

CASTLES BOOK 1

JUDGES GUILD

campaign hexagon sub-system



**CAMPAIGN GUIDELINES & CASTLES
ON NUMBERED HEX GRIDS \$2.75**

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 building and other terrain features. The maps are printed in gray 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.

TABLE OF CONTENTS

PAGE	DESCRIPTIONS
2	Table of Contents
3-6	Castle Index
7	Wall Construction, Characteristics, Defenses Moat & Ditch Creatures, Random Locations
8	Random Garrison Chart
9	Random Castle Siege Engines Attendants, Retainers, Servants, Kinsman, Random Arms
10-12	Random Leader Chart, Random Follower Charts
13-60	Castle Maps

CASTLES BOOK ONE, c Copyright 1978 by Judges Guild, all rights reserved. No part of this issue may be reproduced by any mechanical, photographic, or electronic process, nor may it otherwise be copied for public or private use without the written permission of the publisher. Printed in United States of America. We would like to acknowledge Simulations Publications, publishers of Strategy & Tactics magazine (44 E. 23rd, NYC, NY 10010), as the originators of the standard hex numbering system. For more information on Judge Guild fantasy game aids, write Judges Guild, PO Box 773, Decatur, Illinois 62526

CREDITS

Designers: Bob Bledsaw, Bill Davis & Mark Holmer
Assistant Designers: John Kiessel & Marc Summerlott

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								

PAGE HEX NO. NAME POP. TYPE CIV. ALIGN. RULER, LEVEL, ALIGN, CLASS, TYPE RESOURCES

27										
28										
29										
30										
31										
32										
33										
34										
35										
36										
37										
38										
39										
40										

PAGE HEX NO. NAME POP. TYPE CIV. ALIGN. RULER, LEVEL, ALIGN, CLASS, TYPE RESOURCES

41										
42										
43										
44										
45										
46										
47										
48										
49										
50										
51										
52										
53										
54										

PAGE HEX NO. NAME POP. TYPE CIV. ALIGN. RULER, LEVEL, ALIGN, CLASS, TYPE RESOURCES

55 _____

56 _____

57 _____

58 _____

59 _____

60 _____

WALL SECTIONS

Die Roll	Citadel Number of Wall Sections	Castle Number of Wall Sections
1	2-12	1-6
2	4-24	2-12
3	6-36	3-18
4	8-48	4-24
5	10-60	5-30
6	12-72	6-36

Wall Thickness and Type

Die Roll	Earth (2x)	Wood (4x)	Brick (4x)	Stone (3x)	Marble (3x)	Grate
1	10'	10'	20'	40'	2' Latticed	1" dia. B*
2	20'	20'	25'	50'	4'	2" dia. B
3	30'	30'	30'	60'	6'	3" dia. B
4	40'	40'	35'	70'	8'	1" dia. I*
5	50'	50'	40'	80'	10'	2" dia. I
6	Wood	Brick	Stone	Marble	Grate	3" dia. I

*B = Bronze
*I = Iron

**Add Technological Level

Wall Height

To determine wall height multiply the number in parenthesis on the Wall Thickness Chart by the actual thickness. Grates range from 6' to 36' high.

Wall Length

To determine the length of each wall section multiply the wall thickness by 1' to 20'.

Wall Characteristics

1. Secret Gate
2. Stained
3. Carved
4. Batter 3"-18"
5. Spiked Top
6. Pointed Top
7. Castellated
8. Arrow Slits (1/10')
9. Crumbling
10. Cantilever Platform
11. Parapets (1/30')
12. Glass Embedded
13. Overgrown
14. Dry Ditch
15. Moat
16. Iron Reinforced
17. Magically Reinforced
18. Small (Postern) Gate
19. Gate Tower
20. Tower Both Ends

Wall Defenses

1. None
2. Taboo Symbols
3. Multiple Crossbow
4. Iron Pellets
5. Spear Trap
6. Arrow Trap
7. Nets
8. Gas Spheres
9. Tar Pots
10. Mirrors
11. Watch Creatures
12. Pits
13. Magically Protected
14. Portable Catapult
15. Maze
16. Invisible Blade Barrier
17. Counter Mine
18. Dart Thrower
19. Greek Fire
20. None

Moat Creatures

1. Crocodiles
2. Sharks
3. Giant Snake
4. Giant Eel
5. Giant Slugs
6. Giant Crab
7. Sea Spider
8. Giant Leeches
9. Giant Otter
10. Giant Lizard

Ditch Creatures

1. Lions
2. Tigers
3. Hyenas
4. Panthers
5. Giant Scorpions
6. Bears
7. Trolls
8. Owlbears
9. Saber-toothed Tiger
10. Salamander

Random Locations

1. Outer Curtain
2. Inner Curtain
3. Drawbridge
4. Cistern
5. Great Hall
6. Barracks
7. Kitchen
8. Smithy
9. Well
10. Outer Ward
11. Inner Ward
12. Cesspit
13. Ramp
14. Moat
15. Ditch
16. Stables
17. Stores
18. Dungeon
19. Cellar
20. Escape Tunnel



RANDOM GARRISON CHART

Garrison Size	Garrison Technical Level	Garrison Morale Level	Abbreviations
1 10-60	1 Levies	1 Shakey	LF Light foot LB Long bow
2 10-100	2 Militia	2 Green	HF Heavy foot HCB Heavy crossbow
3 10-200	3 Irregulars	3 Experienced	AF Armored foot LH Light horse
4 30-180	4 Barbarian	4 Veteran	PK Pikemen MH Medium horse
5 40-240	5 Regulars	5 Elite	SB Short bow HH Heavy horse
6 50-300	6 Mercenary	6 Palace guard	CMB Composite bow CPT Cataphract
			CB Crossbow

Garrison Composition by Technical Level

Levies

1	90% LF	10% SB	
2	90% LF	10% CB	
3	80% LF	20% SB	
4	80% LF	20% CB	
5	70% LF	20% HF	10% SB
6	70% LF	20% HF	10% CB
7	70% LF	10% HF	20% SB
8	70% LF	10% HF	20% CB
9	60% LF	20% HF	20% SB
10	60% LF	20% HF	20% CB

Militia

1	70% LF	30% CB		
2	70% LF	30% HF		
3	60% LF	20% HF	20% CB	
4	60% LF	20% CB	20% LH	
5	60% LF	10% CB	20% LH	
6	50% LF	50% LH		
7	50% LF	25% HF	25% LH	
8	40% LF	20% CB	20% HF	20% LH
9	40% LF	30% CB	30% LH	
10	30% LF	30% HF	30% CB	10% LH

Irregulars

1	50% LF	10% CMB	10% HF	30% LH	
2	50% LF	10% CMB	40% HF		
3	50% LF	10% SB	40% LH		
4	50% LF	20% CB	20% HF	10% LH	
5	40% LF	20% CB	30% HF	10% LH	
6	40% LF	10% CMB	10% CB	40% HF	
7	40% LF	25% SB	25% HF	10% LH	
8	40% LF	30% CB	20% LH	10% MH	
9	30% LF	30% CB	30% HF	10% LH	
10	30% LF	10% CMB	10% HF	40% LH	10% MH

Barbarian

1	50% LF	40% HF	10% LB		
2	50% LF	25% HF	25% LB		
3	50% LF	40% HF	10% CMB		
4	50% LF	25% HF	25% CB		
5	40% LF	30% HF	30% LB		
6	40% LF	40% HF	20% CMB		
7	40% LF	20% HF	40% CB		
8	40% LF	30% LB	40% LH		
9	30% LF	40% HF	30% LB		
10	30% LF	20% HF	10% CMB	30% LH	10% MH

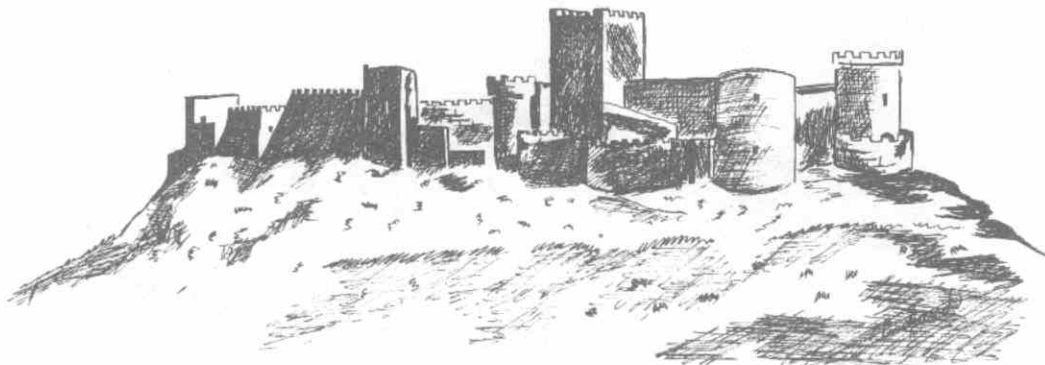
Regulars

1	60% LF	20% HF	10% LB	10% LH		
2	60% LF	10% HF	10% CB	20% LH		
3	50% LF	20% HF	10% PK	10% LB	10% LH	
4	50% LF	20% HF	10% AF	10% CB	10% LH	
5	40% LF	20% AF	10% LB	20% LH	10% MH	
6	40% LF	20% HF	10% AF	20% CB	10% MH	
7	30% LF	20% AF	20% PK	20% CB	10% LH	
8	30% LF	20% HF	20% CB	20% LH	10% HH	
9	20% LF	20% HF	20% PK	10% CB	20% LH	10% MH
10	20% LF	30% HF	10% AF	10% LB	20% LH	10% MH

Mercenary

1	30% LF	20% HF	10% AF	30% LH	10% HH	
2	20% LF	10% HF	30% PK	20% LB	20% MH	
3	20% LF	30% PK	10% CB	20% LH	20% MH	
4	20% LF	20% AF	20% LB	30% MH	10% HH	
5	50% LF	20% AF	20% HCB	10% HH		
6	20% HF	10% AF	50% PK	20% HCB		
7	30% HF	10% AF	20% CMB	20% LH	10% MH	10% HH
8	30% HF	30% PK	10% HCB	20% MH	10% CPT	
9	30% HF	20% AF	10% LB	30% LH	10% HH	
10	10% AF	40% PK	20% HCB	20% LH	10% CPT	

Note the percentages represent the portions of the total garrison that are a particular class.



RANDOM CASTLE SIEGE ENGINES

Technical Level

Die Roll	Levies	Militia	Irregulars
1	1-ON	1-ON	1-ON 1-BA
2	1-ON	1-BA	1-BA 1-SP
3	1-BA	1-SP	1-SP 1-MA
4	1-BA	1-ON 1-BA	1-ON 1-MA
5	2-ON	2-ON 1-BA	2-ON 1-SP 1-MA
6	2-BA	2-ON 2-BA	2-ON 1-BA 1-MA
7	1-ON 1-BA	1-ON 1-BA 1-SP	2-BA 1-SP 1-MA
8	2-ON 1-BA	2-ON 1-BA 1-SP	2-ON 2-SP
9	1-ON 2-BA	1-ON 2-BA 1-SP	2-ON 2-BA 1-SP
10	2-ON 2-BA	2-ON 2-BA 2-SP	3-ON 2-BA 1-MA 1-SP

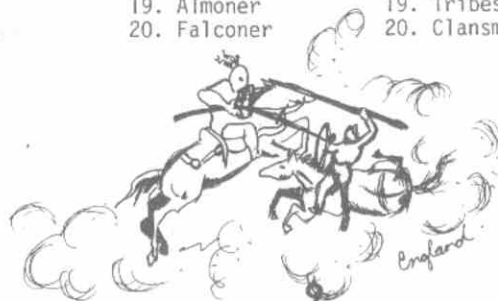
Die Roll	Barbarians	Regulars	Mercenary
1	2-ON	3-ON	3-ON 2-BA 3-SP 2-MA
2	2-ON	3-BA	3-ON 3-BA 2-SP 3-MA
3	1-ON 1-BA	3-ON 3-BA	4-ON 3-BA 2-SP 2-MA 1-CAT
4	2-ON 1-BA	3-ON 2-MA	4-BA 2-SP 2-MA 1-HON
5	3-ON	3-ON 2-MA 2-SP	4-ON 3-BA 2-MA 1-HON
6	3-ON 1-BA	3-BA 2-SP 2-MA	4-ON 2-BA 2-MA 1-SP 2-HON
7	3-ON 1-SP	2-ON 2-BA 2-MA	4-ON 2-BA 2-MA 2-SP 1-TR
8	4-ON	2-BA 1-MA 1-HON	4-ON 3-BA 3-MA 1-SP 1-HON 1-TR
9	4-ON 1-BA	3-ON 3-BA 1-HON	4-ON 5-BA 2-SP 1-HON 1-TR
10	4-ON 1-SP	3-ON 3-BA 2-HON	3-ON 4-BA 3-MA 2-SP 2-HON 2-TR

Abbreviations

- ON Onagre
- BA Ballista
- MA Mangonel
- SP Springald
- CAT Catapult
- TR Trebuchet

For every fifty foot of wall and every gate there is a seperate chance of 1-4 cauldrons of oil, 1-4 grappling hooks, 1-4 balled chains, 3-18 large stones, 1-6 ladder repelling poles, and 2-12 brush fire bails equal to the technical level of the defenders...Roll for each.

<u>Attendants</u>	<u>Retainers</u>	<u>Servants</u>	<u>Kinsman</u>	<u>Random Arms</u>
1. Secretary	1. Henchman	1. Menial	1. Sire	1. Cestus
2. Clerk	2. Liegeman	2. Page	2. Grandsire	2. Mace
3. Agent	3. Chamberlain	3. Waiter	3. Mother	3. Bludgeon
4. Mate	4. Squire	4. Butler	4. Grandmother	4. Quarterstaff
5. Servitor	5. Steward	5. Livery	5. Spouse (1-20)	5. Bow
6. Messenger	6. Huntsman	6. Footman	6. Grandchildren (1-6)	6. Crossbow
7. Neighbor	7. Thank	7. Valet	7. Son (1-20)	7. Pike
8. Patron	8. Sage	8. Groom	8. Daughter (1-20)	8. Javelin
9. Crony	9. Librarian	9. Chaperone	9. Uncles (1-6)	9. Dart
10. Bodyguard	10. Scribe	10. Housemaid	10. Aunts (1-6)	10. Boomerang
11. Champion	11. Alchemist	11. Handmaiden	11. Cousins (2-12)	11. Broadsword
12. Assistant	12. Agent	12. Nursemaid	12. Second Cousins (1-6)	12. Rapier
13. Tumbler	13. Bailiff	13. Chambermaid	13. Granduncle	13. Dirk
14. Poet	14. Sheriff	14. Scullion	14. Brothers (1-6)	14. Halberd
15. Acquaintance	15. Artist	15. Cook	15. Sisters (1-6)	15. Axe
16. Ally	16. Soothsayer	16. Guard	16. Nephews (1-6)	16. Bolo
17. Consort	17. Bard	17. Harem Girl	17. Nieces (1-6)	17. Sling
18. Courtier	18. Cleric	18. Major-Domo	18. Bastards (2-12)	18. Hammer
19. Sycophant	19. Kinsman	19. Almoner	19. Tribesmen (2-12)	19. Morning Star
20. Jester	20. Comrade	20. Falconer	20. Clansmen (2-12)	20. Battle-axe



RANDOM LEADER CHART

Leader Class	Leader Level	Leader Type	Leader Alignment
01-30 FTR	01-05 3	01-40 Man	01-10 LG
31-40 CL	06-15 4	41-45 H-Elf	11-25 CG
41-50 MU	16-25 5	46-50 Elf	26-75 N
51-55 TH	26-35 6	51-55 Dwarf	76-90 LE
56-60 IL	36-45 7	56-58 Halfling	91-00 CE
61-65 BA	46-60 8	59-60 H-Orc	
66-70 DR	61-75 9	61-65 Orc	
71-75 MNK	76-80 10	66-68 Goblin	
76-80 PAL	81-83 11	69-73 Gnome	
81-83 SG	84-86 12	74-77 Kobold	
84-86 AS	87-89 13	78-80 Groll	
87-89 AL	90-91 14	81-83 Hobgoblin	
90-92 SA	92-93 15	84-89 Ogre	
93-96 RGR	94-95 16	90-96 Troll	
97-00 Special	96-00 Special	97-00 Special	

Leader 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

The above is used to modify the reaction die roll.

Special Leader Class

Special Leader Level

Special Leader Type

1 FTR/MU
2 FTR/CL
3 FTR/MU/CL
4 CL/MU
5 TH/FTR/MU/CL
6 Man/God

1 2
2 17
3 18
4 19
5 20
6 21

1 Ogre Magi
2 Giant (See Giant Sub-Table)
3 Titan
4 Dragon (See Dragon Sub-Table)
5 Demon (See Demon Sub-Table)
6 Lich

Giant Sub-Table

1 Hill
2 Stone
3 Frost
4 Fire
5 Cloud
6 Storm

Dragon Sub-Table

1 White
2 Black
3 Green
4 Blue
5 Red
6 Golden

Demon Sub-Table

1 Type I
2 Type II
3 Type III
4 Type IV
5 Type V
6 Type VI

RANDOM FOLLOWER CHART

Die Roll	FTR/SA	Good CL	Evil CL
01-04	1-4 MU or IL	1-4 FTR	1-4 FTR
05-08	1-4 CL	1-4 CL	1-4 CL
09-12	1-4 TH	2-20 Blink Dogs	1-4 TH or AS
13-16	1 AS	2-20 Centaurs	1-10 Trolls
17-20	1-2 BA	1 Brass Dragon	1-10 Ogres
21-24	1 SG	1-10 Tree Ants	1-6 Vampires
25-28	2-20 War Dogs	1-8 Hippogriffs	1-20 White Apes
29-32	1-10 Dire Wolves	1-8 Couatl	1-10 Spectres
33-36	1-4 Hill Giants	1 Silver Dragon	1 Balor
37-40	1-4 Stone Giants	1 Golden Dragon	1-2 Beholders
41-44	1-4 Frost Giants	1-4 Ki-rin	1 Black Dragon
45-48	1-10 Ogres	1-4 Lammasu	1 Red Dragon
49-52	1-8 Trolls	1-8 Pegasi	1-6 Bugbears
53-56	1-4 Rocs	1-6 Rocs	1-20 Gargoyles
57-60	1-6 Griffons	1-4 Shedu	2-24 Ghouls
61-64	1 Lammasu	1-8 Unicorns	2-24 Hell Hounds
65-68	1 Ki-rin	1-2 Titans	1-4 Chimeras
69-72	1 Dragon	1-2 PAL	1-4 Manticores
73-80	1 Djinn	1-20 Djinni	1-4 Rakshasas
81-84	2-24 Hell Hounds	1 Platinum Dragon	1-10 Wights
85-88	1 Pseudo-Dragon	1-10 Hippocampus	1 Succubus
89-92	1-12 Lizard Men	1-2 Androsphinxes	3-36 Zombies
93-96	1-8 Were Types	1 SG	4-48 Skeletons
97-00	1-9 Ogre Magi	1 MNK	1-4 Wyverns

