

CASTLE BOOK II

Judges Guild



140
\$3.00

Campaign Aid For

FANTASY ROLE PLAYING GAMES



TABLE OF CONTENTS

Castle Index3
Terms and Terminologies, Castle Occupants5
Encounters7
Mysterious Finds, Passing Encounters, Wall Defenses9
Castle Names10
Castle Maps13
Treasure Vault63

Credits

Designers: Bob Bledsaw,
Assistant Designers: Dan Hauffe, Mitchell Johnson

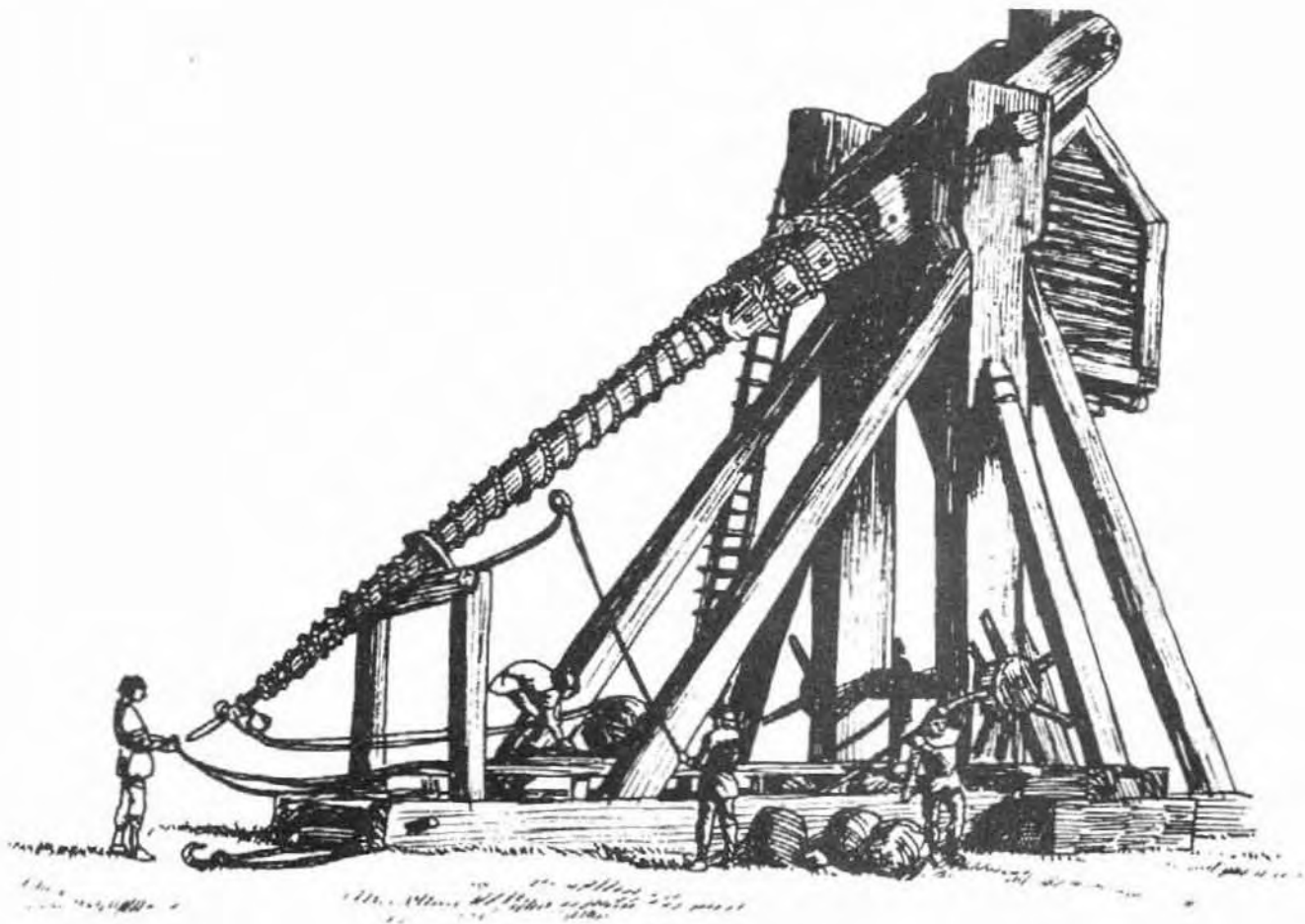


Copyright © 1981 by Judges Guild Incorporated. R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522. All rights reserved. This book is a playing aid designed to be utilized with a set of Fantasy role playing game rules. The contents of this book may need to be changed by the individual Judge to suit the campaign he or she moderates. No similarity between any of the names of characters, persons, and/or institutions in this publication with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the United States of America.

This booklet is intended to fill the need of any active campaign Judge to populate a large area for his fantasy role players. The details are left purposely sparse so the Judge can adjust the material to his campaign and thereby personalize it. Colored pencils or pens can be used to great advantage to code the buildings and other terrain features. The maps are printed in grey to facilitate the dropping out of different features. The various charts are guidelines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

Page	Hex No.	Name	Pop.	Type	Civ.	Align	Ruler, Level, Align, Class, Type	Resources
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								
25								
26								
27								
28								
29								
30								
31								
32								
33								
34								
35								
36								
37								
38								
39								
40								
41								
42								
43								
44								
45								
46								

Page	Hex No.	Name	Pop.	Type	Civ.	Align	Ruler, Level, Align, Class, Type	Resources
47								
48								
49								
50								
51								
52								
53								
54								
55								
56								
57								
58								
59								
60								
61								
62								



Terms & Terminology of Castles

Arrow Slit	Crenel	Hoarding	Rampart
Ashlar	Curtain Wall	Keep	Ringwork
Bailey	Dead Ground	Lists	Schildmauer
Barbican	Ditch	Machicolation	Spur
Bastion	Donjon	Merlon	Talus
Bergfried	Drawbridge	Moat	Tourelle
Bracket	Enceinte	Motte	Towerhouse
Chemise	Flanking	Murder hole	Transitional Keep
Concentric castle	Ganerbenburg	Oubliette	Turret
Console	Gatehouse	Portcullis	Ward

Occupants

Tables

Under Construction

Castle Condition	
1	Under Construction
2	Brand New
3	Slightly Aged
4	Worn
5	Aged
6	Ancient
7	Crumbling
8	Tumble Down
9	Ruins
0	Foundations Only

1	Construction Workers
2	Construction Workers
3	Construction Workers
4	Construction Workers
5	Construction Workers & Garrison
6	Construction Workers & Garrison
7	Construction Workers & Garrison
8	Garrison
9	Garrison
0	Abandoned

Construction Workers 1D6 x 100

1	Human
2	Human
3	Dwarven
4	Dwarven
5	Elves
6	Gnolls
7	Orcs
8	Hobgoblins
9	Goblins
0	Giants

Brand New	Invaders	Special	Extraordinary		
1	Garrison*	1	Ogres	1	Rakshassa
2	Garrison*	2	Trolls	2	Golem
3	Garrison*	3	Bugbears	3	Demon
4	Garrison*	4	Apes	4	Titan
5	Garrison*	5	Ghosts	5	Vampire
6	Garrison*	6	Trolls	6	Dragon
7	Garrison	7	Centaur	7	Wizard
8	Invaders	8	Giant Badger	8	Lich
9	Invaders	9	Minotaur	9	Medusa
0	Abandoned	10	Mummies	10	Dinosaur
		11	Hellhounds	11	Efreet
		12	Wererats	12	Will O' Wisp
		13	Satyrs	13	Elemental
		14	Giant Snakes	14	Basilisk
		15	Manticore	15	Leprechaun
		16	Werewolves	16	Evil High Priest
		17	Wyvern	17	Ki-Rin
		18	Gorgon	18	Chimera
		19	Baboons	19	Djinn
		20	Extraordinary	20	God

Slightly Aged		Worn		Aged		Ancient	
1	Garrison	1	Garrison	1	Garrison	1	Garrison
2	Garrison	2	Garrison	2	Garrison	2	Garrison
3	Garrison	3	Garrison	3	Garrison	3	Garrison
4	Garrison	4	Garrison	4	Garrison	4	Invaders
5	Garrison	5	Garrison	5	Invaders	5	Invaders
6	Garrison	6	Invaders	6	Invaders	6	Invaders
7	Invaders	7	Invaders	7	Invaders	7	Invaders
8	Invaders	8	Abandoned	8	Abandoned	8	Abandoned
9	Abandoned	9	Abandoned	9	Abandoned	9	Abandoned
0	Abandoned	0	Abandoned	0	Abandoned	0	Abandoned

* See Castle Book I for Garrison Tables

Tables

Crumbling		Tumbledown		Ruins		Foundations	
1	Garrison	1	Garrison	1	Invaders	1	Invaders
2	Garrison	2	Invaders	2	Invaders	2	Invaders
3	Invaders	3	Invaders	3	Invaders	3	Abandoned
4	Invaders	4	Invaders	4	Invaders	4	Abandoned
5	Invaders	5	Invaders	5	Abandoned	5	Abandoned
6	Invaders	6	Invaders	6	Abandoned	6	Abandoned
7	Invaders	7	Abandoned	7	Abandoned	7	Abandoned
8	Abandoned	8	Abandoned	8	Abandoned	8	Abandoned
9	Abandoned	9	Abandoned	9	Abandoned	9	Abandoned
0	Abandoned	0	Abandoned	0	Abandoned	0	Abandoned

Abandoned Castles have a 40% chance of temporarily housing someone!

Inhabitants		Special		Extraordinary	
1	Human Mercenaries	1	Ogres	1	Illusionst
2	Dwarf Fighters	2	Lost Princess	2	Assassin
3	Orc War Band	3	Owlbears	3	Medussa
4	Kobold Tribe	4	Traveling Merchant	4	Dying High Priest
5	Gnoll War Band	5	Satyrs	5	Mad Wizard
6	Human Caravan	6	Traveling Prince	6	Vacationing God
7	Hobgoblin War Band	7	Bugbears	7	Injured Magic User
8	Pilgrims	8	Fleeing Criminal	8	Paladin
9	Goblins	9	Trolls	9	Polymorphed Ranger Lord
0	Special	0	Extraordinary	0	Traveling King

Make one check for each wall section, building, and tower. If collapsed, +2 on the die. Weak sections have a 40% chance.

Crumbling		Tumble Down		Ruins	
1	OK	1	OK	1	OK
2	OK	2	OK	2	OK
3	OK	3	OK	3	Weak
4	OK	4	OK	4	Weak
5	OK	5	Weak	5	Weak
6	OK	6	Weak	6	Collapsed
7	Weak	7	Weak	7	Collapsed
8	Weak	8	Collapsed	8	Collapsed
9	Collapsed	9	Collapsed	9	Collapsed
0	Collapsed	0	Collapsed	0	Collapsed

Encounters Within Castle

- 1 Armour
- 2 Stablemaster
- 3 Surly Cook
- 4 Spy
- 5 1D4 Drunk Garrison Members
- 6 Garrison Members Mistress
- 7 Unemployed Mercenary
- 8 Grain Merchant
- 9 Garrison Patrol
- 10 Officers Mistress
- 11 Castle Masters Wife
- 12 Castle Masters Mistress
- 13 1D4 Off Duty Garrison Members
- 14 Off Duty Garrison Member
- 15 Drunk Officer
- 16 Castle Masters Servant
- 17 Bard
- 18 Drunk Garrison Member
- 19 Magic User
- 20 Master of the Castle

Drunks Reaction

- 1 Demands Room to Walk
- 2 Pushes Player out of Way
- 3 Shouts Insults
- 4 Draws Weapon (bottle if unarmed)
- 5 Demands Money
- 6 Asks for a Drink
- 7 Asks Directions
- 8 Demands a Drink
- 9 Demands a Kiss
- 0 Falls on Face



Garrison Members

- 1 Heavy Infantry Man
- 2 Armored Footman
- 3 Archer
- 4 Artillerest
- 5 Light Infantry Man
- 6 Light Cavalry
- 7 Medium Cavalry
- 8 Heavy Cavalry
- 9 Unarmored on Foot
- 0 Unarmored on Horse

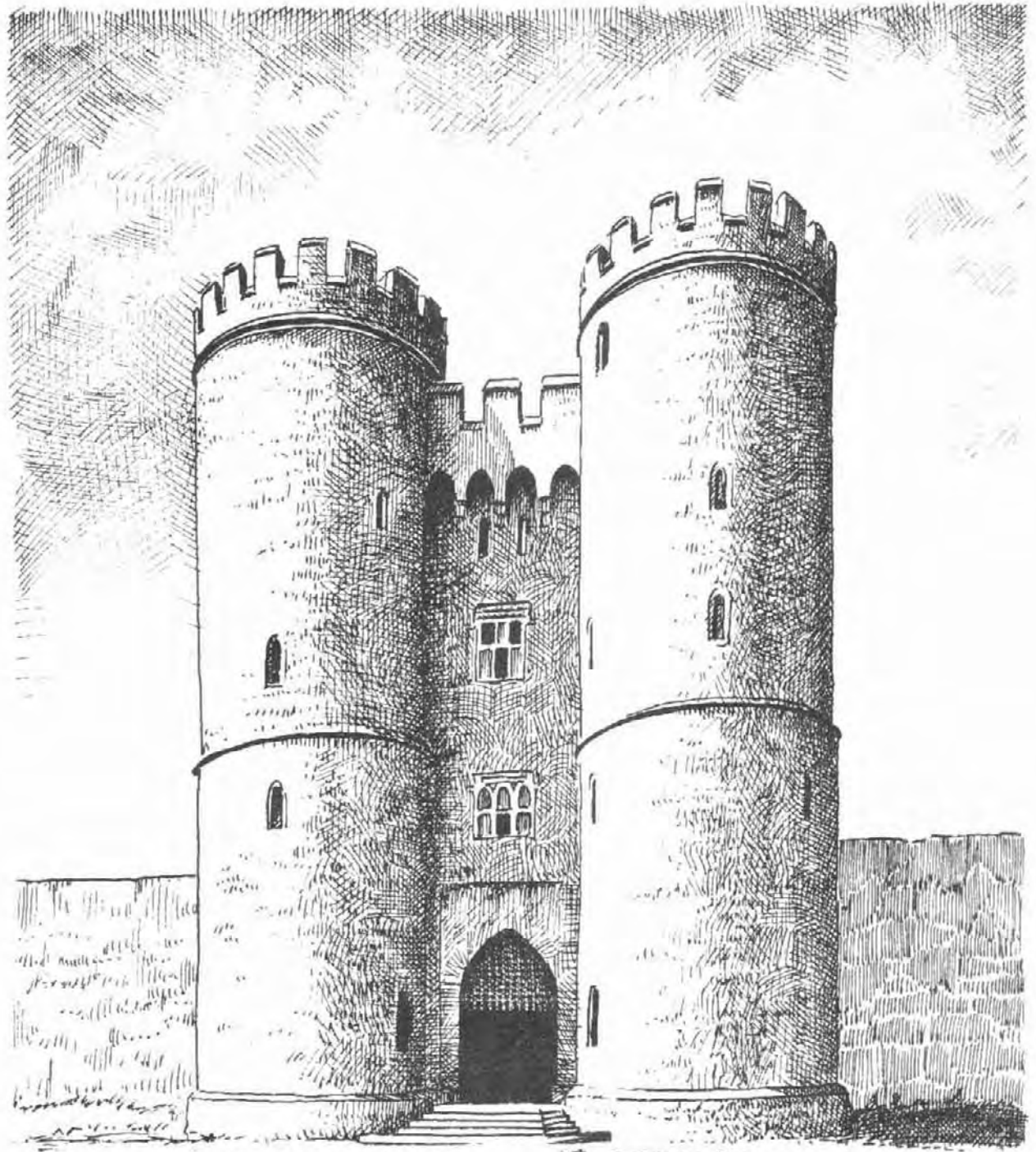
If rolled type not in Garrison composition, reroll until appropriate result is obtained.

Mistress/Wife Reaction

- 1 Keeps on Walking
- 2 Pulls Dagger
- 3 Exposes Leg*
- 4 Screams for Help
- 5 Propositions*
- 6 Propositions
- 7 Faints
- 8 Insults
- 9 Spits On
- 0 Keeps on Walking*

* Roll again after player reaction.





KEN SIMPSON

Mysterious Finds Outside Walls

- 1 Gauntlet*
- 2 Broken Lance
- 3 Torn Banner
- 4 Hidden Trail
- 5 Necklace
- 6 Leather Tunic
- 7 Clay Pot
- 8 Broken Statue
- 9 Stone Fench
- 10 Rusted Dagger
- 11 Dented Goblet
- 12 Smoldering Campfire
- 13 Length of Rope*
- 14 Earring*
- 15 Split Helm
- 16 Sword Hilt
- 17 Lit Lantern*
- 18 Fragmented Staff
- 19 Partially Dug Grave
- 20 Rusty Coin

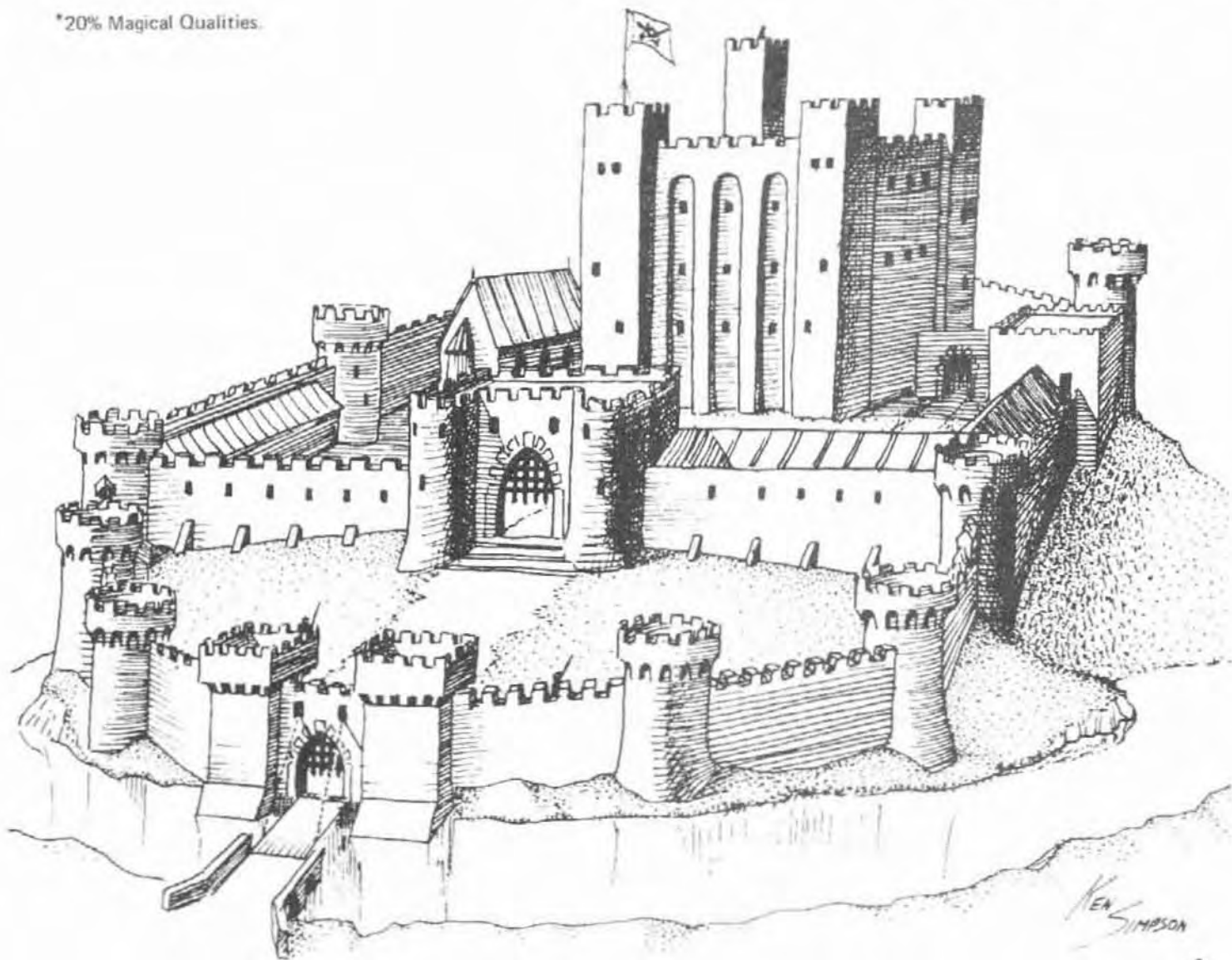
Passing Encounters

- 1 Ale Maker
- 2 Farmers
- 3 Bricklayer
- 4 Armorer
- 5 Beggar
- 6 Gem Cutter
- 7 Aged Fighter
- 8 Fortune Teller
- 9 Peddler
- 10 Caravan
- 11 Spear Maker
- 12 Stone Cutter
- 13 Bronze Caster
- 14 Animal Trainer
- 15 Tanner
- 16 Lute Maker
- 17 Ox Keeper
- 18 Fur Trader
- 19 Black Smith
- 20 Messenger

Wall Defenses

- 1 Aerial Creature
- 2 Volcano
- 3 Arrow Traps
- 4 Magically Protected
- 5 Hallucinary Terrain
- 6 Catapult
- 7 Greek Fire
- 8 Nets
- 9 Cactus
- 10 Pits
- 11 Cauldrons
- 12 Quick Sand
- 13 Mirrors
- 14 Orange
- 15 Dart Thrower
- 16 Trebuchet
- 17 Open Fissures
- 18 Spear Traps
- 19 Tar Pits
- 20 Thorn Bushes

*20% Magical Qualities.



CASTLE NAMES

Die Roll

Table No.

01 - 04	1
05 - 08	2
09 - 12	3
13 - 16	4
17 - 20	5
21 - 24	6
25 - 28	7
29 - 32	8
33 - 36	9
37 - 40	10
41 - 44	11
45 - 48	12
49 - 52	13
53 - 56	14
57 - 60	15
61 - 64	16
65 - 68	17
69 - 72	18
73 - 76	19
77 - 80	20
81 - 84	21
85 - 88	22
89 - 92	23
93 - 00	24

Table 1

1	Abinger
2	Acton
3	Akashi
4	Ako
5	Albini
6	Allington
7	Allure
8	Alnwick
9	Ardres
10	Arundel
11	Azuchi
12	Bailey

Table 2

1	Bamburgh
2	Bamekin
3	Bayeaux
4	Bedford
5	Belsay
6	Berkeley
7	Berkhamsted
8	Bitchu-Matsuyama
9	Bodiam
10	Bramber
11	Brinklow
12	Burnell



Table 3

1	Bywell
1	Bywell
2	Beaufort
3	Bellver
4	Beziars
5	Burghauser
6	Byzantium
7	Borthwick
8	Caister
9	Caldicott
10	Camber
11	Cambridge
12	Cardiff

Table 4

1	Carlisle
2	Chamboy
3	Chaworth
4	Chepstow
5	Chipchase
6	Clinton
7	Clun
8	Conway
9	Corfe
10	Calais
11	Chinon
12	Churburg

Table 5

1	Coca
2	Coucy
3	Combourg
4	Deal
5	Dinan
6	Domfort
7	Dover
8	Dunetar
9	Durham
10	Danevirke
11	Doornenburg
12	Eclo

Table 6

1	Ely
2	Etal
3	Exeter
4	Eye
5	Edinburgh
6	Eger
7	Eltz
8	Farnham
9	Fastolf
10	Flint
11	Framlington
12	Fukuchiyama

Table 7

1	Fukue
2	Fukui
3	Fukuoka
4	Funai
5	Fushimi
6	Falaise
7	Filarete
8	Garter
9	Glanville
10	Glass
11	Gifu
12	Goodrich

Table 8

1	Goryo
2	Guildford
3	Gujo
4	Haddon
5	Hamamatsu
6	Hagi
7	Harlech
8	Hayes
9	Helmingham
10	Herbert
11	Hereford
12	Herland

Table 9

1	Hertford
2	Hikone
3	Himeji
4	Hirosaki
5	Hiroshima
6	Hopton
7	Horne
8	Huntingdon
9	Hurley
10	Iga-Ueno
11	Interdon
12	Inuyama

Table 10

1	Jasper
2	Kagoshima
3	Kakegawa
4	Kameoka
5	Kameyama
6	Kashima
7	Kawagoe
8	Kenilworth
9	Kidwelly
10	Kirby
11	Kishiwada
12	Knaresborough

Table 11

1	Kochi
2	Kokura
3	Komoro
4	Kubota
5	Kamamota
6	Lacy
7	Lancaster
8	Launceston
9	Le Puiset
10	Lewes
11	Liberate
12	Lincoln

Table 12

1	Lists
2	Llanstephen
3	Llantilo
4	Longford
5	Ludershall
6	Ludlow
7	Lumley
8	Maebashi
9	Maiden
10	Mangonel
11	Manners
12	Manorbier

Table 13

1	Marshall
2	Marugame
3	Maruoka
4	Mason
5	Matsue
6	Matsumine
7	Matsumoto
8	Matsuyama
9	Maystroke
10	Markenfield
11	Merchan
12	Middleham

Table 14

1	Mihara
2	Mito
3	Montfort
4	Morioka
5	Motte
6	Mural
7	Nagoya
8	Nakamura
9	Naworth
10	Neville
11	Newark
12	Newcastle

Table 15

1	Nihonmatsu
2	Nijo
3	Ninayama
4	Norham
5	Norwich
6	Nunney
7	Oakham
8	Odiham
9	Old Sarum
10	Orford
11	Oxburgh
12	Oxford

Table 16

1	Odawara
2	Ogaki
3	Oka
4	Okayama
5	Okazaki
6	Osaka
7	Osu
8	Parks
9	Paston
10	Peckforton
11	Pele
12	Pembroke

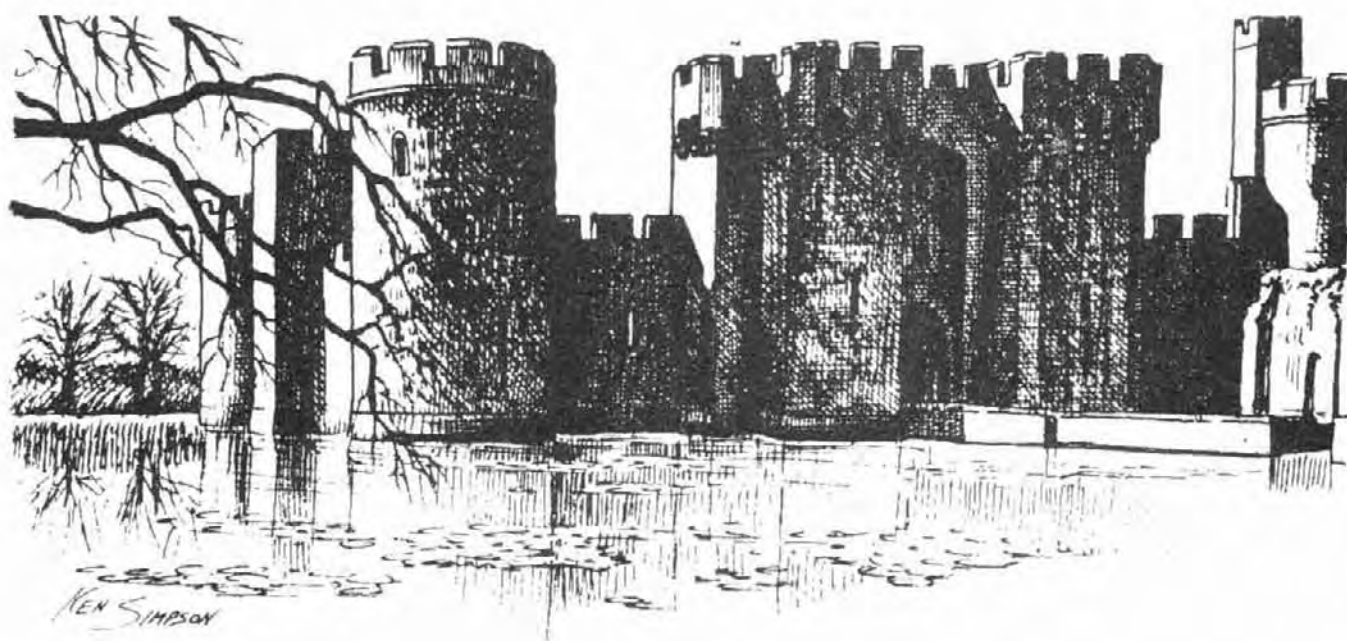


Table 17

1	Pendennis
2	Percy
3	Perrot
4	Pevensey
5	Playford
6	Pleshy
7	Plinth
8	Pontefract
9	Posterns
10	Prudhoe
11	Queenborough
12	Raby

