monster will only supply enough venom for one potion.

Special distilling equipment and minor components cost a total of 1000 GP to purchase. It goes without saying that a relatively secure workshop must be obtained also. With the formula researched and the distilling cost (shown below) paid any of the poison types may be distilled in one week. Alchemists' distillation costs are half that shown on the chart (the chart shows the wizard's cost). An alchemist may hire three assistants, and thus work on two projects at once. Hiring more than three will not allow any further increase. All alchemical research and distillation must be done a full time basis, reckoned in weeks. Thus, work interrupted by excursions into the wilderness or the dungeons, will be lost. However, at the judge's option, a several hour excursion into town will be allowed.

POISON EFFECTS:			Points of (In addition to damage) Damage Per Effect when Saving Throw***			Per Potion Distill Cost	
Poison Type	Major Component	Rounds Effects Delayed	Round/# of Rounds*	is not made on:			
				Man-sized	Ogre-Sized	Dragon-Sized	
0	Belladonna	9	0/0	Half Act'n	-	-	10 GP
1	Opium	8	1/1	Coma	Half Act'n	-	100 GP
2	Arsenic	7	2/2	Ill	Coma	-	200 GP
3	Gt. Spider	6	3/3	Paralized	Ill	Move Halved	300 GP
4	Gt. Snake	5	4/4	Ill	Ill	Half Actions	400 GP
5	Ph. Spider	4	5/5	Paralized	Paralized	Ill	500 GP
6	G. Scorpion	3	6/6	Coma	Coma	Paralized	600 GP
7	Wyvern	2	7/7	Ill	Paralized	Coma	700 GP
8	Water Naga	1	8/8	Paralized	Paralized	Paralized	800 GP
9	Purple Worm	0	9/9	Coma**	Coma**	Coma**	900 GP

Notes: Gt. & G.- Giant animal type. Ph.- Phase spider.

*If saving throw is not made, figures show damage points recieved per round and number of rounds suffered. If saving throw is made, halve figures shown (drop fractions)- being damage recieved.

**In addition to damage recieved and coma effects, -1 on DEX, permanently, is suffered.

***Effects shown last according to size: Duration- Man-Sized 1-10 days
Ogre-Sized 12-48 hours
Dragon-Sized 6-36 rounds

When saving throw is made only half damage occurs- no ill, coma etc. When saving throw is not made, special effects below occur in addition to damage:

Half Actions- all actions: spells, speech, movement, are performed at half rate or are delayed a round, at judges option.

Move Halved- movement, only, is at half rate, usually precludes flight capability.

Coma- is unconscious, thus no actions etc.

Ill- unconscious most of the time & no actions; limited movement allowed, per judge.

Paralized- conscious but no actions are allowed.

DELAY of a certain number of rounds will occur before any damage is suffered or any special effects, per above chart.

Poisons can only be placed on weapons by alchemists. The poison stays potent for one week and becomes ineffective after causing six hits. Each poison potion will treat ten

small weapons or three large ones. Attempting to strike a specific point (such as a head or body) with a poisoned weapon reduces hit probability by -4. Generally, pits in the upper dungeon levels (with poisoned spikes) will have type 1-6.

ATTACK REASONS

There will be many encounters where the players will be attacked, with obscure purpose. Unless an overriding reason has already developed (e.g. the players encounter guardsmen after setting fire to a tavern), then roll on the following table. Higher social level types will generally have 'companions' who will hasten to do their liege's bidding.

Roll 20 Sided Die		CAPTURE REASON
1 Mistaken identity	11 Doesn't like p's NPC*	1 To sacrifice
2 Doesn't like p's looks*	12 Doesn't like p's clothes*	2 To use as decoy
3 Doesn't like p's class*	13 Thinks p looks sneaky looking	3 To sell as slave
4 Alignment hatred	14 Interfering with plans	4 To ransom
5 Race hatred	15 In the way	5 To use in prisoner exchange
6 Robbery/confiscation	16 Drunk	6 To impress into unit/work detail
7 Lust*	17 Religious hatred	p- refers to player
8 Temporary insanity/berserk	18 Revenge	
9 Imagined slight	19 Jealousy	
10 Clan Hatred	20 Capture* (see next table)	

Attacks that are starred (*) will generally have the enemy attempting to subdue the player(s), while all others have a 30% PROB of being a subdual attempt. It is important to note that 'intelligent monsters' will not attempt an attack upon a superior party, being content to lob a cobblestone instead, perhaps.

COMPANIONS

With every personage of SL6 & above there will be a certain number of 'companions' equal to the suggested LVL GL range. For example, a Count & a Bureaucrat both will have from 1 to 12 companions. These companions will be from 1 to 6 SLs lower than their liege. Nobles & Gentlemen will also have bodyguards equal in number to their party size.

SPECIAL ENCOUNTERS (Additional Specifics)

<p>TOWN CRIER TABLE</p> <p>1 Call to Arms (general)</p> <p>2 Orcs sighted from wall</p> <p>3 Special (roll below)</p> <p>4-6 All's well</p> <p><u>Special Occurances:</u></p> <p>1 Caravan arriving/departing</p> <p>2 Cavalry call to arms (excluding knights)</p> <p>3 Footmen call to arms (excluding knights)</p> <p>4 Stagecoach robbed/missing</p> <p>5 Fire (5% chance to spread)</p> <p>6 Epidemic outbreak (common quarter)</p> <p>7 Ship arriving/departing</p> <p>8 Noble's birth/death (roll Heir/SL)</p> <p>9 Holiday/Day of Mourning proclaimed</p> <p>10 Execution coming up</p> <p>11 Gladiator festival today</p> <p>12 Battle result (distant army)</p> <p>13 Curfew (goblins loose in city last nite)</p> <p>14 Gates locked (outlaw/spy sighted)</p> <p>15 Spell use illegal today (enemy MU loose)</p> <p>16 Jail Break (5GP reward/ 3-18 escapees)</p> <p>17 Emergency tax for overlord 1 SP per SL</p> <p>18 Extra months pay for army volunteers</p> <p>19 War declaration/peace treaty</p> <p>20 Weapon/horse confiscation (PROB of avoiding is CHAR is stated as a percentage)</p>	<p>VIGILANTES Searching For:</p> <p>1-2 Fighter(s)</p> <p>3 Magic-user</p> <p>4 Cleric</p> <p>5 Thief</p> <p>6 Special (roll below)</p> <p><u>Special Victims:</u></p> <p>1 Dwarf</p> <p>2 Elf</p> <p>3 Orc/Goblin</p> <p>4 Troll/Wererat</p> <p>5 Giant Animal(s)</p> <p>6 Giant Insect(s)</p> <p>Any players encountering vigilantes might be mistaken for prey (PROB 50%) if they fit general description diced for above.</p> <p><u>Result of Capture:</u></p> <p>1 Tar & Feather (Damage 1-2pts)</p> <p>2 Relieved of all possessions carried</p> <p>3 Hung upside down from lampost</p> <p>4 Facial disfiguration (-2 CHAR)</p> <p>5 Beat unconscious (-4 CHAR for 4-24 days)</p> <p>6 Weighted and thrown in the Estuary</p>
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SURPRISE IN ENCOUNTERS

Each side rolls one dice to determine surprise.

Party's Roll	Monster's Roll	Distance	Effect
1-2	1-2	10-30'	Determine Initiative by die roll or Weapon Priority.
Surprised	Surprised	10-30'	Monster gets 2 free rounds if 10' or 1 if 20-30'.
1-2	3-6	20-80'	Players may flee, spell or close to within 10-30'.
Surprised	Not Surprised	20-80'	Determine Initiative by die roll or Weapon Priority.
3-6	1-2		
Not Surprised	Surprised		
3-6	3-6		
Not Surprised	Not Surprised		

Note: Noise (Plate armor will alert monster on roll of 1-2), ESPing or Light (torches, spells etc.) will negate surprise. A surprised character has a 25% PROB of dropping handheld items.

ENCOUNTERS

Unless otherwise stated monsters will react according to their intelligence & party size.

MONSTER IS:

PARTY IS:	Unintelligent	Semi-Intelligent	Intelligent
Superior	Attack	Attack	Avoid
Equal	Attack	Attack	Attack
Less	Attack	Capture	Capture

UNINTELLIGENT

INT 1-4

SEMI-INTELLIGENT

INT 2-12

INTELLIGENT

INT 3-18

Animals*	Animals*	Animals*	Ki Rin+
Basilisk	Centaur	Balrog+	Lammasu
Brain Mold	Demon Type I & II	Beholder	Leprechaun
Bugbear	Displacer Beast	Blink Dog	Liche
Bulette	Dragon	Couatl	Locathah
Carrion Crawler	Gargoyle	Demon Type III	Lycanthropes
Cerebral Parasite	Giant	Demon Type IV & V+	Medusae
Chimera	Gnoll	Djinn	Men
Cockatrice	Goblin	Dolphin	Mermen
Fire Lizard	Golem	Doppelganger	Mind Flayer+
Gelatinous Cube	Hippogriff	Dragon	Naga
Giant Animals	Hobgoblin	Dryad	Nixies
Gorgon	Kobold	Dwarves	Ogre Magi
Griffon	Lg. Grey Ooze	Efreet	Pixies
Lurker	Lizard Men	Elemental	Roper
Owl Bear	Manticora	Elves	Sahuagin
Piercer	Minotaur	Ents	Salamander+
Purple Worm	Mummies	Giant	Sea Monster*
Rust Monster	Ogre	Ghost	Shedu
Sea Monster*	Orcs	Ghouls	Spectre
Shrieker	Pegasi	Gnomes	Succubi
Skeleton	Phase Spider	Harpie	Titan+
Stirge	Roc	Hell Hounds	Unicorns
Su Monster	Sea Monster*	Homonculous	Vampire
Thought Eater	Shadow	Hydra	Wight
Umber Hulk	Shambling Mound	Intellect Devourer	Will O Wisp
Zombie	Troll	Invisible Stalker	Wind Walker+
	Wyvern	Ixitxachtli+	Wrath

*listed in all three columns
Underlined are listed in both Semi-Intelligent & Intelligent columns.

+Considered to be 'highly intelligent', may receive a plus three to INT roll.

TIME REQUIRED

One turn equals two move segments or ten rounds. Roll for monsters every turn. All time is listed in rounds (r).

Bend bars- 2 r*
Bust through door- ½ r**
Break down wood door- 3 r***
" " reinforced door- 7 r***
" " iron door- 10 r***
Chop 4' hole in log wall- 10 r***
Bribe or negotiate- 10 r
Break out of webs- 3 r
" w. flaming sword- 1 r
" giant class- 1 r
Cut rigging or anchor rope- 3 r
" giant class- 1 r
Set up elemental control items- 3 r
Call forth elemental via item- 1 r
*requires STR test. **per attempt. ***Giant class breaks down in 1 r.

Search 10' of wall- 10 r
Rest after 1 hour- 10 r
Rest after pursuit- 20 r
Search 10 bodies- 10 r
Look over 10x10' room- 10 r
20x20' room- 20 r
30x30' room- 30 r
Detect for traps- 5 r
Remove trap- 10 r
Teleport out- ½ r
Teleport in- ½ r
Get out & blow horn- 1 r
Get out, uncork bottle- 1 r
Give instructions- 1 r

Use crystal ball- 5 r
Remove armor- 10 r
Put on armor- 10 r
Pick up weapon- 1 r
Take potion- 1 r
Potion take effect- 1 r
'X'-ray- 1 r
Glance- ½ r

PHANTASMAL FORCES

Each opponent must roll to determine whether or not he 'believes' the image. Score shown (or higher) allows disbelief by specific viewer; image is dissolved if touched or struck by opponent. Balrogs test 'resistance to magic' before determining disbelief.

Viewer's Level:	Round- (2 six-sided dice)			
	1	2	3	4+
1-4	12	10	8	6
5-8	10	8	6	4
9-12	8	6	4	2
13-16	6	4	2	2
17+	4	2	2	2

Die Roll Adjustments:

Intelligence of 13+	+1
Wisdom of 13+	+1
Semi-Intelligent Creature or Intelligence of 5-8	-1
Unintelligent Creature or Intelligence of 3-4	-2
Image is non-threatening	-1
Expected Image	-1

Note: Damage is real if believed.

WEAPON PRIORITY

Higher total moves first.

READY WEAPON-

1 Read Scroll
2 Spell of 7-9 Level
3 Short Weapon (Dagger, Hand Axe, Mace)
4 Medium Weapon (Sword, Hammer, Battle Axe) or Touching
5 Long Weapon (M. Star, Flail, Spear, Pole Arm, Halbard, 2 Hand Sword)
6 Very Long Weapon (Mounted Lance)
7 Spell of 4-6 Level
8 Extreme Weapon (Pike)
9 Missile Fire
10 Spell of 1-3 Level
11 Breath Weapon
12 Glance

ARMOR WORN	Adjust	MONSTER'S SPEED
	+3	18" & up
Light	+2	12-17"
Heavy	+1	9-11"
Plate	-	4-8"
Encum.	-1	3" & less

DEXTERITY of 3-4	-2
5-8	-1
9-12	-
13-16	+1
17-18	+2

In case of tie compare actual dexterity ratings.

Note: Judges Guild material is designed as players' aids for Dungeons & Dragons by Gygas & Arneson © TSR, charts etc. used with permission.

CONSTRUCTION COSTS & TIME REQUIRED

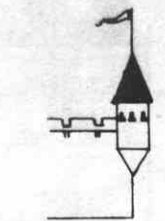
Judges Guild

The costs shown are for raw materials such as quarried stone and timber. They do not include transportation or labor. All costs are stated in gold pieces. ('/' means 'per')
 When the raw materials source, usually quarry and forest, are not within the hex of construction, the following costs must be added on per five mile hex.

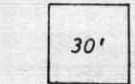
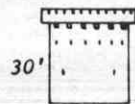
TRANSPORT/5 Miles	
Clear hex	+10%
Woods hex	+30%
Swamp hex	+800%
Hills hex	+20%
Mountain	+40%
Lg. River	+40%

LABORERS must be hired & paid during construction time. The limit of on-site laborers is 1500 plus 1500 support workers.

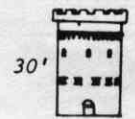
Laborer	= 1 Man	Support worker	= 1/2 Man
Giant	= 25 Men	Djinn	= 25 (50 if wood)
Elephant	= 15 Men	Dwarves	= 1/2 Man (2 if stone)
Draft horse	= 1/2 Man	Hobbit	= 1/2 Man (2 if earth)
Dragon	= 25 Men		
Zombies	= 2 Men		



Barbette 10' 1000



Square Tower 30' 4000



Round Tower 20' 5000



Small Tower 15' 4500
 Roofed Tower Cap with Banner +20%
 Overhang to Larger Dia. +20% of Larger

TIME TO CONSTRUCT FORMULA

G.P. Cost ÷ 600 = Weeks/100 Men
 For Example: a 30,000 GP tower would take 100 men 50 weeks to construct, 200 men 25 weeks, 800 men 7 weeks to construct. Winter doubles construction time. One engineer is required for every 100,000 GP spent on a project. Round fractional weeks upwards.

ROAD COST Per Mile	Clear	Wooded	Swamp or Mtn.
Paved 6' Wide	100-1000	200-2000	300-3000
Gravel 4' Wide	100-600	200-1200	300-1800
Dirt 4' Wide	10-100	20-200	50-500*

*not possible in swamp

BRIDGES

Stone - 600 + 200/20' increment
 Wood - 200 + 50/20' increment up to 1200' max.

SMALL TRAPS 2 GP - wolves, racoons, squirrels
 MEDIUM TRAPS 4 GP - tigers, apes, men, bears
 LARGE TRAPS 10 GP - ogres, giants, dragons - 1% chance/trap.

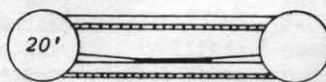
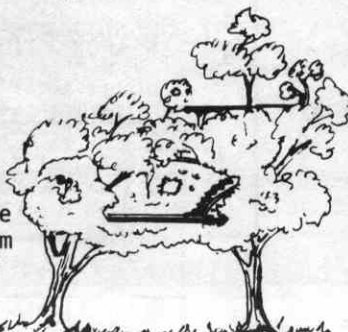
SMIALS

Gnome or Hobbit Home
 Small- 200 GP
 Medium- 500
 Large- 800
 Mansion- 2000



TLAN

Elven Tree Home
 Requires 'Charm Plants' + Wood
 Bldg. Cost + 100 GP/tree (trees are 30' apart in forest)
 Trees will cover to hide from below or above.
 Stairs extra..



Barbican 20,000



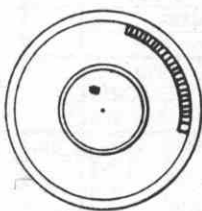
Bastion 3000



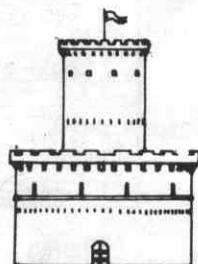
Gate House & Gate 3000
 Portcullis & Drawbridge 2000
 9000 Gatehouse 4500



Curtain Wall 10'x40'x90' 4500
 40 / Foot Otherwise



30,000 42,000



Great Keep

Chain - 10 GP/Ft
 Paddocks - 100 GP
 6' Chain
 Locks - 20 GP

	Single	Double
Wooden Door 3'	10	15
Wooden Door 10'	15	30
Iron Door 3'	50	75
Iron Door 10'	75	100
Stairs Wood 10'	30	45
Stairs Stone 10'	90	140
Slit or Window 10'	10	15
Reinforced Door-Double Normal		
Secret Door - One Way - 50		
10 Men - 1 Day Two Way - 75		

Towers:
 Each 10'
 Shorter -10%
 Each 10'
 Higher +20%

Onager 335 GP
 Mangonel 400
 Dart Thrower 20-120
 Portable Launcher 70-120
 Cauldron & Oil 50
 Portable Covered Ram 1000

WOOD TRAPDOOR 10 GP
 Wood trapdoor Spring Shut 15 GP
 STEEL TRAPDOOR 20 GP
 Steel Trapdoor spring shut 40 GP

PITS & TUNNELING/20' Length/Day/# of men**

Size	Earth*	Stone	# of Men	
8'x3'	2 GP	4 GP	10	**for
8'x5'	5	10	20	earth,
10'x10'	10	25	30	10'/day
10'x20'	20	50	40	stone.

*with wood reinforcements, stone reinforcements double cost. Dwarves and gnomes halve time required. Time increases if fewer than # of men required is used.



Stone Building 120' of Wall
 Two 10' Stories, Attic, & Cellar with stairs & Two Doors per Floor 2500
 Each additional foot of Wall +20 GP @
 If Wood 500, Each ad'nal foot of Wall +4 GP @

Siege Tower 2000
 Springel 300
 Trebuchet 700
 Mantlet 20
 Screw 1000
 Ladder 30' 5
 Ramparts 2000
 180'x20'x5' high
 Moat or Ditch 2000
 180'x20'x10'
 Earthworks 1000
 180'x20'x10'
 Wood Palisade 1500
 180'

Wizard's Guide

Wizards can sell manufactured items for 100 GP X MU Level X Basic Weeks (Required) + his costs. The price of magical items is therefore very high and the magic user can experience difficulty finding wealthy purchasers.

Research for manufactured items is done in the same manner as potions except the Distillation Cost is replaced by the Component Forging Cost. Having the item to be manufactured as a pattern reduces the research cost one-half. The research cost is the same as the Component Forging Cost per 20% chance of success, cumulative, per game week. Manufacture begins after successful research and payment of the Component Forging Cost. Assistants working on items used by fighters exclusively must be dwarves. Special abilities not listed double the Component Forging Cost. On the table SA is Same Alignment, OA is Opposite Alignment.

Manufactured Item	Component Forging Cost	Weeks Required
Sword +1 SA	2000 GP	4
" +2 "	4350	17
" +3 "	8640	33
" +4 "	16490	66
" +5 "	33570	129
Flaming Sword SA	9800	42
Dragon Slaying Sword	18450	74
Sword of Sharpness	34730	102
Vorpal Blade	36200	124
Shield +1	1400	4
" +2	2100	8
" +3	4430	17
" +4	8900	34
" +5	17020	65
Armor +1	2700	9
" +2	5680	17
" +3	10430	34
" +4	20770	66
" +5	45620	134
Armor of Etherealness	68350	210
Arrow of Slaying	6120	15
Enchant 10 Arrows	2400	4
Enchant 10 Cross. Bolts	2590	6
Magic Bow	4270	18
Crossbow of Accuracy +3	9980	40
Crossbow of Speed	10040	37
Crossbow of Distance	13350	34
Axe +1	2010	7
" +2	4300	8
" +3	8680	9
Mace +1	6100	13
" +2	8850	16
Mace of Disruption	15580	32
War Hammer +1	3540	6
" " +2	6830	14
" " +3	13200	33
Spear +1	4290	10
" +2	8350	22
" +3	16740	31
Dagger +1	1100	3
" +2	2370	8
" +3	4550	17
" +4	8740	30

WANDS

Metal Detection	2300 GP	7
Enemy "	2760	9
Magic "	2980	8
Sec. Doors & Trap Det.	3560	9
Illusion	4750	12
Fear	5200	19
Cold	10340	20
Paralization	16860	42
Fire Balls	17980	50
Lightening Bolts	18020	46
Polymorph	19410	38
Negation	17770	48
Staff of Striking	20320	82
Staff of Power	24260	164
Staff of Wizardry	27940	220
Rod of Cancellation	29310	147
Rod of Beguiling	26460	195
Rod of Absorbion	27360	156
Rod of Rulership	29550	235

RINGS

Invisibility	27500 GP	42
Mammal Control	24320	25
Human Control	45210	36
Weakness	20440	22
Protection +1	35560	24
Protection +2	47200	49
Protection +3	51120	120
Three Wishes	49400	100
Delusion	23840	29
Fire Resistance	32260	45
Regeneration	48930	120
Djinn Summoning	39750	82
Shooting Stars	51000	65
X-Ray Vision	50020	52
Telekinesis	31400	32
Contrariness	26630	30
Spell Turning	29000	72
Spell Storing	47840	48
Many Wishes	52790	175

POTIONS

Potions are manufactured in the same manner as poisons, see Booklet J. Alchemists can duplicate potions (if given a sample) for 1/2 the potion distillation cost (if given the components). They can only research poisons.