<u>Die Roll</u>	<u>MU or IL</u>	<u>DR</u>	<u>TH or AS</u>
01-04	1-4 FTR	1-4 DR	1-4 TH or AS
05-08	1-4 MU or IL	1-4 FTR	1-4 FTR
09-12	1-4 TH	1-10 Treants	1-2 MU
13-16	1 AL	1-8 Hippogriffs	1-2 CL
17-20	1 Homunculus	1-20 White Apes	1-20 Bugbears
21-24	1-2 Clay Golems	10-40 Baboons	1-12 Ogres
25-28	1-2 Flesh Golems	1-20 Bears	1-10 Trolls
29-32	1-2 Iron Golems	1-20 Giant Beavers	1-6 Hill Giants
33-36	1-2 Stone Golems	1-12 Dryads	1-4 Stone Giants
37-40	1-2 Dragons	1-12 Griffons	1-4 Chimeras
41-44	1-2 Balors	1-10 Giant Hyena	1-12 Gargoyles
45-48	1-4 Wyverns	1-10 Fire Lizards	2-12 Hell Hounds
49-52	1-4 Basilisks	1-12 Lions	1-6 Were Types
53-56	1-4 Chimeras	1-8 Giant Lynxes	1-10 Ogre Magi
57-60	1-6 Manticoras	1-4 Neo-otyugh	1-8 Owlbears
61-64	1-12 Were Types	1-6 Nymphs	1-8 Pegasi
65-68	2-24 Gargoyles	1-8 Owlbears	1 Rakshasa
69-72	1-2 Efretti	1-8 Satyrs	1 Criosphinx
73-80	1-4 Gorgons	1-4 Giant Stags	1 Gynosphinx
81-84	1-4 Minotaurs	1-4 Sabre-toothed Tigers	1-6 Wyverns
85-88	1-4 Naga	1-10 Giant Wasps	1-8 Carnivorous Apes
89-92	1-4 Mummies	1-8 Giant Weasels	1-10 Griffons
93-96	1-6 Phase Spiders	1-6 Yeti	1 Pseudo-Dragon
97-00	1-2 Mind Flayers	1-4 Hill Giants	1-2 Type II Dragons



<u>Die Roll</u>	<u>BA</u>	<u>MNK</u>	<u>PAL</u>
01-04	1-4 FTR	1-4 MNK	1-4 FTR
05-08	1-4 CL	1-4 FTR	1-4 CL
09-12	1-4 BA	1-2 MU	1 RGR
13-16	1-4 GH	1-2 CL	1 BA
17-20	1-4 MU	2-24 Bugbears	1-4 Unicorns
21-24	1-3 Lammasu	1-20 Ogres	1-4 Pegasi
25-28	1-6 Pegasi	1-120 Ogre Magi	1-4 Hippogriffs
29-32	1-4 Unicorns	1-8 Trolls	1-4 Griffons
33-36	1 Ki-Rin	1-4 Hill Giants	1 Titan
37-40	1-12 Dire Wolves	1-2 Stone Giants	1 Pseudo-Dragon
41-44	1 Efreet	2-20 War Dogs	1-4 Rocs
45-48	1 Djinn	1-12 Hell Hounds	1 Andorsphinx
49-52	1-10 Blink Dogs	1-12 Blink Dogs	1-4 Hill Giants
53-56	1-10 Hell Hounds	1-8 Displacer Beasts	2-20 War Dogs
57-60	1-10 Ogres	1-6 Pegasi	1-2 Were Bears
61-64	1-8 Trolls	1-6 Griffons	1 Djinn
65-68	1-8 Ogre Magi	1-4 Chimeras	1 PAL
69-72	1-6 Hill Giants	1-4 Were Types	1 Storm Giant
73-80	1-3 MNK	1-4 Wyverns	1 Golden Dragon
81-84	1-8 Satyrs	1-2 SA	1 Silver Dragon
85-88	1-8 Were Types	1 Pseudo-Dragon	1-4 Ki-Rin
89-92	1-2 Chimeras	1-2 MNK	1-4 Lammasu
93-96	1 Succubus	1 SG	1-4 Shedus
97-00	1-2 Mind Flayers	1 Frost Giant	1-4 Couatl

Die RollSG

01-04	1-4 FTR
05-08	1-4 MU
09-12	1 AL
13-16	1-4 CL
17-20	1-2 SA
21-24	1 Androsphinx
25-28	1-4 Griffons
29-32	1 Djinn
33-36	1 Efreet
37-40	1 Titan
41-44	1 Storm Giant
45-48	1 Golden Dragon
49-52	1 Red Dragon
53-56	2-24 Gargoyles
57-60	1-20 Bugbears
61-64	1-12 Ogres
65-68	1-10 Ogre Magi
69-72	1-8 Trolls
73-80	1-4 Hill Giants
81-84	1-2 Stone Giants
85-88	1 Frost Giant
89-92	1-2 Beholders
93-96	1 Efreet
97-00	1-6 Yeti

AL

1-4 FTR
1-4 MU
1-4 TH
1 SG
1-2 SA
1 Titon
2-24 Gargoyles
1-20 Bugbears
1-12 Ogres
1-10 Ogre Magi
1-8 Trolls
1-4 Hill Giants
1-2 Stone Giants
1-6 Displacer Beasts
1-8 Blink Dogs
1 Beholder
1-4 Were Types
1 Efreet
1 Djinn
1 Androsphinx
1 Homunculus
1 Clay Golem
1 Flesh Golem
1 Stone Golem

RGR

1-6 FTR
1-4 MU
1-4 CL
1-4 TH
1-4 FTR or MU
1-4 FTR or MU or TH
1 RGR
1 PAL
1-4 Were Bears
1-6 Unicorns
1-6 Pegasi
1-4 Hill Giants
1-4 Stone Giants
1 Golden Dragon
1 BH
1-4 Ki-Rin
1-4 Lammasu
1-4 Shedus
1 Silver Dragon
1-4 Couatl
1 Titan
1 Storm Giant
1-4 Rocs
1-2 Androsphinxes

Die RollGood Special

01-04	1-6 FTR or SA
05-08	1-4 MU or IL
09-12	1-2 MNK
13-16	1-2 AL or BA
17-20	1-2 Good CL
21-24	1-2 RGR
25-28	1-2 PAL
29-32	1-8 Were Types
33-36	1-6 Treants
37-40	1-10 Centaurs
41-44	2-16 Blink Dogs
45-48	1 Golem
49-52	1-6 Unicorns
53-56	1-6 Pegasi
57-60	1 Djinn
61-64	1 Hydra
65-68	1-6 Yeti
69-72	1-2 Titans
73-80	1-6 Giants
81-84	1-4 Ki-Rin
85-88	1-6 Couatl
89-92	1-4 Lammasu
93-96	1-2 Androsphinxes
97-00	1-4 Dragons

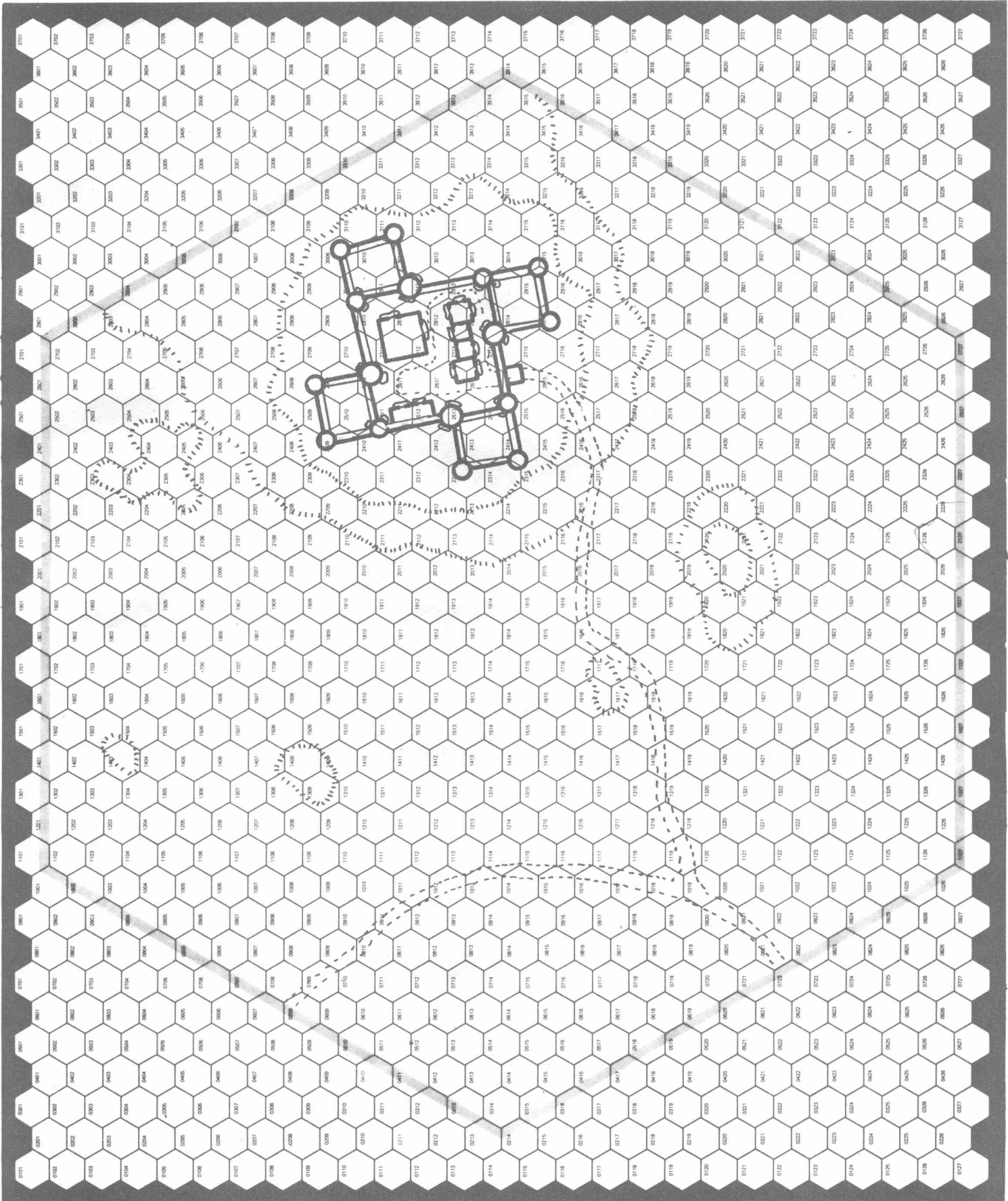
Neutral Special

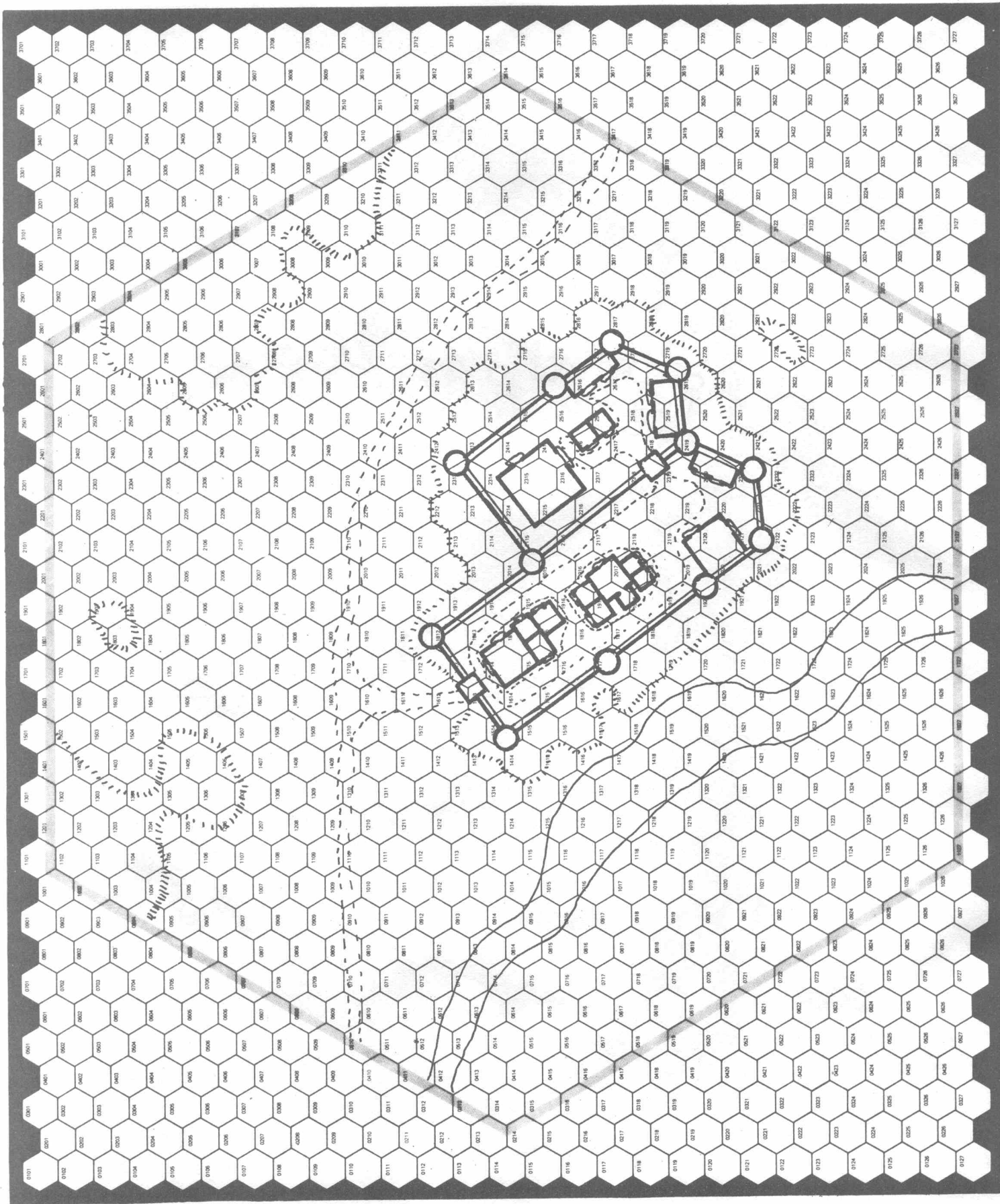
1-6 FTR or SA
1-4 MU or IL
1-2 MNK
1-2 AL or BA
1-2 DR
1-4 TH or AS
1 Dragonne
1 Golem
2-8 Satyrs
1-6 Owlbears
2-20 Lizard Men
1-2 Invisible Stalkers
1 Hydra
1-6 Yeti
1-6 Hippogriffs
1-8 Were Types
1-6 Griffons
1 Efreet
1-4 Eagles
1-6 Giants
1-4 Dragons
1-10 Giant Crocodiles
2-20 Locathah
1-2 Gorgons

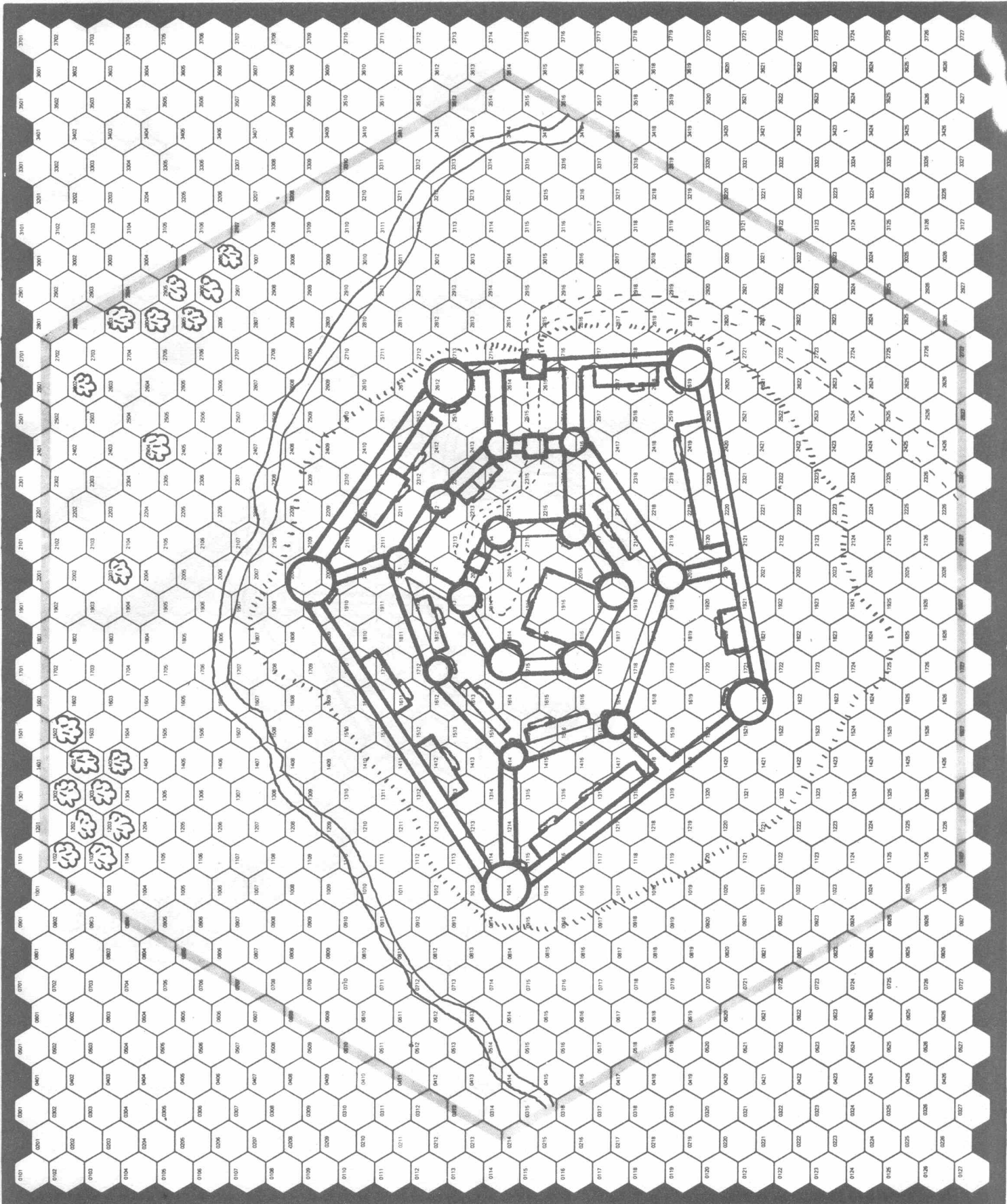
Evil Special

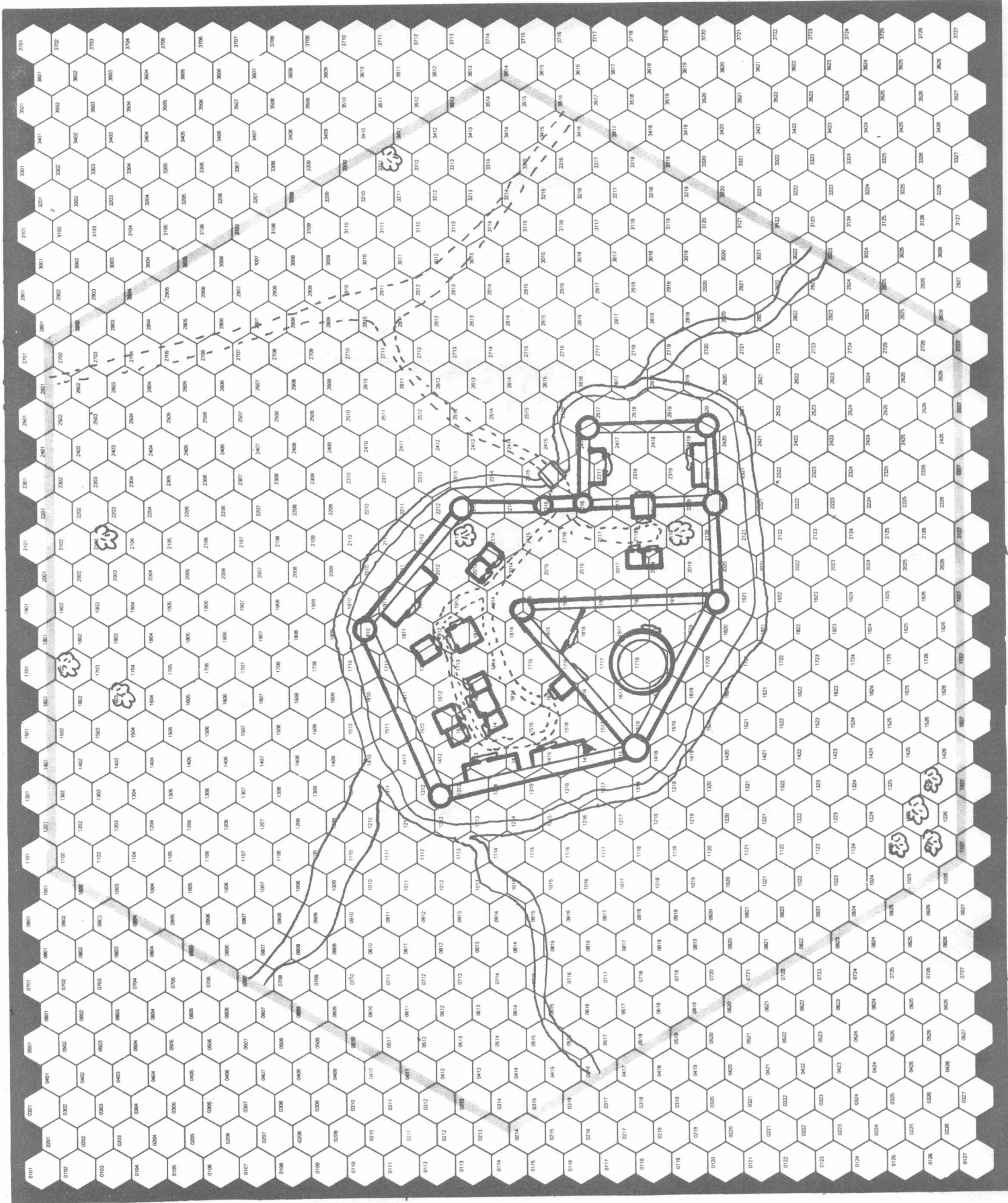
1-6 FTR or SA
1-4 MU or IL
1-2 MNK
1-2 AL or BA
1-2 Evil CL
1-4 TH or AS
1 Dragonne
1 Golem
1-4 Leucrottas
1-4 Ettins
1-4 Chimeras
1-6 Yeti
1 Ghost
1-8 Were Types
1-6 Giants
1-8 Undead
1-4 Dragons
1-4 Doppelgangers
1 Hydra
1-2 Beholders
1-2 Mind Flayers
1-2 Devils
1-4 Demons
1-2 Succubus