Table 18

1	Raglan
2	Rennes
3	Restormal
4	Rhuddlan
5	Richmond
6	Rochester
7	Rockingham
8	Saeki
9	St. Briavels
10	Saga
11	Sakura
12	Salisbury

Table 19

1	Saltwood
2	Scarborough
3	Scrope
4	Seals
5	Sendai
6	Shibata
7	Shimabara
8	Shinoyama
9	Shirburn
10	Skenfrith
11	Sonobe
12	Southampton

Table 20

1	Sponle
2	Springal
3	Stafford
4	Stokesay
5	Stuteville
6	Sumpa
7	Takada
8	Takamatsu
9	Takasaki
10	Tamworth
11	Tanabe
12	Tatebayashi

Table 21

1	Tattershall
2	Thornbury
3	Tickhill
4	Tokushima
5	Topcliffe
6	Tottori
7	Toyama
8	Toyohashi
9	Trebuchet
10	Trematon
11	Tsu
12	Tsuchiura

Table 22

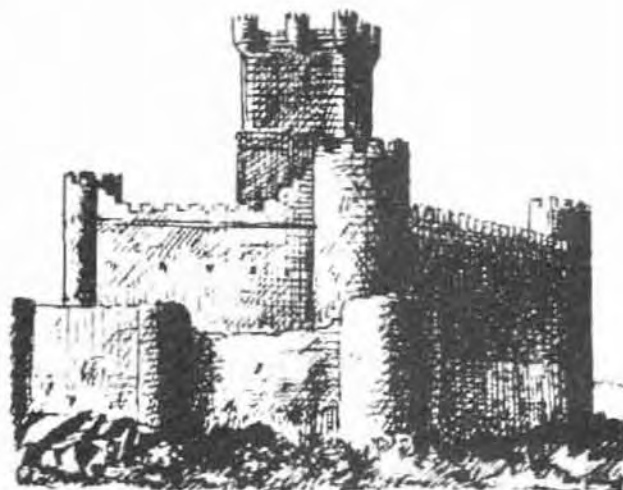
1	Tsuyama
2	Tutbury
3	Ueda
4	Umfraville
5	Usuki
6	Uwajima
7	Valturian
8	Vaux
9	Vere
10	Vesci
11	Wakamatsu
12	Wakayama

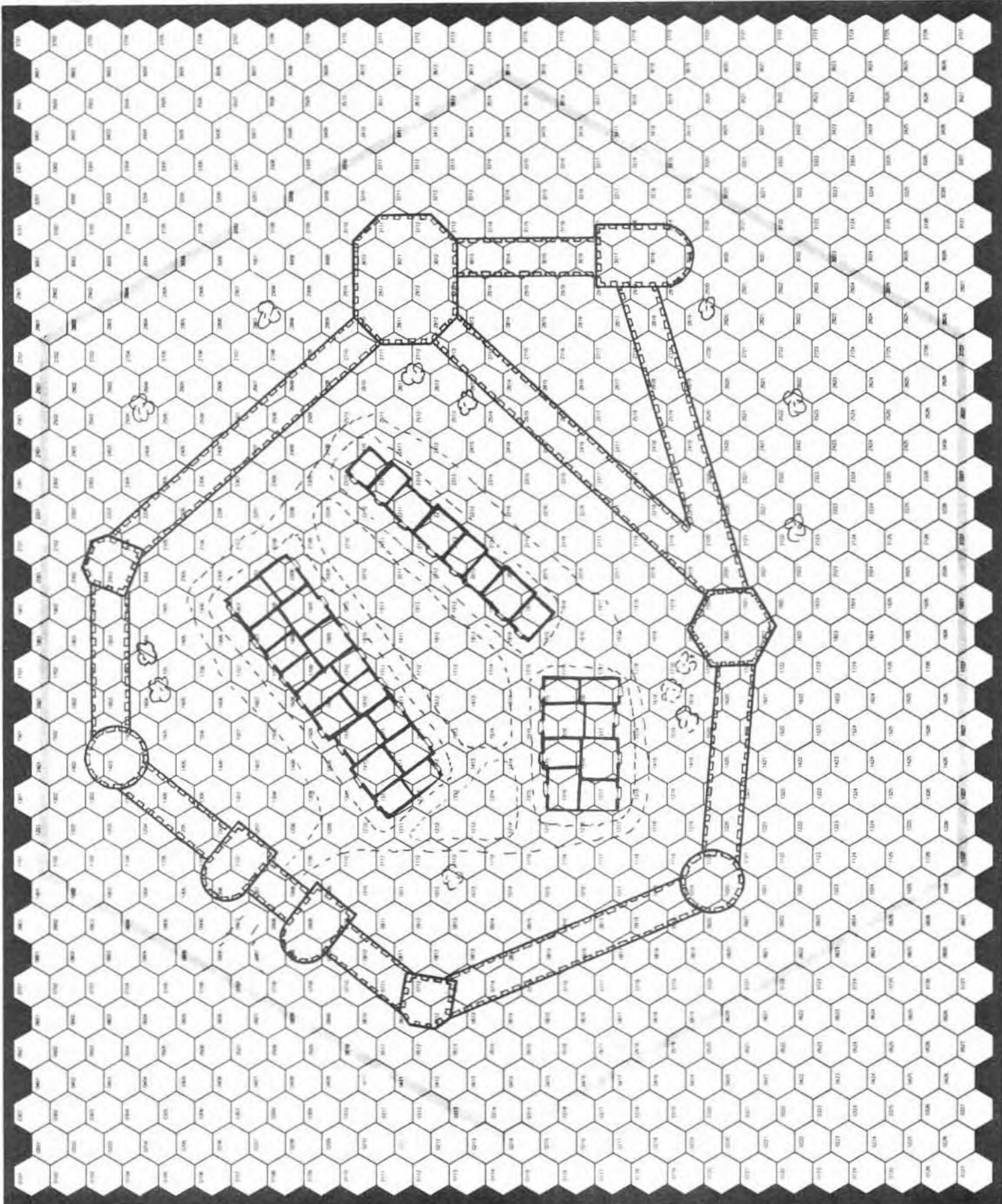
Table 23

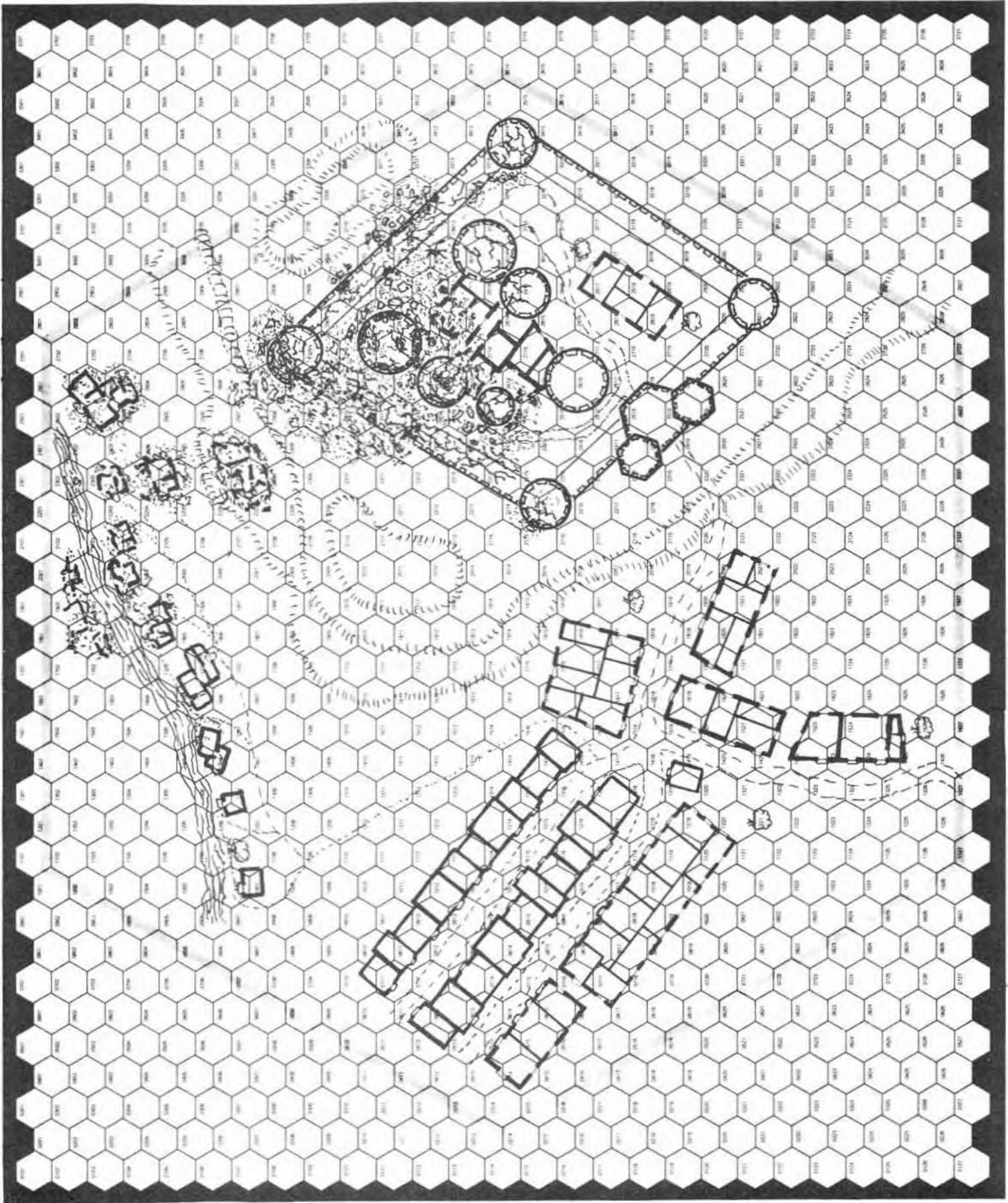
1	Wallingford
2	Walmer
3	Walton
4	Warrenne
5	Wark
6	Warkworth
7	Warwick
8	Wells
9	White
10	Whickham
11	Winchester
12	Windsor