Magic users must research the potion formula at 2000 GP per 20% chance of success, cumulative, per game week. Having a sample will cut the research cost in half. After successful, the magic user's cost is reduced to the basic distillation cost and he can hire assistants to permit him to work on one additional project. The magic-user must work on full-time basis- work interrupted for more than 48 hours is lost. There is a separate chance that the assistants will foul up PROB 10%/Day. A magic user can work on one additional (with assistants) per Intelligence point over 16... 4 projects maximum.

PROB	Treasure	POTION	Distill Cost	Weeks Required	Major Component
01-02	Growth	750	5	Giant Centipede	
03-04	Diminuation	650	1	Snake Eggs	
05-06	Giant Stren.	1000	4	Hair of Giant Type	
07-08	Invisibility	740	4	Phase Spider Eye	
09-10	Gaseous Form	360	2	Vampire Dust	
11-12	Polymorph S.	620	6	Doppelganger Teeth	
13-14	Speed	550	2	Roc Egg	
15-16	Levitiation	320	1	Stirge Probus	
17-18	Flying	510	2	Pixie Dust	
19-20	ESP	630	2	Owl Bear Feathers	
21-22	Delusion	430	2	Wart Hog Snout	
23-24	Healing	250	1	Aztheleas Plant	
25-26	Longevity	680	2	Mastodon Tusck	
27-28	Extra Healg	990	3	Unicorn Horn	
29-30	Oil Of Slip	720	4	Giant Eel	
31-32	Clairvoyance	450	2	Wolverines	
33-34	Animal control	200	1	Giant Skunk	
35-36	Undead Control	900	4	Mummie Dust	
37-38	Plant Control	300	3	Green Slime	
39-40	Human Control	850	4	Dryad Hair	
41-42	Giant Control	1150	5	Hair of Giant Type	
43-44	Dragon Control	1350	5	Horn of Dragon Type	
45-46	Invulnerability	500	6	Giant Slug	
47-48	Fire Resistance	650	5	Hell Hound Teeth	
49-50	Treasure Finding	420	2	Beholder Eye	
51-52	Heroism	250	2		
53-54	Super-Heroism	750	3	Hydra Teeth	
55-56	Oil of Etherealness	1200	5	Sea Monster Oil	
57-58	Water Breathing	250	5	Crocadile	
59-60	Poison Antidote	850	3	Same as Poison	
61-62	Dust of Sneezing	200	2	Pepper Plant	
63-64	Dust of Appearance	300	3	Displacer Beast Tennacle	
65-66	Dust of Paralyzation	350	1	Purple Lotus	
67-68	Dust of Sneez.& Chok.	350	3	2 Yellow Lotus	
69-70	Dust of Disappear.	250	1	Shredded Elven Cloak	
71-72	Philter of Healing	200	1	Lammasn Feathers	
73-74	Tangle foot Nuts	200	1	Tanglefoot Plant	
75-76	Web Nuts	200	1	Giant Spider	
77-78	Holy Water		5	Patriarch Blessing	
79-80	Wine		1	Grapes	
81-82	Ale		1	Malt and Hops	
83-84	Mead		1	Honey	
85-90	Pure Water		1	Water	
91-92	Oil		1	Whale	
93-94	Ink		1	Berries	
95-96	Salve of Healing	320	2	Rust Monster Claw	
97-98	Powder of Unconsciou.	450	-	Yellow Lotus	
99-00	Dust of Death	1670	-	Black Lotus	

RUDIMENTARY RESURECTION RESULTS

When to roll for the first table:
Badly Chopped Up: damaged 5-20 points over total hit points.
Torn Asunder: damaged 21 or more points over total hit points (except excessive heat).
Burnt Crisp: damaged 21 or more points over total hit points due to excessive heat.

First Table: roll 4 6-sided dice if victim is revived from being-
 Dice total-

	4-6	7-10	11-14	15-18	19-24
Badly Chopped Up	-A	A	B	N	N
Torn Asunder	N	A	B	-A	N
Burnt Crisp	N	-A	-B	-A	N

Abbreviations- N: No loss or scar, A: roll for part lost from line A, B: roll for part lost from line B, -A: roll for scar/loss from line A, -B: roll for scar/loss from line B.

Second Table: Parts Affected

Roll one six-sided die-	1	2	3	4	5	6
Line A	Right Eye	Left Eye	Nose	Hair	Right Ear	Left Ear
Line B	Right Arm	Left Arm	Right Hand	Left Hand	Right Leg	Left Leg

All losses in line A cause a one-third reduction in charisma. All losses in line B cause a one-third reduction in dexterity and disallow the player the ability to fight more than one enemy, and in the case of upper limb losses, disallow the use of missile type weapons. All losses are permanent.

Scar results must heal in the normal manner (1 point/day) and applies directly to healing of the scarred part. The point total of healing necessary to restore part is equal to half the points victim received below his '0' point total. These healing points are separate from his normal 'Hits to Kill' point total. Until the affected penalty is healed properly, the permanent penalty listed above is applied. Once healed, only a scar is apparant.

Notes: you automatically lose 1 point of constitution if killed. Rings of regeneration will not raise burned up characters. If poisoned, the player must also have a neutralize poison spell cast upon him. Remember, characters killed by a ghou, wight, wraith, spectre or vampire, become a like creature.

STARTLING STATUES

Upon encountering a magical statue, dice 12 sided die for horizontal column and 8 sided die for vertical column and crossindex-

1 Raises	3 Casts	5 Advises	7 Shape	9 Points	11 Part	
	Spell of		Changes	Toward	Missing*	
2 Lowers	4 Gives	6 Asks	8 Polymorphs	10 Gives Map	12 Casts Curse	
	Scroll of		Character		Affecting	
1 Strength	Sleep	Location	Orc	Treasure	Eye	1
2 Intelligence	Fear	Name	Troll	Monster	Nose	2
3 Wisdom	Strength	Class	Stone Giant	Village	Ear	3
4 Constitut'n	L Bolt/4HD	Purpose	Efreet	Elf	Hand	4
5 Dexterity	Suggestion	Origin	Giant Toad	Exit	Foot	5
6 Charisma	Geas	Riddle	Blink Dog	Sea	Arm	6
7 Level	Hold Person	Poem	Stone Golem	Passage	Leg	7
8 Gambling Sk	Raise Dead	Directions	Giant Weasel	Random	Finger	8

Statue Statistics Guidelines: 11-20 Hit Dice, AC -1 to -6, Move 1-12", Damage ranges from 1-6 to 8-64. For example, the Giant Foo Dog in the vestibule is 18 HD, 90 HTK, AC -1, Moves 1" and does 1-6/bite.

*Finding and restoring missing part of statue causes the following actions:

- 1 Shape Changes and serves replacer for 1-20 days
- 2 Attacks replacer
- 3 Spells at replacer (go to above table)
- 4 Gives replacer 1-10 pieces of jewelry
- 5 Destroys replacer's most precious item
- 6 Grants replacer one wish





WAYWARD WATERS Misty waters 30-120' DIA
Often encountered, protecting treasure or traps

Roll	Color	Visibility	Special Effect
01-10	Red	10 yards	Poison #1 (see J-17)
11-20	Green	6 yards	Dissolves Metal- ST8
21-75	Golden	20 yards	Drunkedness 3-18 t
76-90	Purple	3 yards	Blind 2-12 t
91-00	Grey	10 yards	Heal 3-18 pts

CORAL

Prob of cut- 20 minus DEX stated as a percentage

Roll	Type	Color	Poison	Value
01-30	Sea Star	Orange	#1	10 GP
31-55	Astercin	Green Yellow	#2	10 GP
56-75	Echinthuri	Red Brown	#3	30 GP
76-90	Holoturemes	Scarlet	#4	60 GP
91-00	Flower of Blood	Red	#5	90 GP

Value indcated can be broken off per turn for 10-40+- check for monster encounters.

SINK OR SWIM

Water Adventures

Players can hold their breathe the same number of turns as their Wisdom score. Non-Player Characters cannot swim 50% of time if human, 40% if dwarven, 30% if hobbit, elves as human +5% per level. Swimming NPCs can only carry bouyant weapons. Both hands free for forward movement. Encumberance beyond listed on table is -1"/100.

SWIMMING TABLE

ARMOR	STRENGTH PLUS DEXTERITY					SINKING RATE
	6-12	13-18	19-24	25-30	31-36	
None	3"	4"	5"	6"	7"	0
Leather	0	3	4	5	6	1"
Chain	0	0	3	4	5	2
Plate	0	0	0	3	4	3

If not salt water, add 1" to sinking rate. Quick sand, subtract 1" if spread out and no move. Seaweed slows lateral move 2" if swimming. Adjust for current.

DROWNING TABLE

ARMOR	CONSTITUTION PLUS INTELLEGENCE				
	6-12	13-18	19-24	25-30	31-36
None	05%	04%	03%	02%	01%
Leather	20	16	12	08	04
Chain	80	70	60	50	40
Plate	100	90	80	70	60

No forward movement permitted. Must sink at appropriate rate. Roll every round for drowning. Use only after breathe has run out. Surprize (1-2) negates holding of breathe.

WATER CURRENT & WEATHER TABLE

Determine current direction..unless BAD,rivers always flows down stream. In open water roll once per day for direction and note for future prevailing current in that hex if applicable. Rip tide currents PROB 15% change direction every 4 turns and are encountered within 20" of coastlines. Check current for inward or outward flow upon entering a creavice or cave. Adjust as penalty or bonus when swimming.

DIRECTION FORCE

1 North	2-3 Calm 0"
2 N. East	4-8 Light 1"
3 S. East	9-11 Strong 3"
4 South	12 BAD-Not used
5 S. West	upon entering
6 N. West	cave or crevice.

BAD WEATHER UNDERWATER

1 Storm	4"
2 Whirlpool	10" ..2-12" Dia..Center does 10-80 Damage
3 Tsami	20" ..Debris Damage 5-50, 3-30, 1-10 in 3 r.
4 Spout	20" ..Tossed 18"+AC above surface & dropped. Damage half normal for fall.

Determine wind force and direction in normal manner. Wind categories are Calm 0-3 MPH, Light 4-18 MPH, Strong 19-39 MPH, Gale 40-70 MPH, and Hurricane PROB 10% day after Gale 71-136 MPH. Coastal hexes (Except Ports)..Run Aground PROB 30%, Wreck PROB 25%, Tide -2" PROB 10% Island and River hexes..... " " PROB 25%, " PROB 35% Each Day. Maps reduce PROB 10%, Captain -1%/LVL, Navigator -2%/LVL, Charted (Traveled Before) -10%, Raft or Longship -5%, and night increases PROB 15% unless crossed before eve.

SHARKS & SEA MONSTERS

SHARK TABLES

WATER ADVENTURES

Blood attracts PROB 30%, within 2-12 turns; distance 3-9", charge +3"; bites twice per turn, for five turns maximum.

LAKES & RIVERS

		AC	HD	DAMAGE	MOVE	NA	ATTACK	SPECIAL
1	Sand (Spanish) 10'	8	4	1-8	8	2-16	80%	Yellow Brown
2	Porbeagle 12'	5	6	2-12	8	2-12	70	Ram 3-18
3	Lemon 11'	6	2	1-6	14	2-12	60	Yellow
4	Great Hammerhead 15'	7	3	1-8	5	2-8	50	
5	Bull Shark 12'	7	2	1-8	6	3-18	50	
6	Whaler (Swan River) 8	3	8	1-8	10	1-6	50	12' Long
7	Great Blue 13'	6	6	1-8	12	5-30	70	
8	Tiger 30' Black Spots	4	7	2-12	16	1-6	80	Ram 4-24
9	Small Black Tip 6'	8	3	1-6	5	2-12	60	

DEEP WATER

		AC	HD	DAMAGE	MOVE	NA	ATTACK	SPECIAL
1	Great White 36'	3	8	3-18	15	1-4	100%	Ram 6-36 Sw. 20
2	Tiger 30'	4	7	2-12	16	1-6	80	Ram 4-24
3	Maco 12'	6	5	1-8	20	1-2	70	Cobalt Blue
4	White-Tipped 13'	7	4	1-6	15	1-10	70	
5	Bronze Whaler 12'	7	5	1-6	12	1-6	80	
6	Brown Whaler 12'	8	3	1-6	10	1-8	60	
7	Great Blue 13'	6	6	1-8	12	5-30	70	
8	Nurse 14'	7	6	1-8	5	1-6	20	
9	Whale Shark 75'	6	10	2-12	5	1-4	10	Ram 5-30
10	Basking (Bone) 50'	8	9	2-12	6	1-8	20	
11	Large Black-Tip 8'	8	3	1-6	10	2-12	50	
12	Porbeagle 12'	5	6	2-12	8	2-12	70	Ram 3-18

SEA MONSTER TABLE

WATER ADVENTURES

Probability of Attack per Encounter 95%.. Roll Distance 10-80'

		AC	HD	DAMAGE	MOVE	NA	SPECIAL
1	Giant Octopi 15'	7	4	1-6	3/15	1-4	1-6 Tentacles
2	Giant Squid 60'	7/3	6	4-24	3/12	2-12	3-12 / Tail
3	Giant Snake 30'	6	6	2-12	20	1-2	Poison #3
4	Giant Fish 30'	7	10	1-4	30	1-2	Swallow on 20
5	Giant Leech 10'	8	2	2-12	6	2-12	Level / Turn
6	Giant Crab 15'	2	3	1-10	6	3-12	2 Pinchers
7	Nixies, Water Sprite	7	1	1-6	12	10-1000	¼ Charm 1/Day
8	Lizardmen	5	2+1	2-7	6/12	10-40	Semi-Intellegent
9	Tritons	4-6	5-7	VAR	15	5-30	MU 2-4 Level
10	Mermen	8	VAR	1-6	9	30-300	Tridents & Darts
11	Dragon Turtle 20'	2	11-13	3-18	9	1-2	Breathe 3X9
12	Water Naga 10'	5	7-8	1-4	15	1-2	MU 1-5 Level
13	Makara 15'	4	5	2-12	6	1-2	2 Pinchers 1-10
14	Loch Ness 60'	6	20	5-40	16	1	Swallows 19-20
15	Killer Whale 90'	7	30	1-6	18	1	Swallows 18-20
16	Kraken 20'	4	15	1-6	10	1	6 Heads, 1-6 Tent.
17	Zeuglodan 120'	9	15	6-36	10	1	Swallows 19-20
18	Cecrops 24'	4	15	7-42	15	1-4	Control Weather
19	Ea 10'	2	16	3-30	18	1	Only Magic Weapons
20	Roll on Bad Weather Table						

PRECIOUS PEARLS

The value of pearls is a function of their color, size, shape and lustre. Pearls of lesser value are generally made up in jewelry and pearls found as individual gems in a horde are usually of a very high grade. When searching for pearls in an oyster-bed, there is a basic 5% chance per turn of finding a pearl (+5% if one possesses a pearl stone).

Special Notes:

KI RIN 1 LG 5% E+I H E38
 -5 24/48" 12 2 hooves/2-8, 18LVL MU SP, MR90%13LVL
 KOBOLD 4-400 C 50% 1-6GP S 7
 7 5" 1/2 1-4 or wpn type -1 morale/HP in light
 LAMMASU 2-8 LG 40% A3 I G37
 6 12/24" 6+2 2 claws/1-6, inv, 6LVL CL SP, permanent protection from evil 10' r, dimension door, speak L/N lang.
 LEPRECHAUN 1+ N 10% F H SR13-2
 8 15" 1-3HTK by wpn type, inv, surprised on 1 only
 LICHE 1-4 CE 100% A I G35
 3 5" 10+ 1-10, either MU or CL with SPs @12-18
 LVL & up, touch causes paralyzation- no ST, fear in 4LVL
 LIZARDMEN 10-40 CE 40% D S G37
 5 6/12" 2+1 2 claws/1-3, 1 bite/1-8
 LOCATHAH 30-300 N 15% - I B23
 7 24/36" 2+1 1-6 or wpn type eel-riding nomads
 LURKER ABOVE 1-4 N 50% - U SR13-3
 6 1/9" 10 1-6 constriction damage per turn
 LYCANTHROPE 2-20 N/C 15% C I 14/637

 7 12" 3 1-3 or wpn type -WERERAT
 5 15" 4 1 bite/2-8 -WEREWOLF
 4 12" 4+1 1 bite/2-12 -WEREBOAR
 3 12" 5 2 claws/1-3, 1 bite/1-10 -WERETIGER
 2 9" 6 2 claws/1-3, 1 bite/2-8, hug (on 18 or more) causes 2-16 additional damage, ALIGN- N/L -WEREBOAR
 MAGIC STATUE 1+ L/N/C special I JG L-24
 -1to-6 1to12" 1to20 1-6 to 8-64, see random actions
 MASHER 1-4 N 25% D U B23
 6 15" 20 bite/2-24, sting/1-8 & ST vs poison
 MANTICORA 1-4 C 25% D S 10
 4 12/18" 6+1 2 claws/1-3, 1 bite/1-8, 24 spikes/1-6
 MEDUSA 1-4 C 75% F I 10
 8 9" 4 by wpn type and meet glance- stone
 MEN 30-300 * 15% A I 5

 7to4 ft&ho 1 wpn type, 50%C/50%N -BANDITS
 7 12" 1+1 wpn type, N, +2HP -BERSERKERS
 7to4 ft&ho 1 wpn type, C, +1 morale -BRIGANDS
 9to5 ft 1 wpn type, 50%C/50%N -BUCCANEERS
 9 15" 2 morning stars, N, -1 morale -CAVEMEN
 9to5 ft&ho 1+1 wpn type, L, +2 HP -DERVISHES
 9to5 ft&ho 1 wpn type, 50%C/50%N -NOMADS
 9to5 ft 1 wpn type, C -PIRATES
 MERMEN 30-300 N 15% A I 7
 7 12" 1+1 tridents & darts, -1HP on land
 MIND FLAYER 1-4 N 50% F H SR11-2
 5 12" 8+3 tentacle takes 4t after hitting to reach victim's brain, mind blast effectiveness based on range & INT- MUs add 1 to ST, CLs +2 ST, Helm of Telepathy adds four and successful ST with helm stuns mind flayer 3t
 MINOTAUR 1-8 N/C 10% C S 15
 6 12" 6 butt/2-8, bite/1-3, or wpn type
 MORKOTH 1 100% H I B23
 3 - 8 spiral tunnels pull any within 24" to lair in center- charm sp with -4ST cast when within 6", will reflect back equivalent spells thrown at it
 MUMMY 1-12 C 30% D S 9
 3 6" 5+1 1-12 & rotting disease, only magic wps hit- and at 1/2 damage, rot increases healing time 10x
 NAGAS 1+ * 60% H H SR13-2

 5 15" 11-12 bite/1-3 & ST vs. poison, spit 3" & ST vs. poison, or constrict/2-8, SPs as 6LVL CL, L -GUARDIAN
 5 15" 7-8 bite/1-4 & ST vs poison, SPs as 5LVL MU (except fire or ltnng SPs), Neutral -WATER NAGA
 5 15" 9-10 bite/1-3 & ST vs poison, SPs as 6LVL CL & 7LVL MU, their eyes permanently charm looker unless saved vs paralyzation, ALIGN- CE -SPIRIT NAGA
 NIXTES 10-100 N 100% B I 15
 7 12" 1 1-4 or wpn type, 1 charm per 10 nixtes
 OCHRE JELLY 1 N - U 19
 8 3" 5 2-12 affected by fire & cold only
 OGRE 3-18 N/C 30% C+1000GP S 8
 5 9 4+1 1-10 outside lair they carry 1-600GPea
 CSRE MAGE 1-6 CE 40% E I G34
 4 9/15" 5+2 1-12, inv, fly, dark 10'r, poly self into human form, regen lpt/rnd, 1 charm & 1 sleep & 1 8 DoD cold per day
 ORC 30-300 C 50% D S 7
 6 9" 1 1-6 or wpn type, -1 morale/HP in light
 OWL BEAR 2-5 N 40% C U G39
 5 12" 5 2 claws/1-6 &, on 18 or more, hug/2-16 adnal damage, bite/1-12, no morale check
 PEGASUS 1-12 L - S 17
 6 24/48" 2+2 2 hooves/1-8
 PHASE SPIDER 1-6 N 80% E S G39
 6 6/15" 5 1-6 & ST vs poison, shift out of phase
 PIERCER 2-12 N - U SR13-2
 3 1" 1to4 drop from ceiling/same DoD as HD
 PIXIES 10-100 N 25% C I 16
 6 9/18" 1 1-4 or by wpn type, remain nearly inv even while attacking (high LVL FTR/monster may detect)
 PURPLE WORM 1-4 N 25% D U 15
 6 6" 15 bite/2-24, sting/1-8 & ST vs. poison
 RAKSHASA 1-4 C 20% F H SR15-14
 -4 12" 7 2 claws/1-3, bite/2-5, or wpn, SPs- MU 1st-3rd LVL, CL 1st LVL, only magic wps hit, below +3 do 1/2 damage, blessed crossbow bolts kill them outright

TREASURE TYPES	D	CP	SP	GP	GLD	MM	H	CP	SP	GP	GLD	MM
A	CP	SP	GP	GLD	MM	100	150	600	300	200	250	500
I	250	300	500	400		1-8	1-12	1-6	1-8	Potion+2	3-24	1-100
	1-6	1-6	2-12	6-36	Any 3							1-100
	200	250	300	500	600	050	300	250	100	300		10-40
	1-4	1-4	1-6	10-40	3 Magic	1-10	1-12	1-8	1-10	Scroll+3		10-40
w	60	60	50									500
	5-30	10-60	1 Map									2-16
B	CP	SP	GP	GLD	MM			2-24	No weapon			1-60
	500	250	250				2-20	1-12	100	Potion+		1-60
	1-8	1-6	1-3	1-6	Weapon				1-12	Scroll+3		1-60
C	CP	SP	GP	GLD	MM							
	200	300	250	100					750	250	400	
	1-12	1-4	1-4	Any 2					1-8	3-18	Scroll+4	