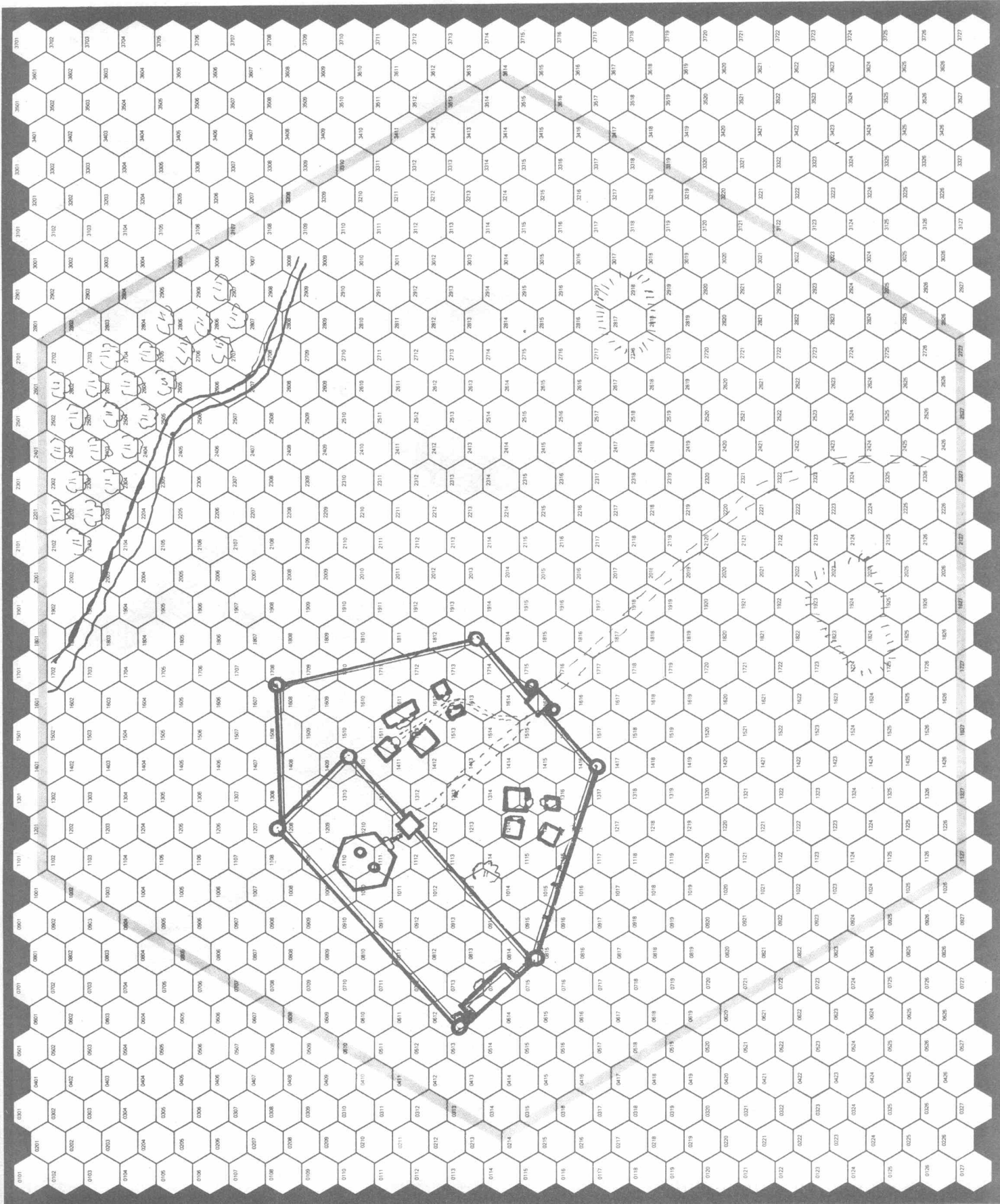


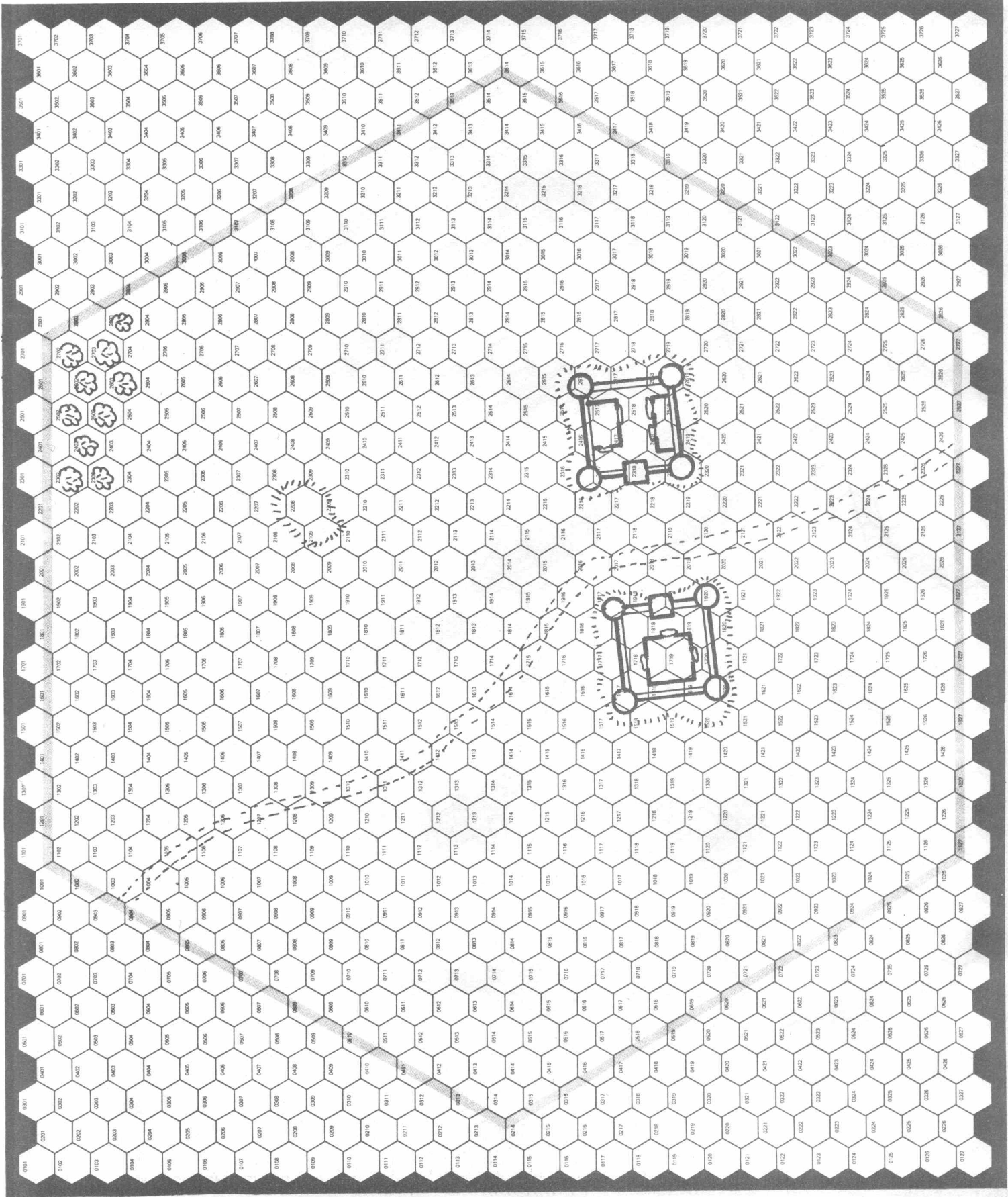


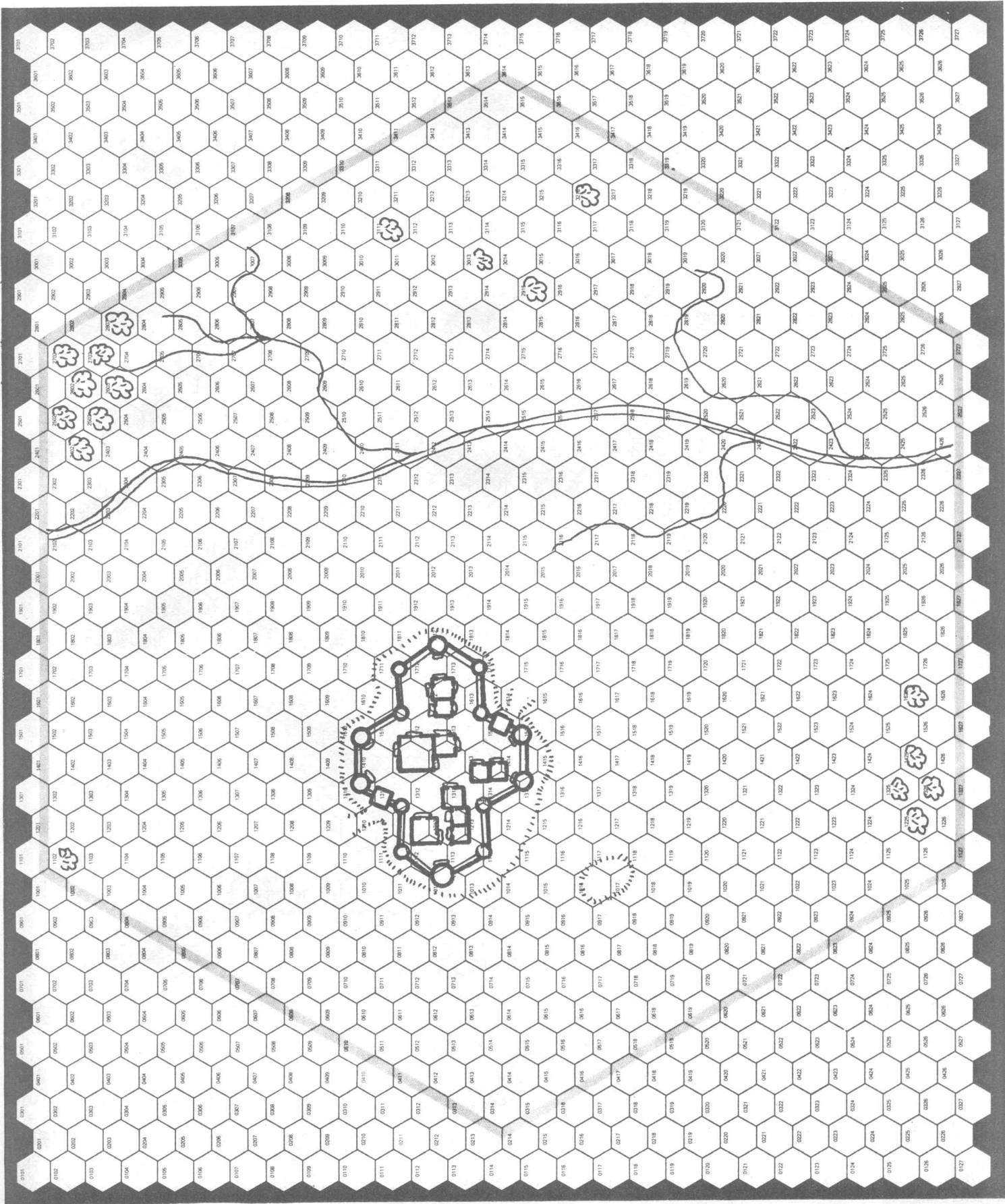


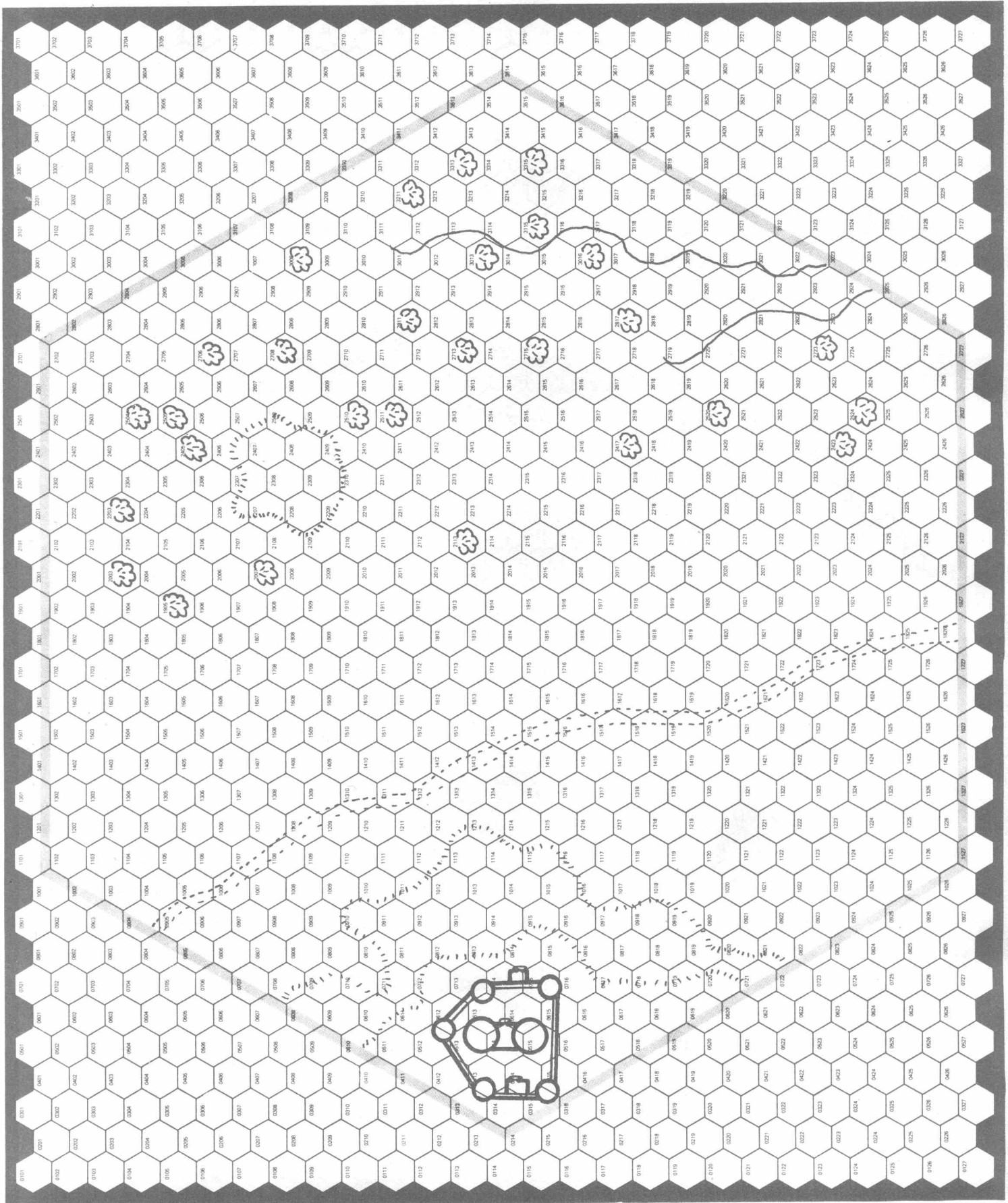


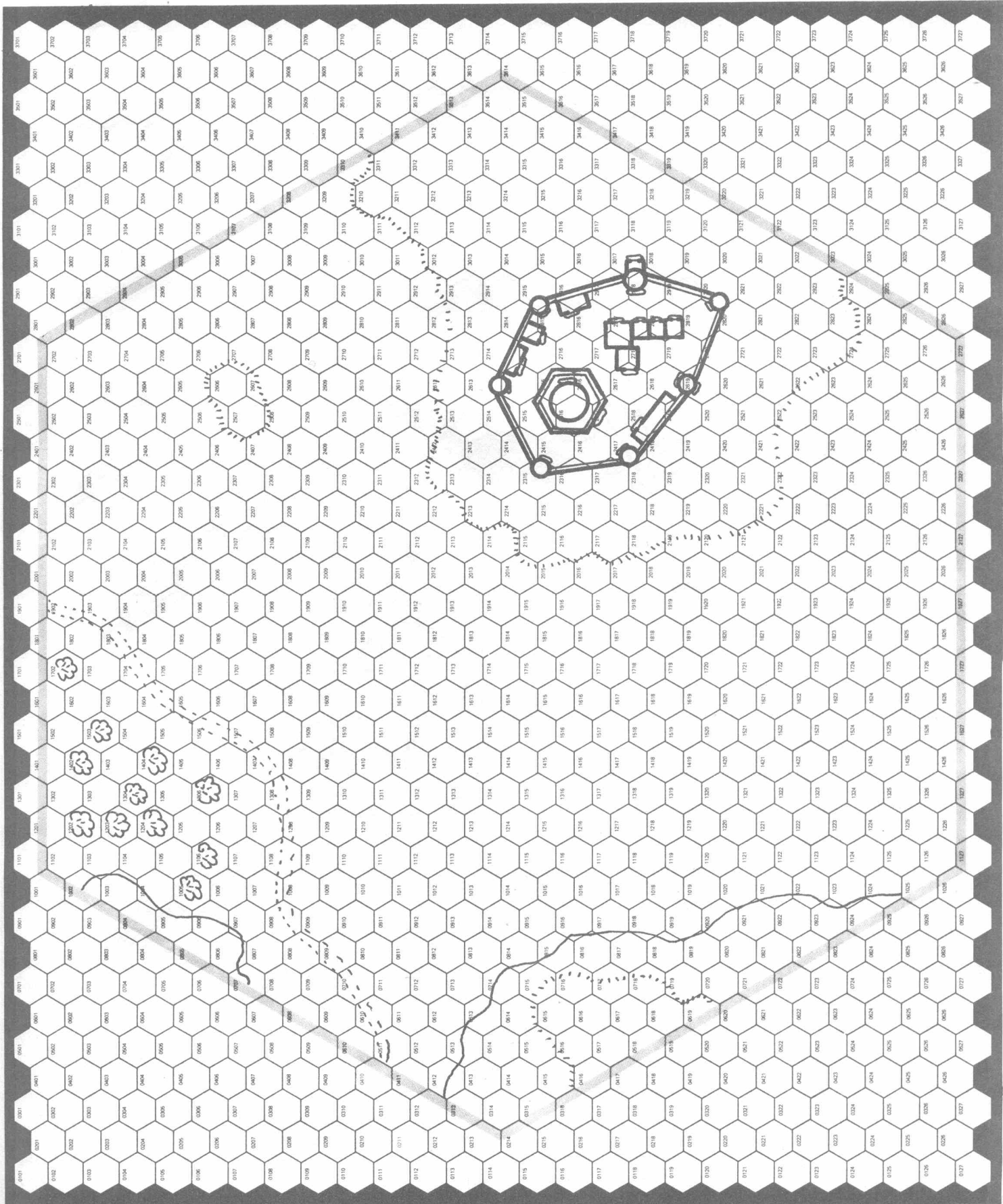