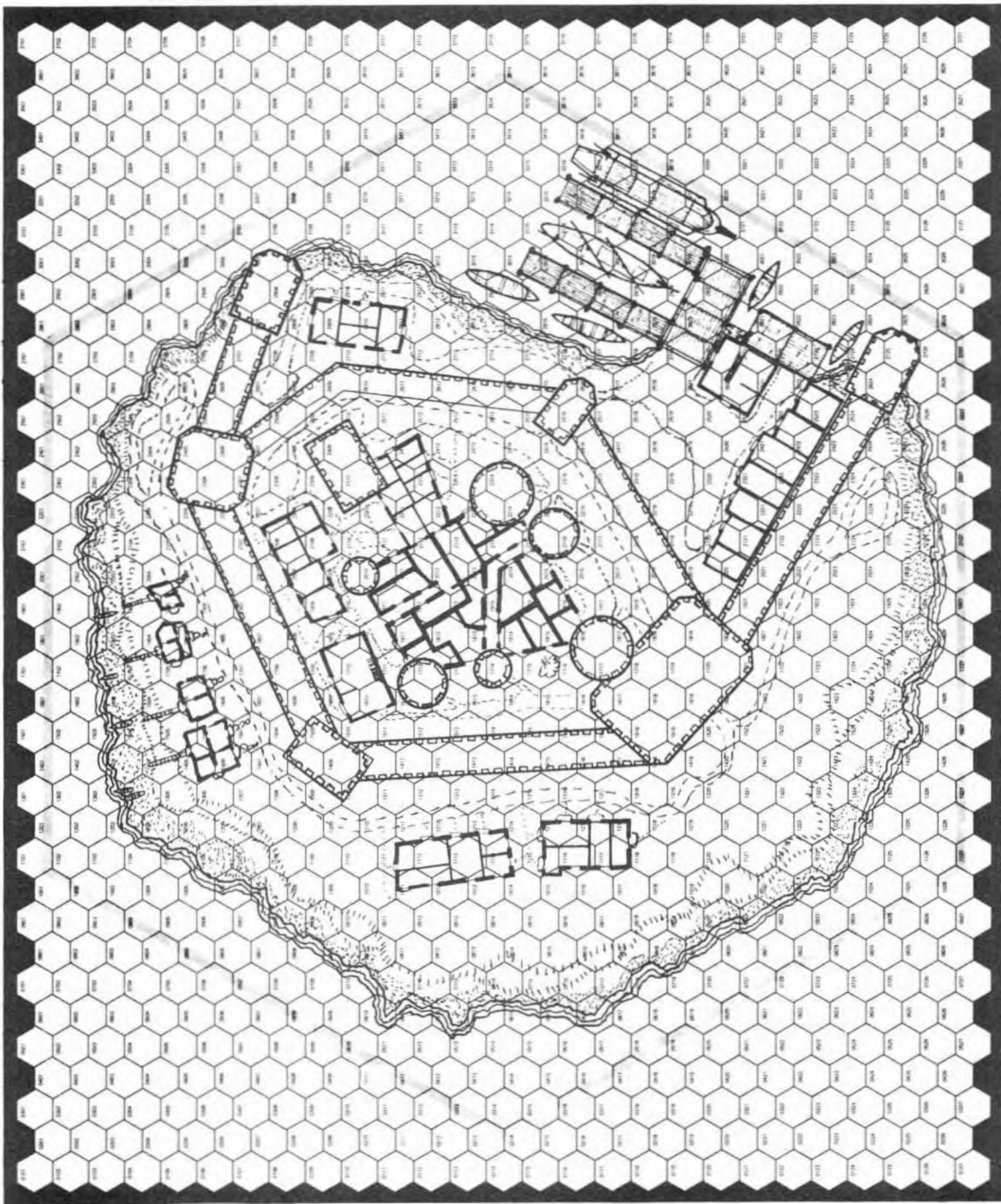
Table 24

1	Winford
2	Winfield
3	Wingfield
4	Wintingham
5	Worcester
6	Xentath
7	Yevele
8	Yonago
9	Yonezana
10	York

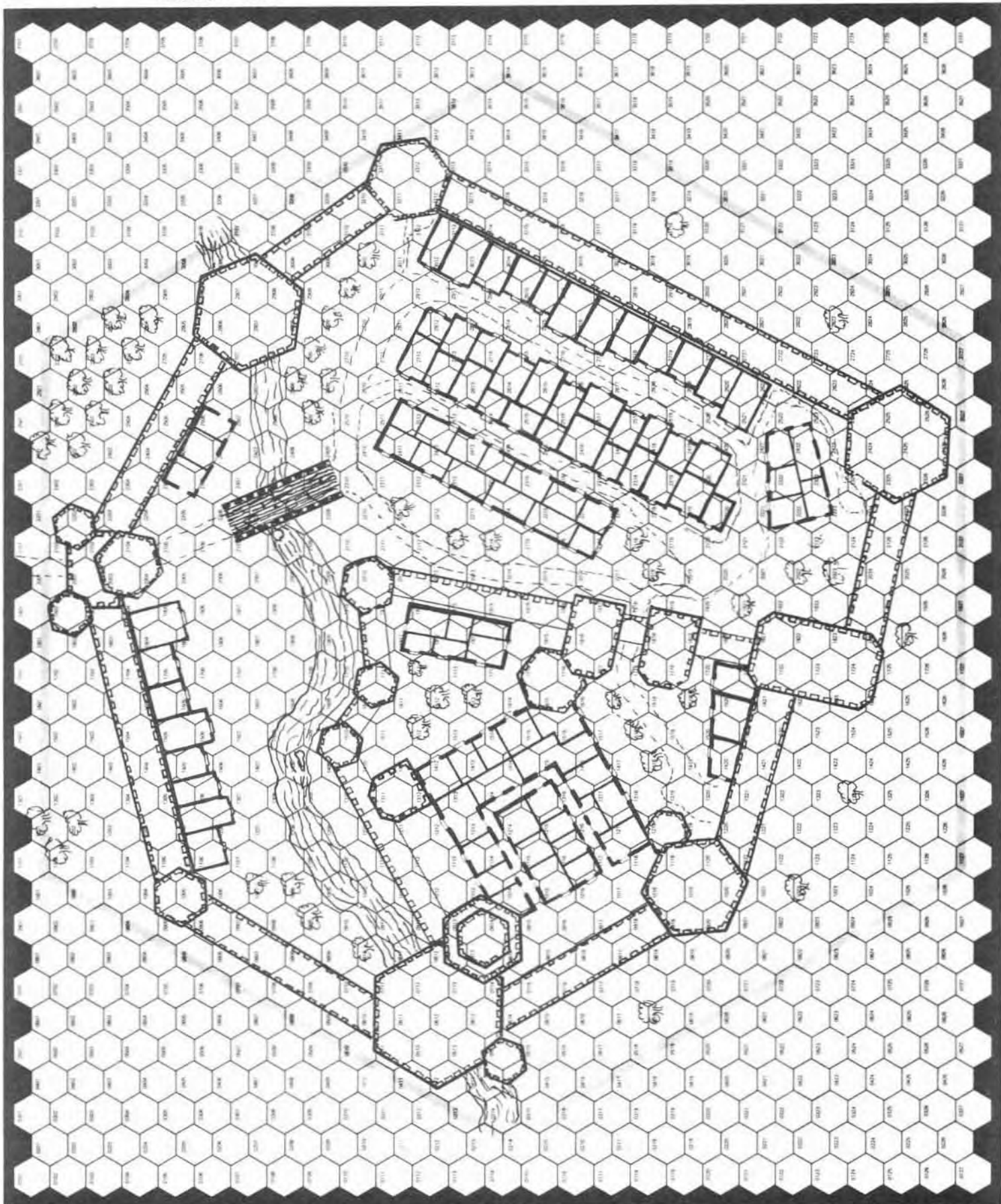


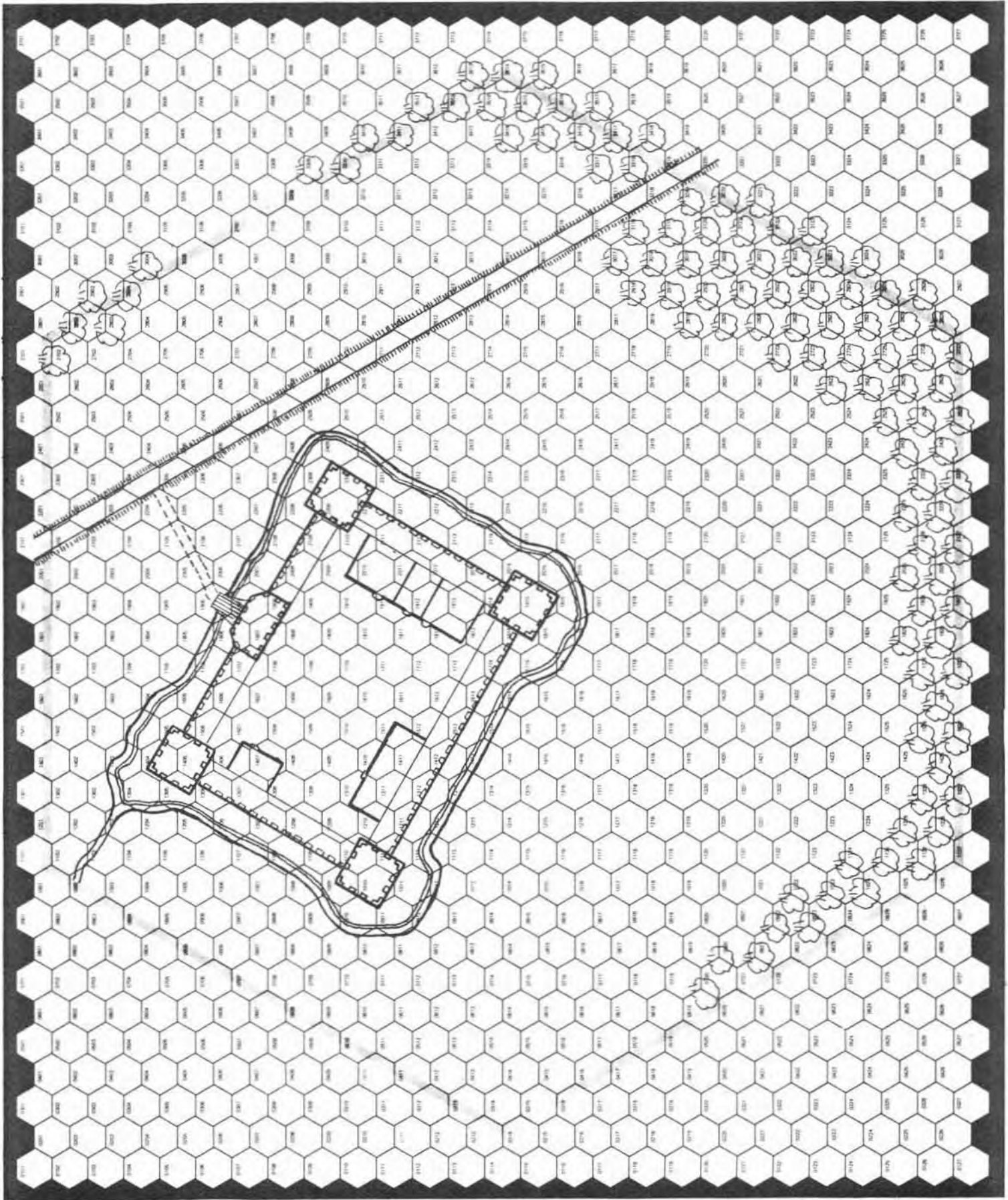


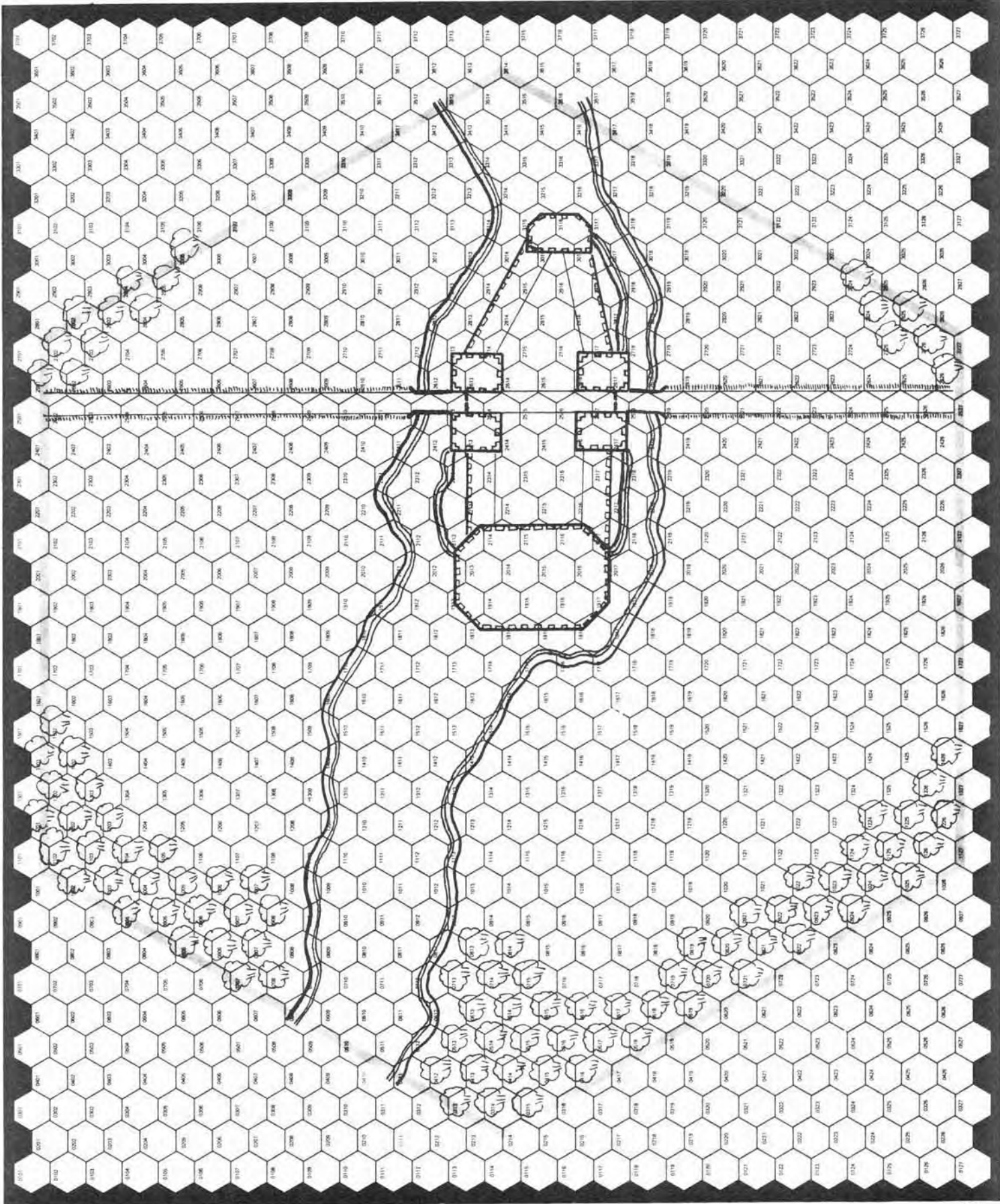




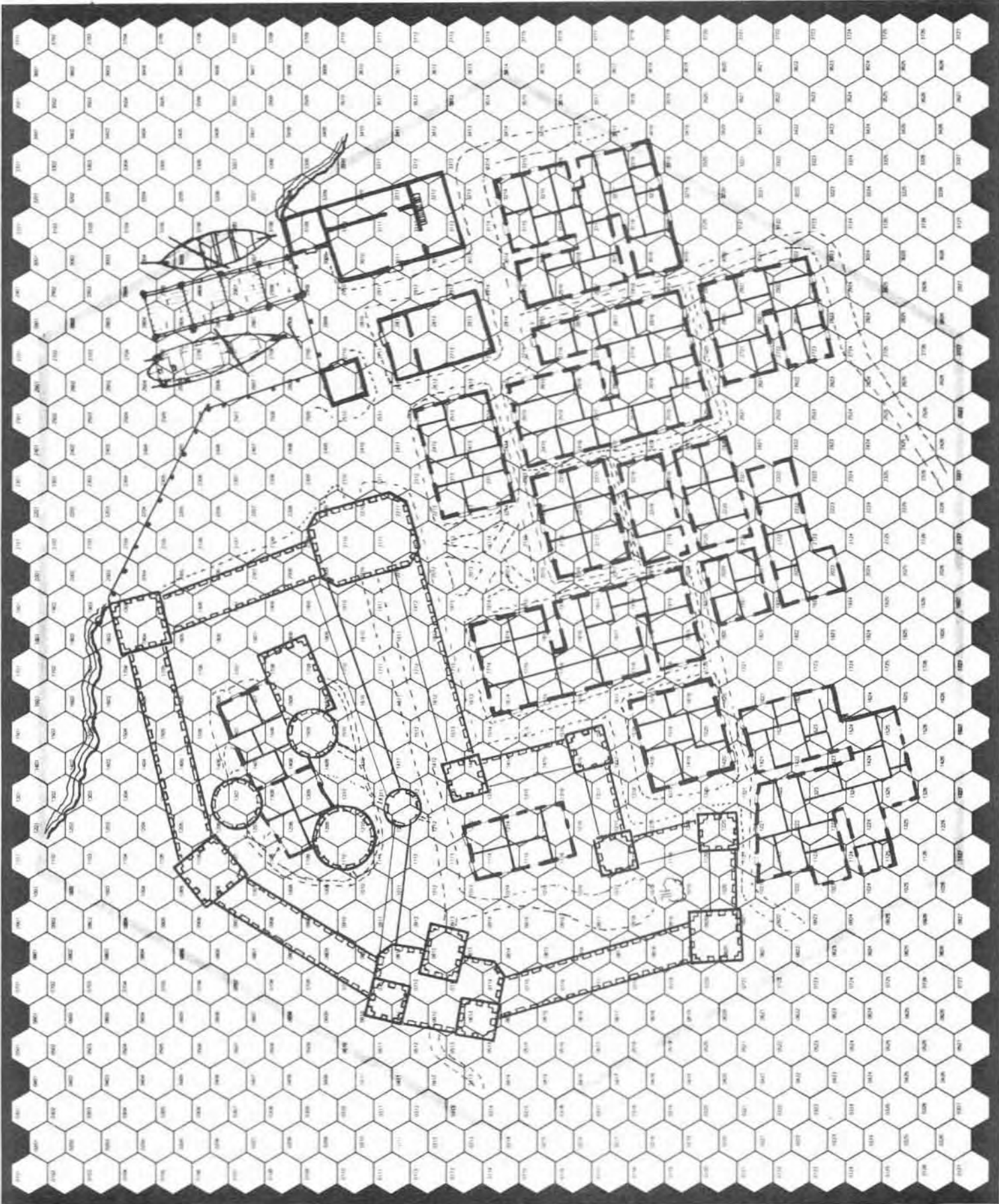


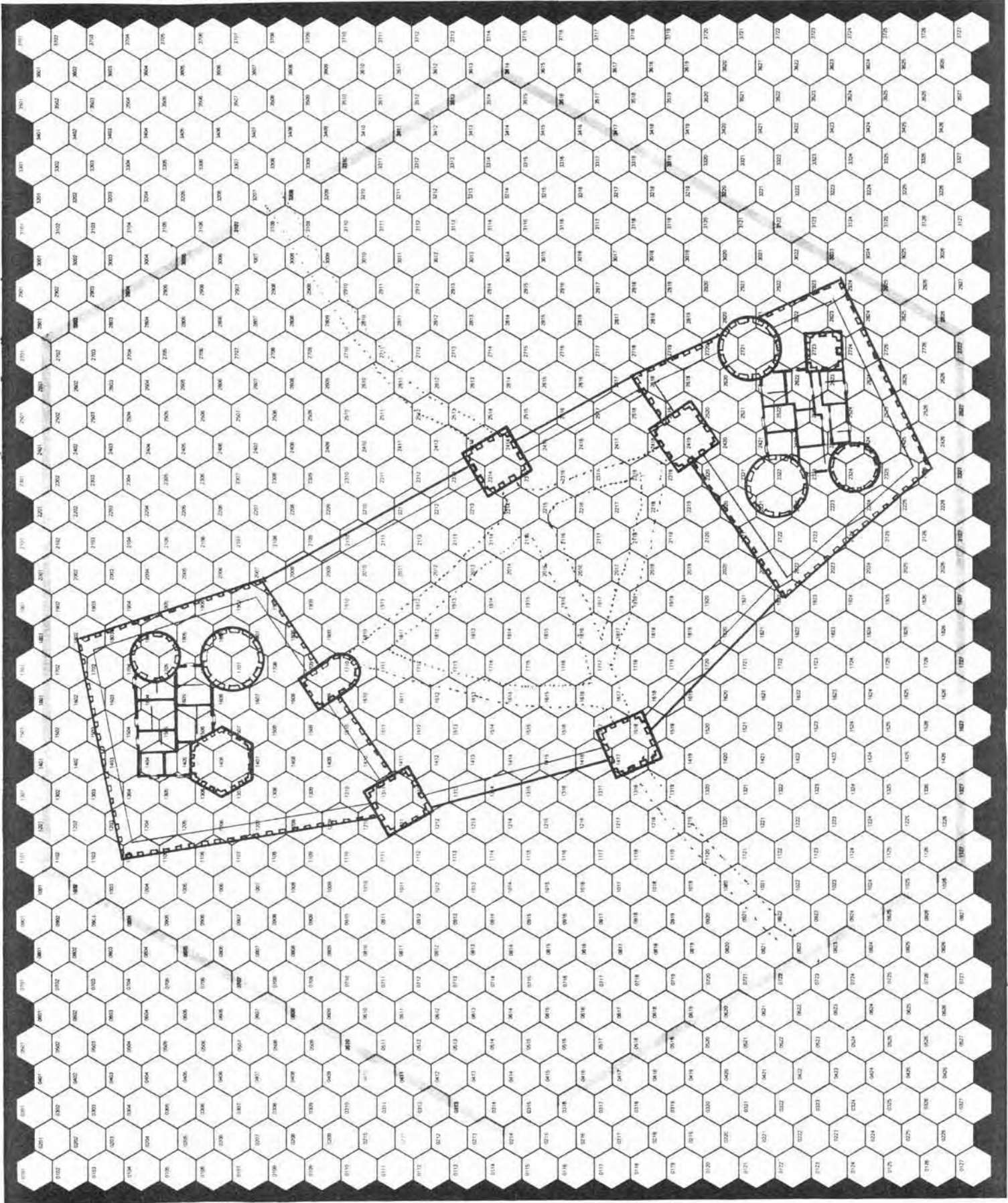


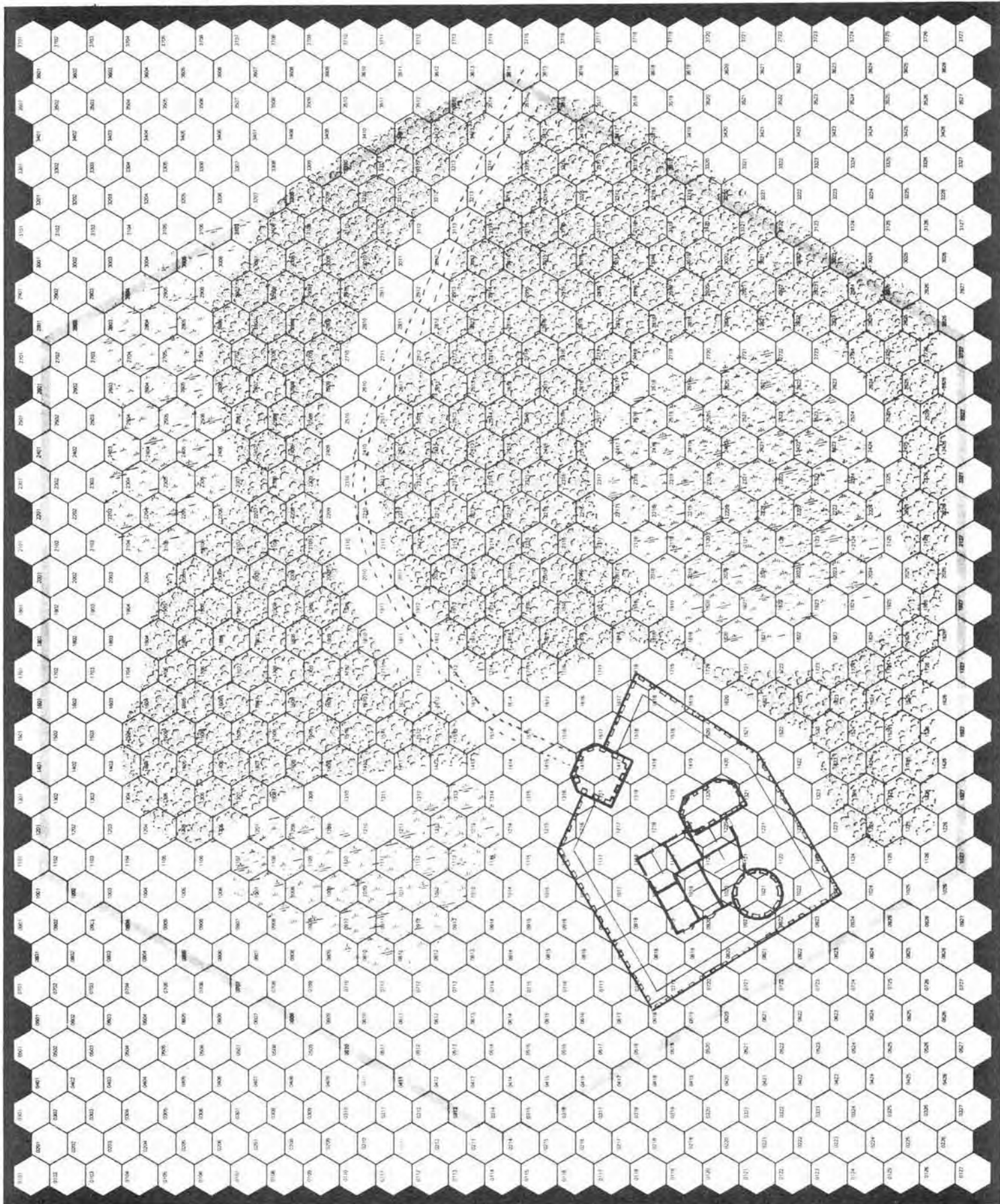


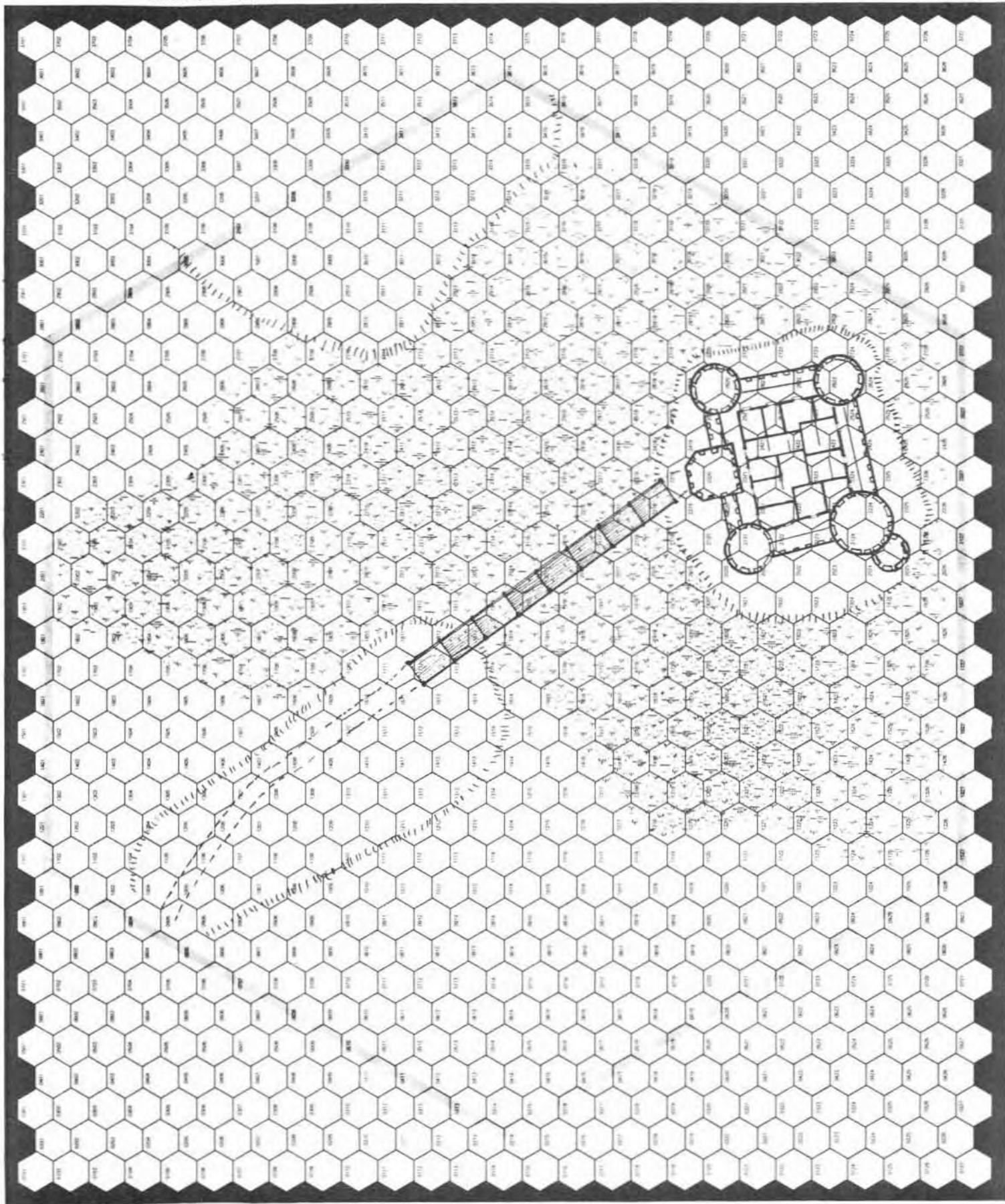


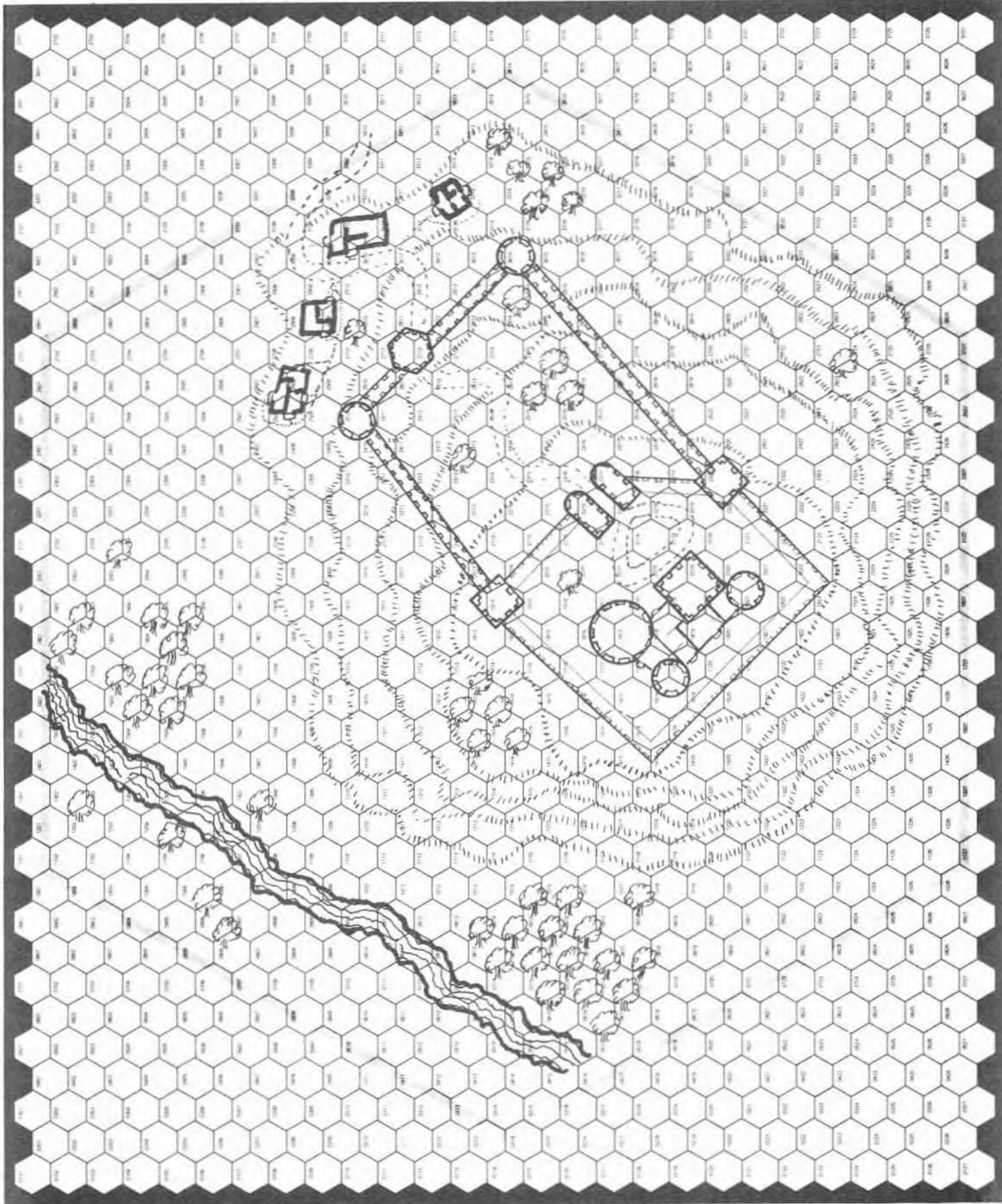


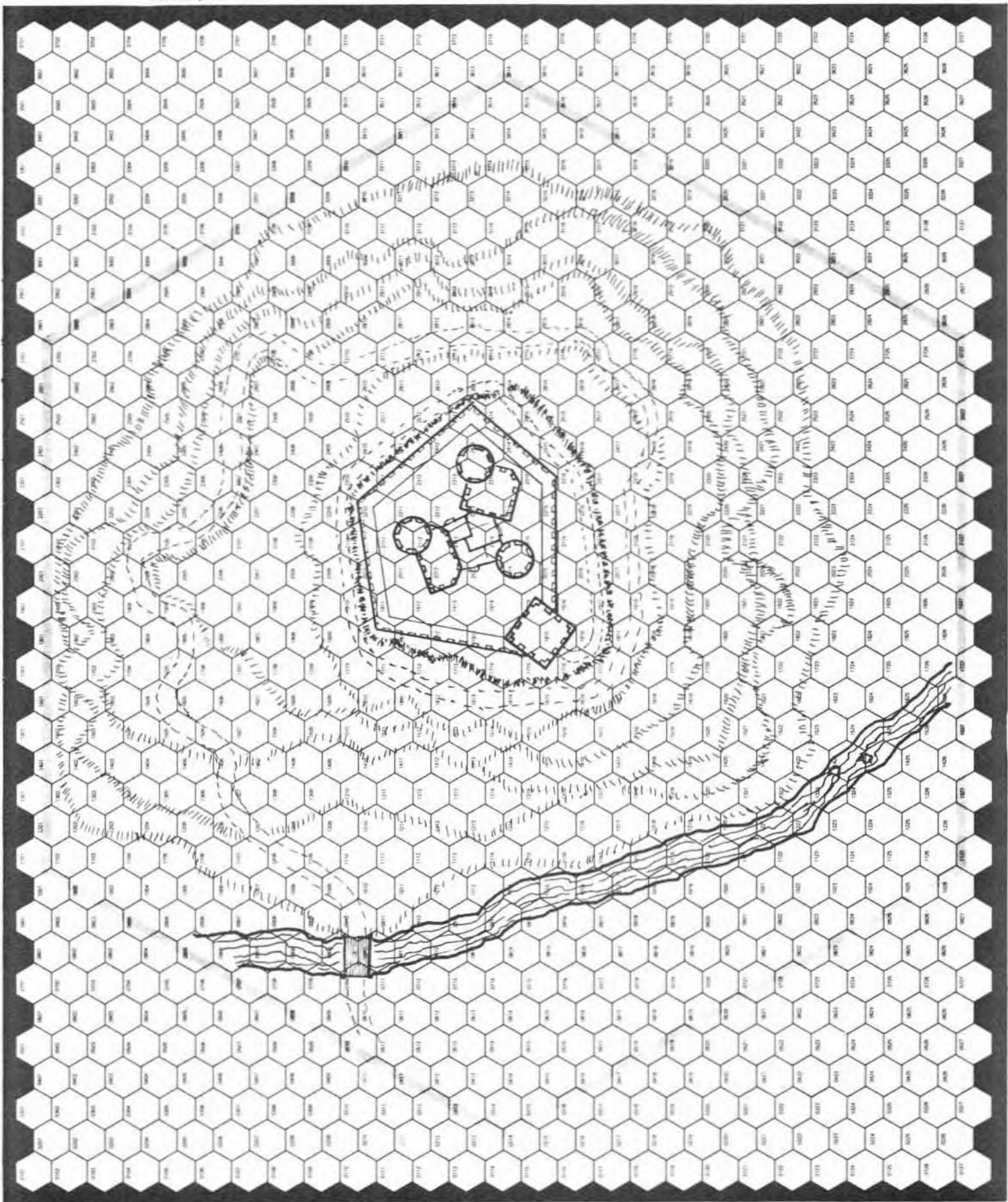




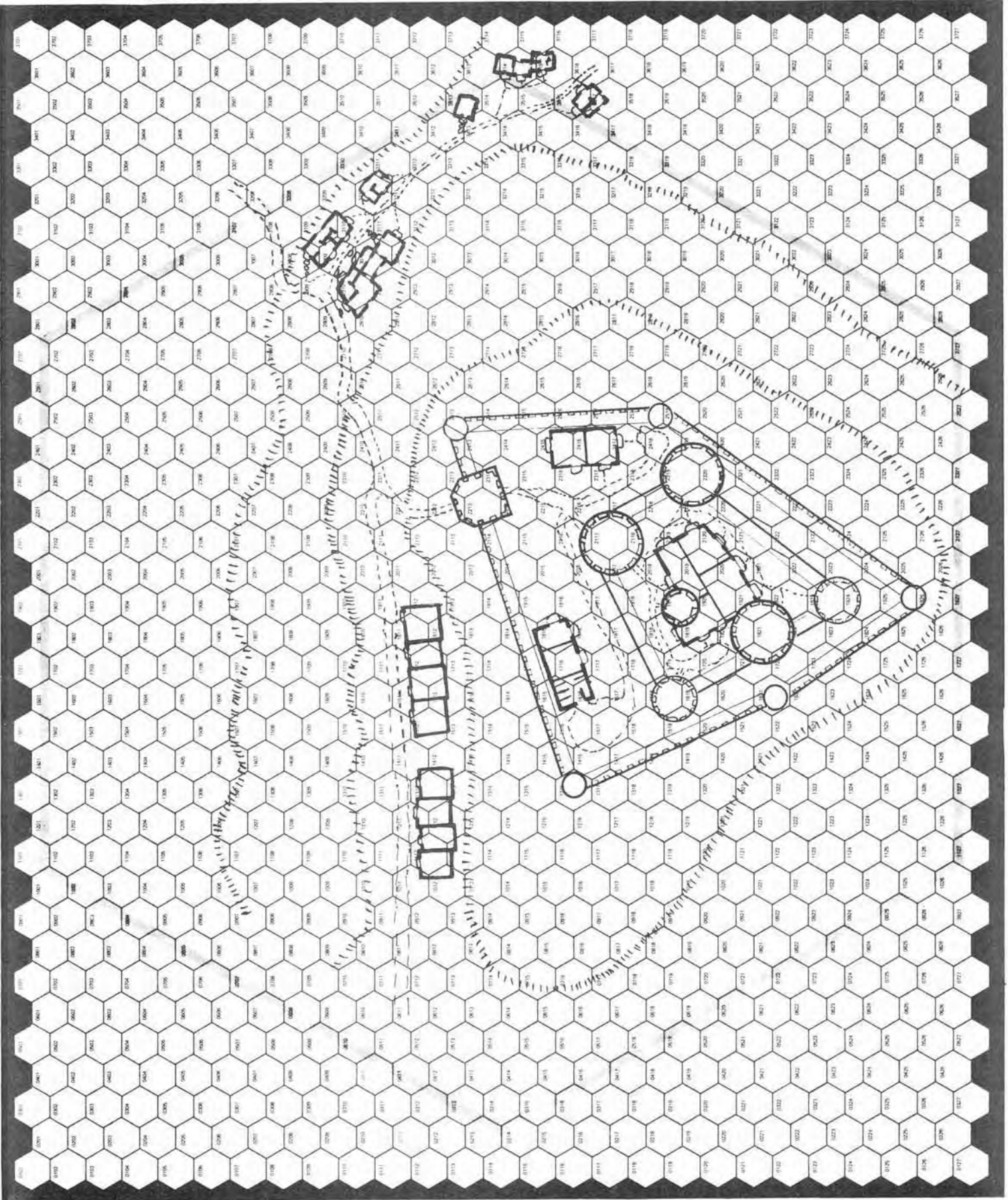


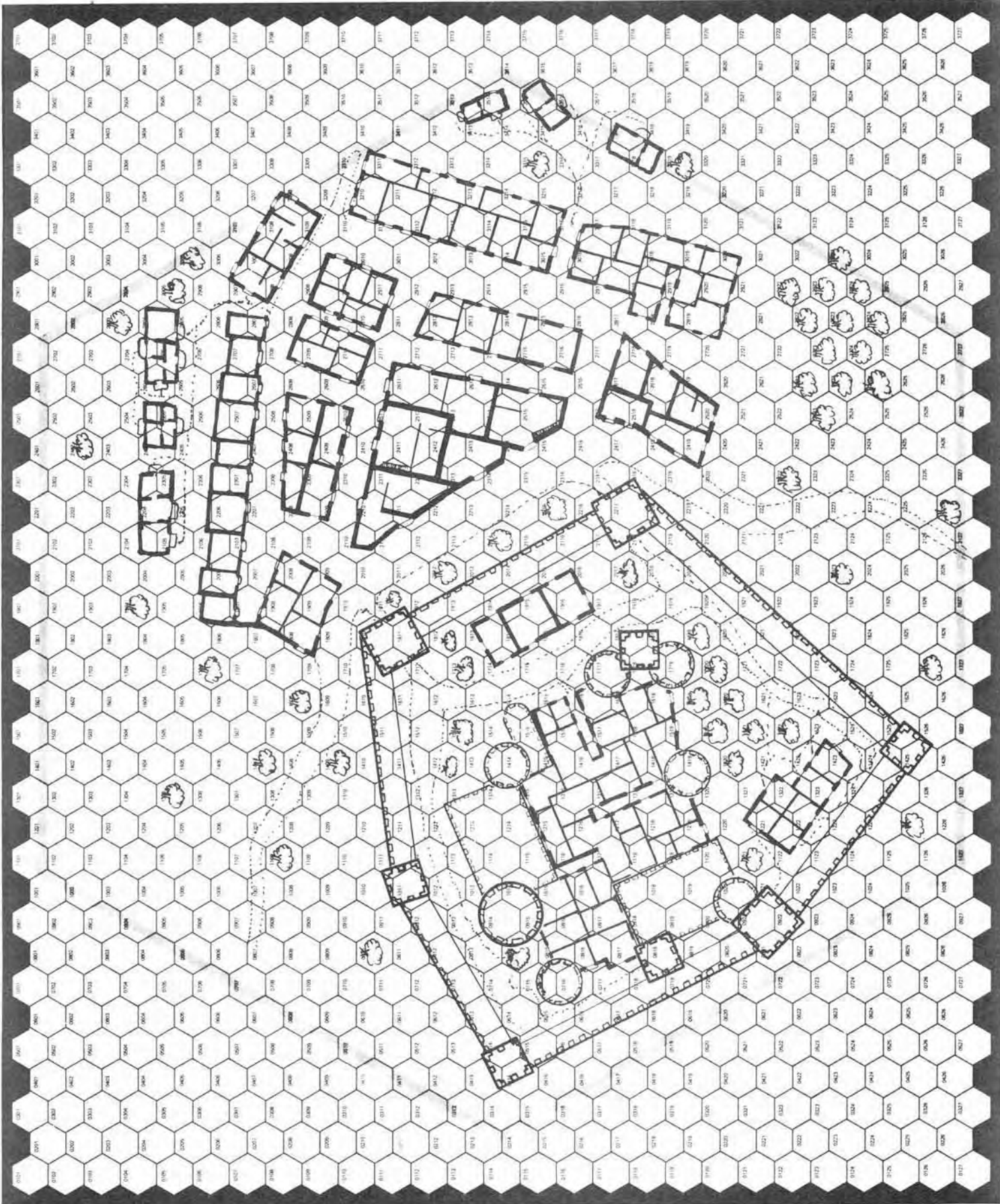


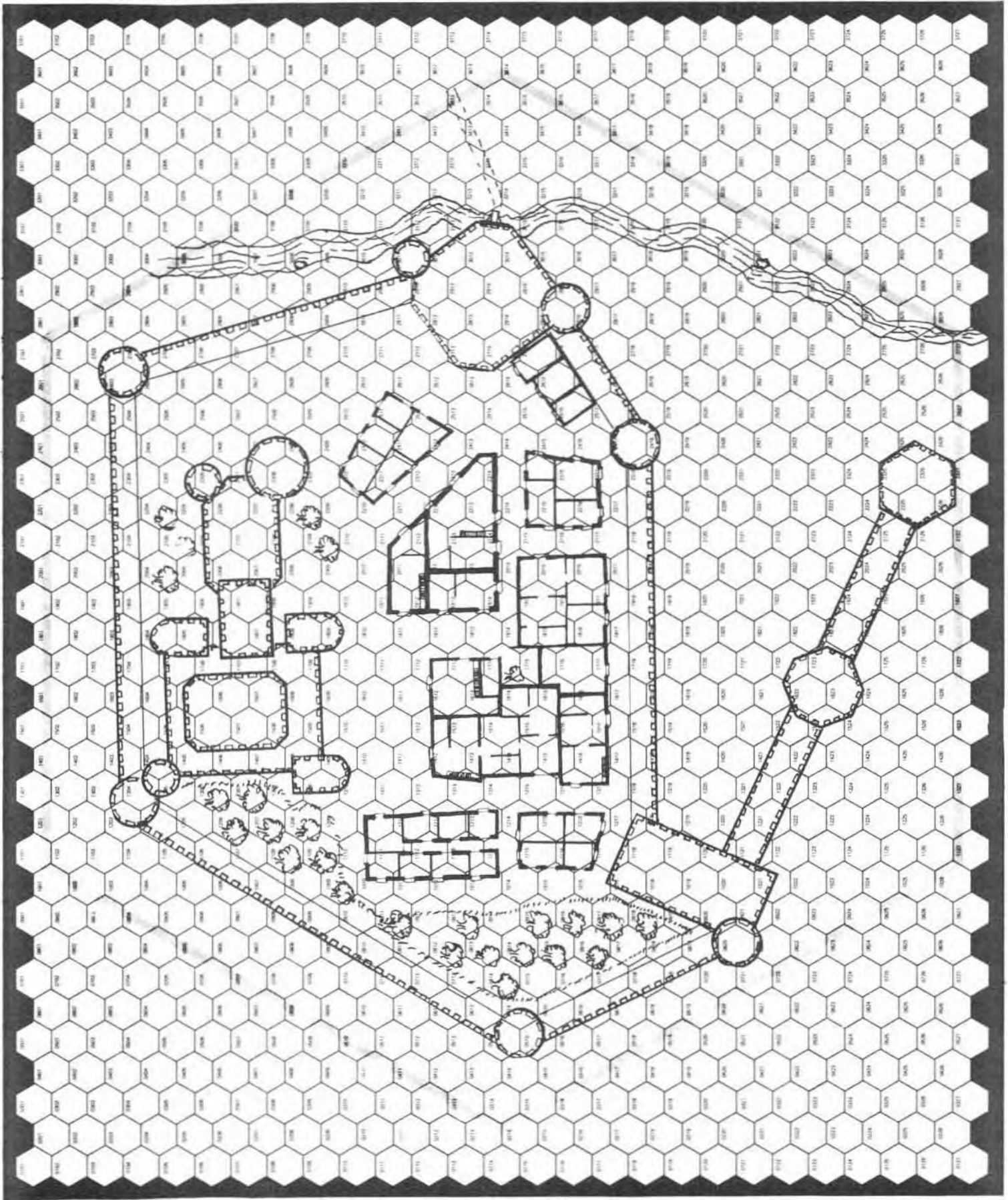


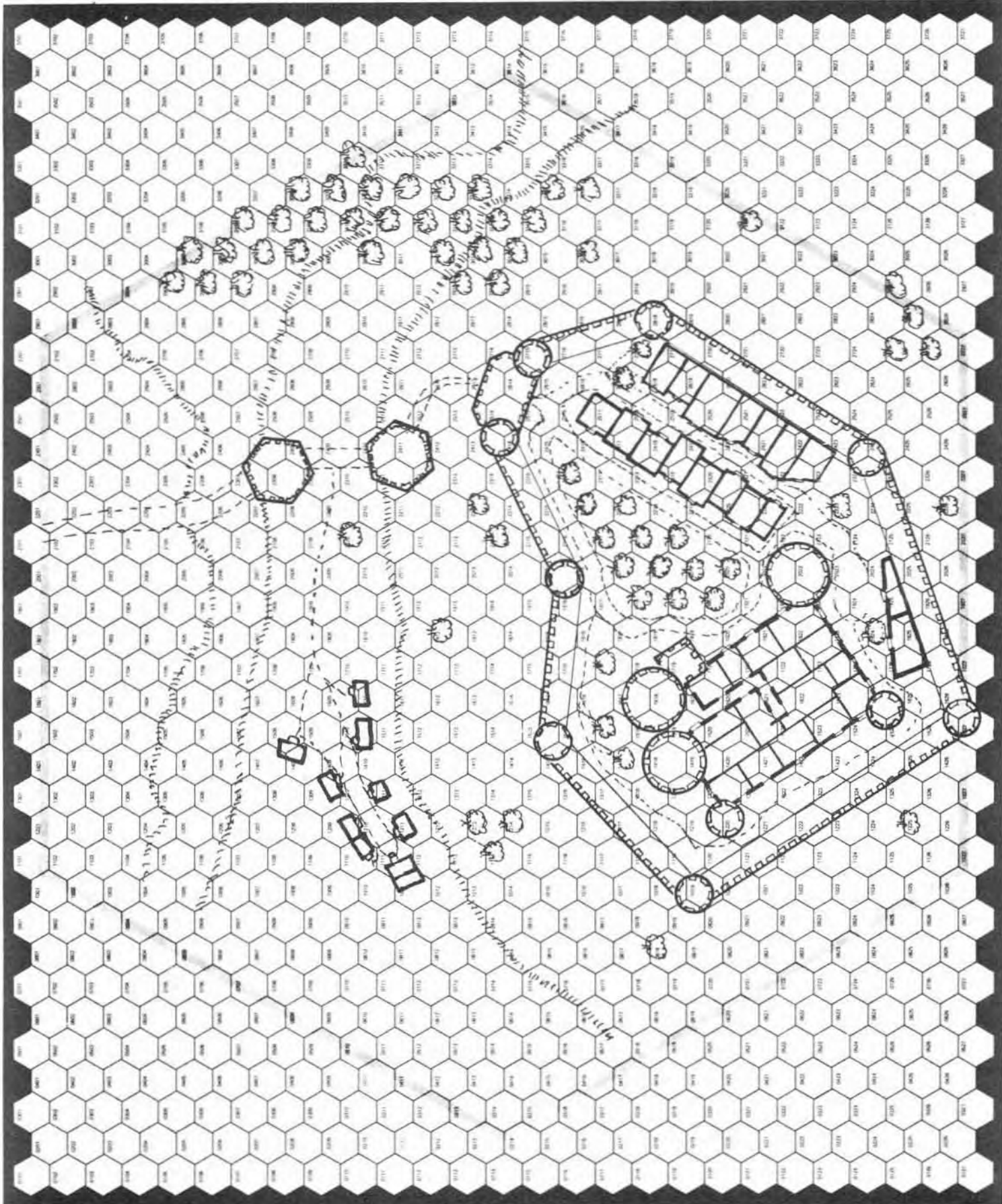


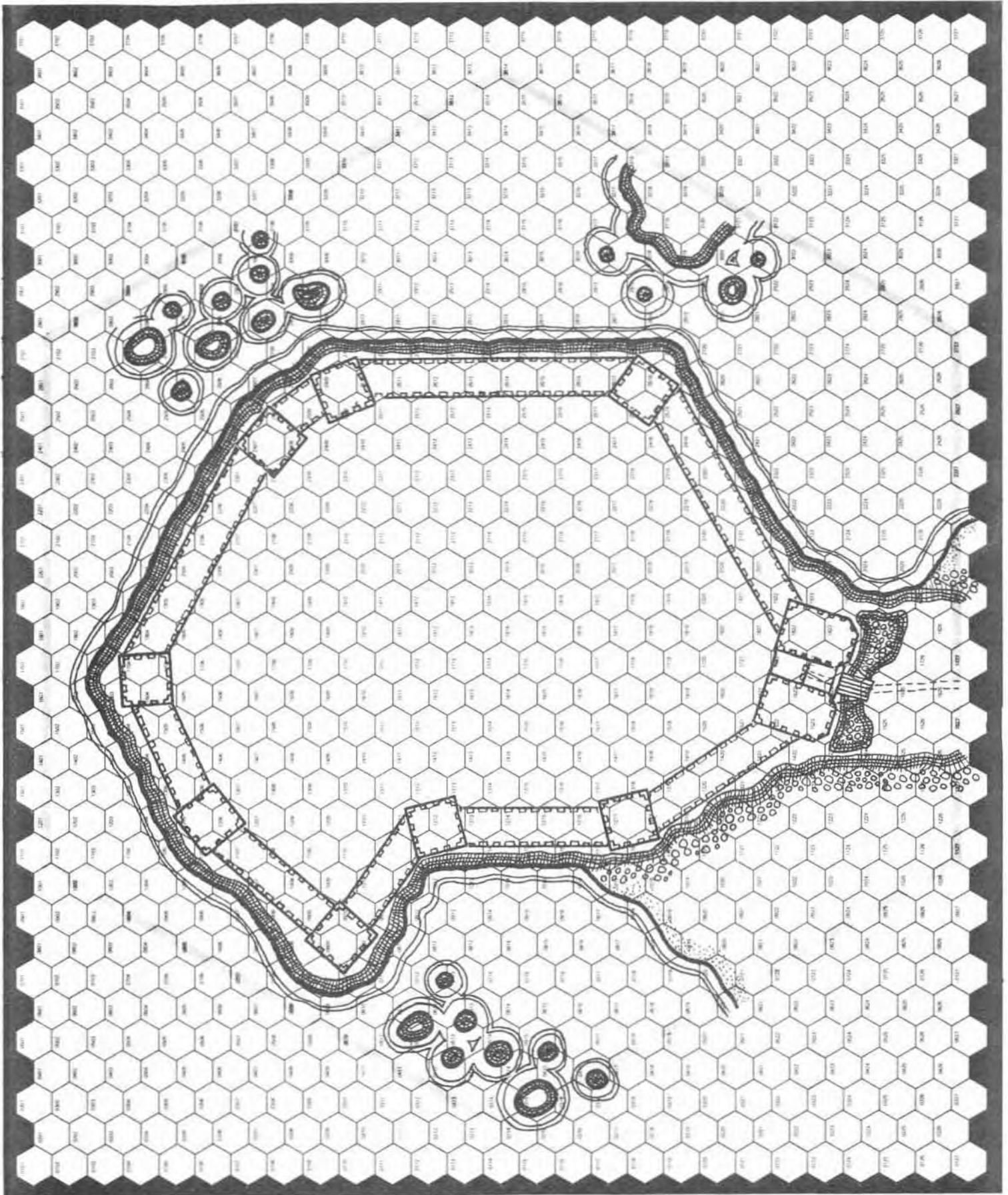


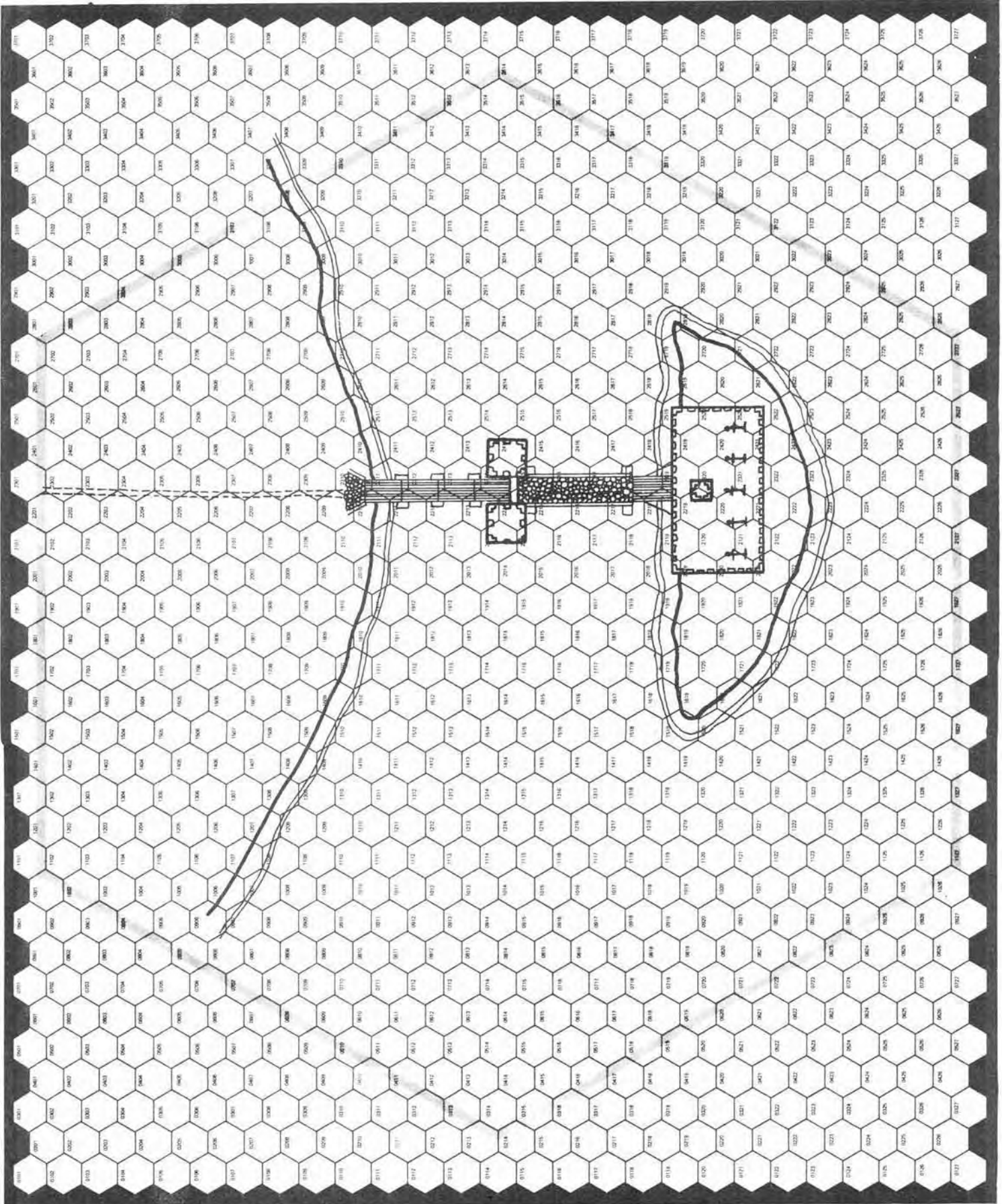


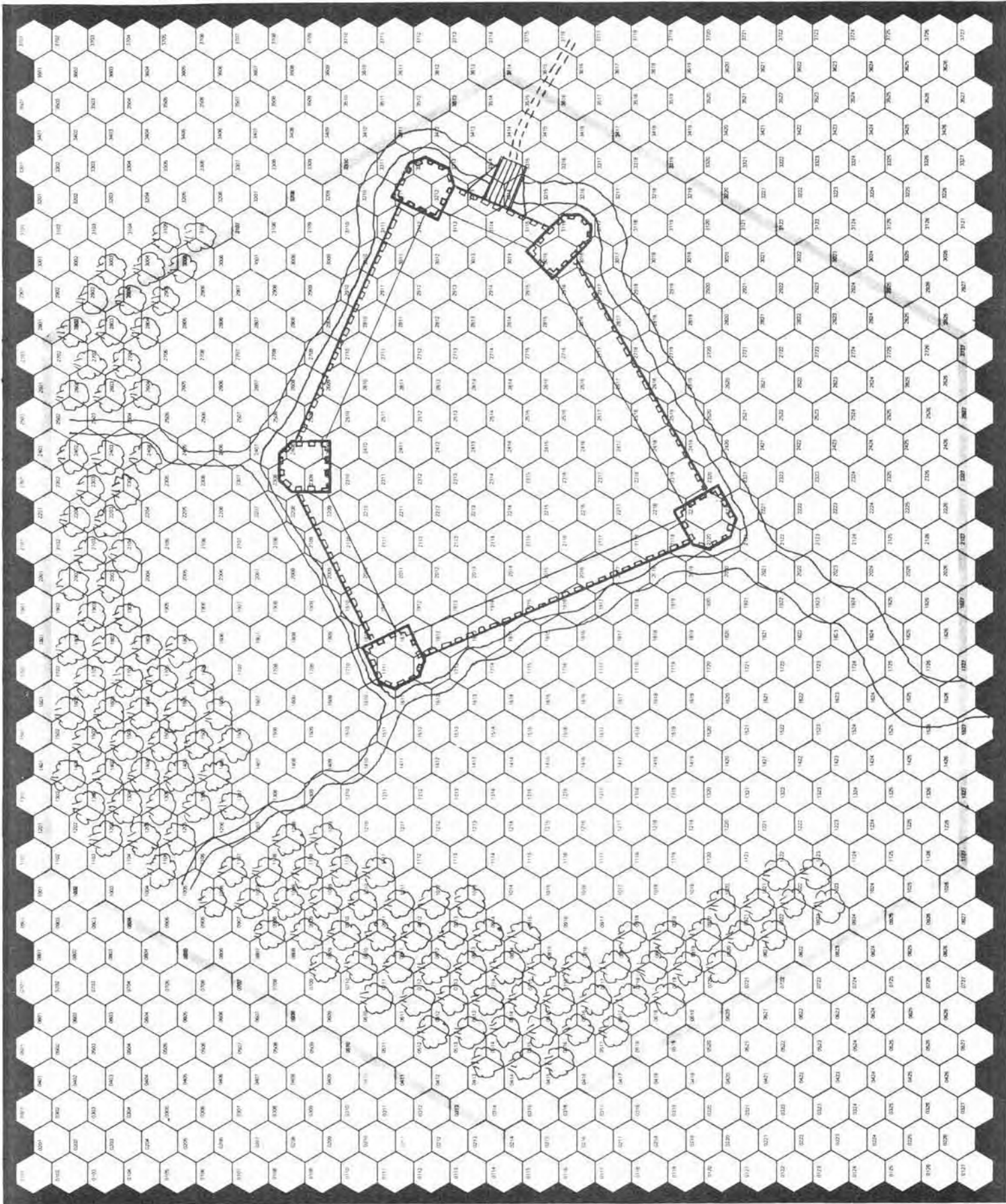