REMORHAZ 1* N 20% F S D12-21 Special Notes:
 ** 12" 6to14 bite/3-36, breathe/3to7 DoD, MR75%
 **NA in lair is 1-4, **underside AC4, back AC0, head AC2
 ROC 1-20 L/N 20% I S 17
 4 6/48" 6 2 claws/1-8, 2-12 or 4-16 per size, bite/2-12, 3-18 or 4-24 per size
 ROPER 1-3 C 90% D(spec) I SR12-4
 0 3" 10to12 6 strands/ST vs. poison- dragged to its mouth 10'r, strand range is 20-50", has 80% MR
 RUST MONSTER 1-2 N - U G39
 2 12" 5 cause metal touched to disintegrate
 SAHUAGIN 10-60 CE 30% F&A I B21
 4 18/30" 2 2-12 or wpn type, susceptible to light
 SALAMANDER 2-5 C 65% F H G37
 5/3 9" 7+3 touch/1-6, constriction/2-16, or wpn
 SEA MONSTER 1+ L/N/C * * * * 15
 * * 15to45 3to4 DoD *referee's option
 SHADOWS 2-20 C 50% F I G34
 7 9" 2+2 touch/1 STR pt (effect lasts 8t), victim reduced to 0 STR becomes a shadow, may be hit only by magic weapons, sleep & charm are non-effective
 SHAMBLING MOUND 1-3 N 25% I S SR13-2
 0 6" 6to9 2 clubs/2-16 or entanglement/suffocation in 2-5t, fire has no effect, ltnng adds 1HD, wps do 1/2 damage
 SHEDU 2-8 LG 20% A I E38
 4 12/24" 9+2 2 hooves/1-6, 11-18 CL PSI abilities
 SHRIEKER 2-5 N - U SR13-2
 7 1" 3 light within 30' or movement in 10' causes it to shriek for 1-3t, attracting wandering monsters 50%PROB/per turn and one turn afterwards
 SKELETON 3-30 C - U 9
 7 6" 1/2 1-6 never check morale
 SLITHERING TRACKER 1 N 15% C I SR15-14
 1* 12" 5 touch/save vs. paralyzation- if fail, victim killed in 6t, nearly inv (5XPROB of sighting) & AC5 to those able to see invisible objects, 10% PROB of immediate attack- otherwise wait until victim is asleep
 SPECTRE 1-8 CE 25% E I 9
 2 15/30" 6 1-8 & 2 LVLs drain, hit only by magic wps & silver arrows, a spectre's victim becomes a like creature after death & is controlled by his slayer
 STIRGE 3-30 N 55% D U G39
 7 18" 1 1-3 (hits as if 4LVL FTR) & then 1-4/r
 SUCCUBI 1 CE 2% Ix2 I E33
 9 12/18" 6 2 foot talons/1-3, MR70%, dk, 5'r, become ethereal, charm, esp, clairaudnc, suggestn, shape-change, open gate PROB40%- Type IV 70%, VI 25%, Prnce 5%
 SU MONSTER 1-12 CE 40% C U E39
 6 9 4+2 4 claws/1-3, 1 bite/1-8, will use PSI attack form of either, on 1-2 psy crush, 3-4 psi blast or 5-6 mind thrust, if PSI is being used within 12"
 THOUGHT EATER 1-3 N - U E39
 (9) 6" (3) when within 6" is able to consume 101-200 psi energy points & within 1" victim's INT
 TITAN 1+ N 5% A+I H G35
 2to-3 15to21" 75to100HTK 7-42, Spells include 1-7 CL SPs & 1-7 MU SPs- 2 per lvl, there are ten titans total
 TRAPPER 1 N 70% G I SR15-14
 3 3" 12 crushes/ 4 + AC hit pts/turn, 5%PROB of detecting, cover 400 to 600 sq ft of area
 TRITON 5-30+ N 25% FtoH I G34
 6to4 15/24" 5to7 3-18, SPs- 2 to 4th LVL, MR90%
 TROLL 2-12 CE 50% D S 8
 4 12" 6+3 2 claws/1-4, bite/1-8, regenerate after 3rd melee rnd of being hit @3 hit pts per turn
 UMBER HULK 1-4 50% E U G38
 2 6 8 2 claw/2-12, bite/2-8, viewing eyes causes confusion- ST vs magic, burrow thru rock 1"/t
 UNICORN 1-4 L - I 15
 2 24" 4 2 hooves/1-8, 1 horn/1-16, dim door once per day, MR=11LVL MU, sense enemies at 24"
 VAMPIRE 1-6 CE 20% F I 9
 2 12/18" 7to9 1-10 & 2 LVLs drain, only magic wps hit- but only disperse them, regenerate 3 hit pts/t, -2 charm with eyes, victims become vampires contrld by slayer
 WIGHT 2-24 CE 60% B I 9
 5 9" 3 1 LVL energy drain, only magic wps hit & silver tipped arrows, magic arrows score double dam.
 WILL O' WISP 1 N 1% A I G35
 -8 18" 9 2-12, will reveal treasure at 3HTK
 WRAITH 2-16 CE 20% E I 9
 3 12/24" 4 1-6 & 1 LVL drain, only magic wps hit
 WYVERN 1-6 N 60% E S 11
 3 9/24" 7 bite/2-16, sting/1-6- ST vs. poison
 WIND WALKER 1-3 N 20% - I SR13-2
 8 15/30" 8 at 10' 3-18, ethereal
 YELLOW MOLD - N - U 20
 - - 1-6/t of exposure, plus rough contact may cause (PROB50%) asphyxiation- ST vs. poison, PSI- E29
 YETI 1-6 N 10% D I SR13-2
 6 12" 4 2 claws/1-6 & on 18 or more hug/2-16
 ZOMBIE 3-30 CE - U 9
 8 6" 1 1-8 never check morale

Abbreviations: REFER- sources about monster, a number only refers to Vol. 2 of D&D, G- Greyhawk (2nd edition), B- Blackmoor, E- Eldritch Wizardry, GDH- Gods & Demigods, SR13-2 - Strategic Review Vol. 1, Issue 3, page 2, D15-16 - Dragon, Vol. I, issue 5, page 16, JG K-24 - Judges Guild Installation 'K'; NA- Number appearing (outdoors); ALGN- alignment; LAIR- PROB (probability) chance of encounter taking place at lair, TREAS- treasure type in lair; INT- intelligence, I- intelligent, S- semi-intelligent, U- unintelligent, H- highly intelligent; AC- armor class; MOVE- move rate; HD- Hit Dice; STRIKES/DAMAGES- per Greyhawk; SPECIAL- other info, MR- magic resistance, @- at, LVL- level, SP- spell, ST- saving throw, DoD- dice of damage, SE1-4 - surprise enemy on 1-4, S10%- surprise monster 10% PROB, HTK- hits to kill, MU- magic user, CL- cleric

CHARACTERS CHECKLIST

ALIGNMENT ADDERS-

* LAW/CHAOS	ADDER	* GOOD/EVIL	ADDER
1 Ordered	+20	1 Pure	+30
2 Ruled	+19	2 Beneficial	+29
3 Predictable	+18	3 Helpful	+28
4 Uniform	+17	4 Sincere	+27
5 Methodical	+16	5 Honest	+26
6 Regular	+15	6 Kind	+25
7 Righteous	+14	7 Friendly	+24
8 Principled	+13	8 Useful	+23
9 Proper	+12	9 Harmless	+22
10 Reliable	+11	10 Innocent	+21
11 Unruly	-11	11 Unfit	-21
12 Turmoiled	-12	12 Surly	-22
13 Unrestrained	-13	13 Mischievous	-23
14 Random	-14	14 Unpleasant	-24
15 Irregular	-15	15 Dishonest	-25
16 Unmethodical	-16	16 Opprassive	-26
17 Unpredictable	-17	17 Bad	-27
18 Disordered	-18	18 Injurious	-28
19 Lawless	-19	19 Wicked	-29
20 Anarchistic	-20	20 Corrupt	-30

CHARACTER CHECKLIST-

Alignment Total

Class

Type

Level

Hits to kill

Social Level

Strength

Intelligence

Wisdom

Constitution

Dexterity

Charisma

God

Armor

Name-

Judges Guild

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Range	Alignment
+32 to +50	Law/Good
+20 to +31	Neutral
-1 to -19	Law/Evil
0	Neutral
+1 to +19	Chaotic/Good
-20 to -31	Neutral
-32 to -50	Chaotic/Evil

Examples: Lammasu +40 - +50
Law/Good Patriarch +46 - +50

*Roll a 20 sided die twice- once for 'Law/Chaos' Adder and once for 'Good/Evil' Adder; sum of the two adders indicates the character's alignment. Each act adjudged to be either Lawful or Chaotic will move the character up or down 1 in that column. Likewise, each act adjudged to be Good or Evil will move him up or down 2 in that scale. The system is intentionally strict, in order to fairly pinpoint the alignment of players and their hirelings. Thusly, players not meeting alignment expectations can be charted and then penalized accordingly. For example, neutrals should be possessed of a strong self-interest, while law/good types shouldn't be cutting down prisoners.

Silver Dragon +38 - +40 Chromatic Dragon -1 Ents +40 Elves +10
Gold Dragon +48 - +50 Paladin +44 - +50 Rocs +18 Dwarves +32

Important note: You cannot dice neutrals on the above table as their characteristics are not quantified. However, neutral Law/Chaos range is +10 to -10 and neutral Good/Evil range is +20 to -20. This 'netherworld' of the neutrals, may be recorded in the most convenient manner for each referee.

CHARACTERS CHECKLIST

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10 Reliable	+11	10 Innocent	+21
11 Unruly	-11	11 Unfit	-21
12 Turmoiled	-12	12 Surly	-22
13 Unrestrained	-13	13 Mischievous	-23
14 Random	-14	14 Unpleasant	-24
15 Irregular	-15	15 Dishonest	-25
16 Unmethodical	-16	16 Oppressive	-26
17 Unpredictable	-17	17 Bad	-27
18 Disordered	-18	18 Injurious	-28
19 Lawless	-19	19 Wicked	-29
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Name-

Judges Guild

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Range	Alignment
+32 to +50	Law/Good
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MEN ATTACKING

Class:	9			8		7		6		5		4		3		2		1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	
	m	c	f	No Armor	Shield Only	Leather	Leather & Shield	Chain	Chain & Shield	Plate	Plate & Shield																		
Your Level	1-5	1-4	1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
	6-10	5-8	4-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
	11-15	9-12	7-9	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	16+	13-16	10-12	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
		17+	13-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
		16+		1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

● Strength 3-4 5-6 7-12 13-15 16 17 18
 Hit Prob. -2 -1 - +1 +1 +2 +2
 + Damage -1 - - - +1 +2 +3

Hit Probability Bonus:
 Target Surprised/Rear Attack +2
 Target is Prone +3

Weapons

HIT PROB. +/- VS:	AC-	DAMAGE vs.								Man size	Larger size
		9	8	7	6	5	4	3	2		
SH*	1 Dagger	+2	+1	0	0	0	-1	-3	-3	1-4	1-3
	1 Hand Axe	+1	+1	0	0	-1	-1	-2	-3	1-6	1-4
	3 Mace	0	0	0	0	0	0	+1	0	1-6	1-4
MED-	4 Sword	0	0	0	0	0	0	-1	-2	1-8	1-12
	4 Hammer	0	0	0	0	+1	0	+1	0	1-6	1-4
	5 Battle Axe	0	0	0	0	+1	+1	0	0	1-8	1-8
LG-	6 Morn. Star	+2	+2	+1	+1	+2	+1	0	0	1-8	1-6
	7 Flail	+1	+1	+1	+1	+2	+1	+2	+2	1-8	1-8
	8 Spear	0	0	0	0	-1	-1	-1	-2	1-6	1-8
V LG	9 Pole Arm	+2	+2	+2	+1	+1	0	0	-1	1-8	1-12
	9 Halbard	0	0	0	+1	+2	+1	+1	0	1-10	2-12
	10 2 Hd Sword	+2	+2	+2	+2	+3	+3	+2	+1	1-10	3-18
EX-	12 Pike	+3	+3	+3	+3	+2	+1	0	0	1-8	2-24
		0	0	0	0	0	0	0	-1	1-8	1-12

Missile Fire

Use 'Men Attacking' with bonuses below-

Range: SHORT +2
 MEDIUM +1
 LONG +0

(Do not use with Greyhawk system)

Experience Pts.

Monster's Hit Dice	Base Value	+ Spec'l
1/2	5	1
1-1	7.5	2
1	10	3
1+1	15	4
2	20	5
2+1	25	10
3	35	15
3+1	50	25
4	75	50
4+1	125	75
5	175	125
5+1	225	175
6	275	225
6+1	350	300
7	450	400
7+1	525	475
8	650	550
8+1	750	625
9 to 10	900	700
11 to 12	1100	800
12 to 13	1350	950
14 to 16	1650	1150
17 to 20	2000	1500
21 & up	2500	2000

SAVING THROWS

		DEATH RAY OR POISON	ALL WANDS	STONE	DRAGON BREATH	STAVES SPELLS
FIGHTING MAN	1-3	12	13	14	15	16
MAGIC USER	1-5	13	14	13	16	15
CLERIC	1-4	11	12	14	16	15
FIGHTER	4-6	10	11	12	13	14
MAGIC USER	6-10	11	12	11	14	12
CLERIC	5-8	9	10	12	14	12
FIGHTER	7-9	8	9	10	10	12
MAGIC USER	11-15	8	9	8	11	8
CLERIC	9-12	6	7	9	11	9
FIGHTER	10-12	6	7	8	8	10
MAGIC USER	16+	5	6	5	8	3
CLERIC	13+	3	5	7	8	7
FIGHTER	13+	4	5	5	5	8

Cleric Vs. Undead

CLERIC LVL	SKELETON	ZOMBIE	GHOUL	WIGHT	WRAITH	MUMMY	SPECTRE	VAMPIRE
1	7	9	11
2	T	T	9	11
3	T	T	7	9	11	.	.	.
4	D	T	T	7	9	11	.	.
5	D	D	T	T	7	9	11	.
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7

Man to Man Melee Table

Weapon Length/Type	AC-9 NO ARMOR	8 SHIELD ONLY	7 LEATHER	6 LEATHER & SHIELD	5 CHAIN MAIL	4 CHAIN & SHIELD	3 PLATE	2 PLATE & SHIELD
1 DAGGER	6	8	7	8	9	10	12*	12*
1 HAND AXE	7	8	7	9	10	10	11	12
3 MACE	8	8	8	9	8	8	7	8
4 SWORD	7	8	8	9	8	9	10*	11*
4 HAMMER 5 BATTLE AXE*	8	8	8	8	7	7	9	10
6 MORNING STAR	6	7	6	7	6	7	8	8
7 FLAIL*	7	7	7	7	6	7	6	7
8 SPEAR	8	9	8	9	10	10	11*	12*
9 POLE ARM*	6	6	6	7	7	8	9	10
9 HALBEARD*	8	8	8	7	6	6	7	8
10 2 HANDED* SWORD	6	6	6	6	5	5	6	7
11 MTD. LANCE	5	5	5	5	6	7	8	9
12 PIKE*	8	8	8	8	8	8	9	10

*two handed weapon

*if defender prone, 7 or more

SAVING THROWS

		DEATH RAY OR POISON	ALL WANDS	STONE	DRAGON BREATH	STAVES SPELLS
FIGHTING MAN	1-3	12	13	14	15	16
MAGIC USER	1-5	13	14	13	16	15
CLERIC	1-4	11	12	14	16	15
FIGHTER	4-6	10	11	12	13	14
MAGIC USER	6-10	11	12	11	14	12
CLERIC	5-8	9	10	12	14	12
FIGHTER	7-9	8	9	10	10	12
MAGIC USER	11-15	8	9	8	11	8
CLERIC	9-12	6	7	9	11	9
FIGHTER	10-12	6	7	8	8	10
MAGIC USER	16+	5	6	5	8	3
CLERIC	13+	3	5	7	8	7
FIGHTER	13+	4	5	5	5	8

Cleric Vs. Undead

CLERIC LVL	SKELETON	ZOMBIE	GHOUL	WIGHT	WRAITH	MUMMY	SPECTRE	VAMPIRE
1	7	9	11
2	T	T	9	11
3	T	T	7	9	11	.	.	.
4	D	T	T	7	9	11	.	.
5	D	D	T	T	7	9	11	.
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7

MEN ATTACKING

Class:	9			8		7		6		5		4		3		2		1		0		-1		-2		-3		-4		-5		-6		-7		-8		-9	
	m	c	f	No Armor	Shield Only	Leather	Leather & Shield	Chain	Chain & Shield	Plate	Plate & Shield	18	19	20	21	22	23	24	25	26	27	28	18	17	18	19	20	21	22	23	24	25	26	27	28				
1-5	1-4	1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	18	17	18	19	20	21	22	23	24	25	26	27	28					
6-10	5-8	4-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	16	17	18	19	20	21	22	23	24	25	26							
11-15	9-12	7-9	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	13	14	15	16	17	18	19	20	21	22	23							
16+	13-16	10-12	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	11	12	13	14	15	16	17	18	19	20	21							
	17+	13-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	9	10	11	12	13	14	15	16	17	18	19							
	16+		1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	6	7	8	9	10	11	12	13	14	15	16							

● Strength 3-4 5-6 7-12 13-15 16 17 18
 Hit Prob. -2 -1 - +1 +1 +2 +2
 + Damage -1 - - - +1 +2 +3

Hit Probability Bonus:
 Target Surprised/Rear Attack +2
 Target is Prone +3

Weapons

HIT PROB. +/- VS:	AC-	DAMAGE vs.								Man		Larger	
		9	8	7	6	5	4	3	2	size	size	size	size
SH*	1 Dagger	+2	+1	0	0	0	-1	-3	-3	1-4	1-3		
	1 Hand Axe	+1	+1	0	0	-1	-1	-2	-3	1-6	1-4		
	3 Mace	0	0	0	0	0	0	+1	0	1-6	1-4		
MED-	4 Sword	0	0	0	0	0	0	-1	-2	1-8	1-12		
	4 Hammer	0	0	0	0	+1	0	+1	0	1-6	1-4		
	5 Battle Axe	0	0	0	0	+1	+1	0	0	1-8	1-8		
LG-	6 Morn. Star	+2	+2	+1	+1	+2	+1	0	0	1-8	1-6		
	7 Flail	+1	+1	+1	+1	+2	+1	+2	+2	1-8	1-8		
	8 Spear	0	0	0	0	-1	-1	-1	-2	1-6	1-8		
V LG	9 Pole Arm	+2	+2	+2	+1	+1	0	0	-1	1-8	1-12		
	9 Halbard	0	0	0	+1	+2	+1	+1	0	1-10	2-12		
	10 2 Hd Sword	+2	+2	+2	+2	+3	+3	+2	+1	1-10	3-18		
EX-	12 Pike	0	0	0	0	0	0	-1	0	1-8	1-12		

Missile Fire

Use 'Men Attacking' with bonuses below:
 Range: SHORT +2
 MEDIUM +1
 LONG +0
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2+1	25	10
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3+1	50	25
4	75	50
4+1	125	75
5	175	125
5+1	225	175
6	275	225
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CLERIC	1-4	11	12	14	16	15
FIGHTER	4-6	10	11	12	13	14
MAGIC USER	6-10	11	12	11	14	12
CLERIC	5-8	9	10	12	14	12
FIGHTER	7-9	8	9	10	10	12
MAGIC USER	11-15	8	9	8	11	8
CLERIC	9-12	6	7	9	11	9
FIGHTER	10-12	6	7	8	8	10
MAGIC USER	16+	5	6	5	8	3
CLERIC	13+	3	5	7	8	7
FIGHTER	13+	4	5	5	5	8

Cleric Vs. Undead

CLERIC LVL	SKELETON	ZOMBIE	GHOUL	WIGHT	WRAITH	MUMMY	SPECTRE	VAMPIRE
1	7	9	11
2	T	T	9	11
3	T	T	7	9	11	.	.	.
4	D	T	T	7	9	11	.	.
5	D	D	T	T	7	9	11	.
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7

Man to Man Melee Table

Weapon Length/Type	AC-9 NO ARMOR	8 SHIELD ONLY	7 LEATHER	6 LEATHER & SHIELD	5 CHAIN MAIL	4 CHAIN & SHIELD	3 PLATE	2 PLATE & SHIELD
1 DAGGER	6	8	7	8	9	10	12*	12*
1 HAND AXE	7	8	7	9	10	10	11	12
3 MACE	8	8	8	9	8	8	7	8
4 SWORD	7	8	8	9	8	9	10*	11*
4 HAMMER 5 BATTLE AXE*	8	8	8	8	7	7	9	10
6 MORNING STAR	6	7	6	7	6	7	8	8
7 FLAIL*	7	7	7	7	6	7	6	7
8 SPEAR	8	9	8	9	10	10	11*	12*
9 POLE ARM*	6	6	6	7	7	8	9	10
9 HALBEARD*	8	8	8	7	6	6	7	8
10 2 HANDED* SWORD	6	6	6	6	5	5	6	7
11 MTD. LANCE	5	5	5	5	6	7	8	9
12 PIKE*	8	8	8	8	8	8	9	10

*two handed weapon

*if defender prone, 7 or more

SAVING THROWS

		DEATH RAY OR POISON	ALL WANDS	STONE	DRAGON BREATH	STAVES SPELLS
FIGHTING MAN	1-3	12	13	14	15	16
MAGIC USER	1-5	13	14	13	16	15
CLERIC	1-4	11	12	14	16	15
FIGHTER	4-6	10	11	12	13	14
MAGIC USER	6-10	11	12	11	14	12
CLERIC	5-8	9	10	12	14	12
FIGHTER	7-9	8	9	10	10	12
MAGIC USER	11-15	8	9	8	11	8
CLERIC	9-12	6	7	9	11	9
FIGHTER	10-12	6	7	8	8	10
MAGIC USER	16+	5	6	5	8	3
CLERIC	13+	3	5	7	8	7
FIGHTER	13+	4	5	5	5	8

Cleric Vs. Undead

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2	T	T	9	11
3	T	T	7	9	11	.	.	.
4	D	T	T	7	9	11	.	.
5	D	D	T	T	7	9	11	.
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7

CHARACTERS CHECKLIST

ALIGNMENT ADDERS-

* LAW/CHAOS	ADDER	* GOOD/EVIL	ADDER
1 Ordered	+20	1 Pure	+30
2 Ruled	+19	2 Beneficial	+29
3 Predictable	+18	3 Helpful	+28
4 Uniform	+17	4 Sincere	+27
5 Methodical	+16	5 Honest	+26
6 Regular	+15	6 Kind	+25
7 Righteous	+14	7 Friendly	+24
8 Principled	+13	8 Useful	+23
9 Proper	+12	9 Harmless	+22
10 Reliable	+11	10 Innocent	+21
11 Unruly	-11	11 Unfit	-21
12 Turmoiled	-12	12 Surly	-22
13 Unrestrained	-13	13 Mischievous	-23
14 Random	-14	14 Unpleasant	-24
15 Irregular	-15	15 Dishonest	-25
16 Unmethodical	-16	16 Oppressive	-26
17 Unpredictable	-17	17 Bad	-27
18 Disordered	-18	18 Injurious	-28
19 Lawless	-19	19 Wicked	-29
20 Anarchistic	-20	20 Corrupt	-30

CHARACTER CHECKLIST-

Alignment Total

Class

Type

Level

Hits to kill

Social Level

Strength

Intelligence

Wisdom

Constitution

Dexterity

Charisma

God

Armor

Name-

Judges Guild

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Range	Alignment
+32 to +50	Law/Good
+20 to +31	Neutral
-1 to -19	Law/Evil
0	Neutral
+1 to +19	Chaotic/Good
-20 to -31	Neutral
-32 to -50	Chaotic/Evil

Examples: Lammasu +40 - +50
Law/Good Patriarch +46 - +50

*Roll a 20 sided die twice- once for 'Law/Chaos' Adder and once for 'Good/Evil' Adder; sum of the two adders indicates the character's alignment. Each act adjudged to be either Lawful or Chaotic will move the character up or down 1 in that column. Likewise, each act adjudged to be Good or Evil will move him up or down 2 in that scale. The system is intentionally strict, in order to fairly pinpoint the alignment of players and their hirelings. Thusly, players not meeting alignment expectations can be charted and then penalized accordingly. For example, neutrals should be possessed of a strong self-interest, while law/good types shouldn't be cutting down prisoners.