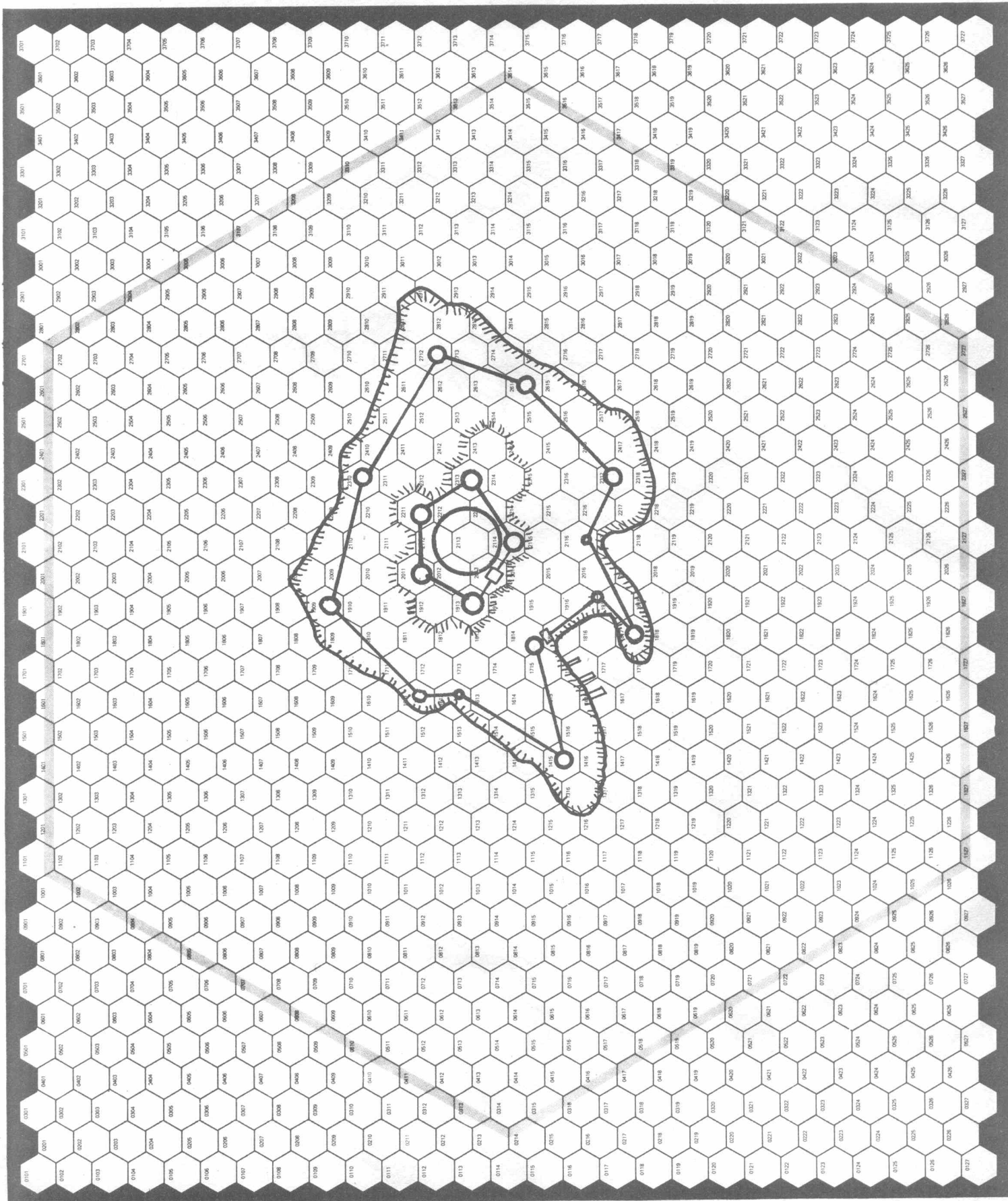


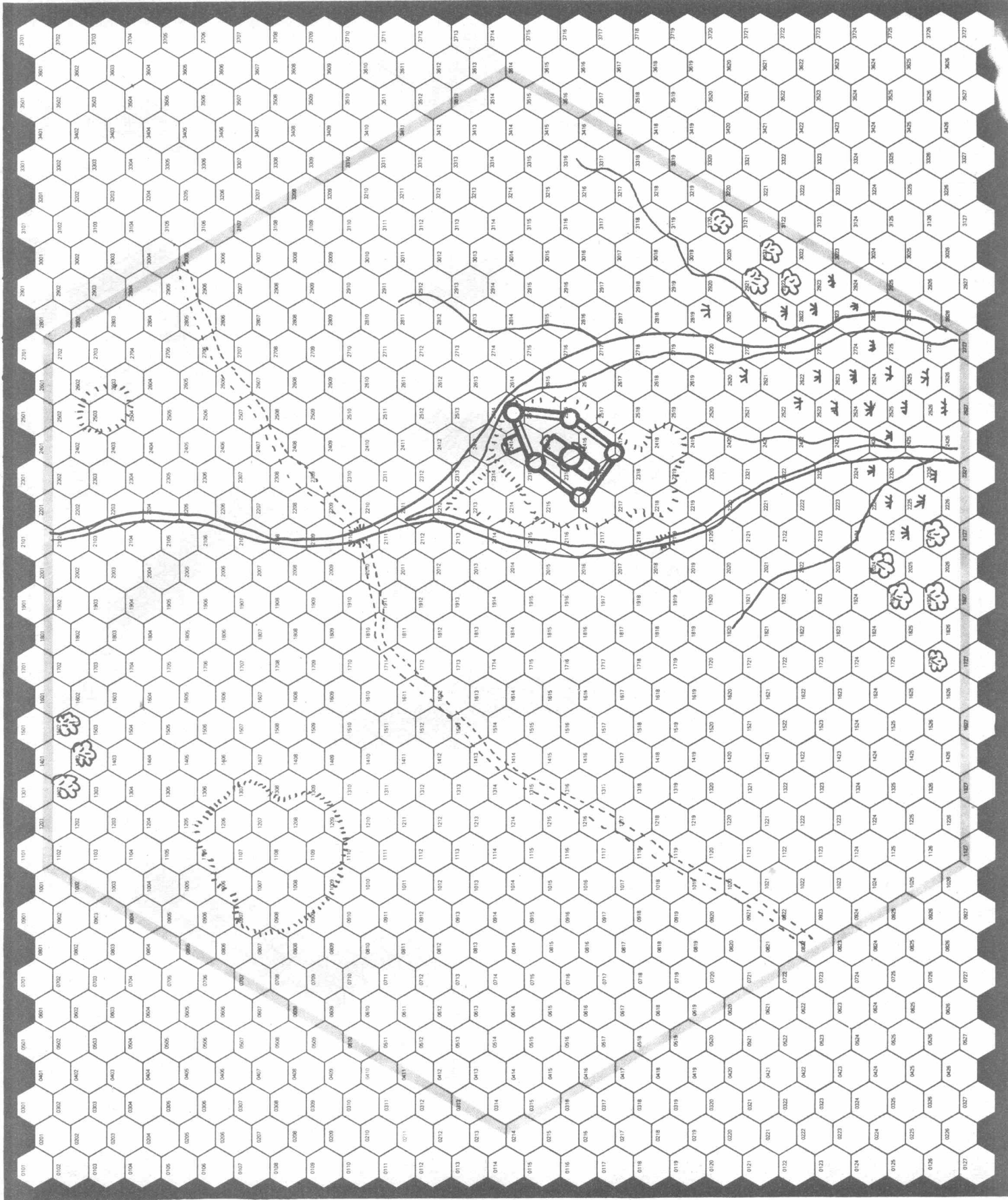


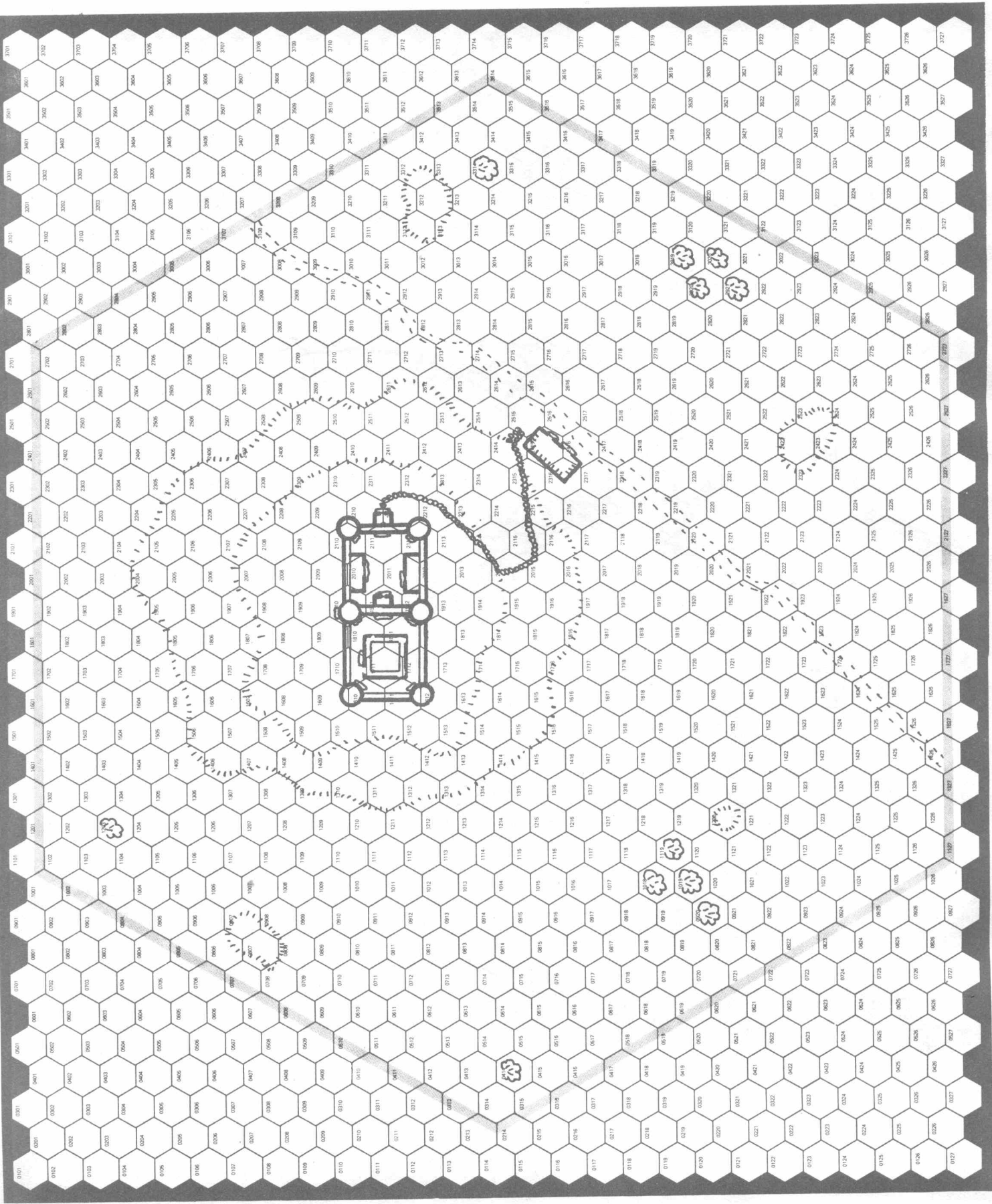


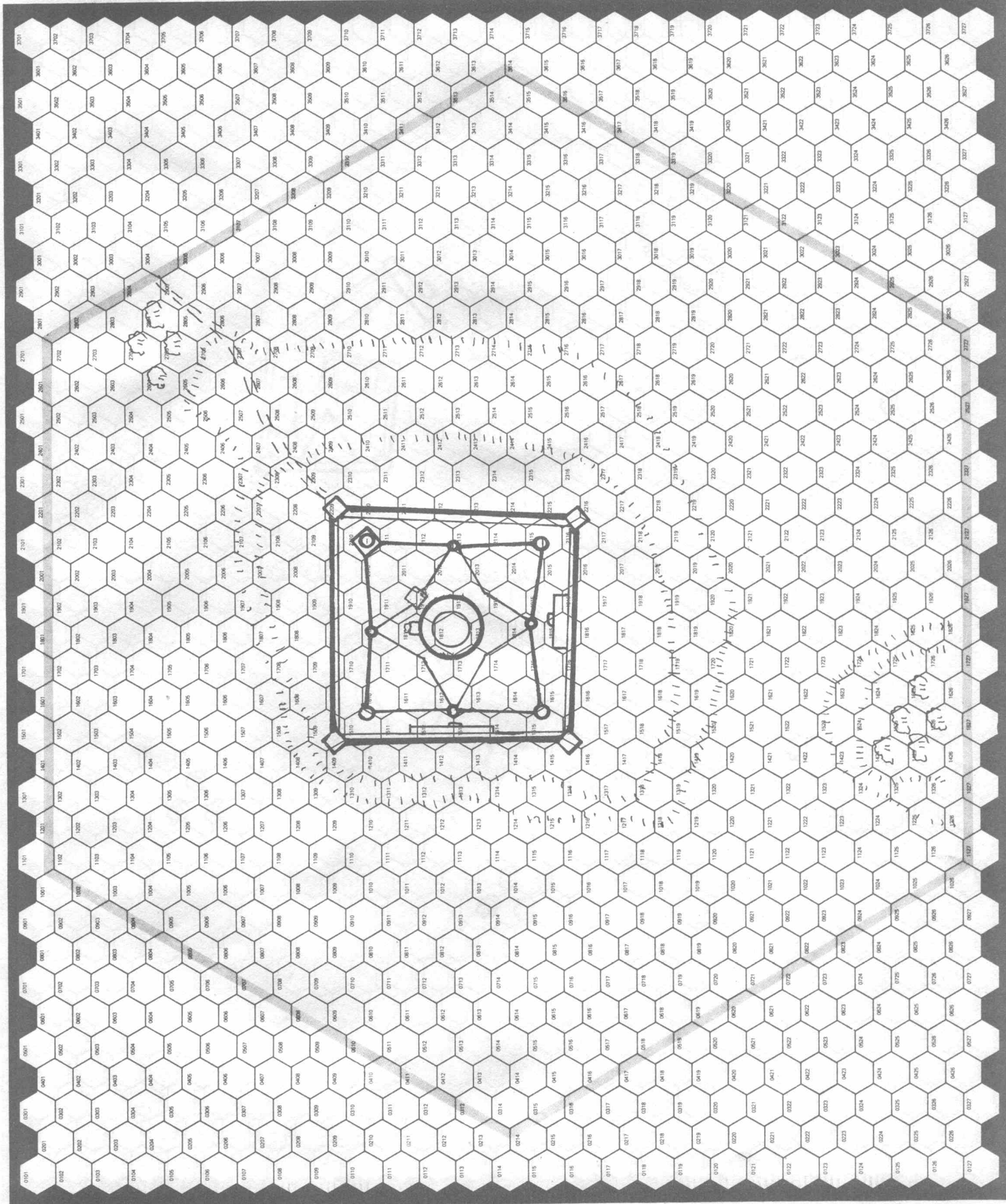


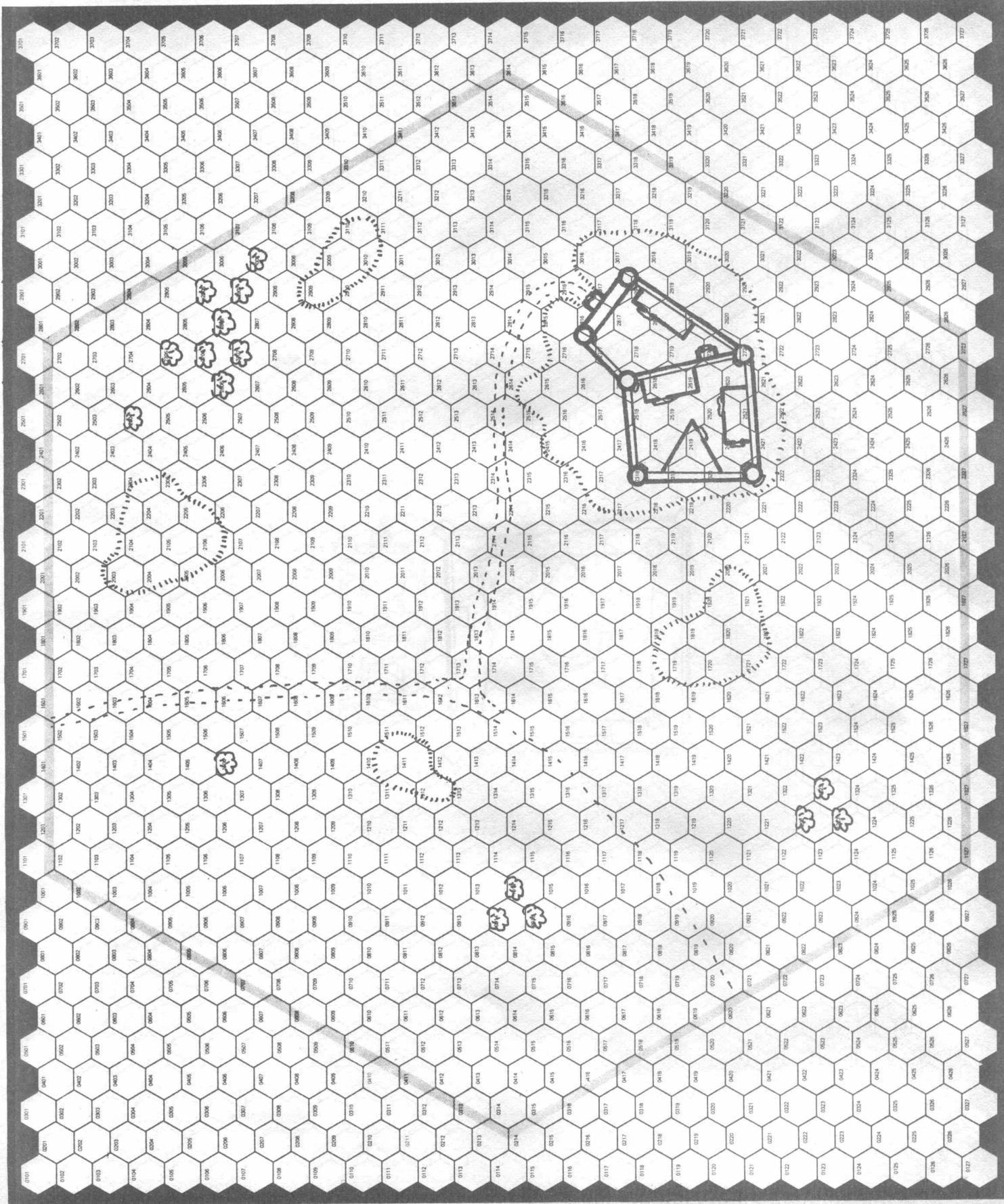