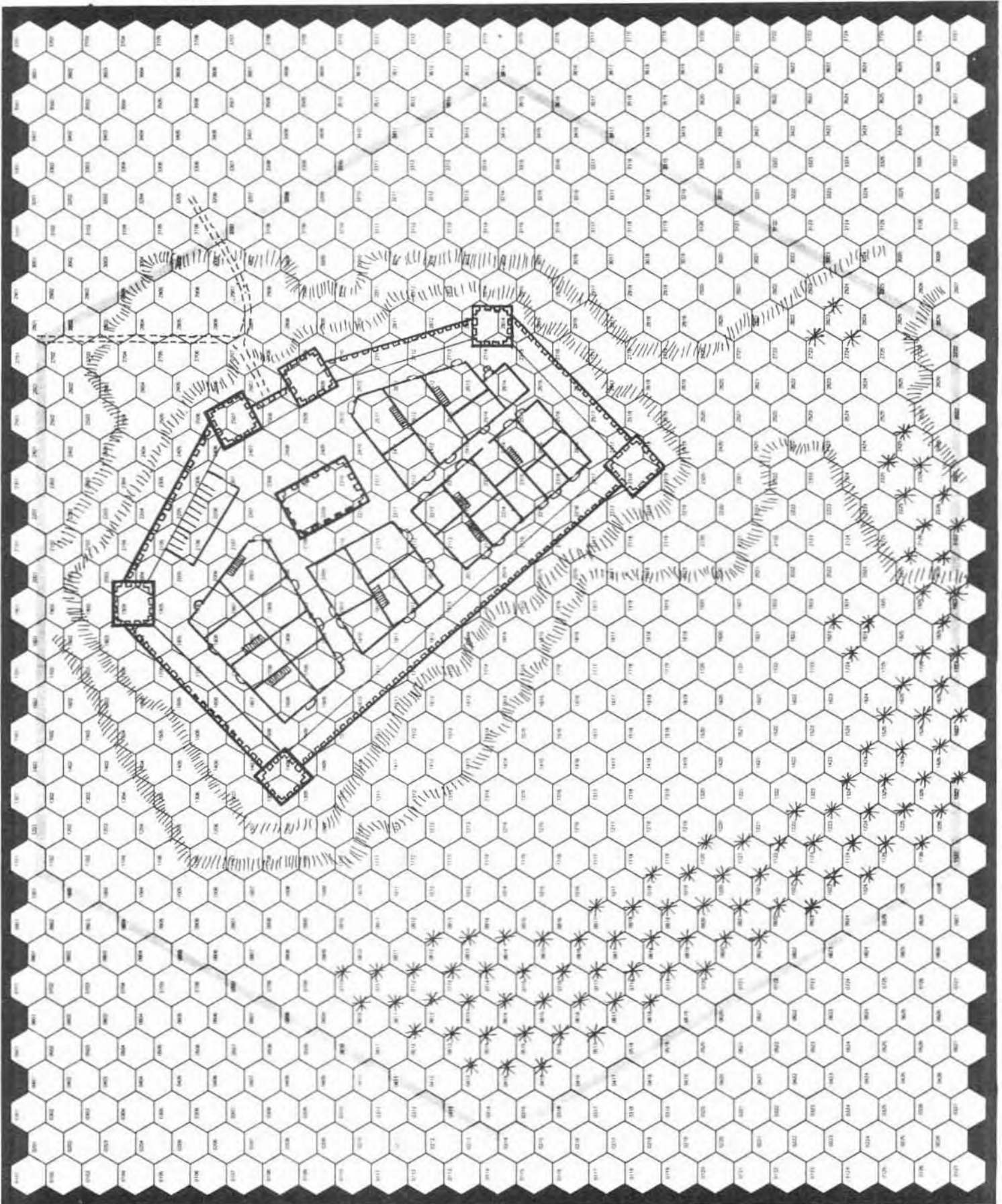


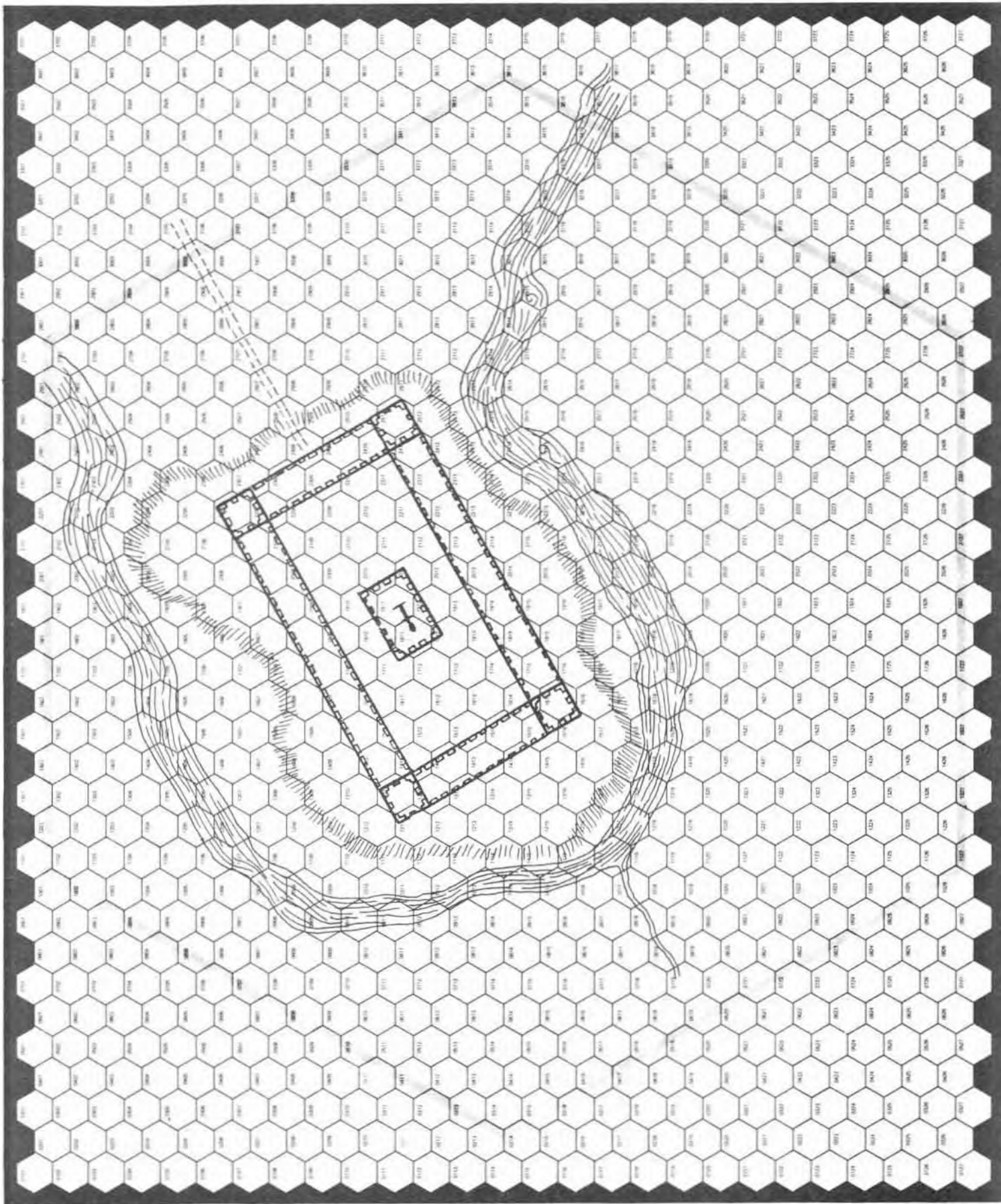


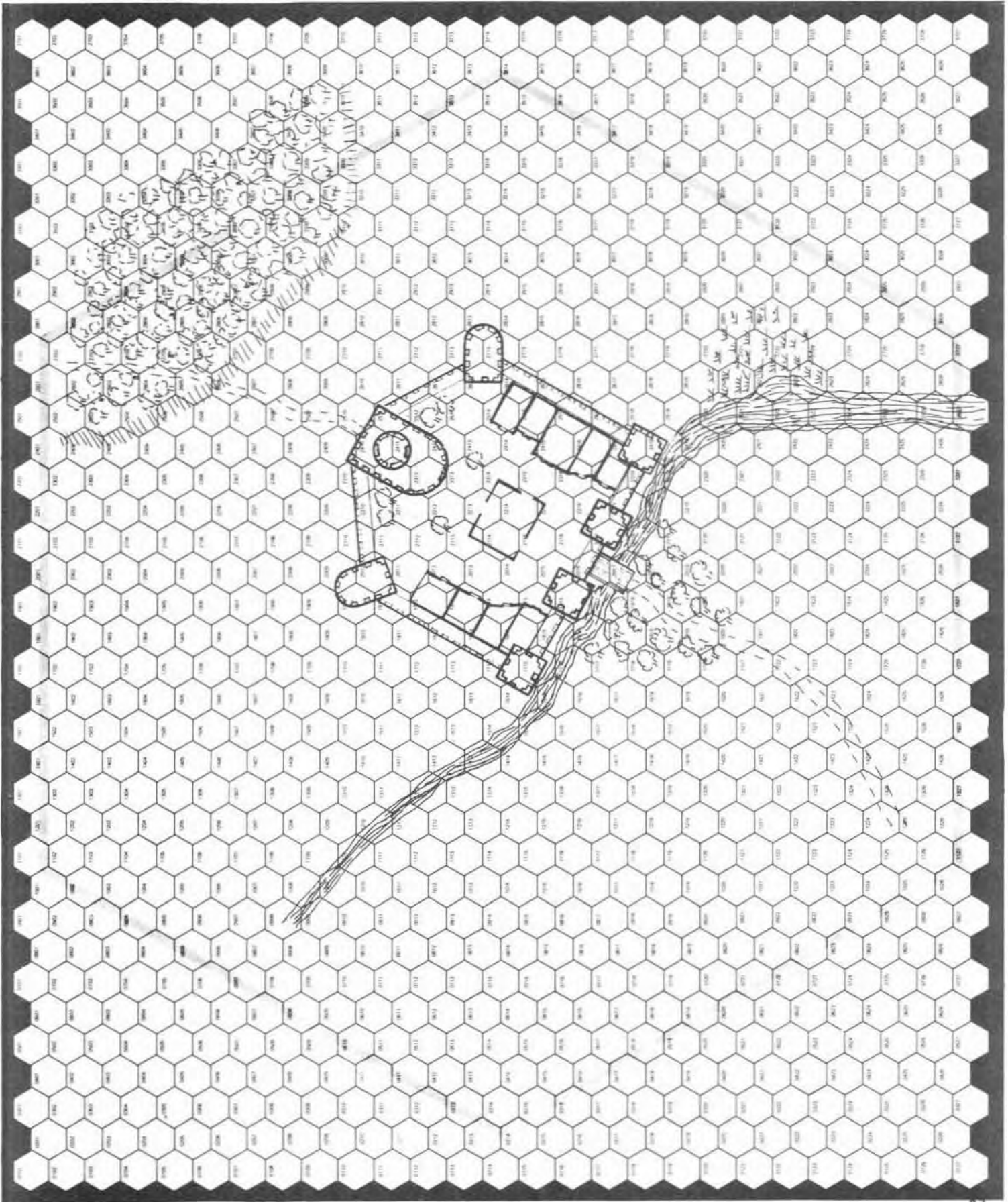


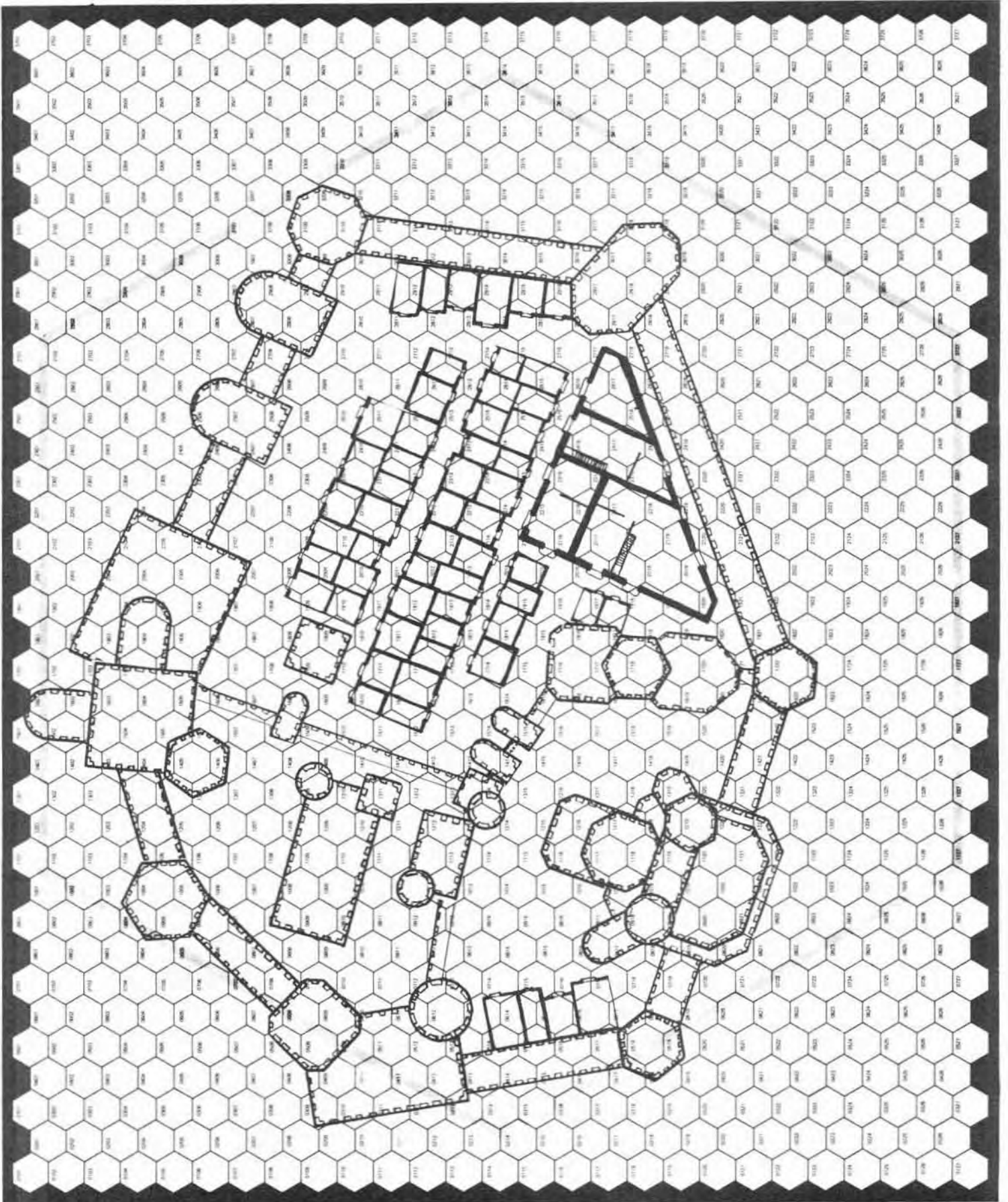


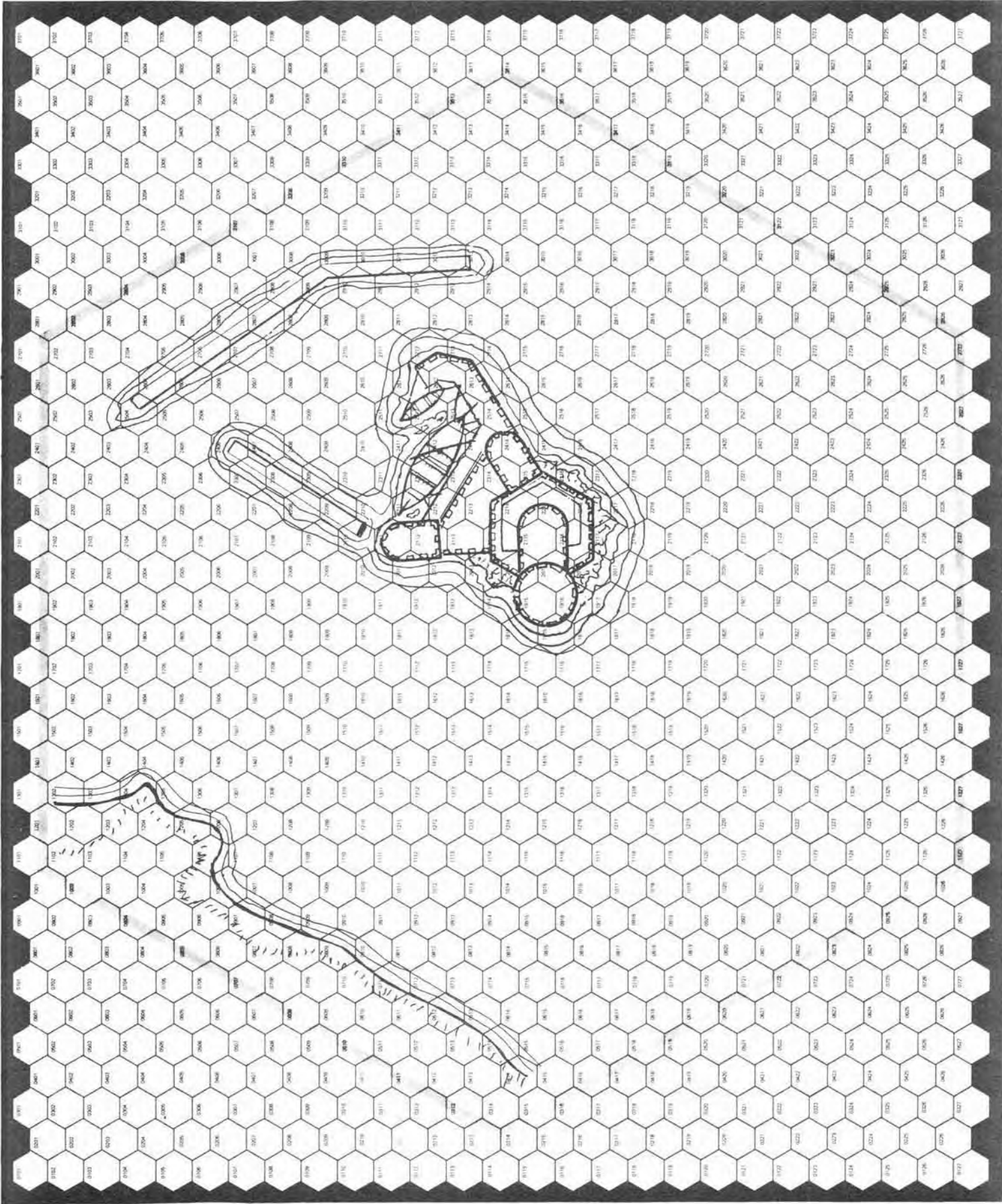


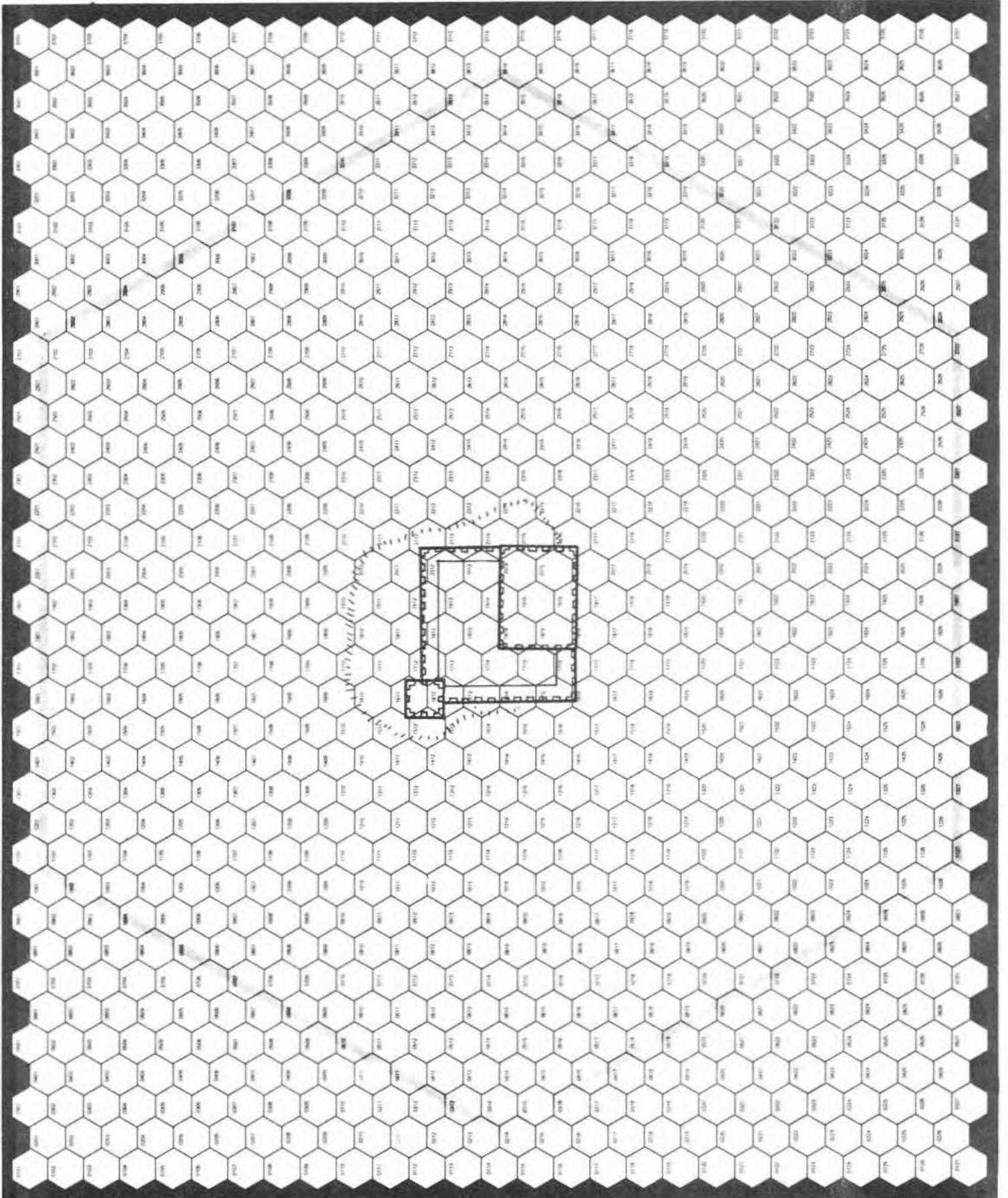


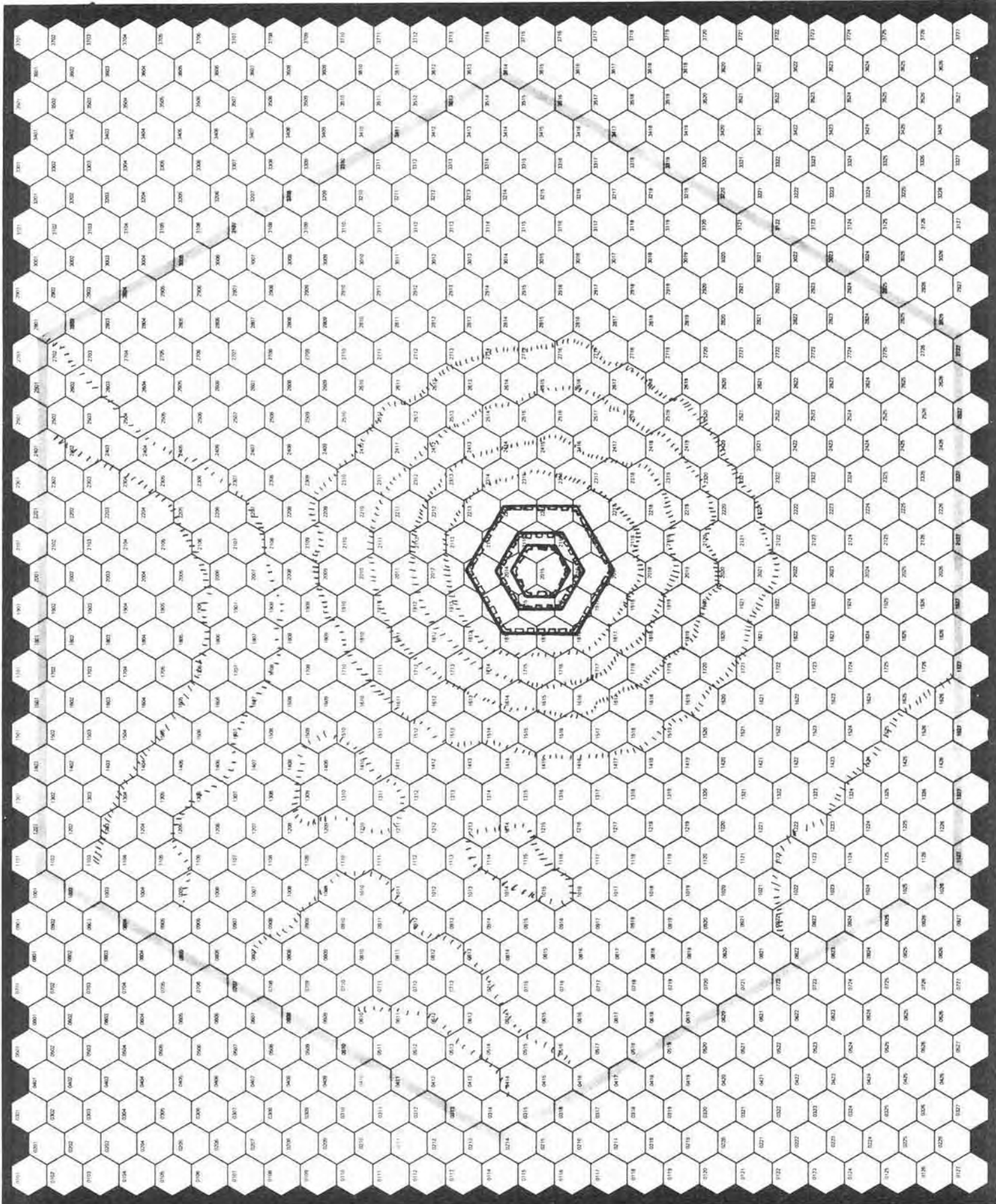


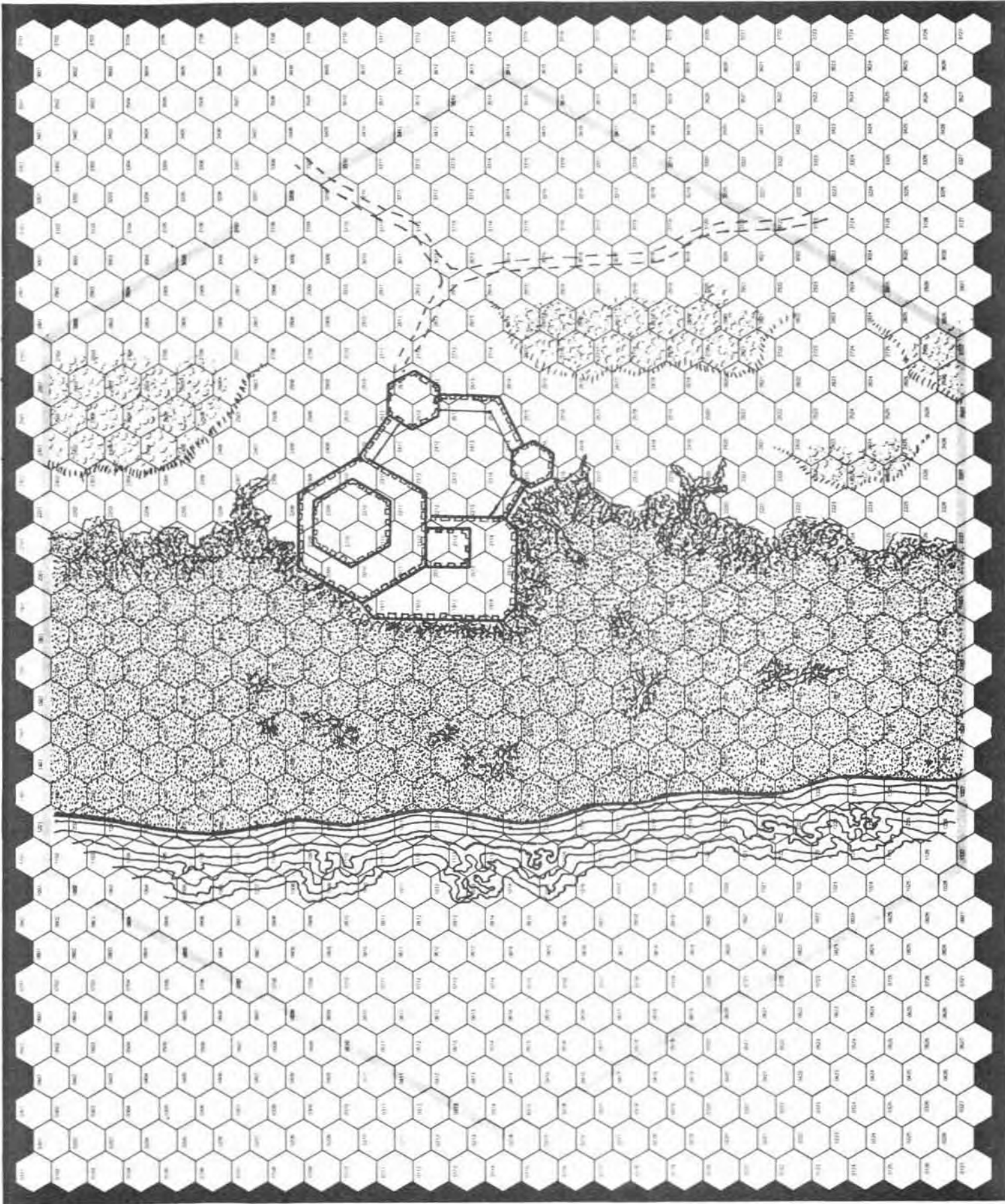


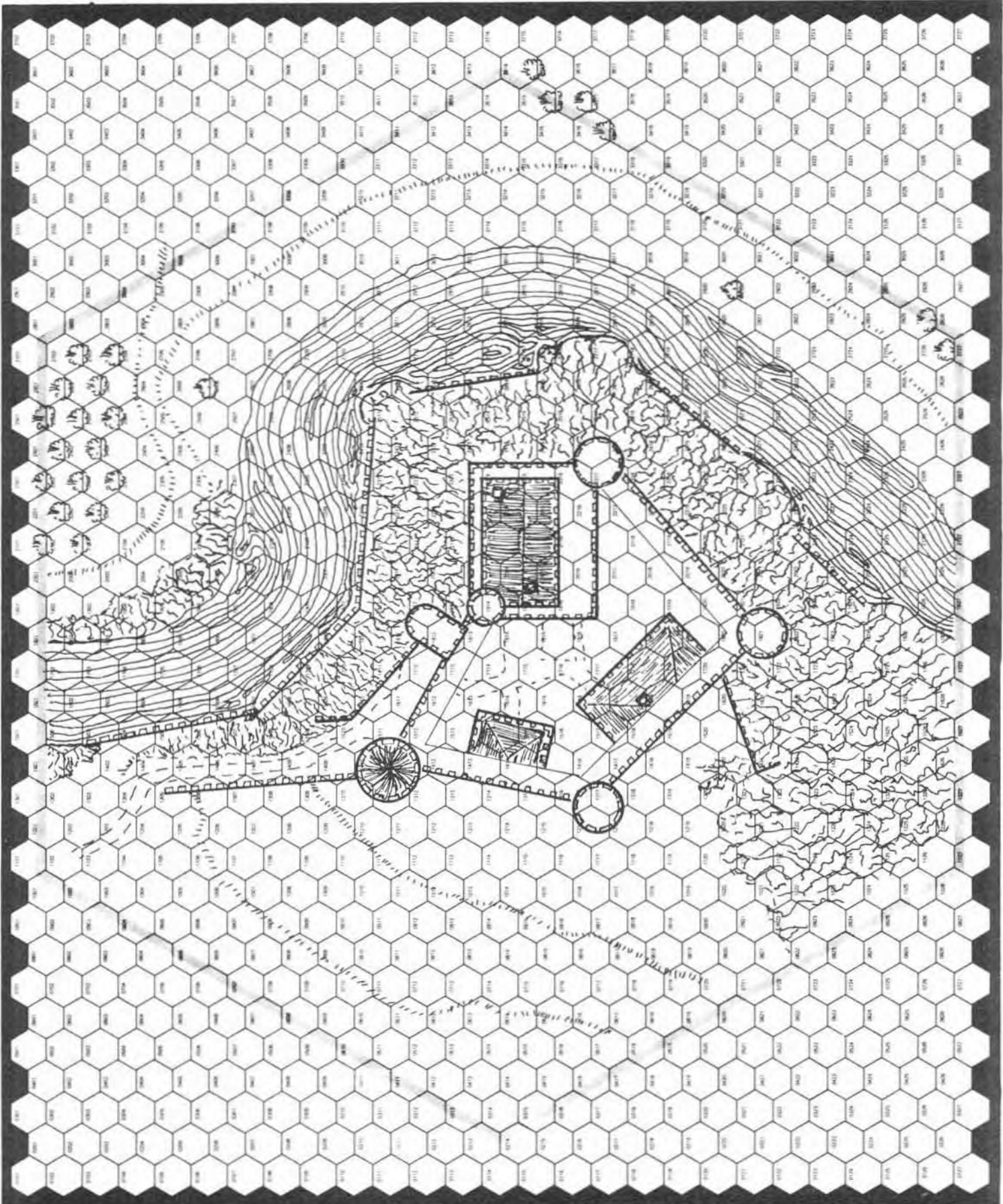


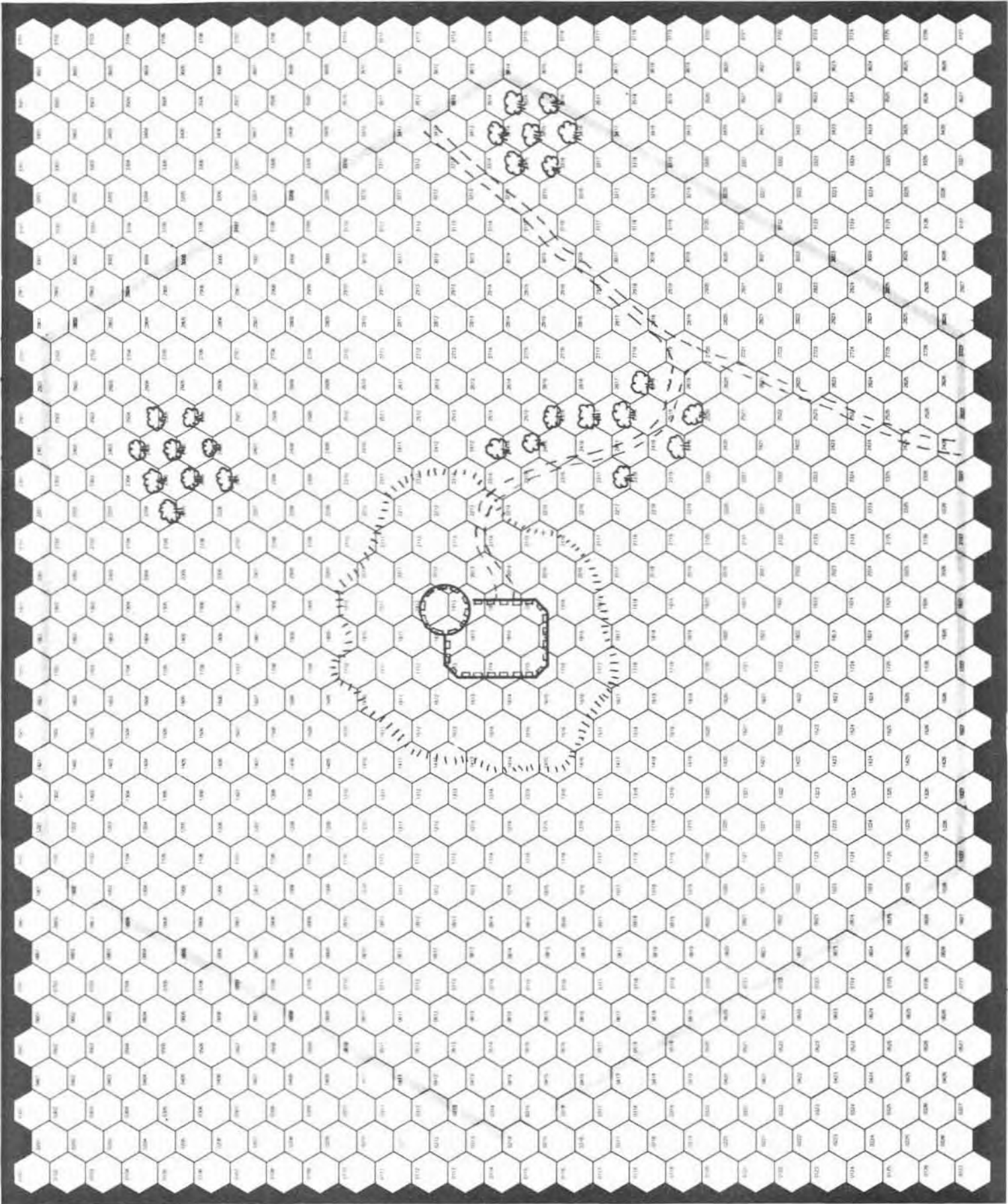


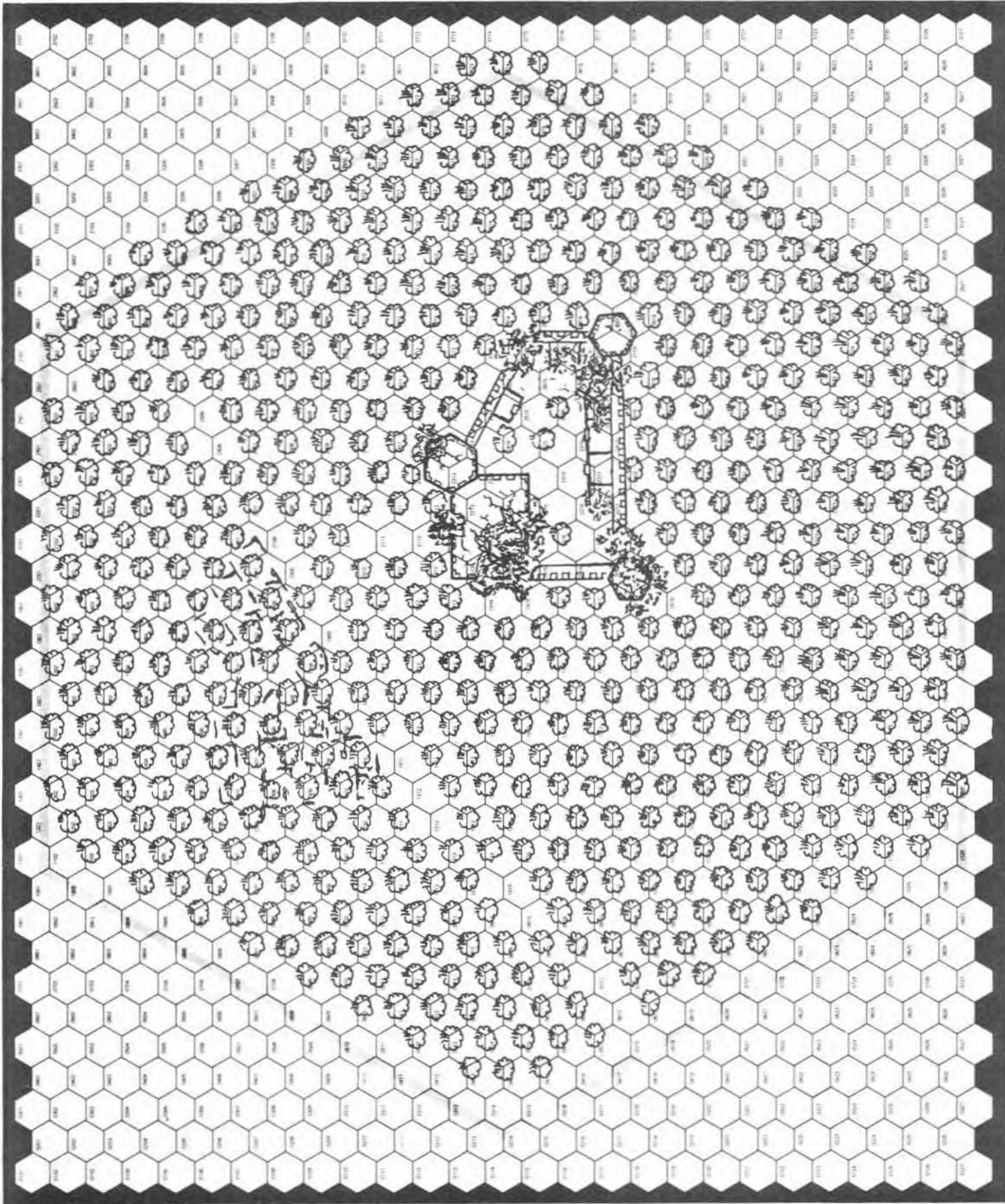


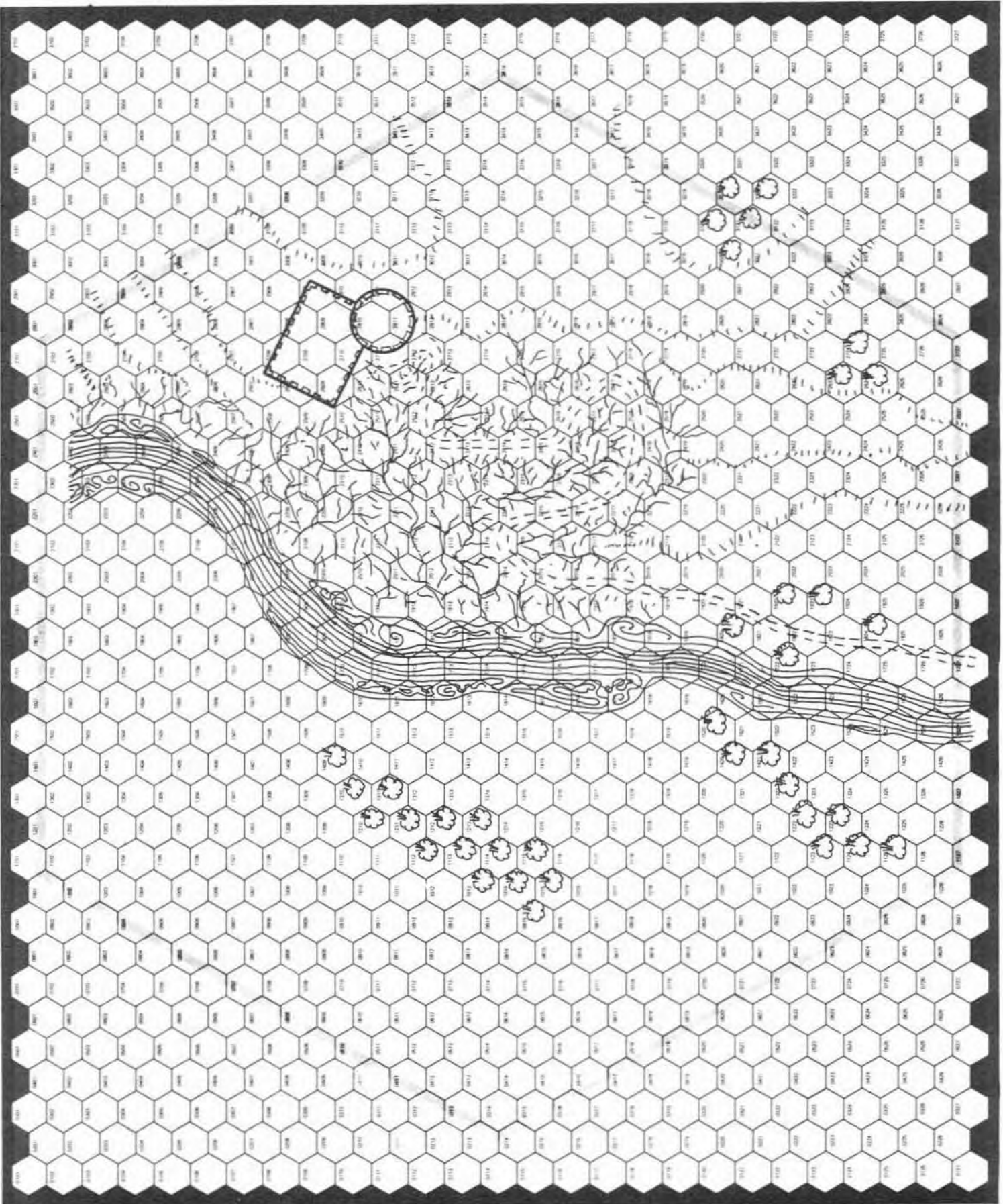


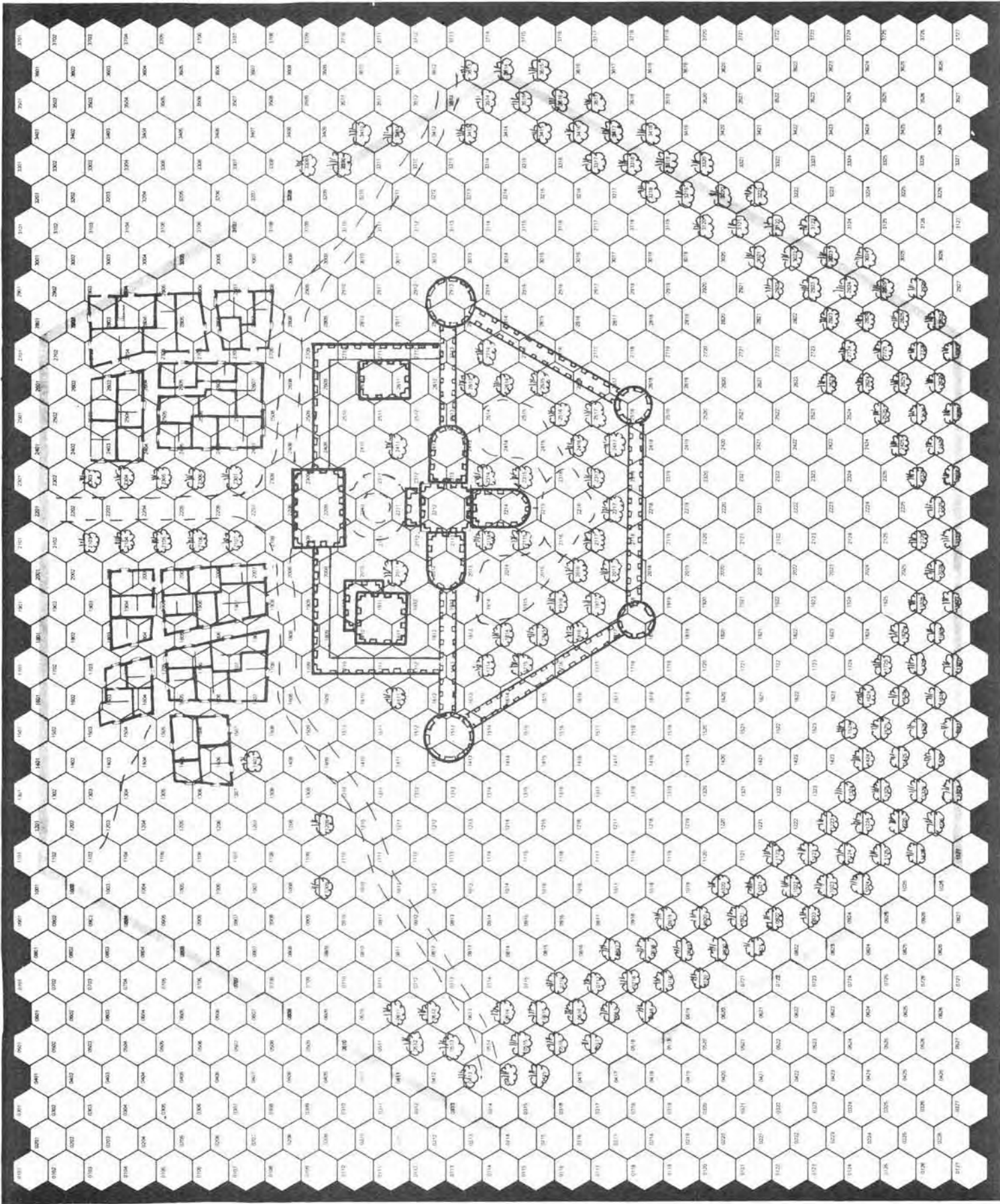


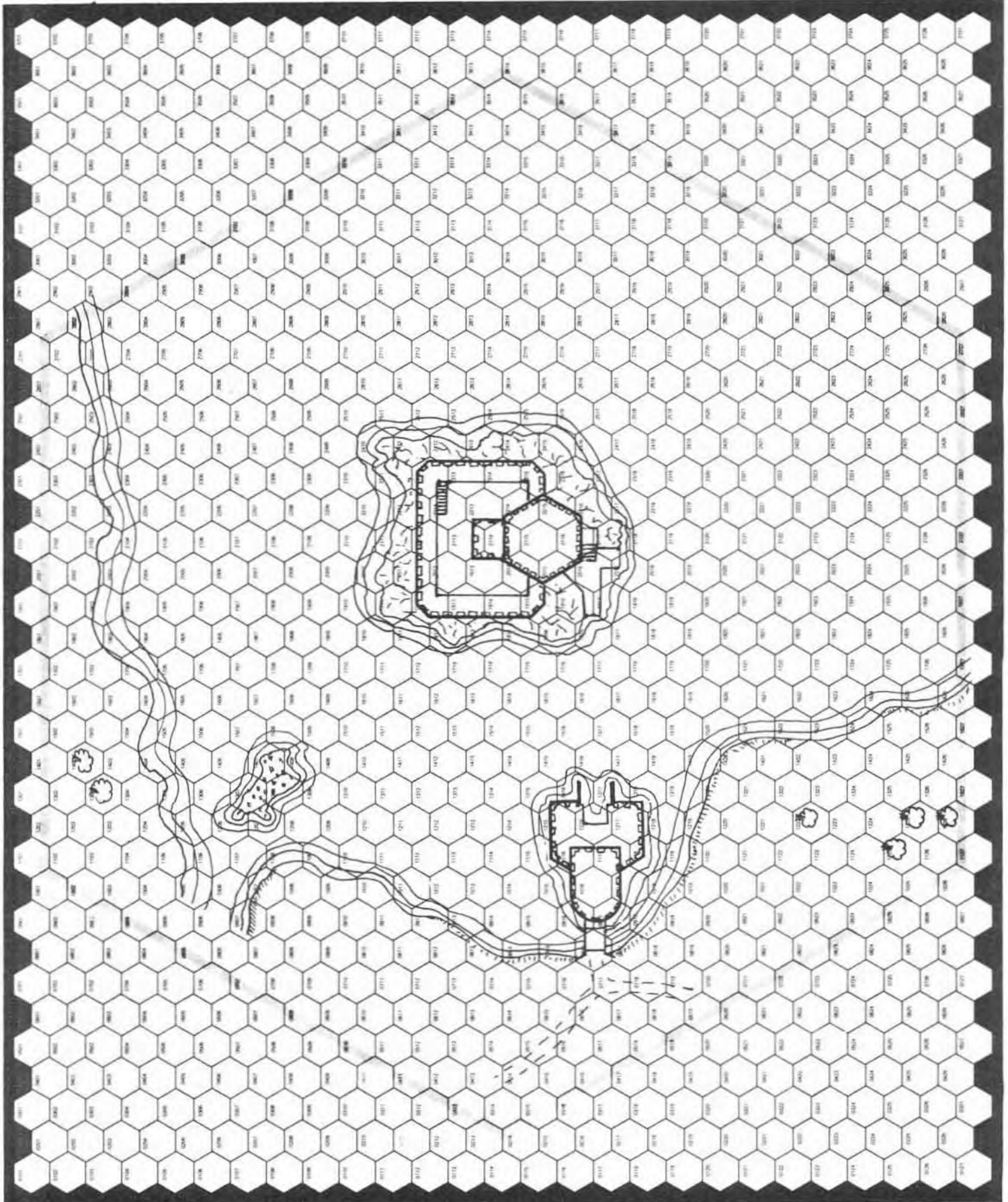


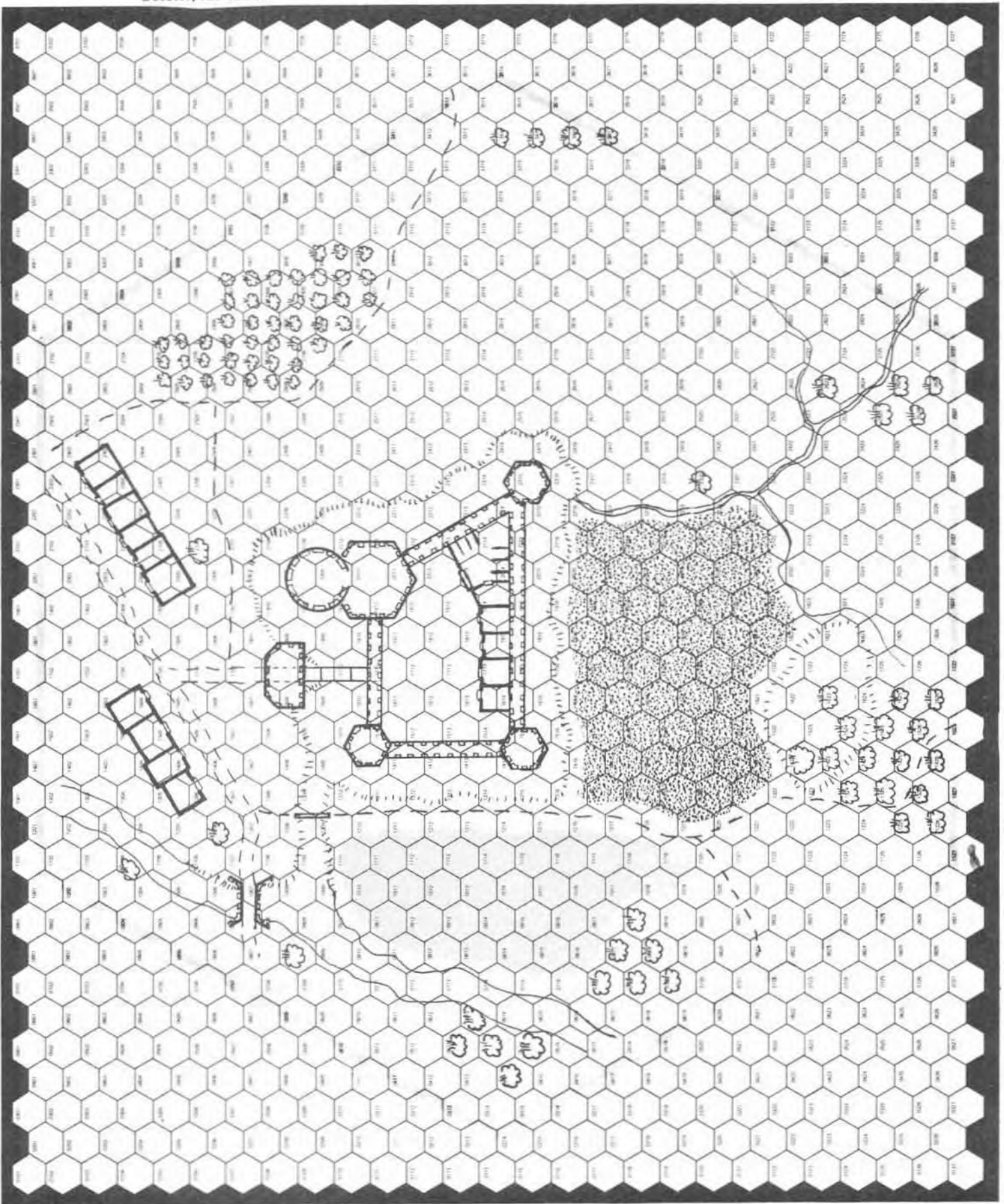


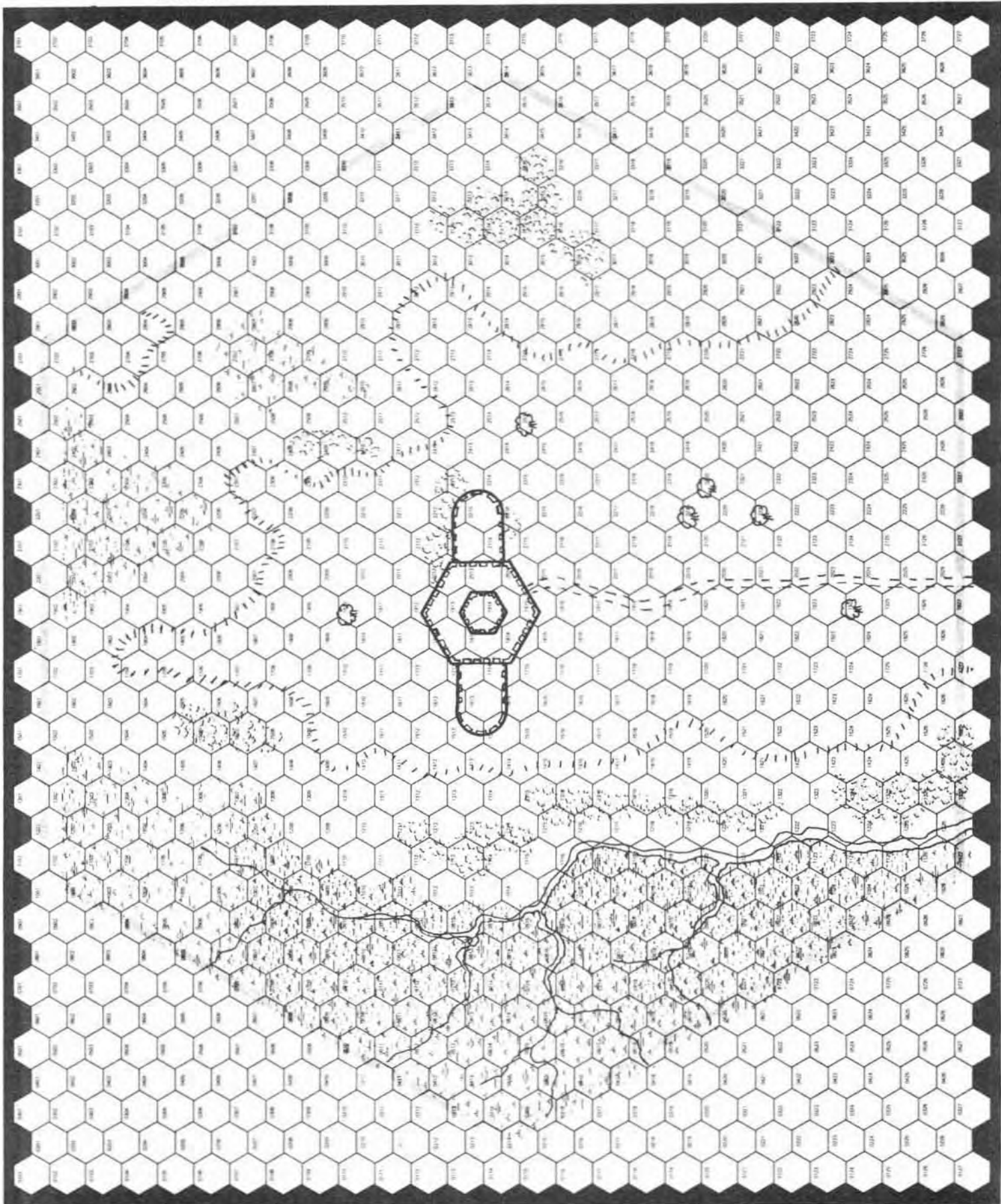


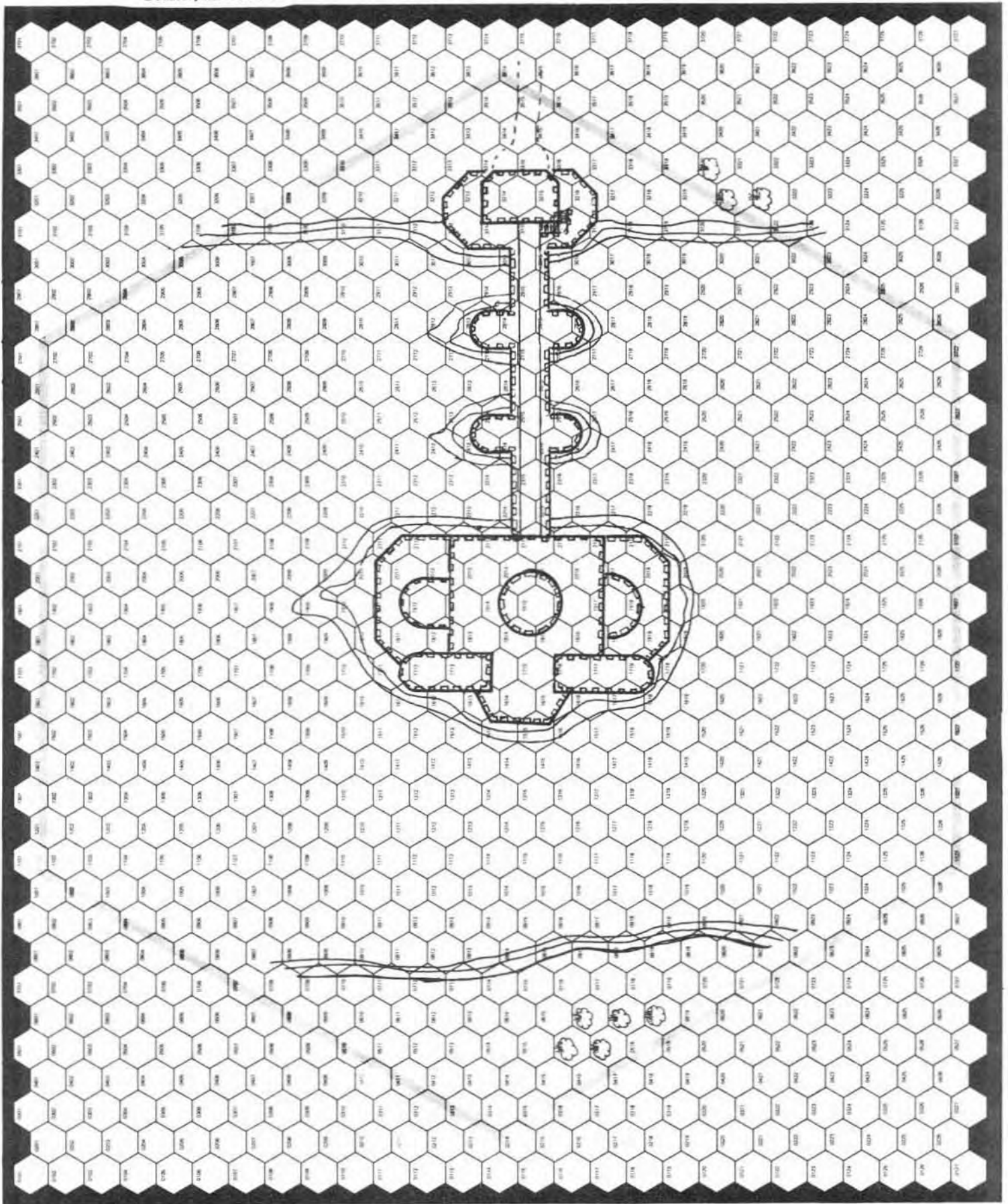


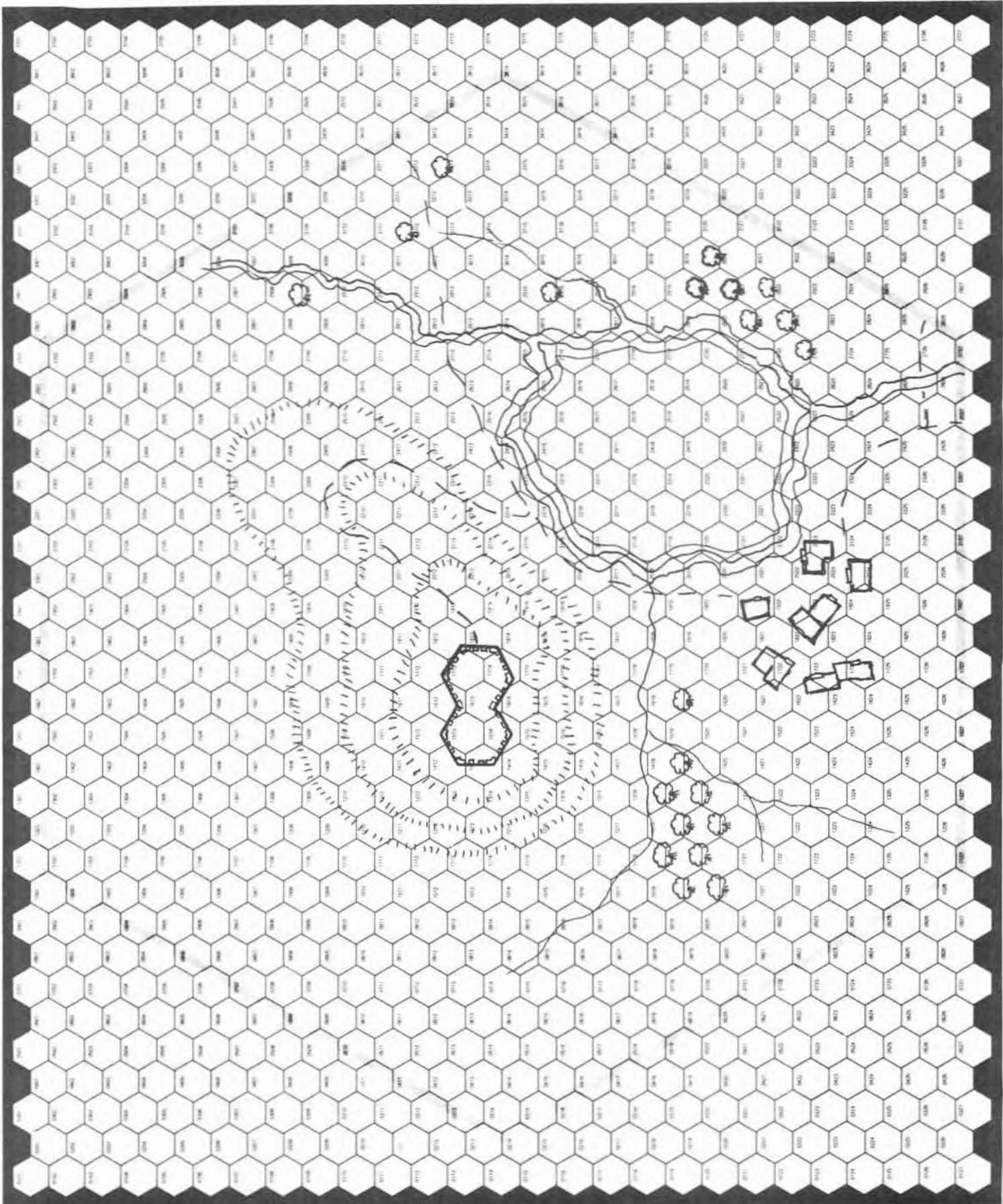


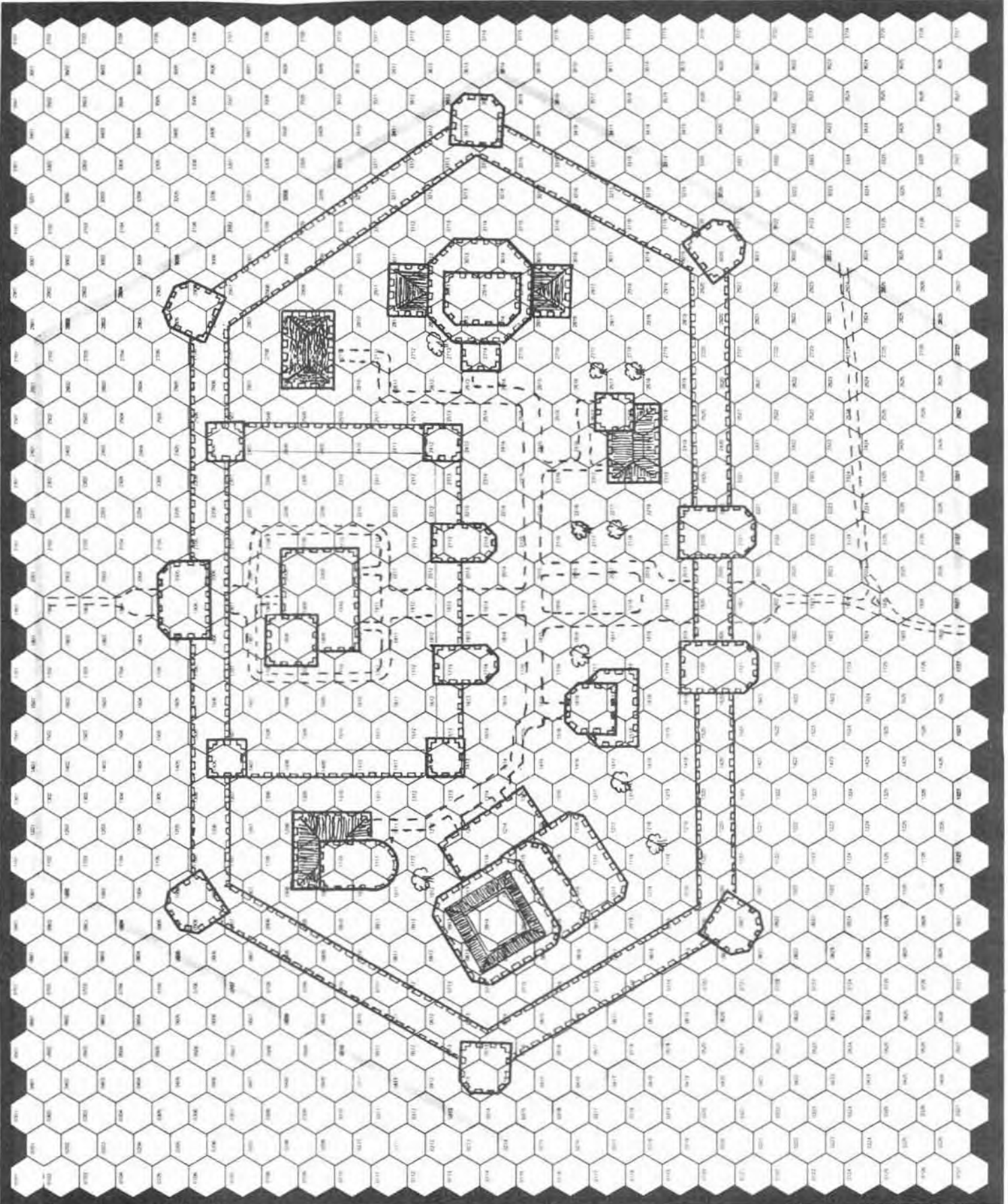