Silver Dragon +38 - +40 Chromatic Dragon -1 Ents +40 Elves +10
Gold Dragon +48 - +50 Paladin +44 - +50 Rocs +18 Dwarves +32

Important note: You cannot dice neutrals on the above table as their characteristics are not quantified. However, neutral Law/Chaos range is +10 to -10 and neutral Good/Evil range is +20 to -20. This 'netherworld' of the neutrals, may be recorded in the most convenient manner for each referee.

CHARACTERS CHECKLIST

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9 Proper	+12	9 Harmless	+22
10 Reliable	+11	10 Innocent	+21
11 Unruly	-11	11 Unfit	-21
12 Turmoiled	-12	12 Surly	-22
13 Unrestrained	-13	13 Mischievous	-23
14 Random	-14	14 Unpleasant	-24
15 Irregular	-15	15 Dishonest	-25
16 Unmethodical	-16	16 Oppressive	-26
17 Unpredictable	-17	17 Bad	-27
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Special Notes:

Table of monster statistics including KI RIN, KOBOLD, LAMMASU, LEPRECHAUN, LICHE, LIZARDMEN, LOCATHAH, LURKER ABOVE, LYCANTHROPES, MASHER, MANTICORA, MEDUSA, MEN, MIND FLAYER, MINOTAUR, MORKOTH, MUMMY, NAGAS, NIXIES, OCHRE JELLY, OGRE, GRE MAGE, ORC, OWL BEAR, PEGASUS, PHASE SPIDER, PIERCER, PIXIES, PURPLE WORM, RAKSHASA.

TREASURE TYPES table with columns for item type, quantity, and value.

Table of monster statistics including REMORHAZ, ROC, ROPER, RUST MONSTER, SAHUAGIN, SALAMANDER, SEA MONSTER, SHADOWS, SHAMBLING MOUND, SHEDU, SHRIEKER, SKELETON, SLITHERING TRACKER, SPECTRE, STIRGE, SUCCUBI, SU MONSTER, TRAPPER, TRITON, TROLL, UMBER HULK, UNICORN, VAMPIRE, WIGHT, WILL O' WISP, WRAITH, WYVERN, WIND WALKER, YELLOW MOLD, ZOMBIE.

Special Notes:

Abbreviations: REFER- sources about monster, a number only refers to Vol. 2 of D&D, G- Greyhawk (2nd edition), B- Blackmoor, E- Eldritch Wizardry, GDH- Gods & Demigods, SRI3-2 - Strategic Review Vol. 1, Issue 3, page 2, D15-16 - Dragon, Vol. 1, Issue 5, page 16, JG K-24 - Judges Guild Installation 'K', NA- Number appearing (outdoors); ALGN- alignment; LAIR- PROB (probability) chance of encounter taking place at lair, TREAS- treasure type in lair; INT- intelligence, I- intelligent, S- semi-intelligent, U- unintelligent, H- highly intelligent; AC- armor class; MOVE- move rate; HD- Hit Dice; STRIKES/DAMAGES- per Greyhawk; SPECIAL- other info, MR- magic resistance, @- at, LVL- level, SP- spell, ST- saving throw, DoD- dice of damage, SE1-4 - surprise enemy on 1-4, S10%- surprise monster 10% PROB, HTK- hits to kill, MU- magic user, CL- cleric

PROB	Color	Multiplier	Size	Shape	Lustre
01-20	White	1-4 GP	1 Small- ½x	1 Irregular- ½x	1 Dull- ½x
21-39	Blue	2-12 GP	2 Average- 1x	2 Oblong- 1x	2 Shiny- 1x
40-55	Green	10-40 GP	3 Large- 2x	3 Round- 2x	3 Bright- 2x
56-70	Yellow	20-80 GP	4 Extraordinary- 3x	4 Oval- 3x	4 Brilliant- 3x
71-82	Pink	30-180 GP	5 Giant- 4x	Example: a Black pearl with a multiplier of 150 that was Small, Oval and Shiny would be 225GP (150x½x3x1).	
83-88	Black*	50-500 GP	6 Mammoth- 5x		
89-94	Gold*	100-800 GP			
95-98	Red*	300-1800 GP	*only Brilliant pearls of proper color are magical per Supplement II page 24.		
99-00	Silver*	500-3000 GP			

UNDERWATER ENCOUNTER TABLES

PELGAIC TABLE 0-100' Deep WATER ADVENTURES

Probability of Attack per Encounter 10% ..Roll Every Turn; Distance 4-40'

		AC	HD	DAMAGE	MOVE	NA	SPECIAL
1	Great Barracuda 10'	6	3	1-8	12	1-4	
2	Flying Fish, Blackwing	5	½	1	14	6-36	Fly 500'..Messengers
3	Bluefin Tuna 20'	8	3	1-6	6	1-10	
4	Dolphin 6'	6	2+2	1-8	15/21	2-20	Ram, 50% Telepathic
5	Tarpon 4'	9	1	1	6	1-10	
6	Needlefish 5'	9	2	2-12	12	2-12	Snout as Sword
7	Muskellunge 7'	9	1	1-6	4	1-6	
8	Ocean Sunfish 6'	9	4	1-4	4	1-2	Telepathic Emotions
9	Blue Marlin 20'	5	3	1-6	10	1-12	
10	Atlantic Halibut 8'	8	2	1-6	8	2-12	Ram
11	Conger Eel 7'	6	2	1-4	8	1-4	Poison #3
12	Giant Seahorse 10'	7	2	1-6	12	1-20	Ram, Trainable
13	Jewfish, Black 8'	6	4	1-6	8	1-4	
14	Black Drums 4'	9	1	1	2	1-2	Noise calls Sharks
15	Lamprey 2'	6	3	1-4	9	2-16	Drains 1 LVL/HD
16	Giant Frog 8'	7	2	1-10	1/3/24	4-40	Causes giant Warts
17	Crocodile 20'	5	6	4-24	9/15	12-60	Tail 2-12
18	Man-O-War 20'	9	5	1-4	3	1-4	Poison #4
19	Giant Squid 20'	7/3	6	1-8	3/12	2-12	1-10 Beak, Con 3 Turns
20	Roll on Sea Monster Table						

BOTTOM TABLE 100'+ Deep WATER ADVENTURES

Probability of Attack per Encounter 10% ..Roll Every Turn; Distance 2-20'

		AC	HD	DAMAGE	MOVE	NA	SPECIAL
1	Stingray, Round 2'	8	1	1	2	1-4	Poison Sting #2
2	Catfish 12'	7	3	1-6	8	1-6	
3	Paddlefish 10'	6	3	1-8	6	1-6	Ram
4	Stingarees 10'	7	2	1	3	2-8	3 Stingers Poison #3
5	Devil Ray 20'	5	6	2-12	12	1-4	Smother 2-8 Turns
6	Ratfish 3'	8	1	1-6	3	2-12	Poison # 2
7	Lantern Fish 3'	9	½	1	3	2-12	Attracts Sharks 20%/t
8	Pilot Fish 2'	9	1	1	4	1-6	Swims toward Destination
9	Moray Eel 6'	7	1+4	1-4	12	2-16	Poison #3
10	Sea Bass 7'	8	5	1-6	8	2-12	Ram to Subdue
11	Sea Raven 20'	3	3+1	1-6	8	1-4	Back AC 8
12	Porcupine Puffer 3'(9')	6	2	1-4	3	1-6	Poison Spines # 4
13	Star Gazer 1'	5	2	1-4	2	1-4	Shock stuns 3-18 Turns
14	Wolfish 6'	9	3+2	1-8	4	2-12	
15	Remoras 2'	8	1	1	4	6-36	Attach Encumber +500
16	Goosefish 4'(12')	7	3	1-6	2	1-4	Swallows on 19-20
17	Hagfish 3'	8	1	1-4	5	1-10	Drains Blood 1-2 Str.
18	Sea Turtle 20'	6	5	1-4	20	1-4	Shell AC 2
19	Giant Clam 15'	2	2	1	1	1-6	Trap 10%, Crush 6-36
20	Roll on Sea Monster Table						

WISHES & LIMITED WISHES

Limited wishes can alter the time stream in a very limited way. Physical manifestations are not possible with a limited wish except those derived from alternate choices or reactions to the altered reality. In other words, wishing for treasure is futile (& dangerous) but rather, because the 'dragon didn't breathe' the magic item 'wasn't destroyed', thus limited wishes can affect timing, decisions (past, present and future), lost opportunities, feelings, ill spoken words, hasty reactions and thoughts. Limited wishes cannot affect events over one week distant. Limited wishes may not be applied to starred GLs.

Wishes can be granted yet have repercussions; splash affects all benefitters. Select the best guideline possible, eliminating categories from the bottom up. When not using a spell use the 'Other Guideline' category for determining the most that can be wished for e.g. a Demi-God could grant 10,000 GP at a 60% PROB, but 00% if 20,000 GP is wished for - however, repercussion chance is still rolled.

Curses should be immediately evidenced to link them to the wish. Generally, wishes will not affect the dead as well as spells especially for that purpose.

General Guideline	G.P.	Granted	Repercussion	Splash	Damage	Other
1. No Personal Gain	100	98%	2% Contrary	0	1-3	Gem
2. Helps Others	500	90	4 Grippe	0	1-4	Artifact
3. Pay Received For	1,000	80	10 Slow	2%	1-6	Well
4. Physical Manifestation*	5,000	70	20 Sleep	4	2-12	Sword
5. Personal Gain Only	10,000	60	30 Plague	8	3-18	Demi-God
6. Malicious Intent	20,000	50	40 Leprosy	16	4-24	Deck
7. Greed Evidenced	40,000	40	50 Blind	30	5-30	Ring
8. Magic Armor Desired (+1)*	80,000	30	60 Insane	40	6-36	Djinn
9. Misc. Magic Desired (+2)*	160,000	20	70 Death	50	7-42	Efreet
10. Staves, Rings, Wands (+3)*	160,001+	10%	80% Time Trap	60%	8-48	God

Wishes For Life or Death-Substitute 'Dead' for 'Alive' when applicable. Roll six-sided.

1. Alive for one day & up full strength and hit points. No rest required after 5 rounds.
2. Alive for two days & up 1-6 hit points. No rest required after 10 rounds.
3. Alive for three days and up 2-12 hit points. No rest required after 10 turns.
4. Alive for four days but down one level & up 3-18 hit points. No rest required.
5. Alive for five days but lose 50% of treasure within 10'. Only one hit point.
6. Alive for six days but lose 100% of treasure within 10 miles. Only one hit point.

QUESTS & GEASES

Victims receive another saving throw if the phrasing is incorrect (PROB of correct phrasing is 10% per level of caster), mission is against characteristic alignment actions OR death is imminent due to performance in effort to follow instructions i.e. 1 pip to kill. Length of mission is same as distance in miles stated as days. Roll first for mission assigned and then again for Action, Creature or Object.

DIRECTION	DISTANCE
1 North	1 1-6 miles
2 N.E.	2 2-12 "
3 S.E.	3 1-100 "
4 South	4 2-200 "
5 S.W.	5 3-300 "
6 N.W.	6 4-400*"

*PROB 10% of 1-6X

MISSION ASSIGNED	ACTION	CREATURE	OBJECT
1. Guard Creature	Contemplate	Fighter	Leaf
2. Destroy "	Expectorate	Magic-User	Root
3. Rescue Object*	Spin-Around	Cleric	Pebble
4. Carry Object To	Note Plants	Thief	Egg
5. Locate Creature	Stomp	Paladin	Bones
6. Fetch Object*	Clap	Ranger	Sand
7. Perform Action	Sacrifice	Merchant	Spear
8. Locate Object	Dig Hole	Pilgrim	Sword
9. Escort Creature	Throw Rock	Druid	Scroll
10. Fetch Creature*	Listen	Woman	Offal
11. Rescue Creature*	Jump	Dragon	Water
12. Destroy Object	Sing	Giant	Fungus
13. Guard Object	Whistle	Flyer	Ring
14. Perform Action*	Smell	Lycanthrope	Dagger
15. Rescue Creature	Scream	Undead	Gem
16. Rescue Object	Watch	Animal	Chest
17. Carry Object To*	Light Fire	Demon	Bottle
18. Escort Creature*	Note Stars	Swimmer	Sandle
19. Perform Action	Note Wind	Medusae	Quill
20. Fetch Object*	Note Birds	Lammasu	Sack

* Return to Caster of Spell

Curses increase in effect 5% per day of non-performance. Missions need not be reasonable or purposeful. Guard missions should require 1-6 days after reaching the location indicated by the direction and distance table.

GEAS NON-PERFORMANCE

-1 Strength loss/ day until 0

QUEST NON-PERFORMANCE

CURSES	*PARTS
1. Warts*	Nose
2. Skin Color*	Ears
3. Smelly	Eyes
4. Near-Sighted	Hands
5. Taller	Feet
6. Shorter	Fingers
7. Growth Parts*	Head
8. New Parts*	Mouth
9. Fear	Teeth
10. Sleep	Nails
11. Shrink Parts*	Hair
12. Lunacy	Arms
13. Anti-Social	Legs
14. Shaking*	Trunk
15. Truthfulness	Chest
16. Lying	Skin
17. Deafness	Toes
18. Sensitivity*	Back
19. Crying Fits	Shoulders
20. Laughing Fits	Knees

HIRELINGS

A hireling is any creature (including men) directly controlled by a player. This exempts creatures controlled by a player's hireling, who may have his own loyalty problems. A player (or his hireling) may control more than his usual quota (that determined by his charisma score) only if it is an organized military unit or association of workers (workers may be construction workers, circus performers, sailors etc.; such classifications may be broken down into smaller segments if they total a large group - and thus require more master craftsman, or other appropriate overseers).

Golems, plants and insects are not hirelings unless polymorphed. Charmed monsters (including men) are not hirelings; They can become hirelings if upon breaking their charms they remain loyal. Creatures polymorphed above 2 hit die are hirelings unless 'charmed' or for service not to exceed ten turns. All players must compile a list of hirelings and charmed monsters for the DM. No creature can be charmed or polymorphed without the DM being present. Creatures polymorphed with the eighth level spell, that are above 4 hit die or able to use magic are hirelings unless charmed or for service not to exceed one day.

All polymorphed creatures must 'survive' the spell or die (Sup. I). If resurrected, they will attain 50% of the characteristics of the polymorph form including a 50% chance of amnesia! Creatures polymorphed out of alignment class have a 20% chance of assuming the new alignment permanently. For every hit die gained due to polymorph there is a 2% chance that the creature will lose its mentality. The eighth level spell depends upon similarity for duration.

NON PLAYED CHARACTER CUTUPS

In any mixed crowd, NPCs can get you in hot water - 50% of all encounters are caused by NPCs, and they usually choose to insult 1-6 levels or hit dice higher than their own. The victim of the insult will usually have 2-12 'friends'... check reaction of the group.

Always roll an eight-sided die for the horizontal row and matrix with the vertical column for the result. For the vertical column roll a Four-Sided die if Opposite Alignment, a Six-Sided die if Different Alignment, or an Eight-Sided die if Opposite Sex is encountered.

	1	2	3	4	5	6
1	Sneezed-On	Spit-On	Barf-On	Fall-On	Spill-On	Told-On
2	Cursed	Insulted	Demanded	Stabbed	Dragged	Mocked
3	Tripped	Slapped	Punched	Shook	Jabbed	Scratched
4	Pinched	Challenged	Accused	Pulled	Pushed	Kicked
5	Robbed	Attacked	Butted	Gagged	Bit	Gripped
6	Laughed-At	Nibbled	Asked	Helped	Licked	Befriended
7	Drooled-On	Begged	Angered	Grabbed	Searched	Propositioned
8	Fondled	Hugged	Kissed	Petted	Complimented	Attracted

This is to be used at judge's discretion, in large crowds, taverns, on the street etc.

NEGOTIATION *Two Six-Sided Dice*

	SAME ALIGNMENT	DIFFERENT ALIGN	OPPOSITE ALIGNMENT
2	Unhappy	Affronted	Attack
3	Require Much More	Indignant	Attack if equal odds
4	Require More	Angry	Violent Rejection
5	Think It Over	Unhappy	Hostile Rejection
6	Maybe Later	Require Much More	Affronted
7	Perhaps	Require More	Indignant
8	Definitely	Think It Over	Angry
9	Positively	Maybe Later	Unhappy
10	Require Less	Perhaps	Require Lots More
11	Require Much Less	Definitely	Require More
12	Whole Hearted Support	Positively	Think It Over

Adjustments to Roll:

Player's CHAR is
 8 or less -1
 13 or more +1
 NPC is same class as player +1
 Same Race as player +1
 Stranger to player -1
 Threatened by player -1
 Good pay by player +1
 Poor pay by player -1
 Hireling of player +1
 Long Relationship +1

This guideline is intended for rough determination of a negotiation point. If a result doesn't seem reasonable in the particular circumstance, roll again. Some results permit an automatic reconsideration at a later time. This time span is the DM's domain and again must be adapted to the situation. 'Require More' indicates that the responder feels shorted and requires more coins, help, or whatever fits the situation. Negotiations assume a level of intelligence by both parties.

MORALE Use the following guideline for determining NPC's morale in important situations. Add the NPC's morale rating (determined when hired) and adjust for circumstances.

Two Six-Sided Dice Roll

2	Panic - Roll on Random Action Table
3	Dread - Run, back to enemy
4	Fearful - Fall Back in loose order
5	Apprehensive - Fall Back in good order
6	Shaky - No advance, no attack**
7	Uneasy - No advance unless attacked
8	Half-hearted - Slow advance, no charge
9	Steady - Quick advance
10	Calm - Charge
11	Ready - Charge, Automatic 1st Round*
12	Stalwart - Charge, Automatic 1st two Rounds*

*If at least equal weapon length **may melee
 NPCs morale, may be checked as a group, if appropriate.

Circumstances:

Outnumbered	-1	Per NPC's 4 Lvl's	+1
Num. Superior	+1	Veteran Fighter	+1
Wounded	-1	4-7 HD Monster	-1
Badly Wounded	-2	8+ HD Monster	-2

Panic Random Action Table

1	Surrender, Throw down weapon
2	Play dead, Crawl away
3	Freeze, no Attack nor move
4	Run Away, Random direction
5	Hide nearest place possible
6	Berserk! Attack +3 HP for next 4 rounds, -1 per round thereafter, cumulative

INCOME

Time is stated in game months unless otherwise specified. A barony will yield income from the raw materials, basic commerce, fiefs, and taxes based upon the number of five mile hexes with population centers, their civilization level and adjacent cleared hexes. Multiply the civilization level by the population to obtain the maximum income possible from the population center. Each adjacent hex (excluding hexes counted adjacent to another center, and uncleared hexes) will yield 10% of the population center income. This maximum, if taken in any one month, would reduce the area to zero income for one year and result in widespread discontent, disease and reduce the population 10-60%. Judicious income taking is a function of the baron's class:

JUDICIOUS	CLERIC	FIGHTER	THIEF	ASSASSIN	MAGIC-USER	DRUID
PERCENTAGE-	24%	20%	15%	13%	8%	20%

Each percentage point over the judicious amount will increase the probability of non-response to general level call-up by 2% and the desertion rate by 1%.