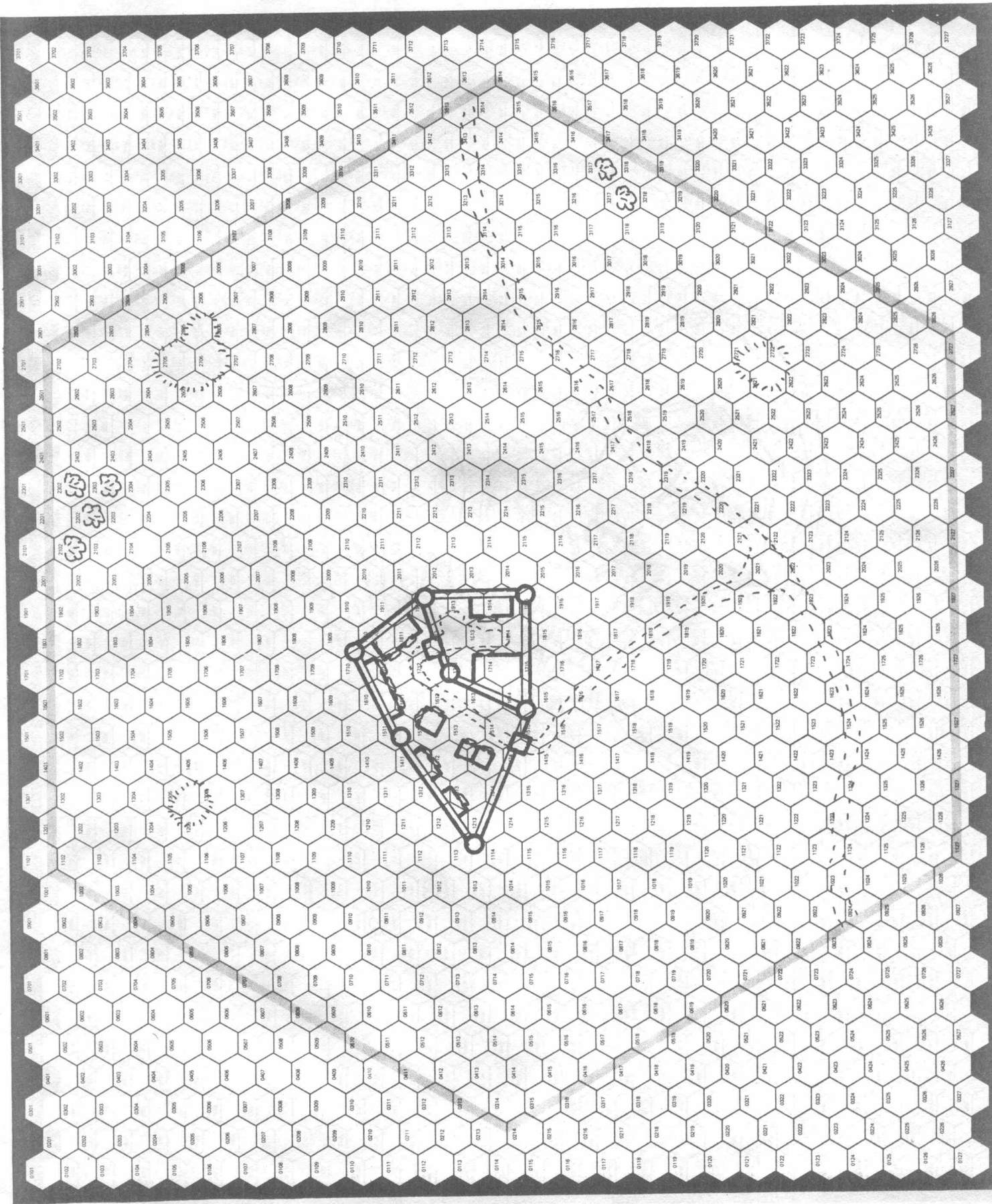


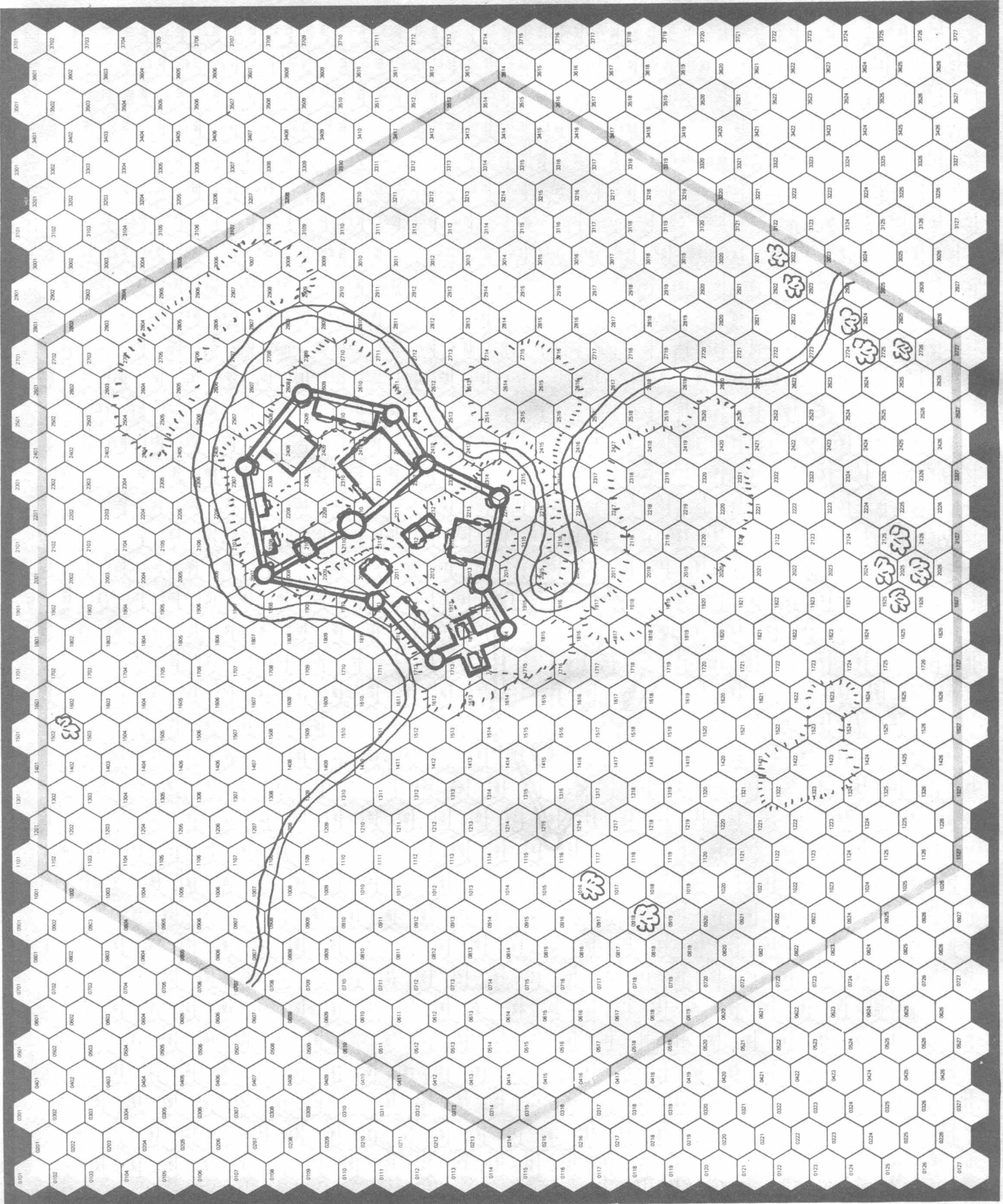


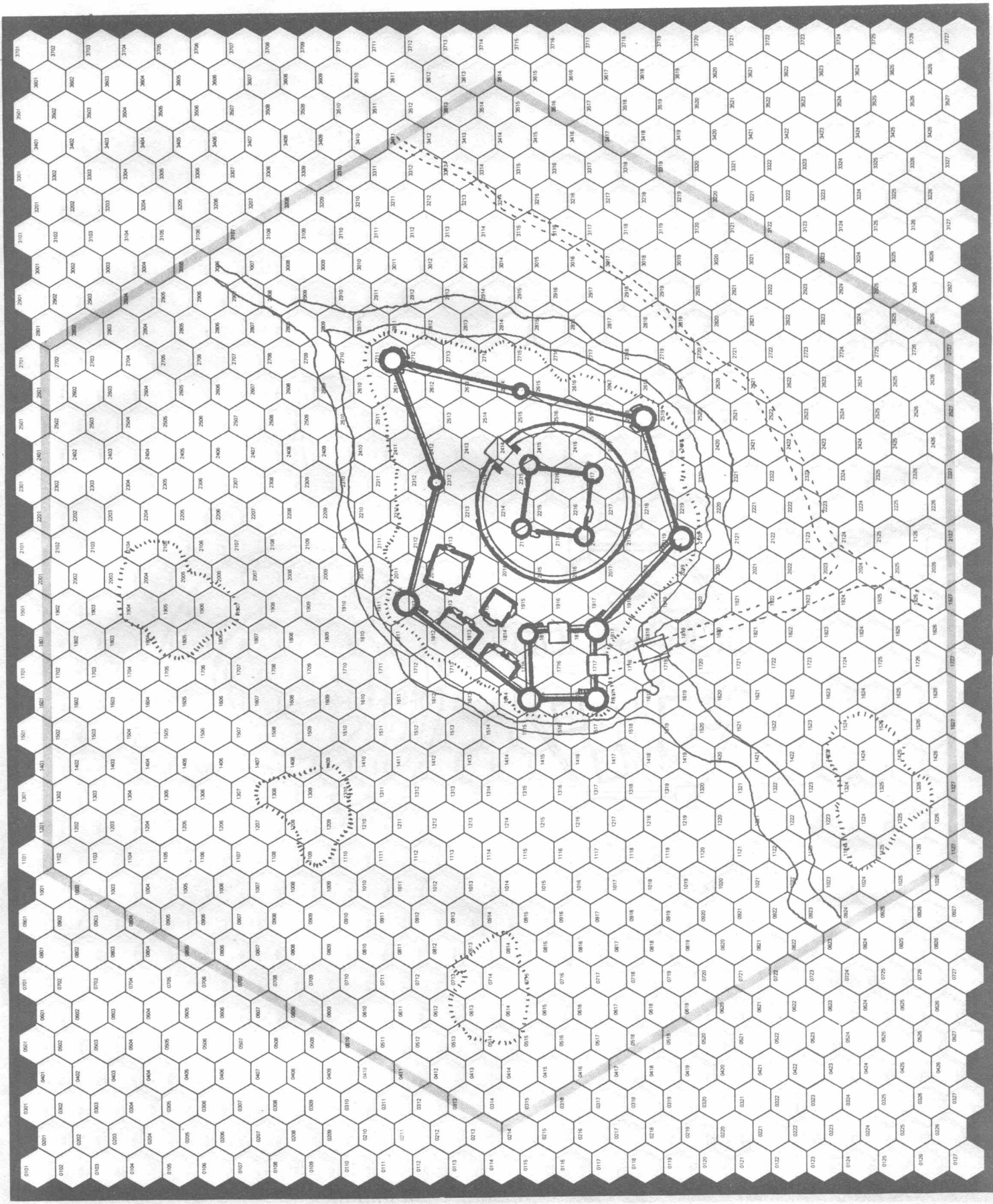


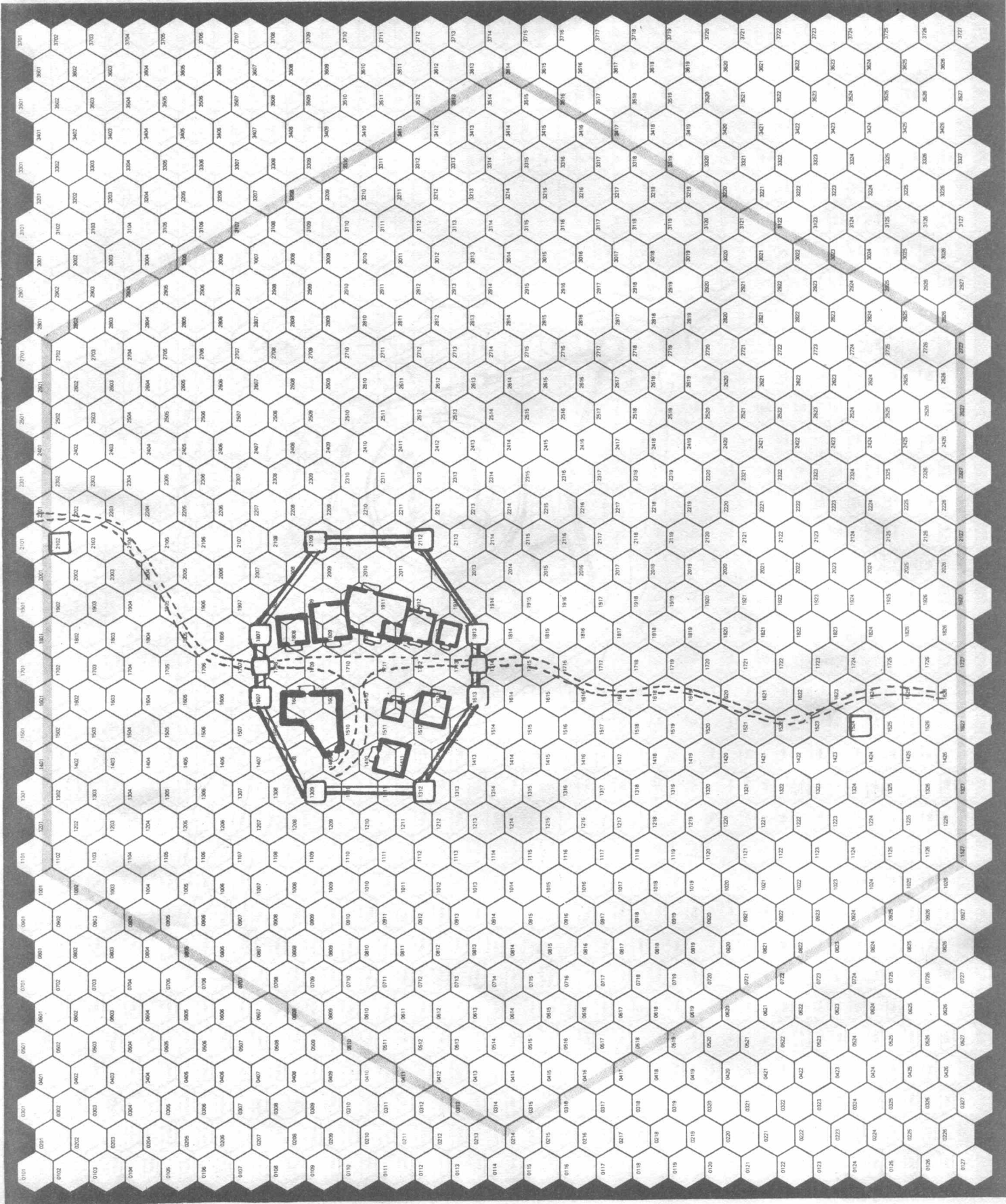


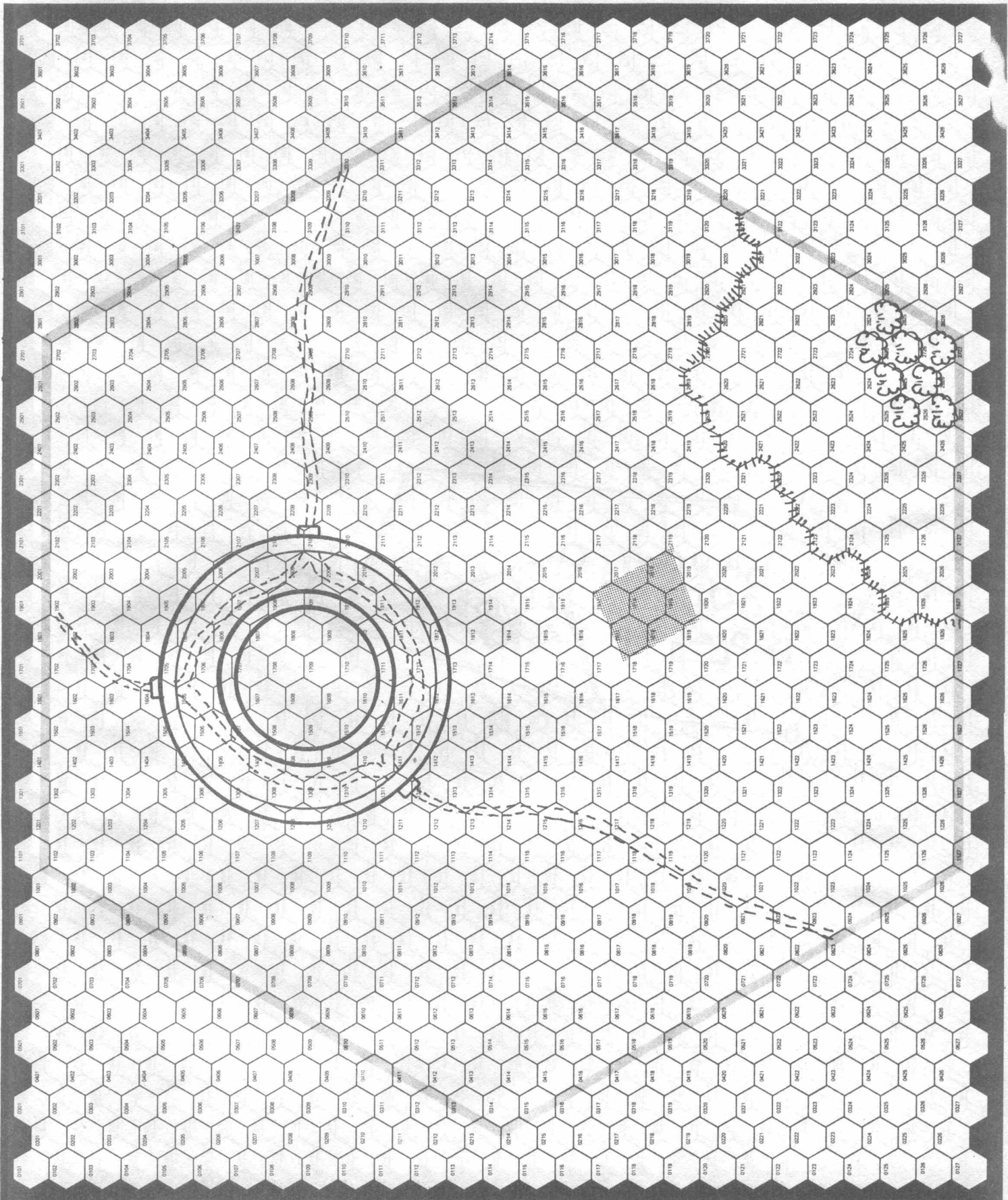


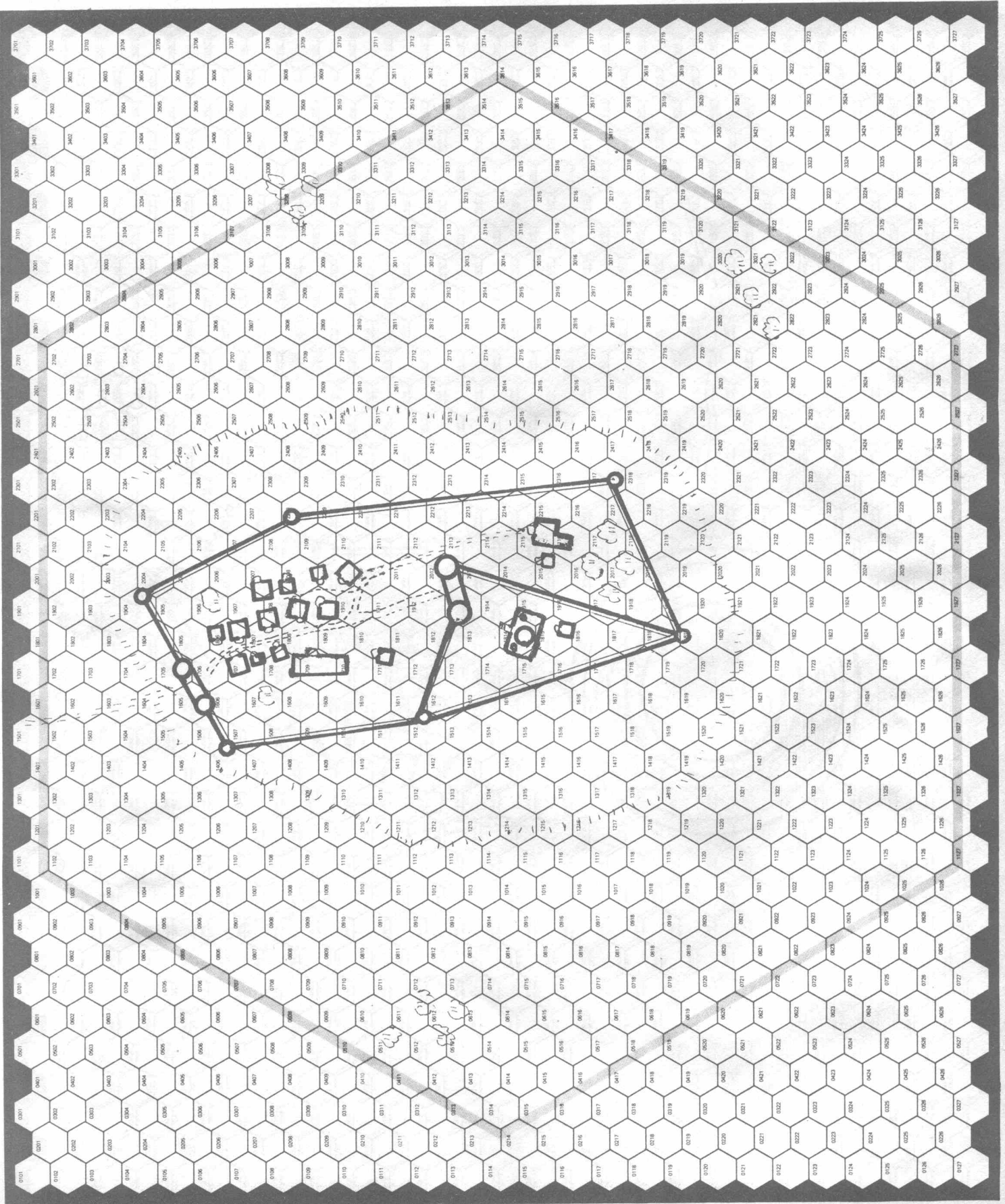