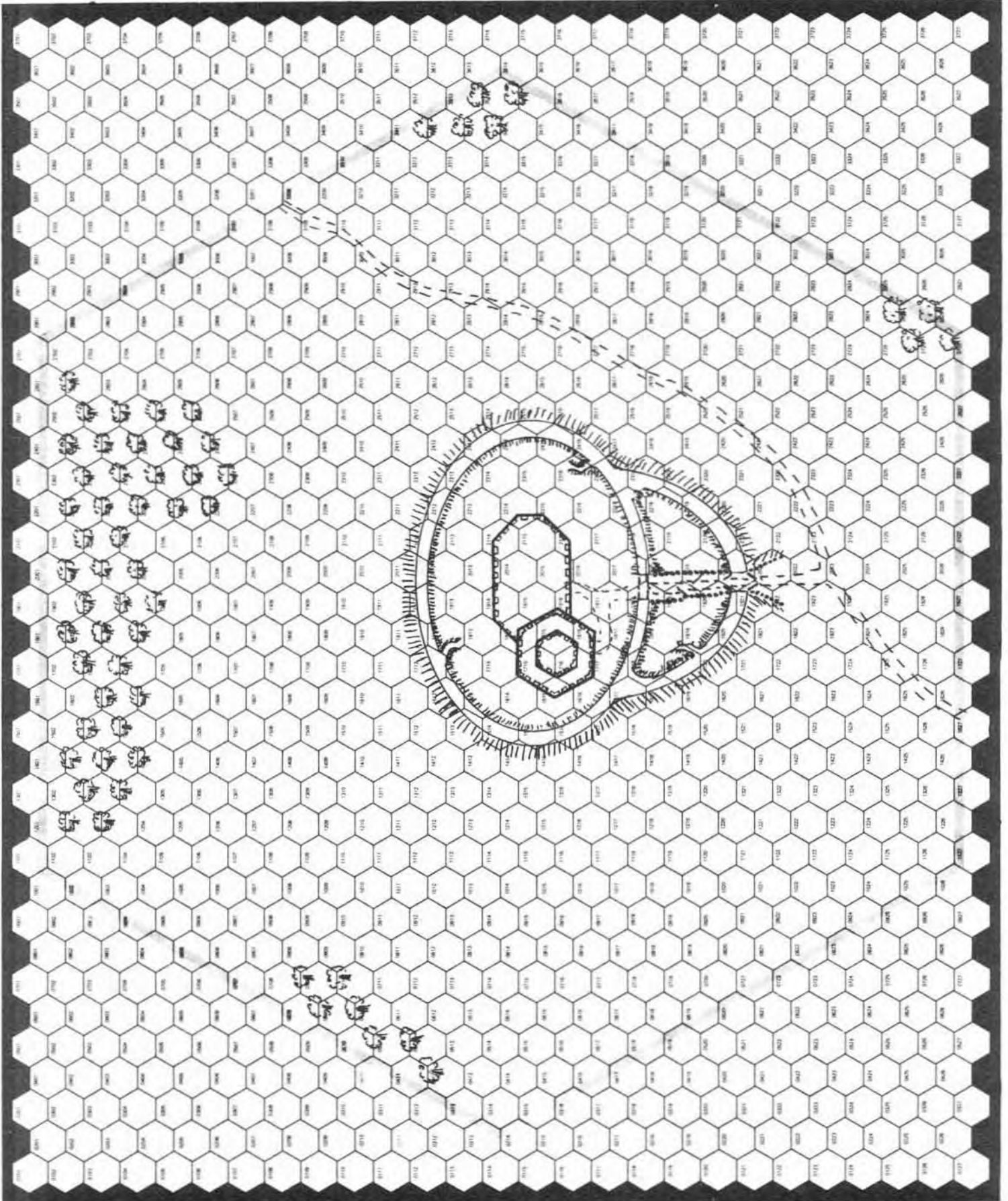


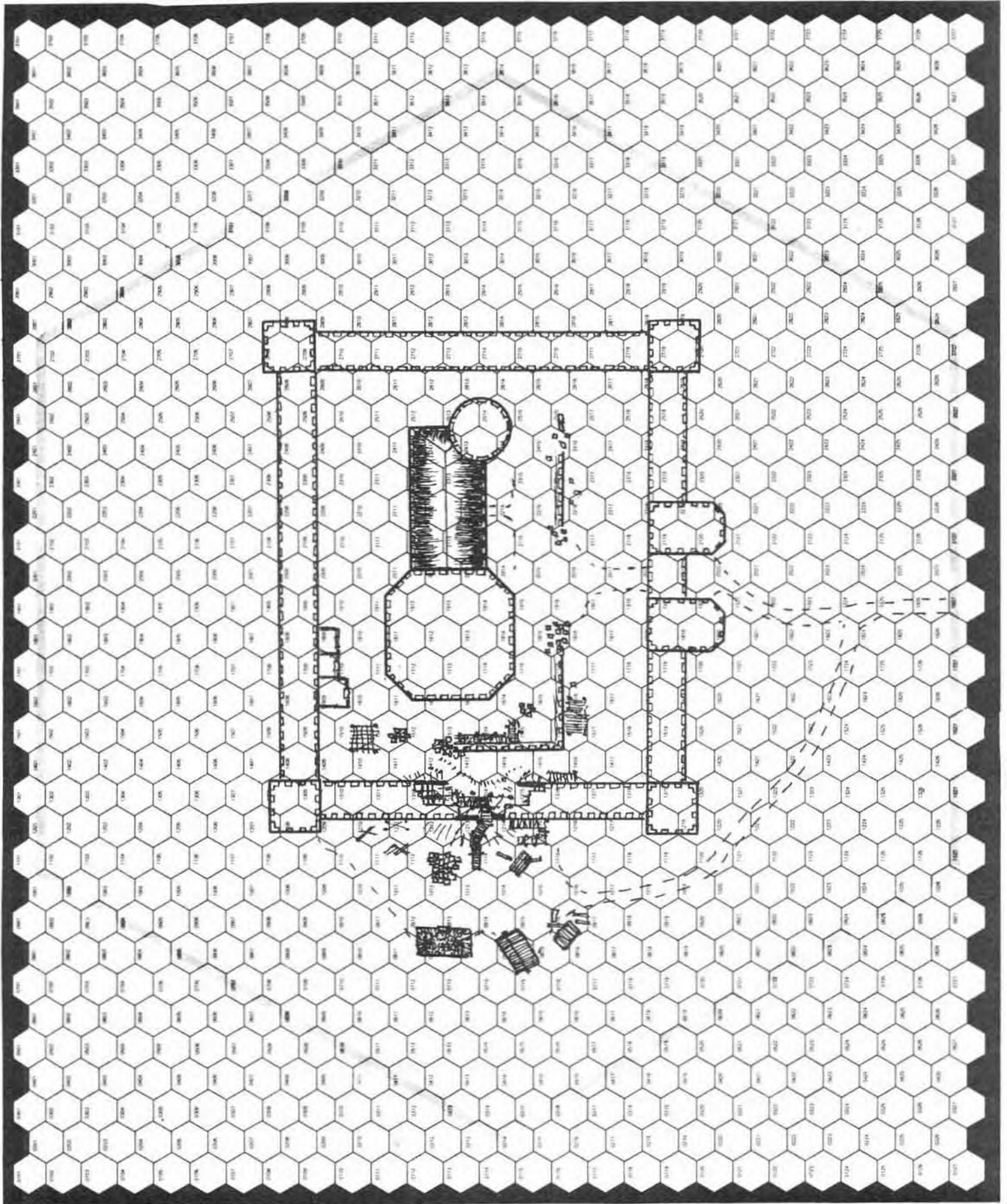


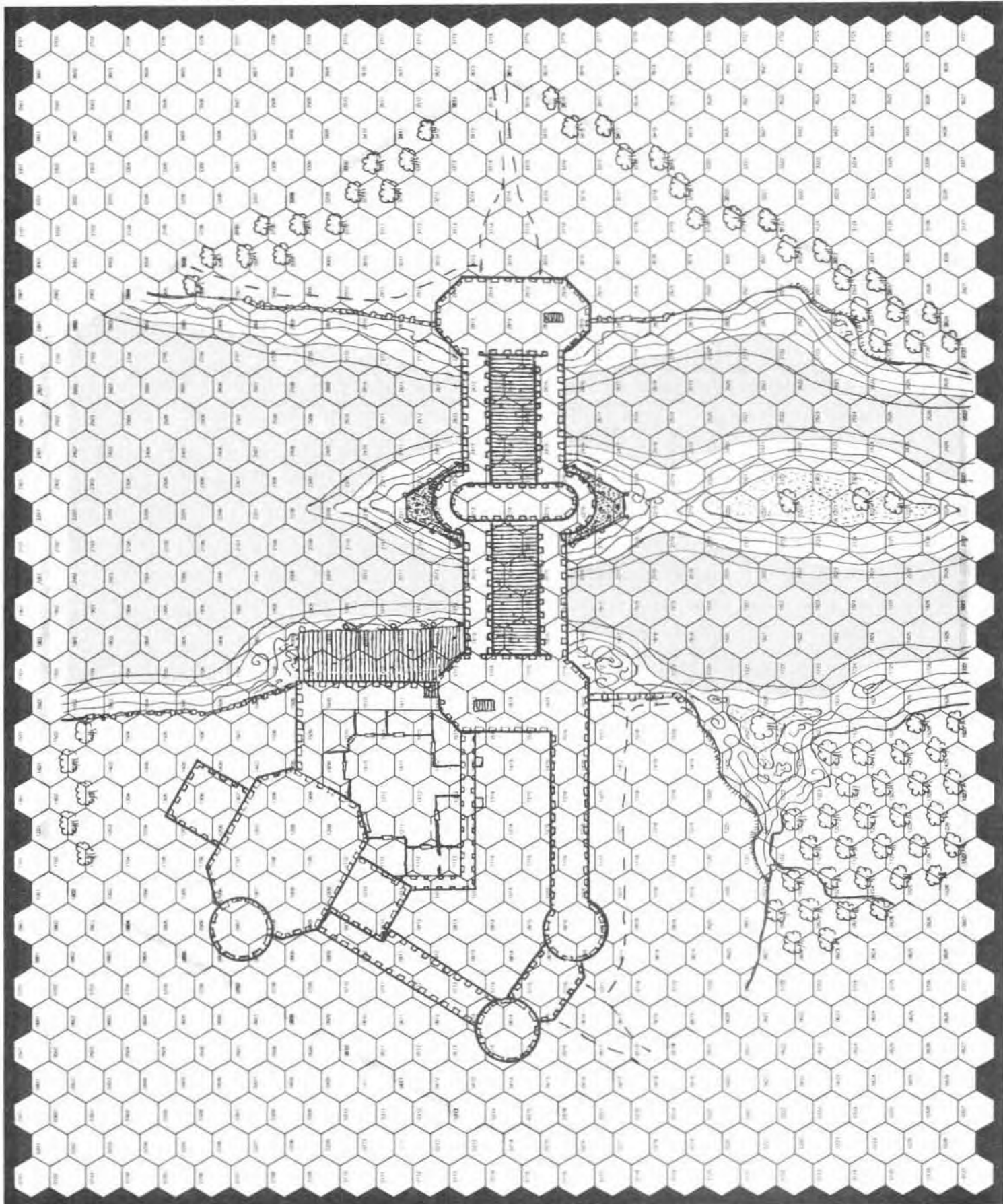


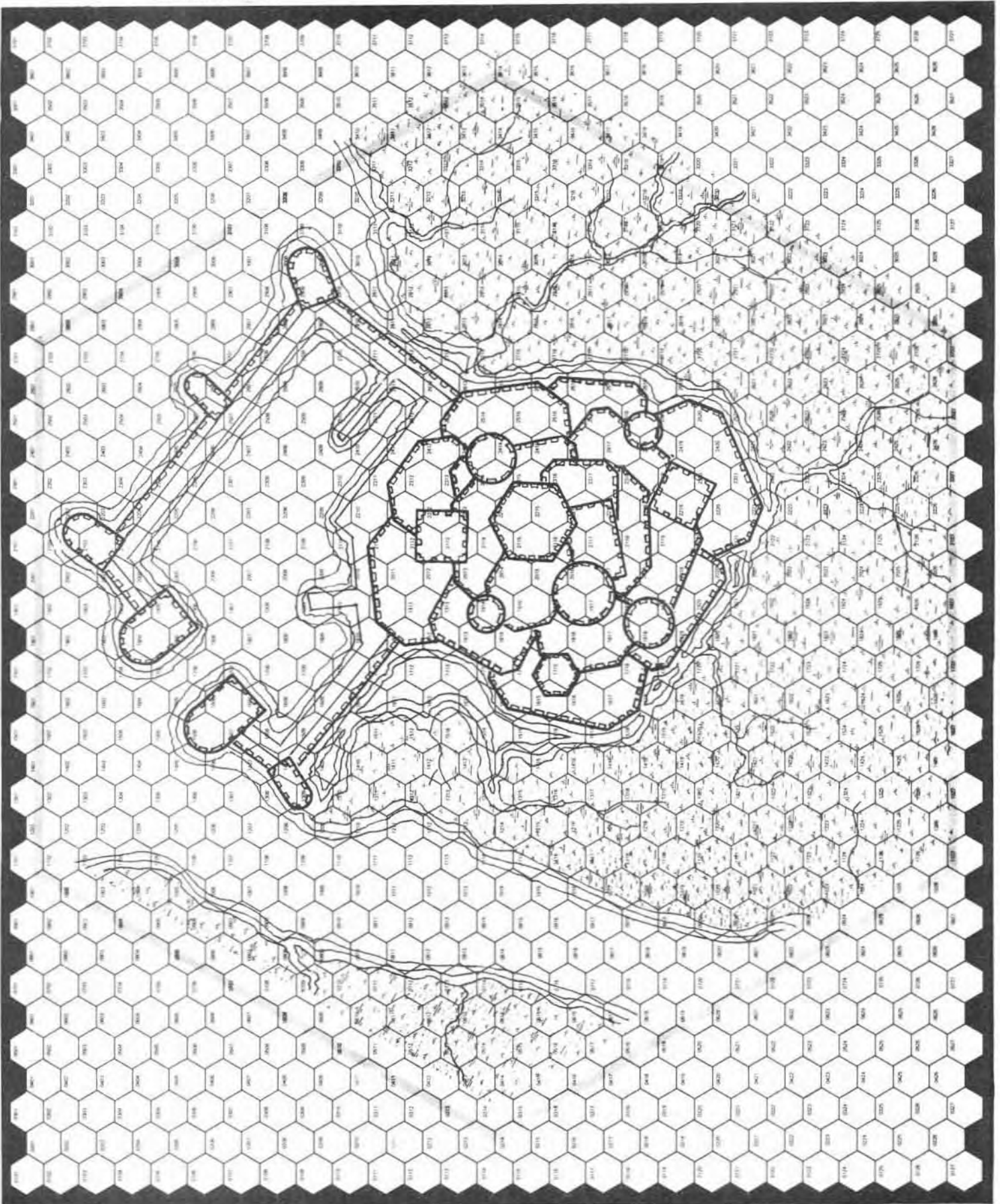


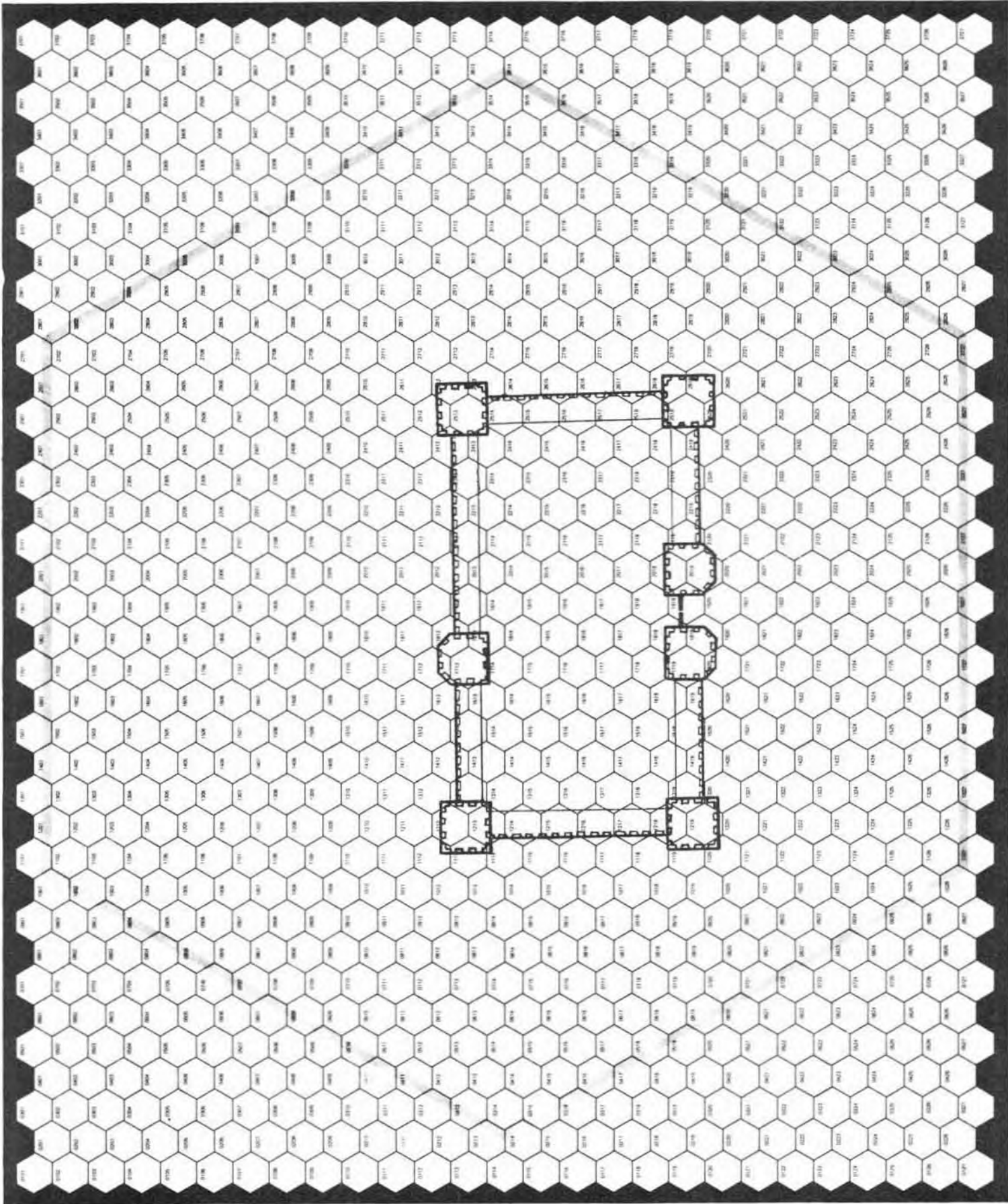


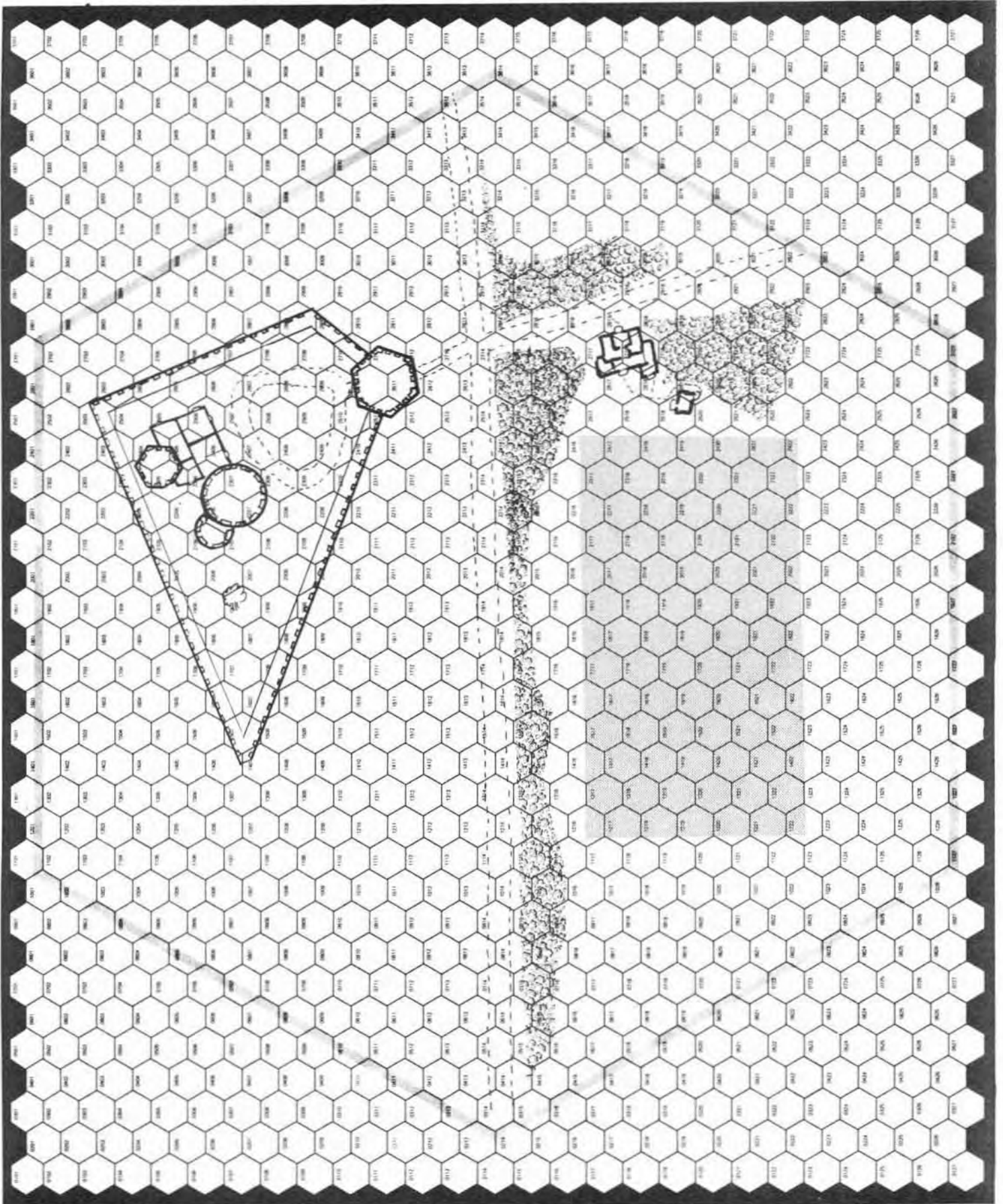


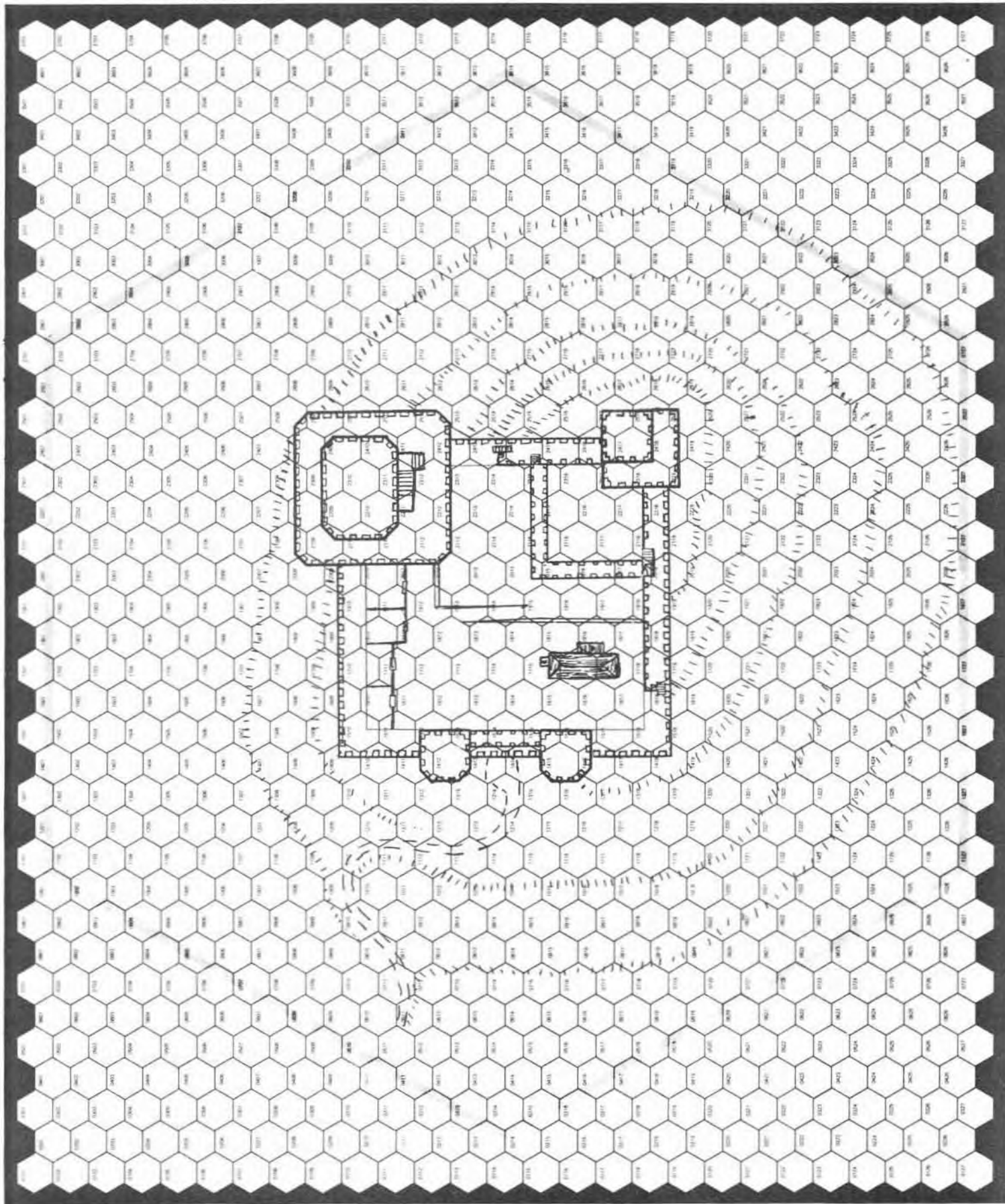


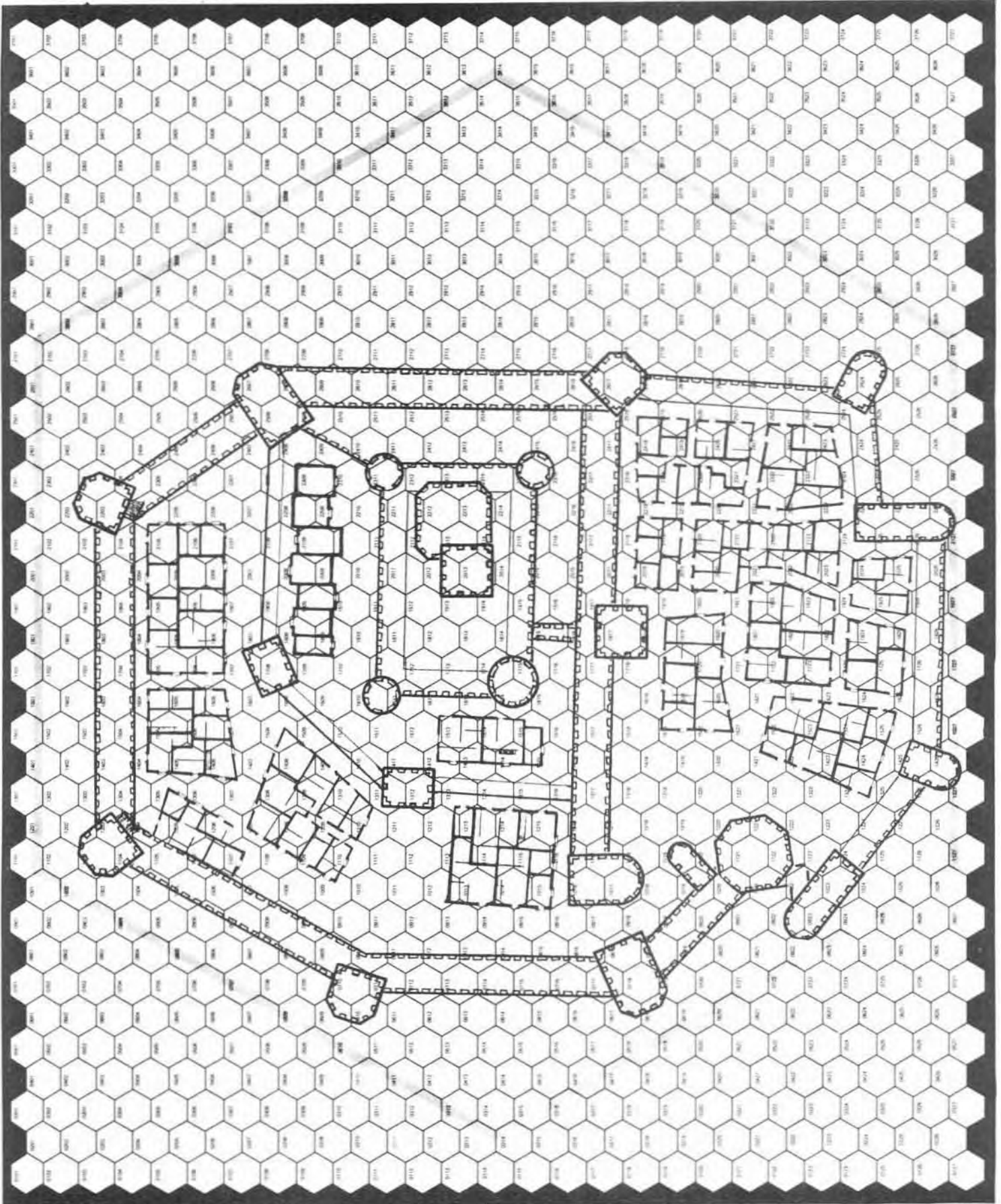


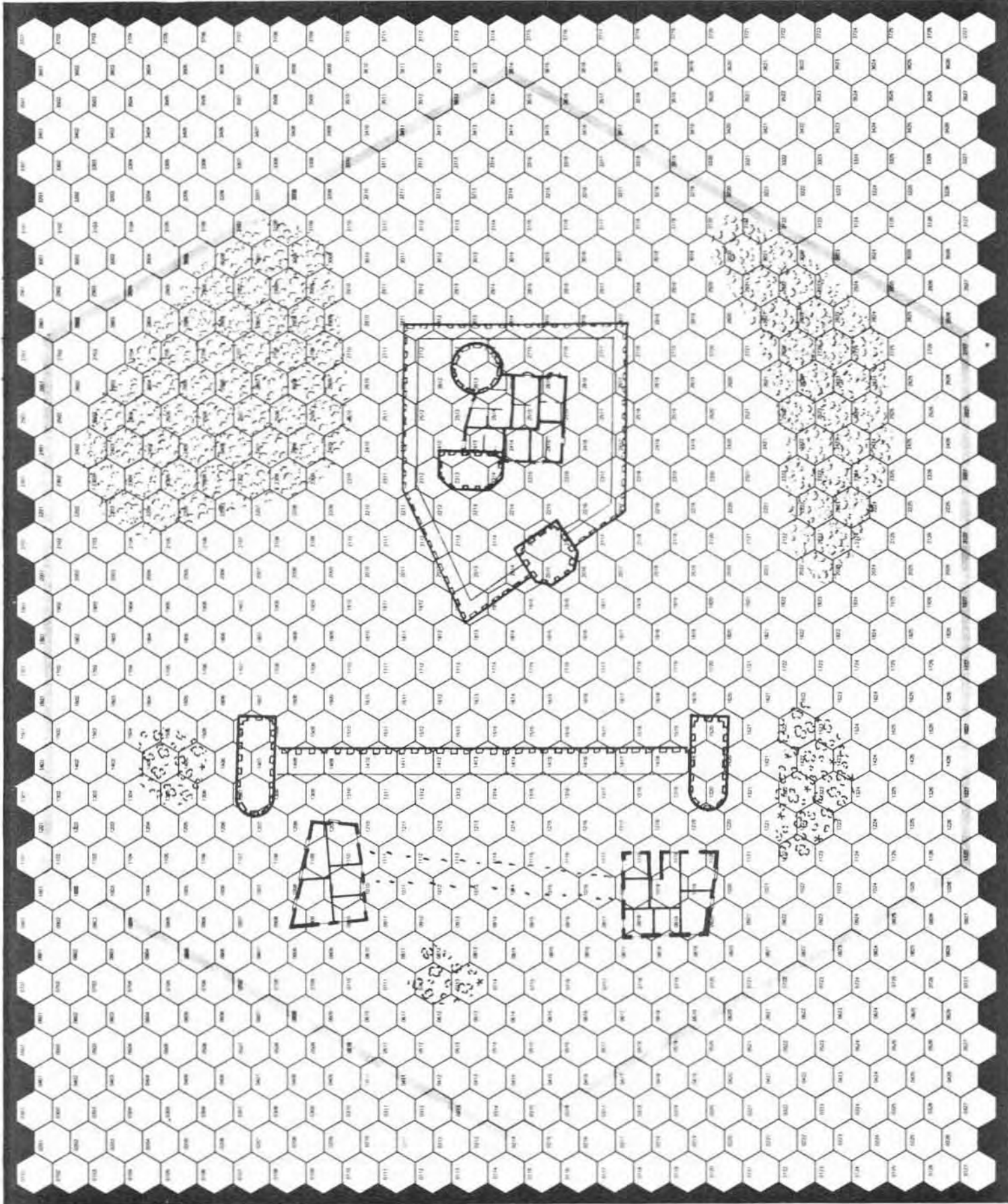












Treasure Vault

Judges Guild

37	FIRST FANTASY CAMPAIGN	\$7.98
46	WILDERLANDS HEX SHEETS	\$3.00
66	SEA STEEDS & WAVE RIDERS	\$6.50
68	WAR CRY AND BATTLE LUST	\$4.00
69	FLOTILLA ONE	\$5.00
96	TREASURY OF ARCHAIC NAMES	\$4.95
240	THE FANTASY CARTOGRAPHER'S FIELD BOOK	\$3.98
250	C & S SHIELD	\$3.00
360	LASER TANK	\$1.50
400	THE TOUGHEST DUNGEON	\$4.00
410	THE ASTROGATORS CHARTBOOK	\$3.98
430	HAZARD	\$2.00

APPROVED FOR USE WITH D&D tm

2	DUNGEON TAC CARDS	\$3.95