Satellite baronies cannot exceed the number of non-player characters permitted the baron by his charisma. Each barony must be cleared, a stronghold built and garrisoned, and a non-played character of 8+ level installed as an administrator. Players who go off adventuring cannot administer a barony. The non-played character must have served the player 4+ game weeks and, once established, no longer count toward the NPC total of the player.

Population centers can be converted in alignment by:

1. Subjugate them and maintain a police force
2. Build a 10,000 GP temple and install a priest
3. Invest 10,000 GP in the village to provide employment
4. Requires one game month per 20 population

Any investment will yield a return of 10%/game month except seasonal returns which yield 20% during the season and nothing in the off-season. Raw materials present can be determined by the DM and radical changes in income are possible \pm 10-40%.

It is incumbent upon any employer to feed and house his workers and fighters - basic subsistence costs 20 GP/game month/employee. Armies can 'live off the land' depending upon the tillable land in each hex. Dice as normal for the percentage of tillable land - each percentage point will feed 10 men if passing through or 20 men each day thereafter up to a maximum of 10 days. Hexes subjected to the maximum depletion rate beyond ten days will feed 10 men/percentage point/day for ten additional days and thereafter must be treated as if maximum income (plunder) had been taken.

CIVILIZATIONS & TECHNOLOGICAL LEVELS

The following chart can be used to determine the relative technological/civilization level of a village or section. There are actually eleven levels, increasing in sophistication; a '0' on the ten-sided die is considered either 0 or 10 at judge's option.

CIVILIZATION	LEADER	DEFENCES	TECHNOLOGY
0 Anarchy	Warlord	Manor, Caves, Pits	Papyrus, Stone, Wheel
1 Democracy	Hetman	Earthworks, Ditches	Stirrup, Waterwheel, Bronze
2 Tribal	Chief	Pallisade, Patrols	Agriculture, Rudder, Iron
3 Agrarian	Mayor	Citadel, Militia	Sundial, Linen, Candles
4 Religious	Cleric	Temple, Traps	Lantern, Chariot, Felt
5 Tributary	Governor	Keep, Garrison	Screw, Windmill, Silk
6 Oligarchy	Noble	Outside Troops	Crossbow, Chainmail, Spinning Wheel
7 Republic	Senator	Walls, Machines	Hourglass, Stagecoach
8 Aristocracy	Overlord	Fortress, Reserves	Knitting Machine, Compass, Plate Mail
9 Feudal	King	Castle, Vassal Armies	Rockets, Glasses, Damas. Steel
10 Dictatorship	Emperor	Multi-Fortress, Allies	Telescope, Calculus, Sextant

POPULATION DENSITY

The population density of an area will largely be determined by the civilization and tillable land within the area. There is 13,856 acres and 21.65 square miles in each 5 mile hex. Hunting tribes require one square mile per member while one square mile of farmland will support a population of 320. Agriculture requires a density of 30 per square mile for maximum utilization. A village of 220 pure hunters would require a hunting range of ten hexes for support. A village of 660 farmers which farmed an entire hex would support an additional 5740 population group.

The wilderness map assumes all hexes are lightly wooded excluding mountains. The woods shown are especially dense, requiring horsemen to walk mounts. The only true clear terrain hexes are those within and adjacent to the names of plateaus and plains. Tillable land in the farmland cleared by farmers. Any civilization above two has 10-100% tillable land within the hex in which it is located. Thus, agriculture hexes will support a population of 640 to 6400. When entering a hex containing a village, tower or castle, a 6 on a six-sided die indicates that the feature in question has actually been found, a 5 indicating that a small farm or hamlet (10-60 population) has been found instead. Players following a road, coastline or river that intersects a village, negates the necessity of 'encountering' same.

BARONIES

Upon building a stronghold, a player-character must clear every four hexes (five miles each) radiating from the hex in which his stronghold is located. While clear terrain hexes can be maintained monster free by patrols, mountainous, swamp and dense wood hexes cannot be maintained free of monsters. For this reason, barons usually do not maintain patrols in these areas, preferring the more tillable clear terrain and hilly hexes.

Investments will increase the population of a hex by ten able bodied men per month per 1000 GP invested. Adjacent hexes are affected at the rate of five men per month unless mountainous, swamp or dense forest hexes.



TRADE GUIDE

Because most inhabitants are self-sufficient, trade is limited to towns or armies where specialization is evidenced. Since, all village populations are stated in Able-Bodied Men, the actual maximum market potential is roughly four times greater. Demand is the willingness to buy... not the ability to purchase. High prices demand wealthy customers.

PRODUCT CLASS	DEMAND/WEEK	Example:
Common	1%	wine, classed as Common, sold in a village with a population of 200- 200x4=800 800x1%=8 quarts since, wine sells for 1 GP@, would yield 8 GP.
Rare	22%	
Extraordinary	56%	

Examples of Product Class: (see JG Booklet I)

Common- foodstuffs, wine, mead, clothing, rope, tools, nets, feeds, seeds
 Rare- processed foods, armor, weapons, mechanisms, luxuries, oil, sundials, imports
 Extraordinary- fantastic creatures, parts & eggs of creatures, magic items, weapons etc.

Examples of Price

Bushel of Maize	3 GP	Dragons 700-1200/Hit Die	Gorgon & Manticora, Chimera & Wyvern
Fur Pelt- small	1	Giants 100-1000/Hit Die	300-800 GP
med.	2	Hydra & Balrog 200-700/HD	Gargoyle & Lycanthrope & Minotaur
large	5	Sea Monster 300-800/HD	100-600 GP
Barrel of Fish	6	Goblins & Kobolds 1-6 GP@	Purple Worm 10,000 GP
Bushel of fruit	4	Orcs & Hobgoblins &	Centaur & Unicorn & Griffon & Giant
10 Rabbits	1	Gnolls 1-10 @	Insects & Giant Animals 400-900 GP
Fox	1	Cockatrice & Basilisk &	Djinn & Efreet 10,000 GP
Deer	5	Medusae 100-600 GP	Pegasi & Roc 1200 GP
Bear	6	Eggs: 1/4th of type	Parts: 1/10th of type

CAVES & LAIRS

'IN LAIR' & OUTDOOR ENCOUNTERS

Upon rolling an encounter, one checks to see if the chance that the encountered monster has been found in his lair (roll PROB chance listed as 'in lair', in the monster statistics). If not, monster encountered may fight or flee dependant upon his intelligence, alignment and the party's size (unless monster was surprised). If 'in lair', assume that the monster(s) have been found just outside the lair if surprised, otherwise, lair entrance, only, has been found (adventurers must look further to ascertain what & where it is).

Short Definitions of Cave Types

Limestone cave is an all encompassing term for common water eroded underground tunnels; this erosion is accomplished by a chemical action and running water (caves act as a sort of drainage system to a varying extent, so that some areas are almost devoid of groundwater regardless of the amount of rainfall). Also included in this type are cavernous areas once below sea level.

Talus cave is a cavity formed by the settling and erosion of the Talus (large rock pile) common to rough terrain and areas of post-glacial activity.

Sea cave is one formed by the wave action of the sea or ocean (including those long receded and/or where the land has uplifted).

Lava tubes are formed by the lava skimming over the still flowing magma, leaving a roofed cavity which is drained after the flow stops; more lava may flow over (& occasionally through) to effectively deepen the tunnel's position.

Geothermal caves are formed by steam and water pressure. Their temperature range can vary from surface temperature to a very hot 175° in a hundred feet. Incidentally, most other caves average about 50° and are affected to lesser degree by the prevailing climate.

Stream cut caves occur after a stream or river is blocked by such an obstacle as an avalanche. Either the obstacle or a surrounding feature is cut thru by the water.

Fold & Fault caves are formed by earth movements opening a cavity which may be further enlarged by water erosion acting upon an erodable layer.

Ice caves are found under glaciers, formed by their movement and melting.

Abandoned Mine Shaft, not a cave, but for the purpose of this guideline is assumed to be built by small to large humanoid creatures where typically the lode has been exhausted. Fireballs cast herein might cause a large area 60-360' to cave in with a PROB equal to hit points of damage caused by the projectile (in other caves, only half such a chance would cause a cave-in).

GENERAL GROUPINGS OF MONSTER TYPES

Find the grouping that most closely fits the monster type encountered and roll 1 six sided die to determine their lair.

TROGLOBITES	BURROWERS	MIGRATORY	UNDERWATER	AIRBORNE	ANIMALS
1 Dungeon	Dungeon	Cave	Cave	Cave	Hollow tree*
2 Dungeon	Burrows	Cave	Cave	Cave	Rock pile*
3 Cave	Burrows	Camp	Cave	Ledge	Burrow
4 Cave	Burrows	Camp	Shipwreck	Crevice	Burrow
5 Cave	Cave	Camp	Dwellings	Crevice	Cave
6 Cave	Cave	Dwellings	Dwellings	Castle in clouds	Cave

*some animals do not possess a lair and if they have treasure, will hide it here

CAVES

Roll first for type of cave encountered and then type entrance found. Then roll for features as the players pass through. Every turn (or 120' if players are plate armored) roll a six sided die also, upon rolling a '6' players have found the original monster encountered (assuming that they found the lair entrance only and ventured in). As an example, a '13' rolled in mountainous terrain indicates a Lava Tube, whereupon another '13' indicates an arched entrance 2-12' in diameter; entering and rolling a '1' indicates a tunnel 60' long which veers to the right 60° (rolls a '6'), passing thru this tunnel, a '10' is rolled, indicating another 60' of tunnel, which continues straight forward (rolled a '4'), at this point the monster check of '5' indicates that the originally encountered monster has not been found; rolling a '14' indicates a cavernous room 30' high and 36' square, etc.

If both dimensions (height & width) are 1', the passage is impassable to most normal size creatures; if one dimension is 1', a character must remove pack and armor before he can crawl through (at thirty feet per turn).

Note that dimensions should be considered as 'at greatest point' and greatly simplified; due to the irregular and slanting faces, only two men per ten feet of width may walk or fight abreast. It may be important to record hex location and type of cave encountered for future reference. Many caves (especially lava tubes) in arctic conditions (plus a few in temperate climes PROB 15%) are floored with ice year-round; PROB of falling down while moving or me-leeing is based on armor type- Plate 48%, Chain 32%, Leather 24% and None 18% (adjust for dexterity- halve chance for HI DEX of 13-18 and double chance for LO DEX of 3-8). Abbreviations: L- length, H- height, W- width, Sq- square, DIA- diameter, DP- deep, PROB- probability chance of occurrence.

TYPE OF CAVE

ENCOUNTERED

(20 sided)

Result:	Terrain of Hex:						
	Mountainous	Hilly	Swamp	Jungle	Clear/Steppe	Sea Coast	Desert
Limestone Cave	1-3	1-7	1-10	1-12	1-9	1-4	1-7
Talus Cave	4-8	8-10	11-13	13	10-14	5-7	8-11
Sea Cave	9-10	11-12	14-15	14	-	8-13	12-14
Lava Tube	11-14	13-14	-	-	-	-	-
Geothermal	15	15	16	15	15	14	15
Stream Cut	16	16-17	17-18	16	16-17	15-17	16-18
Fold Cave	17	18	-	17	-	18	19
Ice Cave	18	-	-	-	-	-	-
Abandoned Mine	19-20	19-20	19-20	18-20	18-20	19-20	20

TYPE OF CAVE

ENTRANCE

(20 sided)

Cave Type:	Entrance Type:				
	Sinkhole*	Pothole	Pit*	Arch	Breakdown of Rock
Limestone Cave	1-5	6-12	13-15	16-18	19-20
	100-400'DIA	2-12'DIA	10-60'DIA	6-36'W	1-8'W
	30-180'DP		10-80'DP	6-36'H	1-8'H
Talus Cave	-	-	-	-	1-20
					1-8'H
					1-8'H
Sea Cave	-	-	-	1-17	18-20
				10-80'W	5-30'W
				10-80'H	5-30'H
Lava Tube	-	1-8	9-10	11-13	14-20
		2-12'DIA	3-18'DIA	2-12' DIA	2-8'W
					2-8'H
Geothermal Cave	-	1-6	7-14	15-18	19-20
		2-12'DIA	3-18'DIA	3-8'W	1-6'W
				3-8'H	1-6'H
Stream Cut Cave	-	-	-	1-20	-
				20-200'W	
				20-80'H	
Fold Cave	-	1-3	4-5	6-11	12-20
		3-18'DIA	10-80'DIA	6-36'W	1-8'W
			10-80'DP	6-36'H	1-8'H
Ice Cave	-	-	-	1-20	-
				20-80'W	
				20-80'H	
Abandoned Mine	-	1-6	7-9	10-16	17-20
		3-8'Sq	3-8'Sq	3-8'Sq	1-4'W
					1-4'H

*Vertical descent requiring finding safe path or existing method (such as ladder or rope) PROB20% per turn of search.

Optional: in mountainous and hilly terrain, flying creatures may find refuge in an exposed arched entrance on a cliff face.



CAVE FEATURES ENCOUNTER TABLE (20 Sided)	Sixty Feet of Continuing Tunnel*	Cavern	Vault	Pit**	Sixty Feet of Underground Stream***	Sixty Feet of Underground River***	Underground Lake***	Cross Another Tunnel+	Tunnel Ends++
Limestone Cave	1-9 1-20'H 1-20'W	10-11 10-40'W 10-60'L 7-12'H	12 10-200'W 10-1000'L 10-80'H	13 1-12'DIA 10-40'DP PROB15%	14 2-20'W PROB70%	15 6-36'W PROB50%	16 20-200'W 30-300'L PROB30%	17-19 PROB20% of Branch instead	20
Talus Cave	1-15 1-6'H 1-6'W	16 10-30'W 10-60'L 7-12'H	-	17	18 2-20'W PROB80%	-	-	19 PROB60% of Branch instead	18-20
Sea Cave	1-3 5-30'W 10-40'H	4-7 10-40'W 10-60'L 10-40'H	8-12 20-80'W 60-240'L 30-80'H	13 1-10'DIA 10-30'DP PROB5%	14 10-40'W PROB60%	15 30-80'W PROB40%	16 20-200'W 30-300'L PROB20%	17 PROB30% of Branch instead	18-20
Lava Tube	1-10 2-12'DIA	11-14 6-36'W 20-80'L 5-20'H	-	15 1-12'DIA 10-60'DP PROB10%	16 2-16'W PROB60%	17 10-40'W PROB30%	-	18-19 PROB70% of Branch instead	20
Geothermal Cave	1-8 2-8'DIA	9-10 5-20'DIA 10-40'L	-	11 1-4'DIA 10-30'DP PROB10%	12 2-7'DIA PROB60%	13 10-30'W PROB30%	14 40-160'L 30-120'W PROB20%	15 PROB80% of Branch instead	16-20
Stream-Cut Cave	1-14 20-200'W 30-80'H	-	-	-	-	-	15-16 40-400'L 30-300'W PROB40%	-	17-20 +++
Fold Cave	1-10 6-36'W 5-30'H	11 10-40'W 10-60'L 5-20'H	12 10-100'W 20-200'L 10-60'H	13 2-8'DIA PROB5%	14-15 5-30'W PROB60%	16-17 10-60'W PROB40%	18 30-300'W 40-400'L PROB30%	19 PROB40% of Branch instead	20
Ice Cave	1-4 10-60'W 20-50'H	5-7 30-80'W 30-120'L 20-70'H	8-10 30-120'W 30-180'L 30-80'H	-	11-13 10-60'W PROB40%	14-16 20-120'W PROB30%	17 40-400'W 50-500'L PROB20%	18 PROB70% of Branch instead	19-20
Abandoned Mine	1-9 3-8'Sq	10 10-40'Sq 3-8'H	-	11 3-8'Sq 10-40'DP PROB10%	12 3-8'W PROB20%	-	13 20-120'Sq 3-18'H PROB30%	14-17 PROB60% of Branch instead	18-20

*Roll 6-sided die to determine whether tunnels veers- 1 veer left 60°, 2 veer left 30°, 3&4 straight forward, 5 veer right 30°, 6 veer right 60°.

**PROB shown is chance of pit leading to an additional entrance; 1 chance in 6 per 10' fallen of damage (1 dice per 10'), percentage chance of falling in pit is same as 30% minus dexterity rating.

***PROB shown is chance of finding a dry route, players attempting to swim the 50° (or colder) water must save against hypothermia i.e. roll the same as their CON or lower, failing this causes death in 2-12 hours unless dry clothing and/or heat source is found.

+PROB shown is chance that a branch tunnel joins tunnel instead of four-waying, roll random direction for new tunnel which may be explored using above table.

++Tunnel ends or cavern, vault or lake has no exit besides players' original entrance; stream/river disappears into slot. Tunnel end can be caused by impassable thicket of surface plant roots, esp. in tropical areas, 1-100" thick lava seal in lava tubes or siphon i.e. cave roof descends temporarily to water level.

+++Tunnel ending at this point assumes cut through obstacle completed (or optionally, river disappears underground into limestone cave type).

DUNGEONS

Upon finding a dungeon entrance, roll an eight-sided dice to determine the type of dungeon (and again each time that the players go down a level). Passage dimensions are shown by each dungeon type, in addition to the dice type that is used with the Dungeon Feature roll which is used similarly to the Cave Features roll (see Solitaire Dungeon Adventures by Gary Gygax, SR Vol I #1, for another method).

DUNGEON TYPE (eight sided die)	Passage Size	Dice Type for Feature Roll	DUNGEON FEATURE ROLL
1 Giant Size	21-30'H, 11-20'W, 90'L	Ten	1 Room (3x as large as passage dimensions)
2 Dwarven	5-20'H, 5-20' W, 60'L	Ten	2 Stairs down
3 Orcish	7-12'H, 5-20'W, 60'L	Twelve	3 Continuing passage
4 Gnomish	5-10'H, 3-8'W, 30'L	Six	4 Continuing passage
5 Catacombs	7-12'H, 3-8'W, 30'L	Eight	5 Fourway Intersection with another passage
6 Mine (see caves guidelines)			6 Passage ends (may check for secret passage)
7 Cave (see caves guidelines)			7 Room (4x as large as passage dimensions)
8 Worked Cave (reinforced & enlarged)			8 Branch (50% PROB of left or right)
			9 Passage turns corner (50% PROB of left or right)
			10 Chamber (5x as large as passage dimensions)
			11 Continuing Passage
			12 Continuing Passage

BURROWS

Choose from following table for burrow appropriate to monster encountered, or roll and consider previous owner to have abandoned same. Eight sided die:

- 1 Giant Anthill, 2-8'DIA rough passages, 20%PROB of room every 20' (5-20'Sq)
- 2 Giant Hive, numerous cells 2-8'DIA
- 3 Tunnel Hive, entrance is central pit 3-8'W, 7-12'DP, 3-8 tunnels from central pit 11-20'L
- 4 Worm Tunnels, 7-12'DIA tunnels, 20%PROB of crossing another tunnel every 120'
- 5 Glow worm cave (as limestone cave) with phosphorescent glow-worms
- 6 Weasel Burrows, 2-5'DIA tunnels 10-30'L to room 5-20'Sq
- 7 Badger Burrows, 3-8'DIA tunnels 30-80'L to room 10-30'Sq
- 8 Civilized Burrows (as in Hobbit Smials) 6'H passages, 2-5'W; 2-7 rooms 5-20'Sq, 6'H

DWELLINGS

In many cases buildings will have been abandoned by original owners. Roll four sided die:

- 1 Manor House 2-20 rooms, 500-5000SqFt, 40%PROB of 2nd floor covering 10-100% of area, 0-3 towers
- 2 Hamlet 10-40 buildings
- 3 Estate 5-20 buildings
- 4 Ruins (see section on Ravaging Ruins)

CAMP

1 tent per 10 population

Roll for defences with four sided die:

- 1 Log Pallisade
- 2 Earthworks
- 3 Abandoned Citadel
- 4 No defences

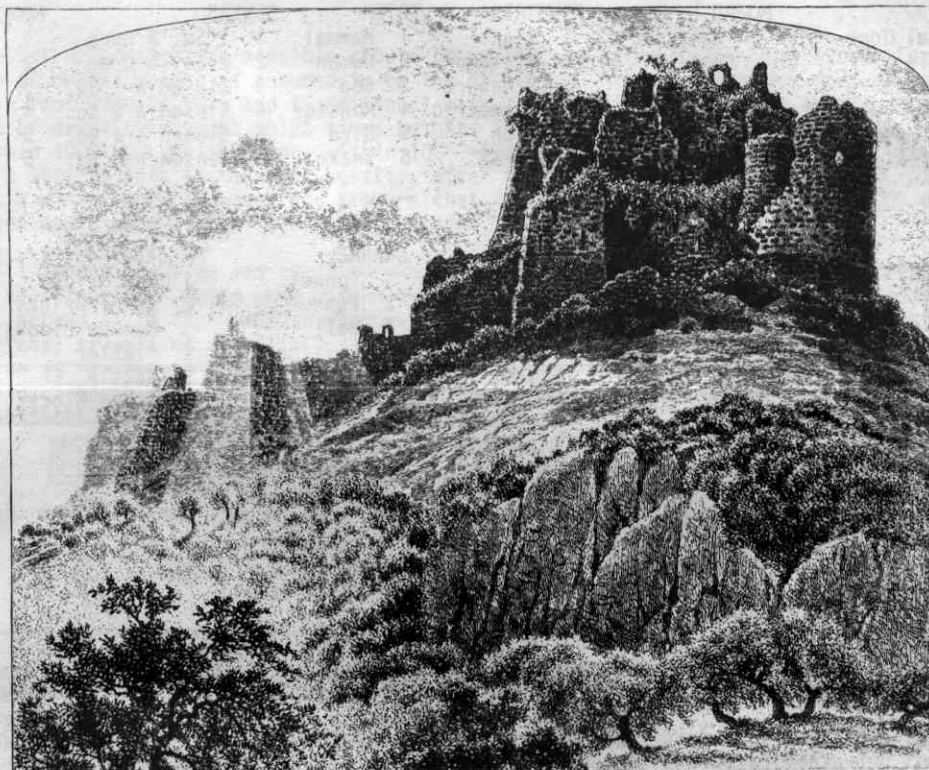
SEARCHING

This guideline is intended to aid the judge when the players decide to search a 10'x10' area (which takes ten minutes or one turn). Roll on the first column (+1 for elves and -1 dwarves)... if an item is found, the judge determines if an item is actually 'secreted' away in that location. If no item was placed there by the judge, he may allow a 'finding' roll on the proper sub-table for some common non-magical item. Traps, passages, etc. are located by the judge ahead of time. If not placed there, it can't be found.