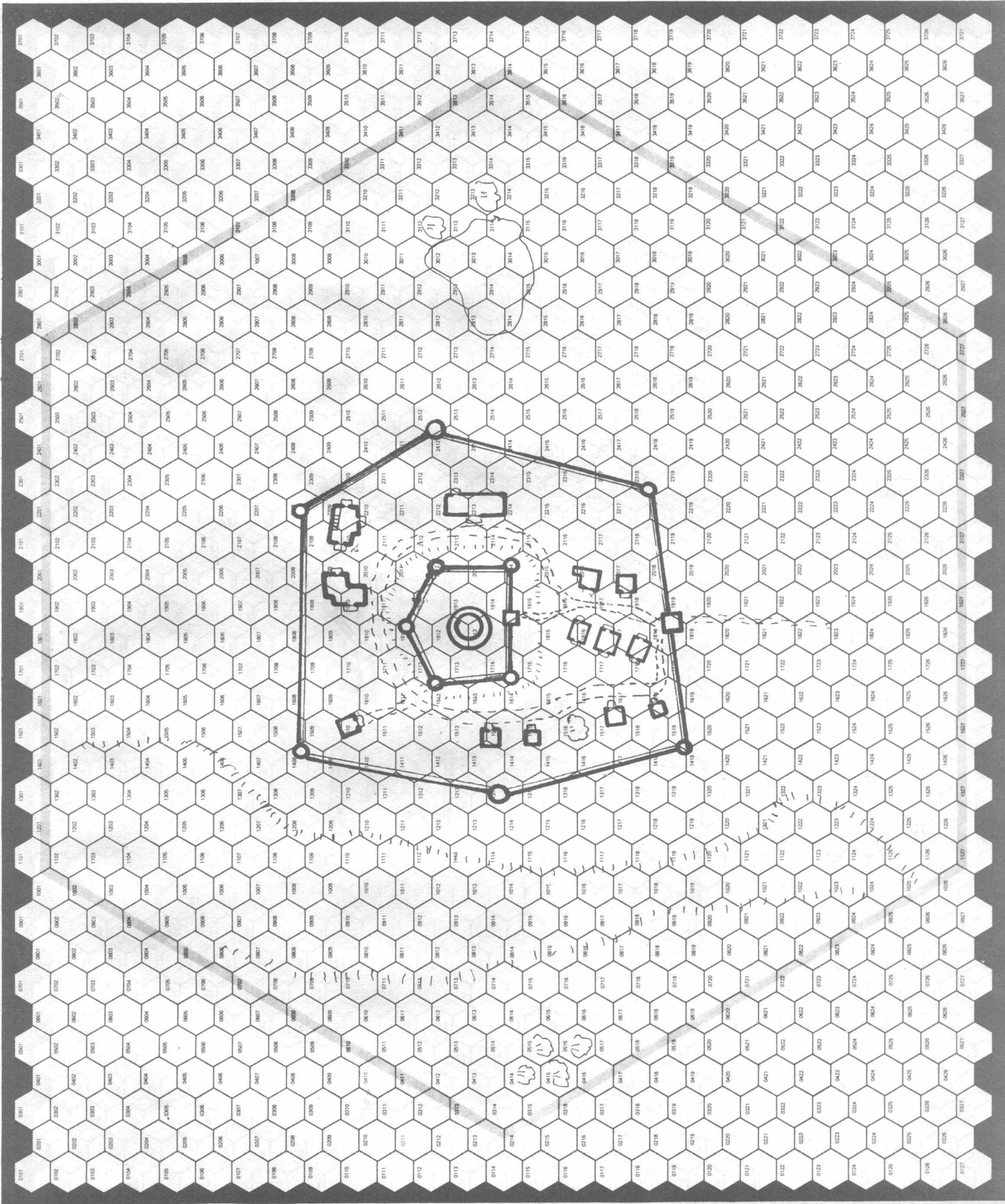


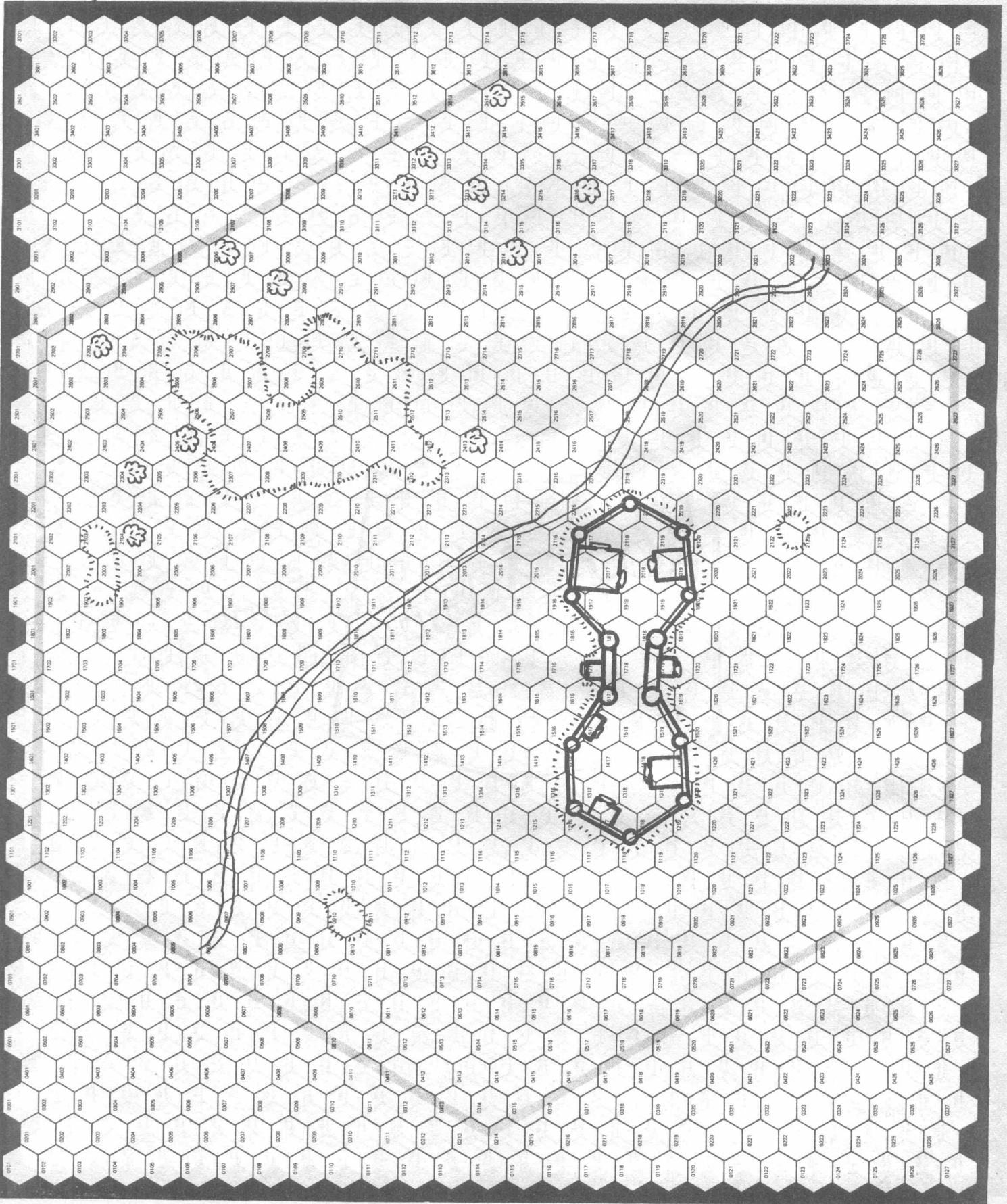


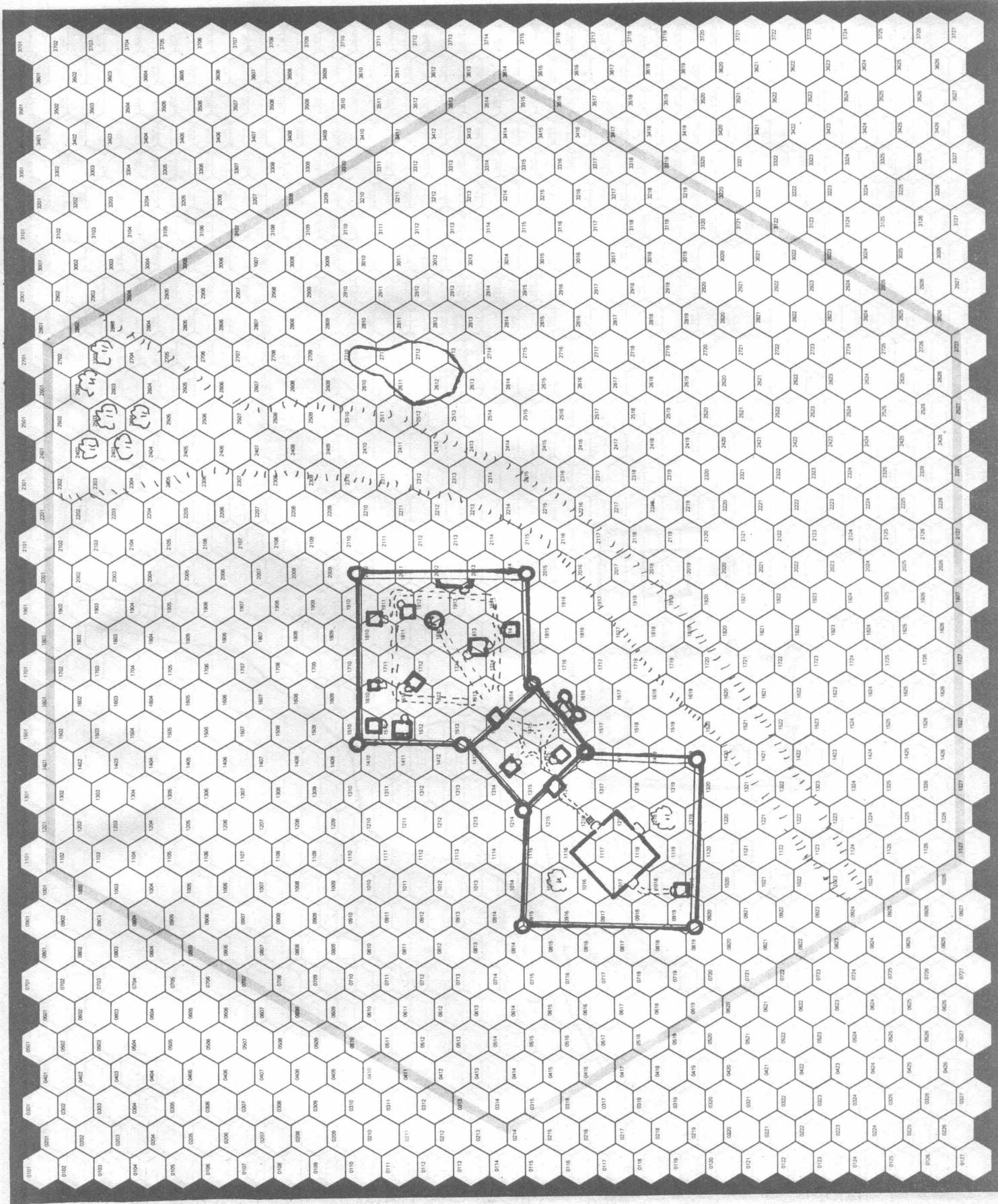


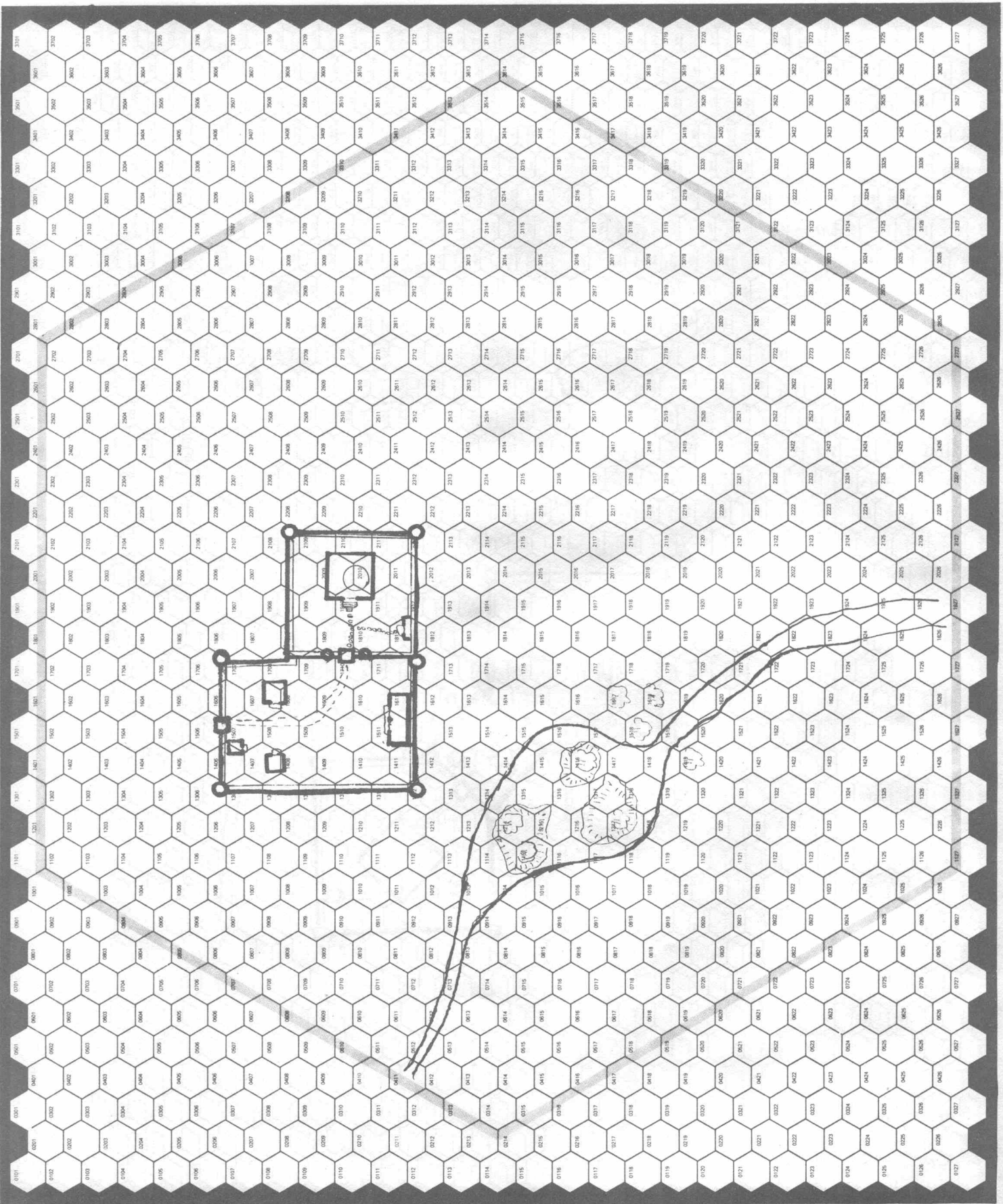


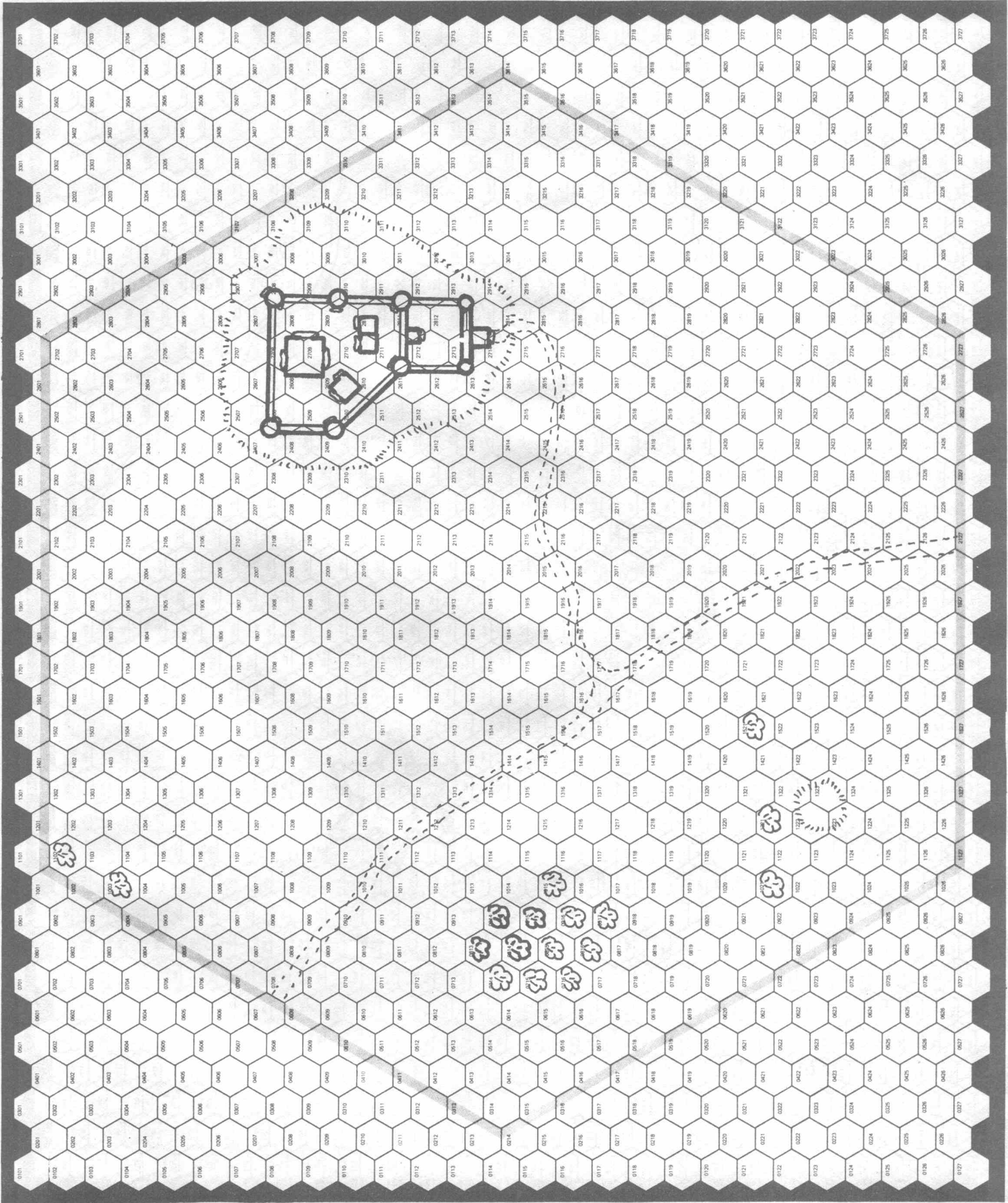