14	READY REF BOOK	\$2.99
27	TEGEL MANOR	\$4.50
28	JUDGES SHIELD	\$1.98
34	MODRON	\$3.50
36	CHARACTER CHRONICLE CARDS	\$1.98
47	CAMPAIGN HEXAGON SYSTEM	\$2.50
48	WILDERLANDS OF HIGH FANTASY	\$8.50
52	THIEVES OF BADABASKOR	\$3.00
55	GENCON IX DUNGEON	\$3.50
59	VILLAGE BOOK I	\$2.75
60	CASTLE BOOK I	\$2.75
61	ISLAND BOOK I	\$2.75
62	CITY STATE OF THE INVINCIBLE OVERLORD	\$8.00
63	CITADEL OF FIRE	\$3.00
67	FANTASTIC WILDERLANDS BEYONDE	\$8.00
71	FRONTIER FORTS OF KELNORE	\$3.00
76	DRAGON CROWN	\$1.75
80	OF SKULLS AND SCRAPFAGGOT GREEN	\$4.50
92	WILDERLANDS OF THE MAGIC REALM	\$8.50
93	UNDER THE STORM GIANT'S CASTLE	\$3.00
95	SURVIVAL OF THE FITTEST	\$3.50
102	CAVERNS OF THRACIA	\$6.50
104	VILLAGE BOOK II	\$3.00
108	VERBOSH	\$6.50
111	MINES OF CUSTALCON	\$3.95
113	BOOK OF TREASURE MAPS	\$3.95
118	SWORD OF HOPE	\$3.00
119	TOWER OF ULISSION	\$3.00