ROLL	COMMON CORRIDOR	COMMON CHAMBERS	COMMON CAVERN	COMMON ROOM	FURNITURE
1 Tr	Bones	Dagger	Rope	Dagger	Table
2 Tr & T	Webs	Torch	10' Pole	Sm. Sack	Chair
3 Tr & TS	Dust	Shield	Cadaver	Wine Skin	Coat Rack
4 Tr, Ts, C	Fungus	String	Inscription	Lantern	Arms Rack
5 Clue (-2)	Food	Hairs	Stones	Flask of Oil	Cabinet
6 Sound	Coin	Candle	Water	Steel Mirror	Trunk
7 Nothing	Chain	Button	Spear	Sword	Throne
8 F	Offal	Quail	Sticks	Boots	Stool
9 F, WM	Straw	Boot	Grave	Cloak	Rocker
10 WM	Cloth	Chest	Mice	Helmet	Cage
11 WM	Sticks	Pins	Spiders	Garlic Bud	Desk
12 F, WM	Stones	Spike	Bow	Iron Ration	Table
13 F	Ashes	Muzzle	Geode	Hand Axe	Chest
14 Nothing	Message	Footstool	Backpack	Quiver	Box
15 Sound	Bugs	Glass	Torch	Cup	Barrel
16 Clue (+2)	Mice	Mirror	Arrowhead	Plate	Rug
17 SP, TS, C	Snake	Rug	Breeches	Quill & Ink	Divan
18 SP, TS	Skeleton	Strap	Club	Trunk	Cauldron
19 SP, T	Maggots	Crumbs	PipeWeed	Chest	Washtub
20 SP	Torch	Letter	Cape	Coin	Bed

SP secret passage, T trap, Tr treasure, F find, T.S. trap sprung, WM wondering monster.





RAVAGED RUINS ROLL CLASS, CONDITION, COVERING (if applicable), STATE, KEEPER, & SUB-TABLES

CLASS	CONDITION	COVERING	STATE	KEEPER
1 Ruins	1 Partially Covered	1 Sand	1 Crumbled & Decayed	1 Mechanical
2 Relics	2 Fully Covered	2 Ashes	2 Disfigured & Defaced	2 Giant Types
3 Remains	3 Above Ground	3 Cinders	3 Wormeaten	3 Dragon-Class
4 Vestiges	4 Rocky Slope	4 Earth	4 Crystallized & Petrified	4 Undead-Types
5 Remnants	5 Inside Cavern	5 Thicket	5 Corroded & Eroded	5 Lycanthropes
6 Refuse	6 In Crevice	6 Mold	6 Collapsed & Tumbled	6 True-Giants
7 Wrecks	7 Beneath Overhang	7 Slime	7 Mouldy & Contaminated	7 Animals
8 Skeletons	8 Large Crater	8 Rocks	8 Dangerous Operational	8 Insects
9 Antiques	9 Partially Sunken	9 Webs & Dust	9 Partially Operational	9 Trap
10 Artifacts	10 Charred & Burnt	10 Vines	10 Fully Operational	10 None

RUINS	MANOR	VILLAGE	CITY	CITADEL	CASTLE	TEMPLE
1 Manor	1 Hut	1 2-12 Huts	1 7-42 H.&Cit.	1 Tower	1 Keep & Pallis.	1 Altar
2 Village	2 Hoval	2 4-24 Hovals	2 8-48 Houses	2 Tower&O. Wall	2 #1 & Moat	2 Shrine
3 City	3 Hall	3 6-36 Cottages	3 9-54 H.&Wall	3 Great Keep	3 #2 & Walls	3 Sanctuary
4 Citadel	4 Villa	4 #3 & Ditch	4 #3 & 1-4 Cit.	4 Keep & 4 Tow.	4 #3 & Manor	4 Oracle
5 Castle	5 Cottage	5 #3 & Pallis.	5 20-120 Houses	5 #4 & O. Wall	5 #4 & 4 Towers	5 Pantheon
6 Temple	6 Palace	6 #5 & Moat	6 #5 & 1-4 Temp.	6 #5 & Moat	6 #6 & O. Wall	6 Monastery

RELICS	TOOLS	MACHINES	TOMBS	ARMOR	WEAPONS	CONTAINERS
1 Tools	1 Ladder	1 Loom	1 Grave	1 Breastplate	1 Dagger	1 Barrels
2 Machines	2 Plow	2 Grinding Whl.	2 Sepulcher	2 Greaves	2 Scimitar	2 Urns
3 Tombs	3 Pick	3 Clock	3 Mausoleum	3 Gauntlets	3 Hand Axe	3 Trunks
4 Armor	4 Hoe	4 Balance	4 Catacombs	4 Helmet	4 Spear	4 Jars
5 Weapons	5 Anvil	5 Potter Wheel	5 Vault	5 Chainmail	5 Trident	5 Bottles
6 Containers	6 Axe	6 Press	6 Crypt	6 Shield	6 Battleaxe	6 Boxes

REMAINS	UTENSILS	APPAREL	HARNES	TOYS	OPTICS	TOMES
1 Utensils	1 Eating	1 Hauberk	1 Swimmer	1 Doll	1 Monocle	1 Lexicon
2 Apparel	2 Digging	2 Boots	2 Flyer	2 Vehicle	2 Spectacles	2 Scroll
3 Harness	3 Writing	3 Cloak	3 Giant-Animal	3 Weapon	3 Spyglass	3 Manual
4 Toys	4 Navigating	4 Tunic	4 Small-Animal	4 Tool	4 Mirror	4 Tablet
5 Optics	5 Measuring	5 Mask	5 Man-Size	5 Game	5 Colored Pane	5 Book
6 Tome	6 Musical	6 Breeches	6 Colossal	6 House	6 Periscope	6 Codex

VESTIGES	PYRAMID	MOUND	FOUNTAIN	TOTEM	SEWERS	MONOLITH
1 Pyramid	1 Burial Tomb	1 Sacrificial	1 Giant	1 Mammal	1 1'Sq. & Open	1 Column
2 Mound	2 Temple	2 Burial	2 Statued	2 Human	2 2'Sq. & Open	2 Hewn Statue
3 Fountain	3 Observatory	3 Treasure	3 Minature	3 God	3 Closed & 1'Sq.	3 Minaret
4 Totem	4 Palace	4 Lair	4 Geometric	4 Monster	4 Closed & 2'Sq.	4 Obelisk
5 Sewers	66% have stepped	5 Sacred	5 Wish	5 Bird	5 Closed & 4'Sq.	5 Effigy
6 Monolith	sides, rest are flat	6 Polymorphed	6 Spray	6 Snake	6 Closed & 8'Sq.	6 Monument

REMNANTS	ROAD	TOMBSTONE	SIGNPOST	CHANNEL	MASONARY	BRIDGE
1 Road	1 Track	1 Plaque	1 Guide	1 Tunnel	1 Mud Bricks	1 Rope
2 Tombstone	2 Trail	2 Cairn	2 Omen	2 Pipe	2 Stone Bricks	2 Wood
3 Signpost	3 Gravel	3 Staff	3 Trade	3 Well	3 Marble Blocks	3 Stone
4 Channel	4 Roman Paved	4 Beacon	4 Warning	4 Passage	4 Plaster	4 Earth
5 Masonary	5 Asphalt	5 Pyre	5 Emblem	5 Canal	5 Wattle	5 Natural
6 Bridge	6 Concrete	6 Stone Pile	6 Boundary	6 Aqueduct	6 Stone Blocks	6 Brick

	EDIFICE	WORKS	STRUCTURE	WALL
8 Edifice	1 Carved Cliff	1 Arsenal	1 Stairway	1 Stockage
9 Works	2 Sculptured Mound	2 Granary	2 Ramp	2 Barricade
10 Structure	3 Colossal Statue	3 Paved Plaza	3 Shaft	3 Fence
	4 Palace	4 Viaduct	4 Spire	4 Rampart
	5 Mill	5 Reservoir	5 Roof	5 Dike
	6 Calendar Stone	6 Cistern	6 Tunnel	6 Partition

REFUSE	OFFAL	SEWAGE	PARTS	DISCARDS	FOOD	FUEL
1 Offal	1 Viscera	1 Soap	1 Buckle	1 Leather Scraps	1 Fat	1 Wood
2 Sewage	2 Bones	2 Body Wastes	2 Lacing	2 Papyrus Scraps	2 Fruit	2 Coal
3 Parts	3 Gore	3 Oils	3 Crossbar	3 Handle	3 Seeds	3 Peat
4 Discards	4 Grizzle	4 Slop	4 Pommels	4 Shield Boss	4 Vegetables	4 Dung
5 Food	5 Fat	5 Chemicals	5 Arrowhead	5 Pole	5 Minerals	5 Petroleum
6 Fuel	6 Talons	6 Lint	6 Spike	6 Linen Scraps	6 Meat	6 Wax

WRECKS	SEA VEHICLE	LAND VEHICLE	AIR VEHICLE	WAR ENGINE	SUBMARINE	SUBTERRANEAN
1 Sea Vehicle	1 Raft	1 Sledge	1 Balloon	1 Onager	1 Dolphin Sled	1 Mole Sled
2 Land Vehic.	2 Canoe	2 Wagon	2 Wings	2 Screw	2 Sea-Horse Car.	2 Rock Borer
3 Air Vehicle	3 Pig Bladder	3 Litter	3 Hang-Glider	3 Ram	3 G. Turtle Hou.	3 Mine Cart
4 War Engine	4 Longboat	4 Carriage	4 Unusual*	4 Tower	4 Diving Bell	4 Earth Borer
5 Submarine	5 Merchant Sh.	5 Wain	5 Parachute	5 Springal	5 Pocket	5 Worm Saddle
6 Subterranean	6 Man O' War	6 Chariot	6 Roc Carriage	6 Trebuchet	6 Nuclear	6 Rat Chariot

SKELETONS	*UNUSUAL AIR
1 Small	1 Prop. Driven
2 Man-Size	2 Jet
3 Giant	3 Re-entry Cap.
4 Unusual	4 Space Craft
5 Skulls	5 Helicopter
6 Colossal	6 Anti-Grav.

SMALL	MAN-SIZE	GIANT	UNUSUAL	SKULLS	COLOSSAL
1 Miniscule	1 Man	1 Ogre	1 Cubic	1 Miniscule	1 Humanoid
2 Hobbit	2 Elven	2 Hobgoblin	2 Crystaline	2 Man-Size	2 Avian
3 Dwarven	3 Orc	3 True Giant	3 Multi-Limbed	3 Giant	3 Reptilian
4 Pixie	4 Troll	4 Dinosaur	4 Multi-Headed	4 Colossal	4 Ursooid
5 Gnome	5 Lizard Men	5 Sea Monster	5 Winged	5 Multi-Horned	5 Amphibian
6 Kobolds	6 Snake	6 Whale	6 Armor-Plated	6 Multi-Sockets	6 Crustacean

ANTIQUES	STATUES	FURNITURE	ENGRAVINGS	IDOLS	FITTINGS	HANDICRAFTS
1 Statues	1 Miniature	1 Throne	1 Battle Scene	1 Stone	1 Faucet	1 Basket
2 Furniture	2 Half Size	2 Chest	2 Coronation	2 Plaster	2 Lamp	2 Vase
3 Engravings	3 Life Size	3 Giantsize	3 Punishment	3 Metal	3 Bell	3 Miniature Painting
4 Idols	4 Giant Size	4 Miniature	4 Religious	4 Wooden	4 Fresco	4 Abacas
5 Fittings	5 Abstract	5 Stone Seat	5 Romantic	Height: 1-20"	5 Hinges	5 Ship's Figurehead
6 Handicraft	6 Magic (JG, L24)	6 Stone Table	6 Curse		6 Knocker	6 Bust

ARTIFACTS	WEAPONS	ENTERTAINMENT	OFFENSIVE DEVICE	PROTECTIVE DEVICE	INFORMATIVE DEV	LEADERSHIP DEVICE
1 Weapon	1 Sword	1 Antimated	1 Hand	1 Machine	1 Stone	1 Ring
2 Entertainment	2 Dagger	2 Musical	2 Vase	2 Staff	2 Flask	2 Gem
3 Protective Device	3 Hammer	3 Dancing	3 Eye	3 Vial	3 Orb	3 Throne
4 Offensive Device	4 Club	4 Serving	4 Box	4 Garment	4 Diadem	4 Rod
5 Informative Device	5 Battleaxe	5 Intensifying	5 Horn	5 Talisman	5 Crystal Ball	5 Sword
6 Leadership Device	6 Javelin	6 Dreaming	6 Vat	6 Armor	6 Necklace	6 Sceptres

KEEN SIGHTING

The range of unobstructed sighting possible should be varied according to creature type. For the purposes of this guideline, a man of normal height is assumed to be the observer. Allow 5 miles per foot of height from 1-10', an additional 2 miles per foot from 11-50', and 1 additional mile per foot thereafter- for unobstructed viewing. Probability of discernment of details is equal to 2% times height, in feet, of detail; a bonus to the basic probability is given for details within 1000' of the observer- within 100' +50%, within 200' +45%, within 300' +40%, etc. to within 1000' +5%. There is a 10%/per mile discernment penalty, after the first mile from the observer. Thus, a viewer may sight a 20' dragon at a distance of 15 miles and discern that it is in fact a dragon 40%-150%=00% of the time... in other words, the dragon would appear as a dot on the horizon.

Obstructions will impair sighting and it is incumbent upon the judge to determine the correct method of sighting to be used according to situation. Judge must determine what measurement increment is to be used for the distance and height ranges listed, according to the specific circumstances e.g. in a mountain gorge the obstruction distance might be feet or yards, whereas, travelling on the mountain's spur the obstruction distance might be 1000's of yards or miles. The following guideline is for ground level sighting & is recommended for determining obstacles in any direction corresponding to a hex field... North, NE, SE, South, SW & NW. The PROB of Flora & Fauna is indicative of that life within the distance of the obstacle and has nothing to do with sighting.

OBSTRUCTION	OPEN SEA	PACKED DESERT	DRIFTING DUNES	HILLS	LIGHT FOREST	HEAVY FOREST	MOUNT	JUNGLE	PLAINS STEPPES
PROBABILITY	05	40	60	72	80	90	75	96	15
Distance	1-12	20-40	10-60	10-80	3-18	2-12	30-180	1-6	80-480
Height	1-10	4-24	7-42	8-48	5-30	6-36	40-240	6-36	2-12
Weather	62	24	16	32	34	36	26	38	40
Flora	16	10	06	42	65	75	21	82	28
Fauna	25	15	05	35	88	96	18	98	34

HYDROGRAPHIC TERRAIN

Only streams, rivers, and lakes have been printed on the campaign level maps. Other hydrographic terrain is encountered upon scouting or prospecting one of the .20 mile hexes...1056 feet across...following the format of the keen sighting guide-line. Add 10% to encounter probability for river and coastline hexes and subtract 40% for desert hexes.

	WIDTH	DEPTH	ENCOUNTER	*UNUSUAL
1 Rivulet	2-12'	1-6'	01-30	1 Spring
2 Streamlet	4-24'	2-12'	31-50	2 Quicksand
3 Rill	6-36'	3-18'	51-65	3 Geyser
4 Brooklet	8-48'	6-36'	66-76	4 Spray
5 Runnel	20-120'	10-60'	77-85	5 Boiling Springs
6 Brook	60-360'	20-120'	86-94	6 Pool 40-240'
7 Runlet	80-480'	40-240'	95-98	7 Pond 100-1000'
8 Stream	100-1000'	60-360'	MAP ONLY	8 Water Hole
9 River	200-2000'	100-1000'	MAP ONLY	9 Hot Springs
10 Unusual	*	*	99-00	10 Lake-MAP ONLY

For generating an indicated water course use the following table. Add or subtract from relevant dimensions 10% where prudent...Keep in mind that the dimensions should get larger moving downstream and smaller moving upstream...apply a 5% bonus to reflex this difference. Subtract 3 from all die rolls not made for hill or mountain hexes. Rolls not on the chart indicate no overall change.

	PARTIAL BLOCKAGE	CONSTRUCTION	DEBRIS	SLIDE
1. Narrows	1. Slide	1. Dam	1. Skeletons	1. Mud
2. Widens	2. Flora	2. Stilt Hut	2. Refuse	2. Gravel
3. Turn Left	3. Fauna	3. Bridge	3. Flotsam	3. Sand
4. Turn Right	4. Rocks	4. Dock	4. Brush	4. Rocks
5. Shallower	5. Construction	5. Ruins	5. Logs	5. Clay
6. Deeper	6. Debris	6. Mill	6. Wrecks	6. Salt*
7. Partial Blockage				
8. Fall 10-1000'				
9. Rapids				
10. Isle or Bar				

FLORA	FLORA STATE	FLORA SIZE	
1. Mold	1. Seedling 1/4 Size	1. Creeper 4-24"	*PROB 20% of Edible Salt VM 2.0, Ore Grade 1-4
2. Weed	2. Sprout 1/2 Size	2. Underbrush 6-36"	
3. Flower	3. Mature Full Size	3. Brush 1-6'	
4. Herb	4. Ripe	4. Shrub 2-12'	
5. Vegetable	5. Decayed 1/2 Size	5. Vine 3-18'	
6. Fruit	6. Withered 1/4 Size	6. Tree 4-40'	

FAUNA Roll by Terrain Type on Encounter Tables appropriate to situation.



PROSPEROUS PROSPECTING

Prospecting a .20 mile hex requires one week of time...with attendant encounter die rolls. Once found, the Deposit Type is diced for and workers must be hired to "mine" the deposit...See Tunneling Costs & Times. Roll for Ore Grade and then determine the value of the "worked" minerals...using the following formula...1700 X Cubic Feet of Ore Deposit Volume X Yield Percentage X Value Multiplier. The product is the value in Gold Pieces of the refined or "worked" mineral. Note that Marble and Gems are not determined in this manner. ***For the GP value of marble from a marble deposit...use the following formula...Marble Class Percentage X Marble Type Number X Cubic Feet of Deposit X Yield Percentage. ****For gem ore GP value of rough stones use the following formula...10 X Subic Feet of Deposit X Value in GP of Gem Type. A stone cutter jeweller (as Engineer) can increase or decrease the value of each cubic foot of rough gem stones. Dice on the Stone Cutting table...adjusting +1 for dexterity above average and -1 for below average dexterity of the jeweller.

DEPOSITS	CUBIC FEET*	FIND PROB*	ORE GRADE	YIELD**	OTHER MINERALS	VM*	SEMI-PRECIOUS	VM*	PRECIOUS MINERALS	VM*
1. Trace	1-6	40%	1. Fools	01%	1. Volcanic**	.009	1. Copper	.02	1. Orichalcum	40.0
2. Thread	1-8	38	2. Vile	10	2. Mercury	.008	2. Iron	.06	2. Ophite	0.5
3. Streak	1-10	35	3. Base	15	3. Sulphur	.006	3. Quartz	.03	3. Silver	0.1
4. Leader	2-12	30	4. Mediocre	25	4. Tin	.006	4. Meteorite	.08	4. Gold	1.0
5. Vein	3-18	20	5. Poor	30	5. Zinc	.010	5. Carnelian	.09	5. Electrum	2.0
6. Seam	4-24	09	6. Fair	35	6. Lead	.009	6. Jasper	.07	6. Platinum	5.0
7. Ledge	6-36	07	7. Fine	40	7. Coal	.005	7. Marble***	--	7. Mithril	10.0
8. Placer	8-48	04	8. Superior	45	8. Porcel. Clay	.003	8. Nitre	.05	8. Adamanite	20.0
9. Lode	9-54	02	9. Sublime	50	9. Petroleum	.004	9. Alum	.04	9. Magicum	30.0
10. Mother Lode	1-6X Lode	01	10. Majestic	60	10. Semiprecious		10. Precious		10. Gems****	----

*For Semi-Precious Double
Other Minerals 1-6X
Rocks 1-100X

**Cost to refine is
30% of GP value of
yield less the De-
posit number...ie.
20% for Mother Lode.

**Concrete Grade

Find PROB is rolled only if scouting
a .20 mile hex in which the judge has
predetermined that a deposit exists.
Prospecting allows a cumulative PROB
die roll once per week.

STONE CUTTING

1. Decrease Value 80%
2. Decrease Value 30%
3. Increase Value Double
4. Increase Value Triple
5. Increase Value Fourfold
6. Increase Value 5X

ROCKS

ROCKS	VM*
1. Granite	.0008
2. Shale	.0007
3. Limestone	.0006
4. Chalk	.0004
5. Sandstone	.0003
6. Other Minerals	

*VM..Value Multiplier
Ore weight is 1700 GP
not value...see other
rule on Prospecting.

ROCK SIZES

1. Sand .01-.10"
2. Gravel .1-1.0"
3. Pebbles 1-3"
4. Stones 2-12"
5. Rocks 4-24"
6. Boulder 2-12'

MARBLE CLASS

01-20 Gray
21-38 Brown
39-54 Blue Gray
55-69 Black
70-80 Yellow
85-92 Red
93-95 Green
96-97 Blue
98-99 Snow White
00 Iridescent

MARBLE TYPES

1. Solid
2. Mottled
3. Coral
4. Fossil
5. Striped
6. Translucent

TRIUMPHANT GRAND TACTICAL

The map on the cover is of the City State's hex (2623) on campaign map one; as our campaign maps uses D&D's 5 mile per hex, that is the width of the large encompassing hex. There are 625 small hexes encompassed by the large one, each being .2 mile across (1056' or 352 yards). Each .2 mile hex contains 22.2 acres or 967,032 square feet.