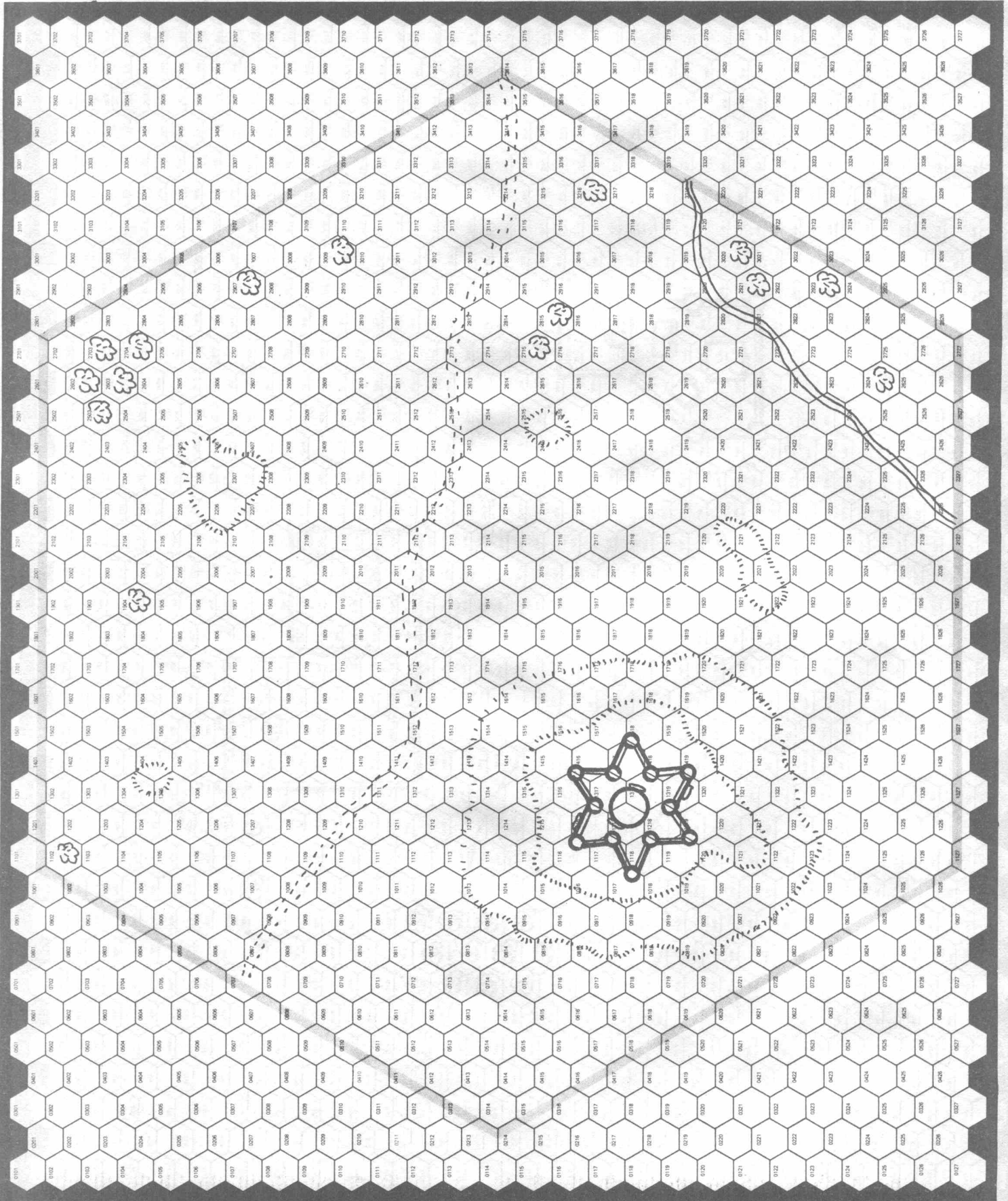




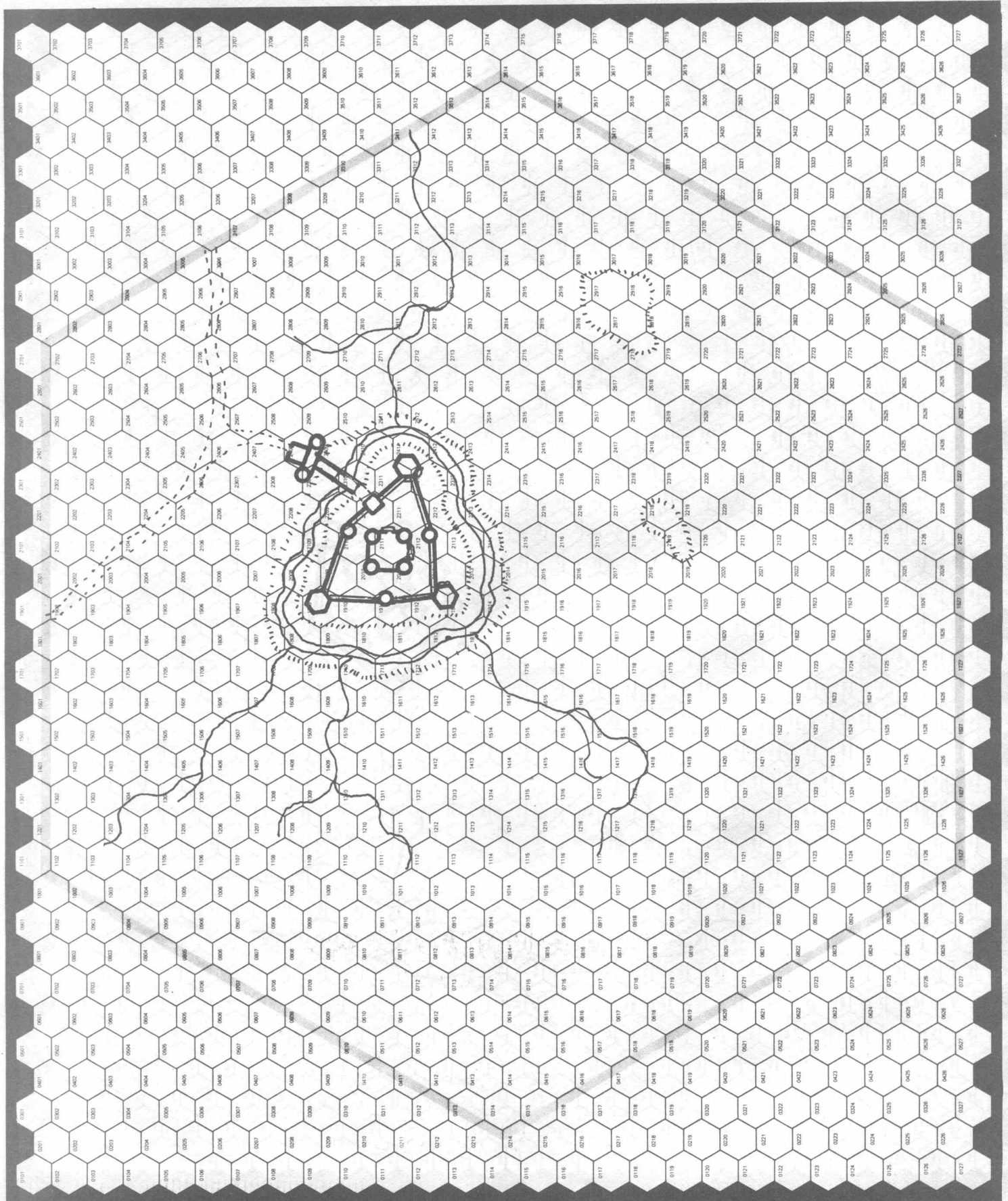


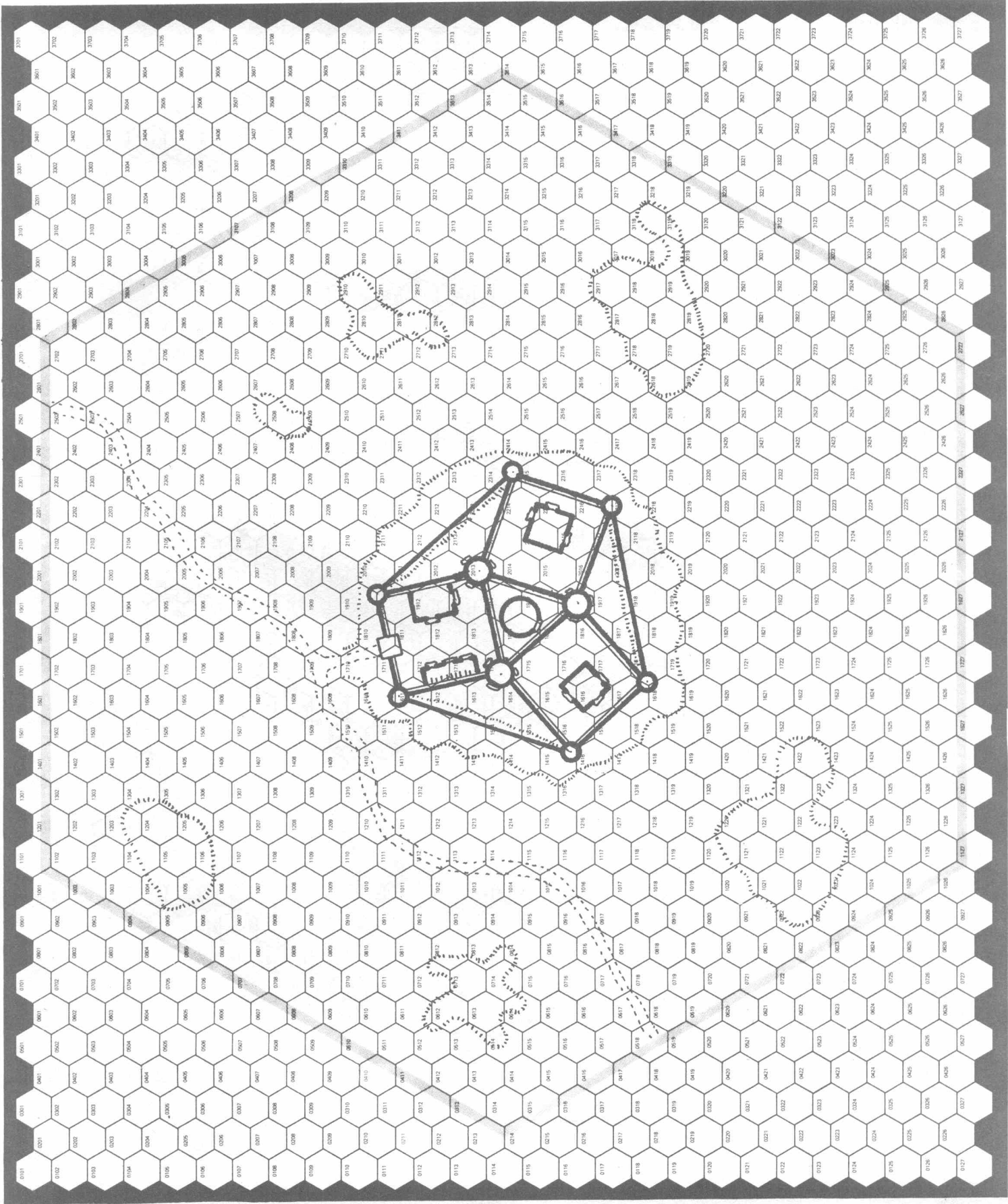


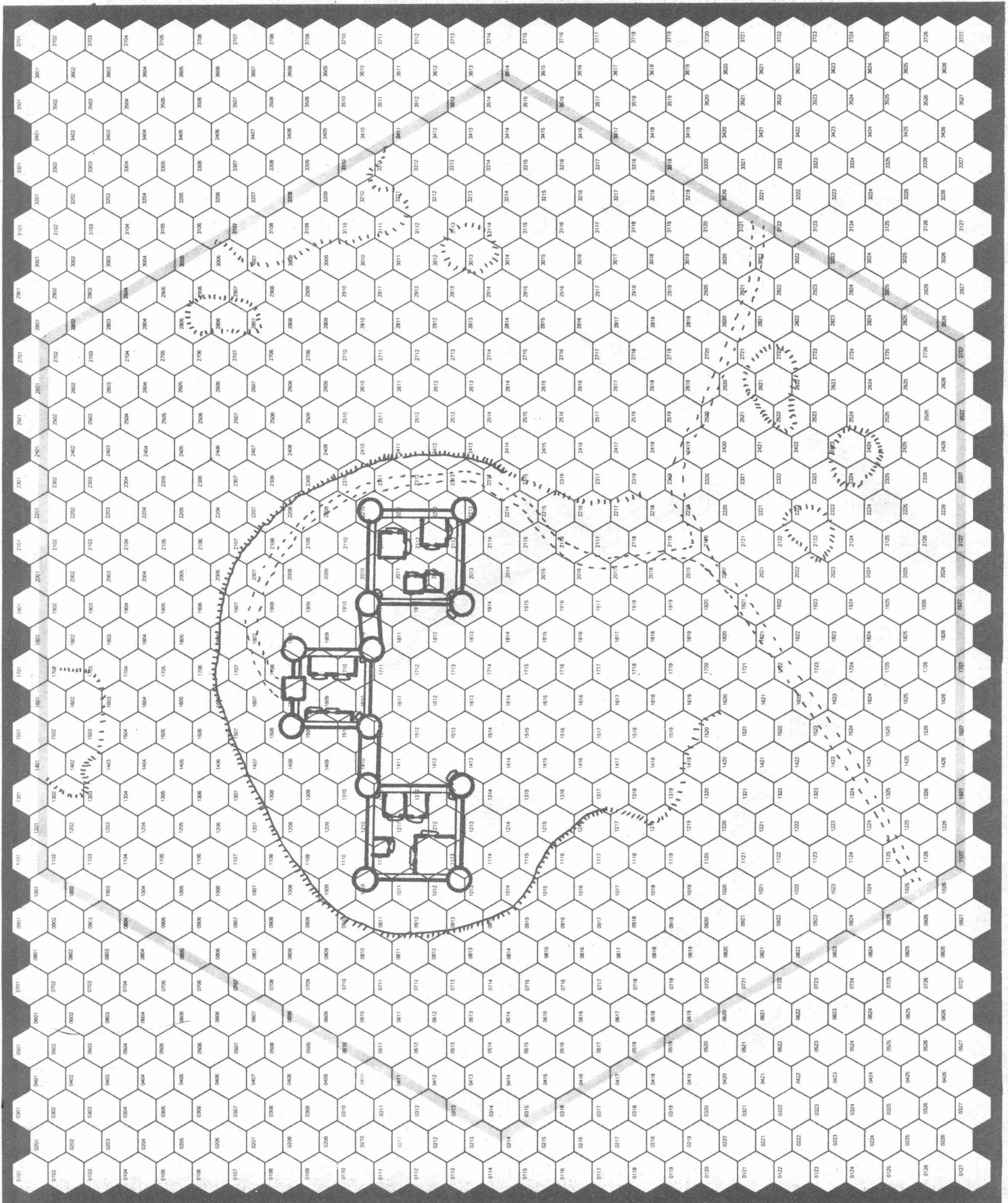


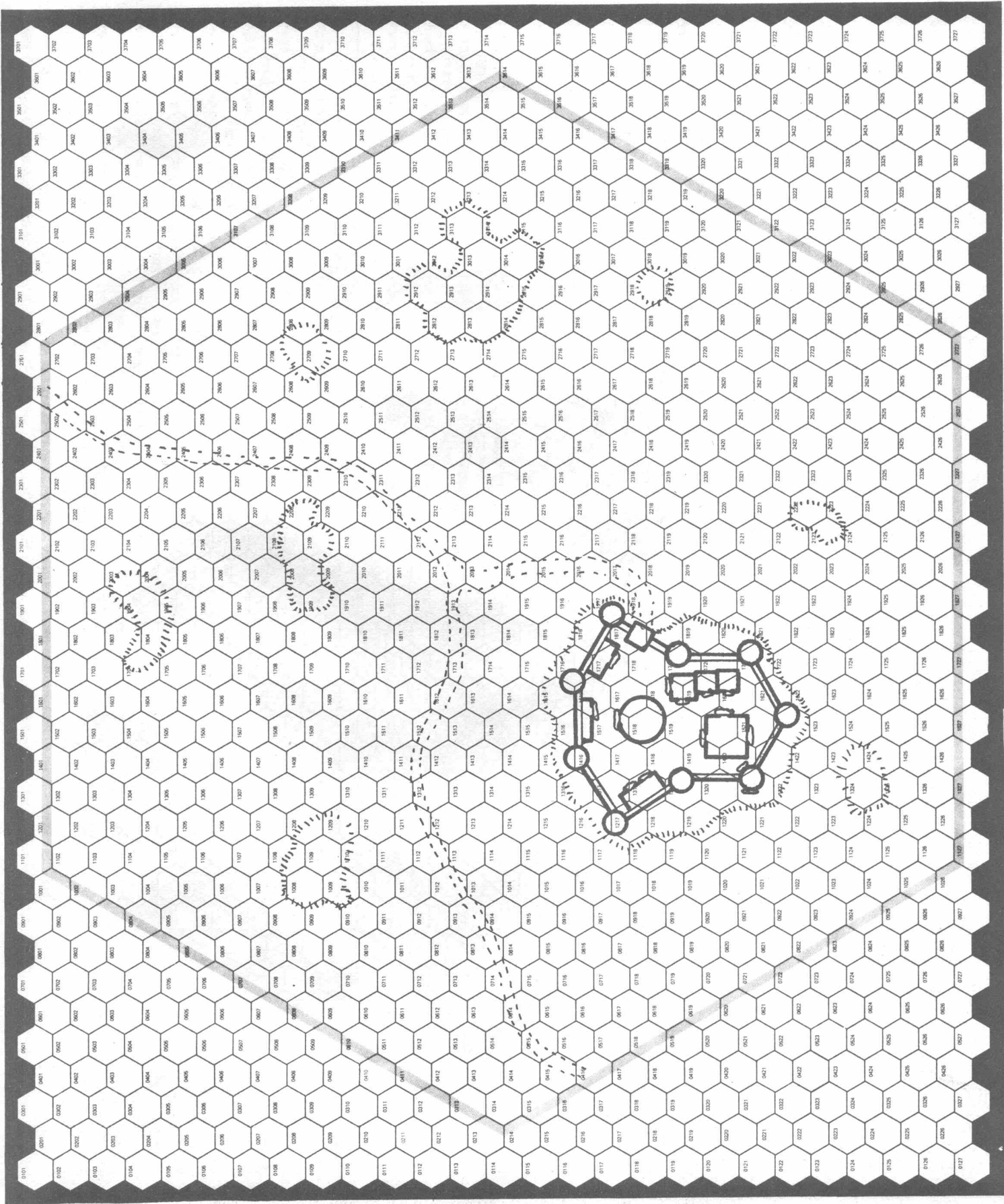