150	CITY STATE OF THE WORLD EMPEROR	\$12.00
270	SPIES OF LIGHTELF	\$4.95
300	WILDERLANDS OF THE FANTASTIC REACHES	\$8.50
320	BOOK OF TREASURE MAPS II	\$3.95
420	UNKNOWN GODS	\$6.00

APPROVED FOR USE WITH AD&D tm

87	CHARACTER CODEX	\$4.50
88	DARK TOWER	\$5.50
109	OPERATION OGRF	\$3.25
114	MALTESE CLUE	\$4.00
117	TEMPLE OF RA ACCURSED BY SET	\$2.00
124	ESCAPE FROM ASTIGAR'S LAIR	\$2.00
190	THE TREASURE VAULTS OF LINDORAN	\$4.00
210	INFERNO	\$5.98
260	PORTALS OF TORSH	\$3.98

APPROVED FOR USE WITH TRAVELLER tm

75	TRAVELLER REFEREE SCREEN	\$2.50
78	TRAVELLER LOG BOOK	\$3.00
89	STARSHIP & SPACECRAFT FOR TRAVELLER	\$5.50
105	DRA'K'NE STATION	\$4.95
330	TANCRED	\$5.98
340	LEY SECTOR	\$4.98
350	DARTHANON QUEEN	\$3.50

APPROVED FOR USE WITH RUNEQUEST GATEWAY tm

107	BROKEN TREE INN	\$4.00
116	THE HELLPITS OF NIGHTFANG	\$3.00