A .2 mile hex may be more finely divided by making it the encompassing hex... this will make each small hex 42.24' wide. Following is a small section on a simplified rule on movement/terrain points.

SIMPLIFIED MOVE/TERRAIN POINTS

Each turn of movement on the Grand Tactical hexes is 1 hour long. Your movement 'points' is the same as your dungeon move distance in inches, see table below. Each hex costs the movement 'points' listed, to enter it; if you do not have enough points remaining to pay the cost listed, you cannot enter the hex (optionally, a player may always move one hex, despite terrain penalties).

MOVEMENT POINTS:

Encumbered	3
Armored Foot	6
Heavy Foot	9
Light Foot	12
Heavy Horse	15
Medium Horse	18
Light Horse	24

TERRAIN POINT COSTS TO ENTER A HEX

Road	1/2	Slopes-
Plains/Steppes	1	Gentle
Brush	2	Rise
Light Woods	3	Steep
Dense Woods	5 NH	Cliff
Packed Desert	2	Talus/Rocks
Dunes	4 NH	

Hydrographic-

River Ford, Stream,	2
Deep Gully or Swift	4
Current	6 NH
Small Gully or Slow	9 NH
Current	6 NH

HOURS OF DAYLIGHT

Winter-	8 hours
Spring-	12 hours
Summer-	16 hours
Fall-	12 hours

+3 to cross

+1 to cross

(crossing cost is additional to other terrain)

NH- horsemen are not allowed, except in the case of dunes and dense woods where they are required to dismount and walk their horses.

Deduct 1/3 of your movement points for each of the following conditions- snow, mud, extreme heat or cold, or non-moonlit night turns.

CONSTITUTION CHECK

Player(s) must make a 'constitution check' whenever they attempt to climb steep hills or cliffs; move, having not eaten in the last 6 hours; or move, having not slept in the last 10 hours. A 'constitution check' is performed by rolling a 20 sided dice with any result equal to or below your Constitution, meaning you succeeded; failing the check (by rolling higher than your CON) reduces your movement points by half on succeeding turns- if you do not take a turn out to rest & not move. Successive failures after the first reduce your move points by half again, until rested. The judge should give bonuses or penalties on top of this guideline, for circumstances and player actions.

MOVEMENT OBSTACLES

To determine movement obstacles, dice on the following tables adjusting for the type of terrain in the 5 mile hex in which the .2 mile hexes are located. Movement penalties for Uplands and Lowlands are solely dependant upon the Slope Grade which is determined independantly each .2 mile hex for that particular contour. Flatland penalties are a function of the feature encountered and require should be adjusted by the judge as to severity for each situation. Avoiding obstacles by encircling them, negates the penalty. Obstacles which indicate Flora or Fauna also require some input by the judge as no tables are provided for each habitant. Note that the encounter with Fauna opens the possibility of hunting by the players and adds a feel of realism to the wilderness. The numbers following Uplands indicates the range of the die roll to be used.

TYPE OF 5 MILE HEX GENERAL	TERRAIN HILLS & DUNES	MOUNTAINS	OPEN SEA	SLOPE GRADE	UPSLOPE PENALTY	DOWNSLOPE PENALTY
1 Flatlands	1 Flatlands	1 Flatlands	1 Sandbar	01-20 ⁰ Incline	-2"	0
2 Flatlands	2 Flatlands	2 Uplands 1-20	2 Reef	21-30 Mild	-4	0
3 Flatlands	3 Uplands 1-10	3 Uplands 1-20	3 Islet	31-40 Gentle	-6	-2"
4 Flatlands	4 Uplands 1-10	4 Uplands 1-20	4 Flotsam	41-50 Steep	-8	-4
5 Uplands 1-6	5 Lowlands	5 Uplands 1-20	5 Jetsam	51-60 Abrupt	-10	-6
6 Lowlands	6 Lowlands	6 Lowlands	6 Flora	61-70 Torturous	-12	-8
7 Flora	7 Flora	7 Lowlands	7 Fauna	71-80 Breakneck	-14	-10
8 Fauna	8 Fauna	8 Hydrographic	8 Floe	81-90 Precipice	-16	-12
9 Hydrographic	9 Hydrographic	9 Flora	9 Whirlpool	91-00 Ledge	-18	-14
0 Hydrographic	0 Uplands 1-10	0 Fauna	0 Sandbank			

Adjust movement penalty for dexterity above 12...+3" and below average...-3" Only footmen can ascend to Ledges. For

horses dice normally although they cannot ascend slopes steeper than Abrupt. Donkeys and goatlike beasts dice as high dexterity for purposes of slippage. Probability of slip is half the degree of slope stated as a percentage. Thus, a man ascending a slope of 30⁰ has a 15% chance of slipping...treat as fall for damage. Adjust for dexterity above 12...-10% and dexterity below 9...+10% and for each movement penalty beyond the first...-05%. Therefore the man climbing the 30⁰ slope can reduce his chance of falling by 05% by slowing his movement by 8"...instead of the normal penalty of -4". In circumstances that are prudent, the judge should adjust the movement/time scale to tens of feet/10 minutes or .2 mile hexes moved/hour. Hills generally consist of 1-10 contours of 2-200' height each while mountains would usually consist of 30-180 contours of 2-200' each. Contours descend in overall length as they stack although more than one contour can exist on the same lower contour...forming spurs and ridges with defiles. The sub-table for Lowlands gives the overall dimensions of the features while the Uplands sub-table gives the height of the rise with respect to the position of the viewer from a lower contour and it does not preclude the possibility of a higher contour beyond the viewer's position. These guidelines need the discerning eye and practiced hand of a skilled judge to apply them well.

LOWLANDS	WIDTH	DEPTH	UPLANDS	WIDTH	HEIGHT	FLATLANDS
1 Cul-De-Sac	30-180'	30-180'	1 Cul-De-Sac	30-180'	30-180'	1 Cul-De-Sac
2 Dip	30-180	1-20	2 Boulders	2-12	2-12	2 Hydrographic - Water Course if Desert.
3 Sinkhole	20-120	10-100	3 Rise	20-120	4-24	3 Trees - Sand if Desert or Mountain.
4 Excavation	SEE SUBTABLE		4 Elevation	SEE SUBTABLE		4 Sand - 20-120 Hexes if Desert. Move -2"
5 Water Course	SEE SUBTABLE		5 Mound	60-360	10-60	5 Flora - See Subtable
6 Dingle	SEE SUBTABLE		6 Hummock	100-600	32-42	6 Trap - See Subtable
7 Dale	60-240	21-40	7 Hillock	200-1200	42-52	7 Swamp - See Subtable
8 Dell	80-480	30-180	8 Knoll	300-1800	52-62	8 Mud Flat - Salt if Hard Packed Desert.
9 Basin	100-1M	60-360	9 Butte	400-2400	62-72	9 Fauna - See Subtable
10 Bottom	1M-4M	90-540	10 Hill	500-3M	72-82	10 Field - See Subtable
11 Glen	2M-12M	100-1M	11 Ridge	SEE SUBTABLE		11 Construct - See Subtable
12 Vale	3M-18M	200-1200	12 Mount	600-3600	82-92	12 Grassland - See Subtable. Sand if Desert.
13 Hollow	4M-24M	300-1800	13 Cliff	SEE SUBTABLE		13 Muck - 1-6 Hexes. Move -4"
14 Valley	5M-30M	400-2400	14 Pike	800-4800	92-102	14 Rocks - See Subtable
15 Gorge	2M-12M	600-3600	15 Vantage	1M-6M	102-112	15 Pumice - Move -4", No sighting if riding.
16 Defile	1M-6M	700-4200	16 Spur	2M-12M	112-122	16 Slime - PROB SLIP as Breakneck Slope.
17 Cleft	100-1M	800-4800	17 Tor	4M-24M	122-132	17 Inclosure - See Subtable
18 Crater	10-1M	10-1M	18 Mountain	5M-30M	132-142	18 Lair - As monster lair.
19 Chasm	30-180	900-5400	19 Ered	6M-36M	142-152	19 Ruins - See Subtable
20 Canyon	5M-30M	800-4800	20 Crest	SEE SUBTABLE		20 Passage - Random direction, PROB 10% / Hex of end.

M = 1000'

EXCAVATION*	WIDTH	DEPTH	ELEVATION	WIDTH	HEIGHT	CREST - Top Contour of 12-19	HEIGHT	.2 Mile Hexes	SLOPE
1 Trench	1-100'	1-20'	1 Monolith	9-54'	20-200'	1 Dome	7-42'	1-4	Gentle
2 Ditch	3-18	2-12	2 Tumulus	60-360	As Width	2 Summit	8-48	1-6	Steep
3 Furrow	2-12	1-6	3 Barrow	80-480	40-240	3 Point	9-54	2-12	Abrupt
4 Pit	3-18	4-24	4 Totem	4-24	30-180	4 Peak	20-120	3-18	Torturous
5 Hole	1-6	60-360	5 Tower	10-60	20-120	5 Horn	40-240	4-24	Breakneck
6 Well	2-12	40-240	6 Spire	3-18	10-100	6 Pinnacle	60-360	5-30	Precipice
7 Mine	2-12	100-1M	7 Building	10-40	10-40				
8 Reservoir	40-240	10-60	8 Stairway	6-36	30-180				
9 Terraform	1-100	3-300	9 Terraform	90-540	90-540				
0 Cistern	6-36	20-120	0 Heap	4-240	As Width				

*PROB 10% of Stairway.

RIDGE - Top Contour of 5-10

	HEIGHT	.2 Mile Hexes	SLOPE
1 Dune	4-24'	1-2	Mild
2 Fold	6-36	8-48	Gentle
3 Escarpment	7-42	4-24	Steep
4 Rough	8-48	2-12	Abrupt
5 Broken	8-48	2-12	Torturous
6 Hogback	8-48	1-6	Breakneck

DINGLE - Flora and lair always present.

	WIDTH	DEPTH
1 Clearing	1-10'	1-10'
2 Glade	2-20	2-20
3 Grot	3-30	3-30
4 Grotto	4-40	4-40
5 Cave	5-50	5-50
6 Cavern	6-60	6-60

TRAP

- 1 Pitfall
- 2 Snare
- 3 Fauna*
- 4 Stakes
- 5 Lure
- 6 Deadfall

*Webs, etc.

CLIFF - Lower Contour of 14-19

	HEIGHT	.2 Mile Hexes	SLOPE
1 Steep	6-36'	1-6	Steep
2 Scarp	7-42	2-12	Steep
3 Fault	6-36	10-60	Abrupt
4 Crag	8-48	4-24	Breakneck
5 Bluff	10-60	6-36	Abrupt
6 Promontory	20-120	30-180	Precipice

WATER COURSE - Water Depth 1-6" although feature is full size.

	WIDTH	DEPTH
1 Freshet*	2-12'	1-6'
2 Gully	6-36	3-18
3 Ravine	20-120	10-60
4 Channel	80-480	40-240
5 Waddis*	100-1M	60-360
6 Hydrographic	See Sub-table	

*Completely dry except in rainy season or during flood.

PASSAGES*- Bonus Move Adjustments

1 Track	+1"	Fauna Passage
2 Path	+2	1-6' Overgrown
3 Trail	+3	2-12' Marked
4 Gravel Road	+4	Construct
5 Roman Road	+5	Construct
6 Asphalt	+6	Construct

*Do not negate slope penalty.

CONSTRUCT*- 8-48" High

1 Hedgerow
2 Fence Paling
3 Low Wall
4 Pavement
5 Pile
6 Signpost

*No move penalty if less than creature's height. Otherwise -2"

INCLOSURE*

	.2 Mile Hexes
1 Pen	1/4
2 Sheepfold	1/2
3 Coup	1/2
4 Pigsty	1-6
5 Corral	2-12
6 Kennel	3-18

*No move penalty...PROB 30% of domesticated creatures NA 1-100 with PROB 80% Guardian/Herder.

SWAMP*	.2 Mile Hexes	PENALTY
1 Morass	1-6	-1"
2 Mire	2-12	-2
3 Fen	3-18	-3
4 Bog	4-24	-4
5 Marsh	5-30	-5
6 Quagmire	6-36	-6

*True swamps only appear on Maps.

GRASSLAND*	.2 Mile Hexes	HEIGHT	PENALTY
1 Field	1-6	6-36"	0"
2 Pasture	2-12	6-36	0
3 Paddock	3-18	6-36	0
4 Meadow	4-24	9-54	-2
5 Heath	5-30	10-60*	-3
6 Range	6-36	20-120*	-4

*Steppes and Plains only appear on Maps. Flora higher than viewer negates sighting.

WEEDS, FLOWERS, VEGETABLES, HERBS & MOLDS

TROPICAL	SUB-TROPICAL	MIDDLE LATITUDE	HIGH LATITUDE	FLOWERS	UNUSUAL FLOWERS	RARE FLOWERS
01-20 Hexes	10-60 Hexes	31-50 Hexes	41-60 Hexes			
1 Skunk Cab.	1 Flax	1 Water Lilies	1 Blueberry	1 Delphinium	1 Rose	1 Orchid
2 Monstera	2 Tapioca	2 Anemone	2 Heather	2 Lillies	2 Iris	2 Rock Flower
3 Oil Palm	3 Prickly Pear	3 Buckwheat	3 Goldenrod	3 Sunflower	3 Geranium	3 Van. Orchid
4 Pineapple	4 Bilberry	4 Smartweed	4 Dandelion	4 Snapdragon	4 Nasturtium	4 Vamp. Vine
5 Trav. Palm	5 Crowberry	5 Pigweed	5 Horseradish	5 Lotus	5 Poinsetta	5 Yellow Lotus
6 Hemp	6 Hemlock	6 Pokeweed	6 Ragweed	6 Foxglove	6 Rhododendron	6 Purp. Lotus
7 Down Grass	7 Nettles	7 Gooseberry	7 Cocklebur	7 Mullein	7 Petunia	7 Black Lotus
8 Bamboo	8 Nightshade	8 Strawberry	8 Thistle	8 Columbine	8 Morning Glory	8 Venus Fly Tr.
9 Papyrus	9 Pipeweed	9 Raspberry	9 Sagebrush	9 Hollyhock	9 Poppies	9 Belladonna
10 Mushrooms	10 Belladonna	10 Blackberry	10 Bluegrass	10 Lavender	10 Carnation	10 Wolfbane
11 Tree Fern	11 Bladderwort	11 Alfalfa	11 Timothy	11 Daffodil	11 Camellia	11 Black Orchid
12 Willow	12 Ivy	12 Clover	12 Wheat	12 Azeleas	12 Primrose	12 Man. Eat Tulip
13 Sugarcane	13 Coffee	13 Water Chest.	13 Alder	13 Woundwort	13 Aster	13 Silver Chimes
14 Cotton	14 Currant	14 Cranberry	14 Barley	14 Honeysuckle	14 Daisies	14 Swallower
15 Rushes	15 Hops	15 Milk Weed	15 Oats	15 Buttercup	15 Chrysanthemum	15 Whispering
16 Tea	16 Huckleberry	16 Spiky Grass	16 Millet	16 Philodendron	16 Marigold	16 Enchant. Vio.
17 Seaweed	17 Grape	17 Water Cress	17 Brackers	17 Violet	17 Tulip	17 Eye Flower
18 Canna	18 Scrub Grass	18 Blackthorn	18 Gorse	18 Gladiolus	18 Hyacinth	18 Cling. Bloss.
19 Flower	19 Fruit	19 Herb	19 Mistletoe	19 Spiderwort	19 Narcissus	19 Tigersbane
20 Unusual	20 Unusual	20 Unusual	20 Unusual	20 Unusual	20 Rare	20 Leech Flower

VEGETABLES	UNUSUAL VEGETABLES	UNUSUAL HERB	HERB	MOLD
1 Rice	1 Lettuce	1 Frankincen.	1 Oregano	1 Yeast Mold
2 Parsley	2 Corn	2 Gum Arabic	2 Thyme	2 Yellow Mold
3 Parsnip	3 Squash	3 Tanna	3 Arise	3 Black Pudding
4 Carrot	4 Pumpkin	4 Myrrh	4 Dill	4 Green Slime
5 Celery	5 Endive	5 Saffron	5 Caraway	5 Grey Ooze
6 Potatoe	6 Asparagus	6 Tarragon	6 Ginger	6 Ochre Jelly
7 Egg Plant	7 Sprouts	7 Chicory	7 Sage	7 Sludge Mold
8 Pepper	8 Artichoke	8 Apasar	8 Alum	8 Mildew Mold
9 Sweet Potatoe	9 Radish	9 Bay	9 Garlic	9 Musty Mold
10 Peanut	10 Greenbeans	10 Majoran	10 Rosemary	10 Stale Mold
11 Mustard	11 Cauliflower	11 Savory	11 Allspice	11 Fusty Mold
12 Cabbage	12 Turnip	12 Basil	12 Paprika	12 Fester Mold
13 Rhubarb	13 Broccoli	13 Cardamon	13 Canine Ppr.	13 Smutty Mold
14 Spinach	14 Rutabaga	14 Chervil	14 Black Ppr.	14 Muck Mold
15 Beets	15 Tomatoe	15 Coriander	15 Tarter	15 Rankle Mold
16 Peas	16 Lima Bean	16 Cumin	16 Curry	16 Reek Mold
17 Beans	17 Popcorn	17 Fennel	17 Spearmint	17 Fetid Mold
18 Maize	18 Melon	18 Mace	18 Chilli Ppr.	18 Rancid Mold
19 Onions	19 Watermelon	19 Pekoe	19 Sesame	19 Dry Rot Mold
20 Unusual	20 Rare	20 Unusual	20 Rare	20 Scum Mold

LOFTY TREES

Trees range in height from 4-400' when mature. The tree size table gives the number of .2 mile hexes that the stand of trees will occupy. The tree type is actually the strain predominant in that stand of trees and is a function of latitude. The latitude is stated in number of 5 mile hexes from the equator located between the 5 mile hexes of row XX17 and XX18 of the Barbarian Altanis, Desert Lands, and Ebony Coast Campaign Maps. Actual Climatic Zones will vary but the guideline is intended as a simplified aid only.

TROPICAL 01-20 Hexes	SUB-TROPICAL 10-60 Hexes	MIDDLE LATITUDE 31-50 Hexes	HIGH LATITUDE 41-60 Hexes	NUT	FRUIT	UNUSUAL
1 Baobab	1 Cedar	1 Birch	1 Buckeye	1 Almond	1 Orange	1 Balsa
2 Jacaranda	2 Rosewood	2 Basswood	2 Beech	2 Brazil	2 Lemon	2 Bay Tree
3 Mahogany	3 Satinwood	3 Alder	3 Yew	3 Butternut	3 Lime	3 Bayberry
4 Manchineel	4 Poplar	4 Cottonwood	4 Holly	4 Cashew	4 Grapefruit	4 Betel
5 Mangrove	5 Stink Tree	5 Dogwood	5 Spruce	5 Coconut	5 Breadfruit	5 Brazilwood
6 Monkeypod	6 Macadamia	6 Catalpa	6 Douglas Fir	6 Filbert	6 Citron	6 Calabash
7 Tamarind	7 Magnolia	7 Hawthorn	7 Balsam	7 Hazel	7 Cherry	7 Camphor
8 Teak	8 Ash	8 Hickory	8 Pine	8 Hickory	8 Mango	8 Date
9 Banyan	9 Locust	9 Hackberry	9 Cypress	9 Pecan	9 Nectarine	9 Carob
10 Bo Tree	10 Oak	10 Maple	10 Bristlecone	10 Pinon	10 Olive	10 Cinchona
11 Cycad	11 Soapberry	11 Aspen	11 Hemlock	11 Pistachio	11 Avocado	11 Clove
12 Ebony	12 Sweet Gum	12 Elm	12 Juniper	12 Walnut	12 Papaya	12 Coffee
13 Palm	13 Sycamore	13 Plum	13 Larch	13 Kola	13 Kumquat	13 Cork
14 Upas	14 Tulip	14 Tallow Tree	14 Sequoia	14 Bitternut	14 Pawpaw	14 Kapok
15 Ombu	15 Willow	15 Beetwood	15 Linden	15 Litchi	15 Pomegranate	15 Rubber
16 Chinchona	16 Persimmon	16 Laurel	16 Winterberry	16 Canonball	16 Quince	16 Sapodilla
17 Date Palm	17 Osage Orange	17 Sorrel	17 Eucalyptus	17 Chestnut	17 Apricot	17 Mesquite
18 Nut	18 Nut	18 Sassafras	18 Redwood	18 Nutmeg	18 Anchovy	18 Mimosa
19 Fruit	19 Fruit	19 Nut	19 Arborvitae	19 Cacao	19 Peach	19 Fig
20 Unusual	20 Unusual	20 Unusual	20 Unusual	20 Cinnamon	20 Banana	20 Rare

RARE	UNIQUE	TREES	SIZE*
1 Crab Apple	1 Sacred Sycamore	1. Stand	.01-1.0
2 Witch Hazel	2 Spear Ash	2. Coppice	1-6
3 Box	3 Tree of Enlightenment	3. Copse	3-18
4 Redbud	4 Tree of Knowledge	4. Thicket	5-30
5 Ginkgo	5 Tree of Life	5. Grove	7-42
6 Bottle Tree	6 Tree of Fate	6. Brake	9-54
7 Mangosteen	7 Golden Apple	7. Timber	30-180
8 Wahoo	8 Tree of Healing	8. Wood	MAP ONLY
9 Raisin Tree	9 Tristriseult	9. Forest	MAP ONLY
10 Myrtle	10 Golden Fleece	10. Woodland	MAP ONLY
11 Laburnum	11 Tree of Heaven		
12 Poinciana	12 Thunder Tree		
13 Fringe Tree	13 Tree of Universe		
14 Mulberry	14 Tree of Portent		
15 Ironwood	15 Tree of High Sorcery		
16 Lancewood	16 Tana Tree		
17 Jujube	17 Great Tree		
18 Brasswood	18 Jewel Tree		
19 Fawnwood	19 Incense Tree		
20 Unique	20 Treant		

Hot-line to Deity
Nymph Home
Telepathic
Skill from Fruit
Resurrection in 8 Hours
Quest of Profit
Fruit as Potion of Longevity
Heals 1-6 pips by Vapor in 4 Hours
Telepaths Memories of Passion
Bough as Luckstone
Giant Spider in Tree Form
Sentient-Control Weather / Month
Pods contain animals, birds & humans.
Shaking leaves Predict
One random spell / day
Burnt leaves Control Mummy
Branches make 1-10 magic arrows or 1 magic sword.
Gem fruit...PROB 50% @ Gem inhabited by Jewel Worm
Burnt leaves attract wild game
Talking PROB 60%, Active PROB 30%

*Size is number of .20 mile hexes filled with trees. Half for Plainses & Steppes...Quarter for Mountains in 5 mile hex. MAP ONLY means that the size appears on the 5 mile hex campaign map.

FAUNA

These guidelines are intended as an aid in developing a world in which your players can hunt, engage in trapping, and "live off the land". Insects, birds, and small mammals can be despatched with one blow. For this reason, many are listed as 0 hit die and this indicates that one point of damage will subdue or kill the creature. Giant creatures range from 2-16 hit die and are listed in various supplements... see Dungeons & Dragons Book III, Blackmoor, & Eldritch Wizardry. The armor class, hit die and move of the fauna listed is as follows AC-HD-MOVE.

HUMID CONTINENTAL		SUBTROPICAL		SEMI-ARID		DESERT		TUNDRA			
1 Red Deer	5-1-18	1 Hyena	7-1-10	1 Ants	2-0-1	1 Lizards	5-0-6	1 Yak	7-2-6		
2 Elk	6-2-14	2 Lion	6-3-12	2 Cattle	9-2-9	2 Camels	8-2-14	2 Wolverine	4-1-12		
3 Wolves	7-1-12	3 Rhino	3-4-9	3 Dogs	6-½-10	3 Horses	8-2-24	3 Musk Oxen	8-3-10		
4 Horses	8-2-24	4 Giraffes	8-1-10	4 Hyenas	7-1-10	4 Iguana	6-0-9	4 Reindeer	8-2-18		
5 Lions	6-3-12	5 Monkey	6-½-10	5 Gopher	6-0-8	5 Gila Monster	5-½-6	5 Bison	9-4-18		
6 Squirrel	2-½-18	6 Armadillo	2-1-3	6 Porcupine	4-½-4	6 Cobra	5-½-4	6 Boars	7-1-16		
7 Pandas	8-1-6	7 Sloth	8-1-4	7 Armadillo	2-½-3	7 Rattlesnake	6-0-4	7 Bears	3-3-10		
8 Racoons	2-0-12	8 Koalas	7-1-6	8 Hare	3-0-16	8 Tortoise	2-1-3	8 Caribou	7-2-24		
9 Fox	4-1-24	9 Elephant	6-8-12	9 Bats	4-0-24	9 Toads	5-0-6	9 Polar Bear	4-3-10		
10 Chipmunk	2-0-14	10 Shrew	2-½-24	10 Mole	9-½-4	10 Gerbil	9-0-6	10 Walrus	5-4-6		
11 Rabbit	2-0-20	11 Woodchuck	5-½-8	11 Kangaroo	7-2-14	11 Mole	8-½-4	11 Lemming	4-0-10		
12 Sheep	7-½-6	12 Chimps	6-½-10	12 Yak	7-2-6	12 Prairie Dog	4-0-6	12 Panda Bear	5-2-8		
13 Goats	7-1-8	13 Platypus	7-1-3	13 Coyote	8-1-8	13 Coyote	8-1-8	13 Gnu	8-2-16		
14 Badger	3-½-10	14 Jaguar	7-4-18	14 Puma	4-4-12	14 Lynx	5-1-8	14 Frogs	5-0-4		
15 Wildcat	5-3-18	15 Chinchilla	3-½-10	15 Copperhead	5-½-6	15 Hyena	7-1-10	15 Wart Hog	5-½-14		
16 Rodent	1-0-8	16 Python	6-2-8	16 Tortoise	2-1-3	16 Asses	8-1-12	16 Porcupine	4-½-4		
17 Dinosaur	-VAR-	17 Dinosaur	-VAR-	17 Dinosaur	-VAR-	17 Dinosaur	-VAR-	17 Dinosaur	-VAR-		
18 Insects	-VAR-	18 Insects	-VAR-	18 Insects	-VAR-	18 Insects	-VAR-	18 Insects	-VAR-		
19 Birds	-VAR-	19 Birds	-VAR-	19 Birds	-VAR-	19 Birds	-VAR-	19 Birds	-VAR-		
20 Monster	-VAR-	20 Monster	-VAR-	20 Monster	-VAR-	20 Monster	-VAR-	20 Monsters	-VAR-		
TAIGA		TROPICAL WET		TROPICAL WET & DRY		MARINE		HIGHLANDS			
1 Sbl. Antelope	8-1-24	1 Tiger	6-4-14	1 Panther	5-2-15	1 Otter	6-0-6	1 Cave Bear	4-3-9		
2 Kudu Antelope	7-2-20	2 Orangutan	7-½-10	2 Great Ape	6-3-9	2 Weasel	5-0-9	2 Mtn. Lion	4-2-10		
3 Camels	8-2-14	3 Gorilla	7-2-12	3 Anteater	6-½-6	3 Jellyfish	9-½-3	3 Goats	5-½-9		
4 Mastadons	4-10-8	4 Tapir	8-1-10	4 Impala	6-2-15	4 Sea Cow	9-4-3	4 Llama	7-2-9		
5 Boars	7-1-16	5 Peccaries	7-½-14	5 Zebra	7-2-15	5 Seal	8-½-3	5 Sun Bear	5-2-10		
6 Foxes	4-1-24	6 Hippos	4-4-6	6 Coral Snake	5-½-3	6 Walrus	7-3-3	6 Grizzley Bear	3-4-8		
7 Sheep	7-½-6	7 Leopard	5-2-20	7 Gorilla	5-4-6	7 Beaver	5-½-9	7 Skunk	7-0-9		
8 Asses	8-1-12	8 Boa Constr.	6-2-3	8 Snail	8-0-1	8 Lemur	5-0-9	8 Stags	5-3-14		
9 Moose	7-3-18	9 Crocadile	4-3-6	9 Baboon	4-2-12	9 W. Buffalo	7-3-6	9 Rams	4-1-9		
10 Chameleon	9-0-8	10 Tree Frog	0-0-6	10 Salamander	7-1-6	10 Sea Snake	5-½-3	10 Rats	3-0-9		
11 Snap. Turtles	2-0-4	11 Leach	8-0-1	11 Guinea Pig	7-0-4	11 Sea Turtle	2-2-3	11 Spotted Lion	5-3-12		
12 Badger	3-½-10	12 Spider Monk.	4-½-9	12 Crocodile	4-3-6	12 Alligator	4-3-6	12 Salamander	7-1-6		
13 Opposums	6-½-8	13 Sum. Rat	3-0-9	13 Otter	6-0-6	13 W. Mocassin	6-½-3	13 Wolves	7-1-16		
14 Pigs	9-0-10	14 Rhino	3-4-9	14 Peccaries	5-½-9	14 Crocadile	4-3-6	14 Racer Snake	5-½-3		
15 Gazelles	6-1-24	15 Wolverine	4-1-12	15 W. Buffalo	7-3-6	15 Crab	5-0-3	15 Turtle	5-0-2		
16 Anteater	8-½-6	16 Beaver	5-½-9	16 Toads	0	16 Clam	3-0-1	16 Weasel	5-0-9		
17 Dinosaur	-VAR-	17 Dinosaur	-VAR-	17 Dinosaur	-VAR-	17 Dinosaur	-VAR-	17 Dinosaur	-VAR-		
18 Insects	-VAR-	18 Insects	-VAR-	18 Insects	-VAR-	18 Insects	-VAR-	18 Insects	-VAR-		
19 Birds	-VAR-	19 Birds	-VAR-	19 Birds	-VAR-	19 Birds	-VAR-	19 Birds	-VAR-		
20 Monster	-VAR-	20 Monster	-VAR-	20 Monster	-VAR-	20 Monster	-VAR-	20 Monster	-VAR-		
LAND BIRDS		WATER BIRDS		UNUSUAL		GAME BIRD		INSECTS		UNUSUAL INSECTS	
1 Oriel	1 Albatross	1 Condor	1 Grouse	1 Locust	1 Dragonflies						
2 Robin	2 Bittern	2 Peacock	2 Pheasant	2 Grasshopper	2 Lantern Flies						
3 Nightingale	3 Egret	3 Vulture	3 Prairie Chicken	3 Crickets	3 Scorpions						
4 Hummingbird	4 Pelican	4 Eagle	4 Bobwhite	4 Cockroaches	4 Stink Bugs						
5 Cardinal	5 Heron	5 Owl-Bear	5 Woodcock	5 Mantis	5 Bed Bugs						
6 Woodpecker	6 Crane	6 Gorfalcon	6 Turkey	6 Termites	6 Assassin Bugs						
7 Lark	7 Tern	7 Roc	7 Quail	7 Lice	7 Kissing Bugs						
8 Crow	8 Loon	8 Cockatoo	8 Goose	8 Mayflies	8 Black Widow						
9 Jay	9 Swan	9 Myna	9 Duck	9 Butterflies	9 Tarantulas						
10 Finch	10 Sandpiper	10 Parrot	10 Mallard	10 Bees	10 Trapdoor Spider						
11 Hawk	11 Gull	11 Flightless	11 Teal	11 Ants	11 Bird Spiders						
12 Starling	12 Penguin	12 Flamingo	12 Pidgeon	12 Wasps	12 Bolas Spiders						
13 Wren	13 Gannet	13 Ostrich	13 Blackbird	13 Flies	13 Purse Spiders						
14 Thrush	14 King Eider	14 Macaw	14 Buzzard	14 Mosquitoes	14 Crab Spiders						
15 Mockingbird	15 Fulmar	15 Toucan	15 Cock	15 Ticks	15 Water Spiders						
16 Swift	16 Frigate Brd	16 Quetzal	16 Gobbler	16 Fleas	16 Yellow Jackets						
17 Owl	17 Plover	17 Jacana	17 Road Runner	17 Brown Spider	17 Water Bugs						
18 Falcon	18 Iblis	18 Sunbird	18 Snipe	18 Centipedes	18 Beetles						
19 Game Bird	19 Game Bird	19 Shoveler	19 Stewing Hen	19 Crab	19 Gnats						
20 Unusual	20 Unusual	20 Stirge	20 Flyer	20 Unusual	20 Amphids						

Monsters Attacking I-7

Judges Guild

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Hit Dice	No Armor	Shield	Leather	Le&Sh	Chain	Ch&Sh	Plate	Pl & Sh											
Up to 1 HD	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1+1	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2-3	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3-4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
4-6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
7-8	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
9-10	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
11+	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
AC:	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

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Goblin/Kobold Hobgoblin/Gnoll Orc	1-4 or weapon 1-8 or weapon 1-6 or weapon	Lycanthrope Wolf- 1 bite/2-8 Boar- 1 bite/2-12 Tiger- 2 claws/ 1-4 or 1 bite/1-10 Bear- 2 claws **/1-3 or 1 bite/2-8	Giant Spider Giant Lizard	1 bite/1-3* plus webs 1 bite/2-8
Ogre Troll Giant	1-10 2 claws/1-4 or 1 bite/1-8 Hill- 2-16 Stone- 3-18 Frost- 4-24 Fire- 5-30 Cloud- 6-36 Storm- 7-42	Purple Worm Sea Monster	Giant Toad Giant Snake	1 bite/1-10 1 bite/1-6* or 1 constriction/ 2-8 per turn 2 pinchers/2-12
Skeleton Zombie Ghoul	1-6 1-8 2 claw/1-3 or 1 bite/1-4	Minotaur	Giant Crab	2-8 per turn 2 pinchers/2-12
Wight Wraith Mummy	energy drain only- 1 lvl. 1-6 & 1 lvl. 1-12 & rotting disease	Centaur Unicorn Nixie/Pixie	Giant Beetle Giant Scorpion Crocodile	1 bite/3-30 2 pinchers/1-10 or 1 sting/1-4* 1 bite/3-12
Spectre Vampire Cockatrice	1-8 & 2 lvls. 1-10 & 2lvls. 1-6 & turn to stone	Driad Gnome Dwarf Elf	Tyrannosaurus Rex Triton Bugbear	1 bite/5-40 3-18 plus special 2-8
Basilisk	1-10 & turn to stone + sight alone- stone 1 butt/2-12 & stone breath 1 or 2 by wpn. type & sight turn to stone	Ent Pegasus Hippogriff Roc	Titan Shadow Will-O-Wisp	7-42 1 strength point & 1-4 1-12 if cornered
Gorgon Medusa	1-10 & turn to stone + sight alone- stone 1 butt/2-12 & stone breath 1 or 2 by wpn. type & sight turn to stone	Griffon Invisible Stalker Elemental***	Liche Harpy Lizard Man	1-10 plus special 2 claws/1-3 or weapon 2 claws/1-3 or 1 bite/1-8
Manticora	2 claws/1-3 or 1 bite/1-8 or 24 spikes (6 at a time)/1-6	Djinni Efreet Ochre Jelly	Doppelganger Wererat/Ratman Lammasu	1-12 plus special 1 bite/1-3 or weapon 2 claws/1-6 plus special
Hydra	1 per head /1-6, 1-8 or 1-10 according to size	Black Pudding Green Slime Gray Ooze Yellow Mold	Salamander*** Beholder Umbder Hulk	touch-special or 1 con- striction/2-8 per turn or weapon 1 bite/2-5 plus special 2 claws/2-12 or 1 bite/2-8
Chimera	2 claws/1-3 or 3 heads- Goat- 1 horn/1-4, Lion- 1 bite 2-8, Dragon- 1 bite/3-12 (or breath weapon)	Light Horse Medium Horse Heavy Horse	Displacer Beast Blink Dog Hell Hound	2 tentacles/2-8 1 bite/1-6 1 bite/1-6 & breath wpn.
Wyvern	1 bite/2-16 or 1 sting/1-6*	Giant Rat Wolf Dire Wolf	Phase Spider Rust Monster Stirge Giant Tick	1 bite/1-6* 1 touch/special 1 bite/1-3 plus drain 1 bite/1-4 plus drain
Dragon (will stike on 6 or less)	2 claws/1-4 or 1 bite: White- 2-16 Black- 3-18 Green- 2-20 Blue- 2-24 Red- 3-30 Gold- 3-26 Brass- 4-16 Copper- 5-20 Bronze- 3-24 Silver- 3-30	Lion Sabre-tooth Tiger Giant Weasel	Owl Bear Carrion Crawler Geletinous Cube	2 claws/1-6** or 1 bite/1-6 8 tentacles/special 2-8 special
Balrog	1 sword/1-12 & 1 whip (on 7+) 2-12, 3-18 or 4-24 according to size	Mastadon	Giant Slug Homunculus Golem	1 bite/1-12 plus special 1 bite/1-3 plus special Flesh- 2-16 Stone- 3-24 Iron- 4-32
Gargoyle	2 claws/1-3 or 1 bite/1-6 or 1 horn/1-4			

*regardless of success vs. poison saving throw
**considered hug on score of 18 or better, causes
additional 2-16
***see separate sections regarding each type of
elemental as adjustments may be required.

MEN ATTACKING

Your Level	Class			9	8	7	6	5	4	3	2																
	m	c	f	No Armor	Shield Only	Leather	Leather & Shield	Chain	Chain & Shield	Plate	Plate & Shield	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9					
	1-5	1-4	1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28					
	6-10	5-8	4-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26					
	11-15	9-12	7-9	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23					
	16+	13-16	10-12	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21					
		17+	13-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19					
		16+		1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16					

● Strength 3-4 5-6 7-12 13-15 16 17 18
 Hit Prob. -2 -1 - +1 +1 +2 +2
 + Damage -1 - - - +1 +2 +3

Hit Probability Bonus:
 Target Surprised/Rear Attack +2
 Target is Prone +3

Weapons

HIT PROB. +/- VS:	AC-	DAMAGE vs.								Man size	Larger size
		9	8	7	6	5	4	3	2		
SH*	1 Dagger	+2	+1	0	0	0	-1	-3	-3	1-4	1-3
	1 Hand Axe	+1	+1	0	0	-1	-1	-2	-3	1-6	1-4
	3 Mace	0	0	0	0	0	0	+1	0	1-6	1-4
MED-	4 Sword	0	0	0	0	0	0	-1	-2	1-8	1-12
	4 Hammer	0	0	0	0	+1	0	+1	0	1-6	1-4
	5 Battle Axe	0	0	0	0	+1	+1	0	0	1-8	1-8
LG-	6 Morn. Star	+2	+2	+1	+1	+2	+1	0	0	1-8	1-6
	7 Flail	+1	+1	+1	+1	+2	+1	+2	+2	1-8	1-8
	8 Spear	0	0	0	0	-1	-1	-1	-2	1-6	1-8
	9 Pole Arm	+2	+2	+2	+1	+1	0	0	-1	1-8	1-12
	9 Halbard	0	0	0	+1	+2	+1	+1	0	1-10	2-12
	10 2 Hd Sword	+2	+2	+2	+2	+3	+3	+2	+1	1-10	3-18
V LG	11 Mtd Lance	+3	+3	+3	+3	+2	+1	0	0	1-8	2-24
EX-	12 Pike	0	0	0	0	0	0	0	-1	1-8	1-12

Missile Fire

Use 'Men Attacking' with bonuses below-

Range: SHORT +2
 MEDIUM +1
 LONG +0

(Do not use with Greyhawk system)

SAVING THROWS

		DEATH RAY OR POISON	ALL WANDS	STONE	DRAGON BREATH	STAVES SPELLS
FIGHTING MAN	1-3	12	13	14	15	16
MAGIC USER	1-5	13	14	13	16	15
CLERIC	1-4	11	12	14	16	15
FIGHTER	4-6	10	11	12	13	14
MAGIC USER	6-10	11	12	11	14	12
CLERIC	5-8	9	10	12	14	12
FIGHTER	7-9	8	9	10	10	12
MAGIC USER	11-15	8	9	8	11	8
CLERIC	9-12	6	7	9	11	9
FIGHTER	10-12	6	7	8	8	10
MAGIC USER	16+	5	6	5	8	3
CLERIC	13+	3	5	7	8	7
FIGHTER	13+	4	5	5	5	8

Cleric Vs. Undead

CLERIC LVL	SKELETON	ZOMBIE	GHOUL	WIGHT	WRAITH	MUMMY	SPECTRE	VAMPIRE
1	7	9	11
2	T	T	9	11
3	T	T	7	9	11	.	.	.
4	D	T	T	7	9	11	.	.
5	D	D	T	T	7	9	11	.
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7

Experience Pts.

Monster's Hit Dice	Base Value	+ Spec'l
1/2	5	1
1-1	7.5	2
1	10	3
1+1	15	4
2	20	5
2+1	25	10
3	35	15
3+1	50	25
4	75	50
4+1	125	75
5	175	125
5+1	225	175
6	275	225
6+1	350	300
7	450	400
7+1	525	475
8	650	550
8+1	750	625
9 to 10	900	700
11 to 12	1100	800
12 to 13	1350	950
14 to 16	1650	1150
17 to 20	2000	1500
21 & up	2500	2000

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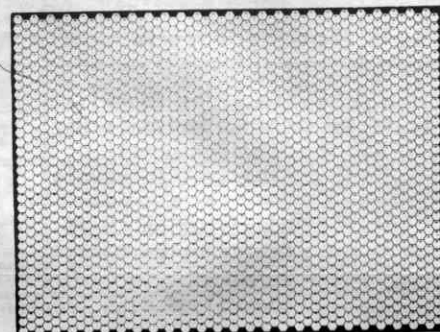
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7-8	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
9-10	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
11	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	9	8	7	6	5	4	3	2	1	0	1	2	3	4	5	6	7	8	9

WEAPON PRIORITY
Higher total moves first.
Right weapon.

Monsters

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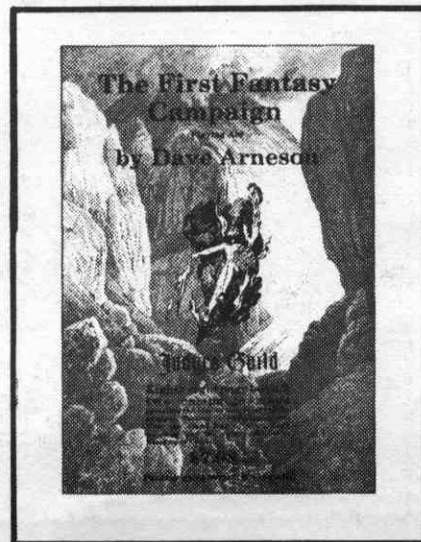
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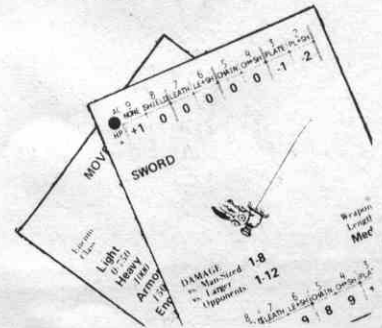
STR _____ Alien _____
INT _____ Divinity _____
WIS _____
CON _____ SL _____
DEX _____ Heir _____
CHA _____ Relative _____
GAM _____

_____ Date _____
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