170	RUNEQUEST SHIELD	\$2.50
220	LEGENDARY DUCK TOWER	\$5.98
310	CITY OF LEI TAVOR	\$7.98
380	DUCK POND	\$5.98

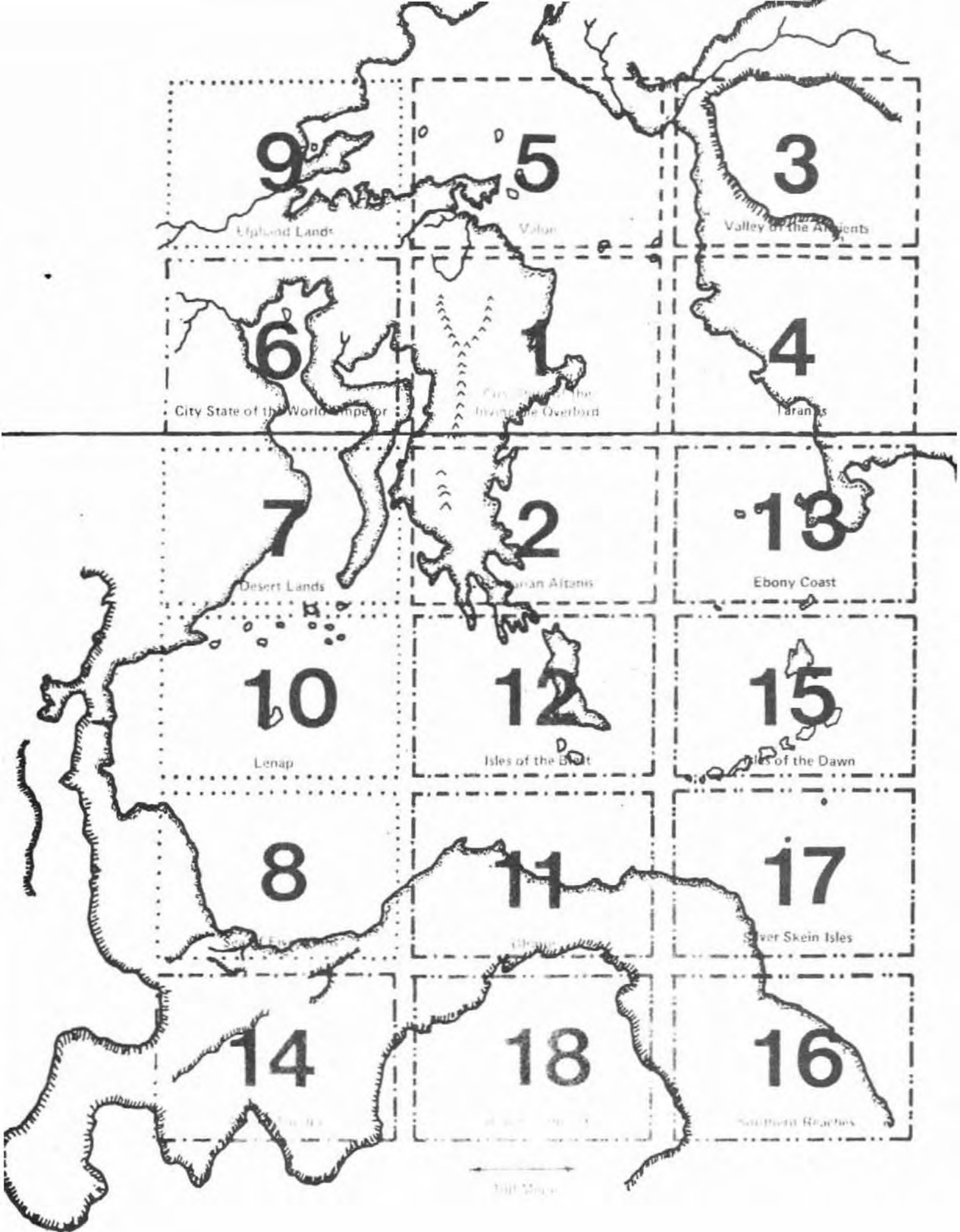
THE DUNGEONEER JOURNAL \$2.80 per Issue

THE JUDGES GUILD JOURNAL Back Issues Available \$2.80 per Issue

THE DUNGEONEER Back Issues Available \$2.80 per Issue

73	THE DUNGEONEER COMPENDIUM OF 1-6	\$2.50
----	----------------------------------	--------

Available from your Local Hobby Store.



9

Upland Lands

5

Valon

3

Valley of the Mountains

6

City State of the World Emperor

1

City State of the Living Overlord

4

Faran Is

7

Desert Lands

2

Isran Altans

13

Ebony Coast

10

Lenap

12

Isles of the East

15

Isles of the Dawn

8

Silver Skein Isles

11

Silver Skein Isles

17

Silver Skein Isles

14

Southern Reaches

18

Southern Reaches

16

Southern Reaches



North