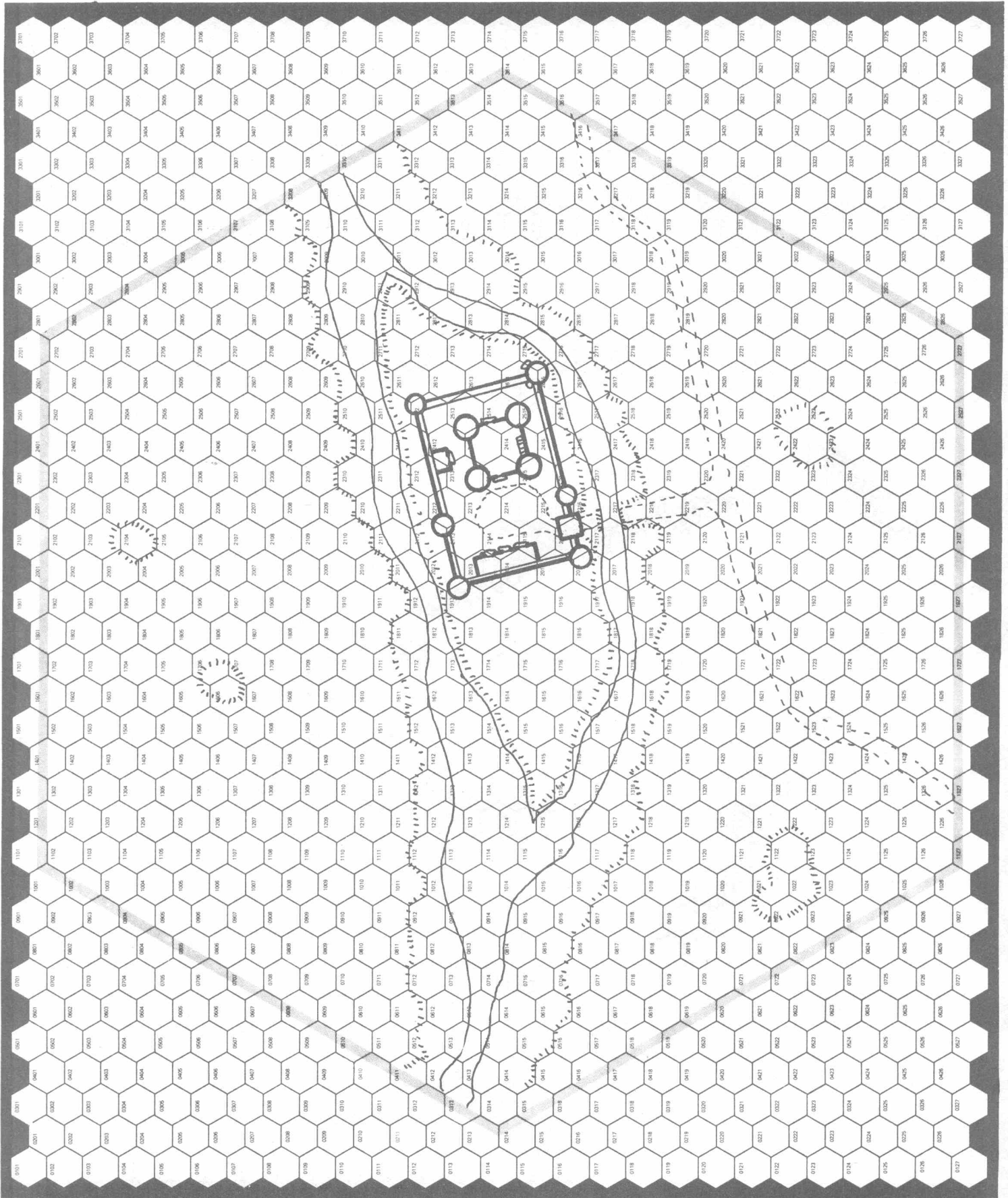


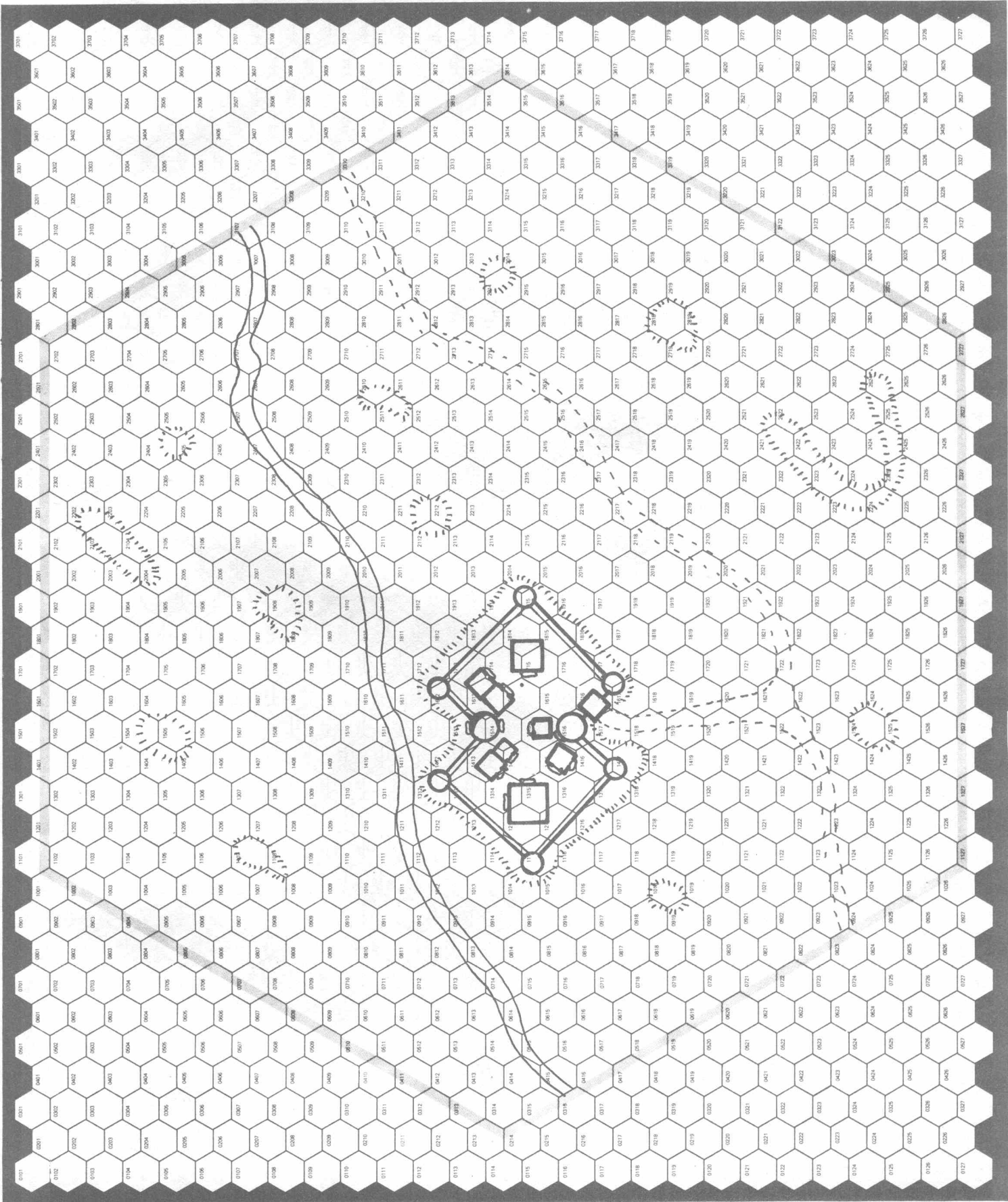




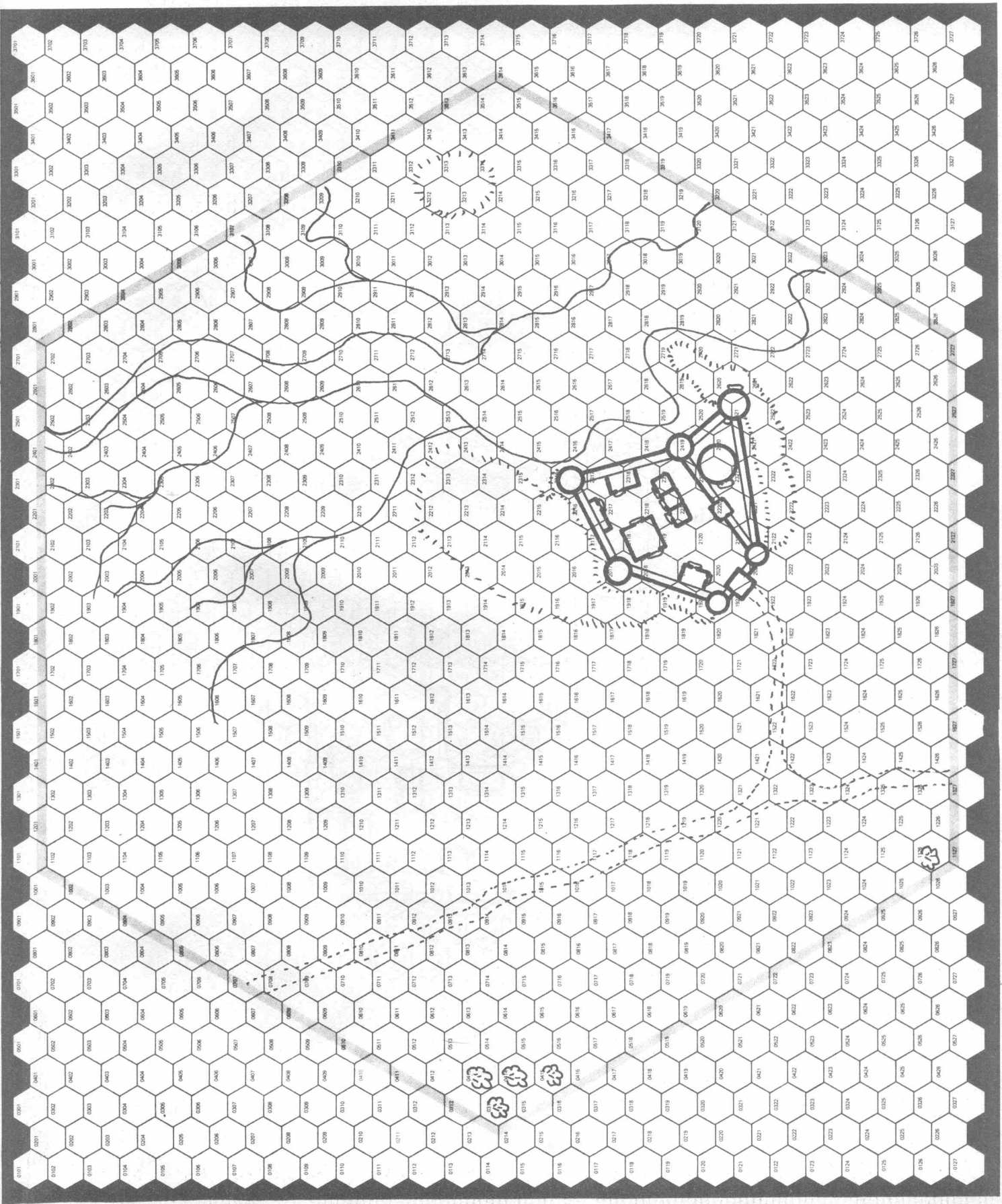


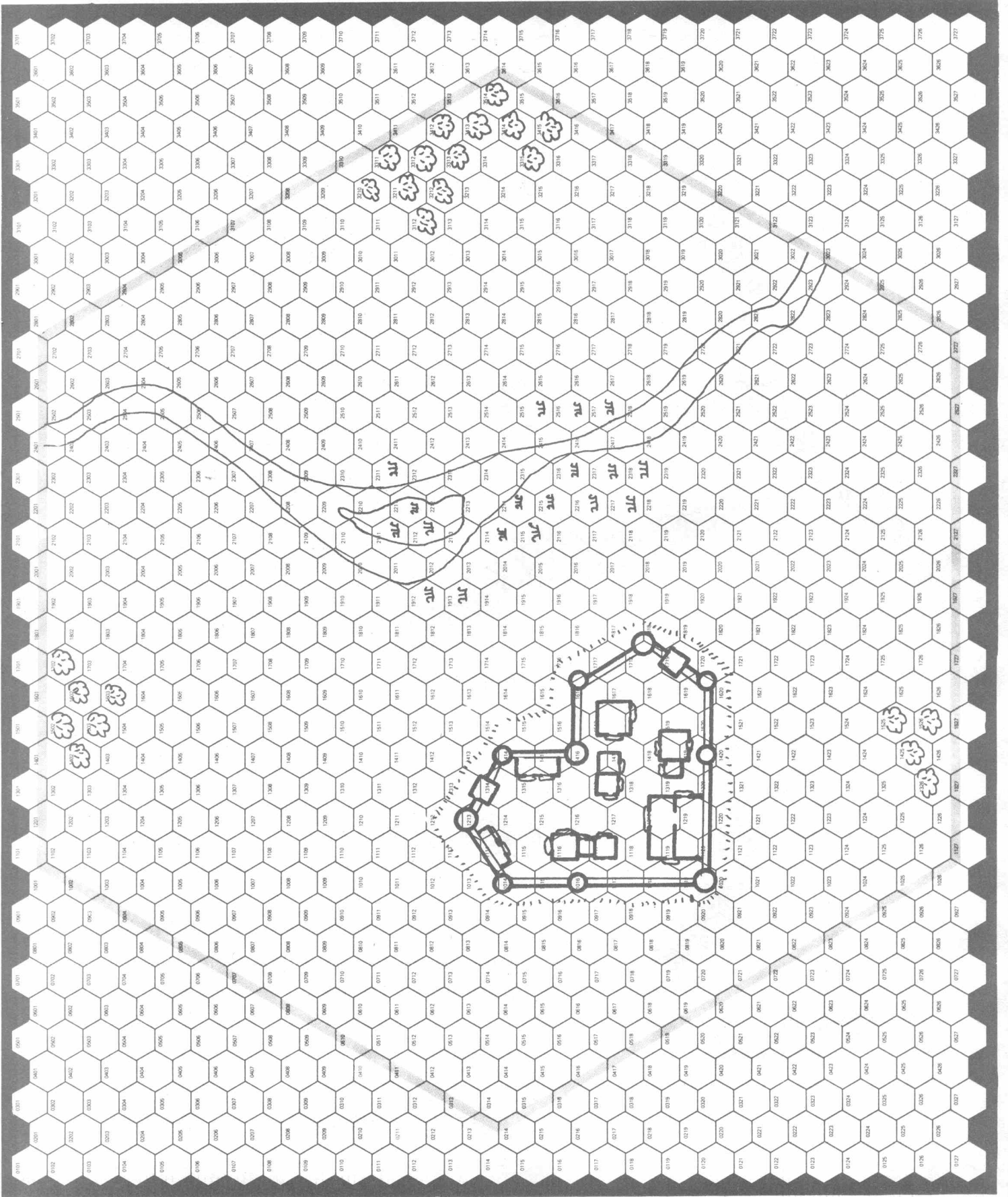


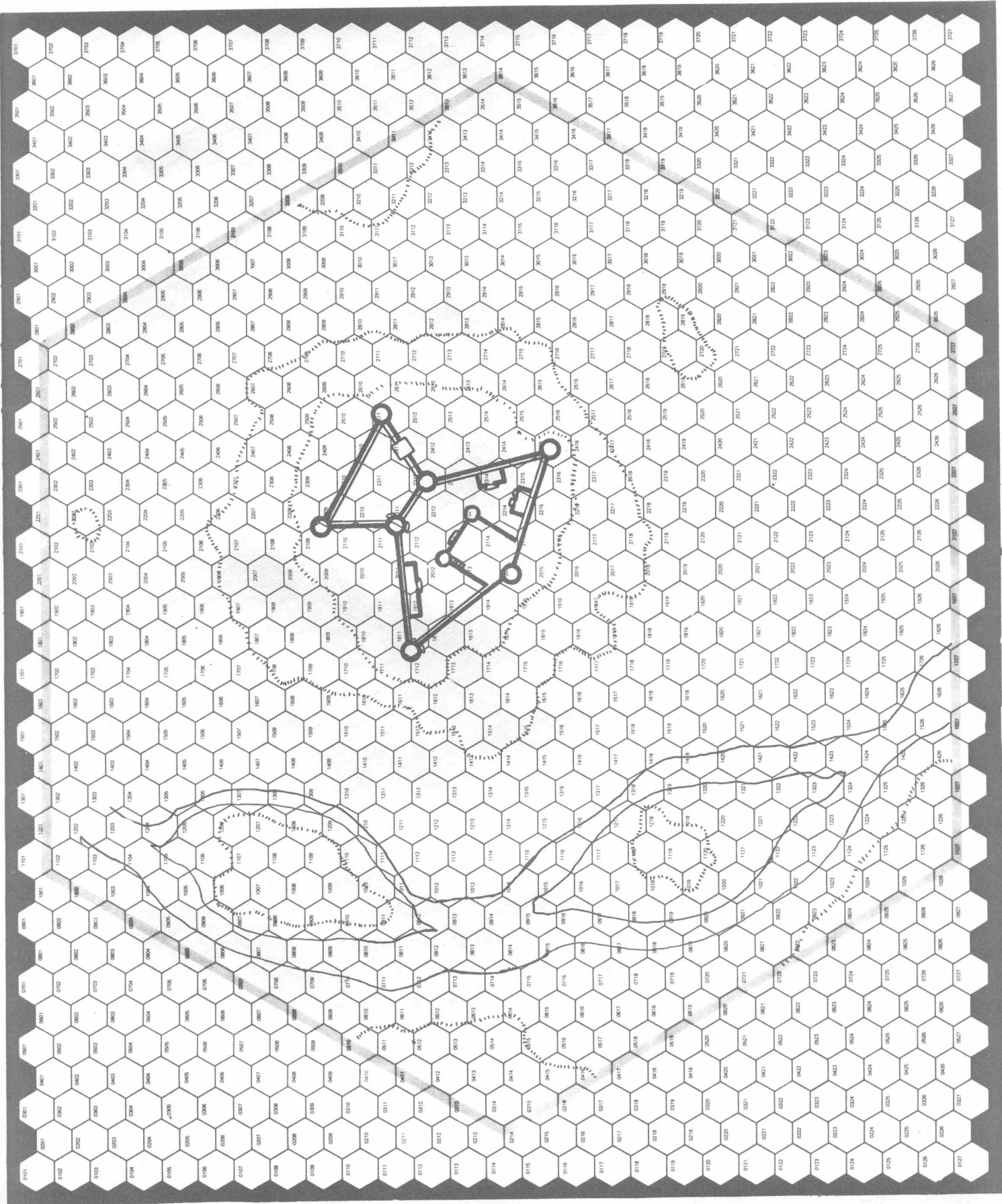


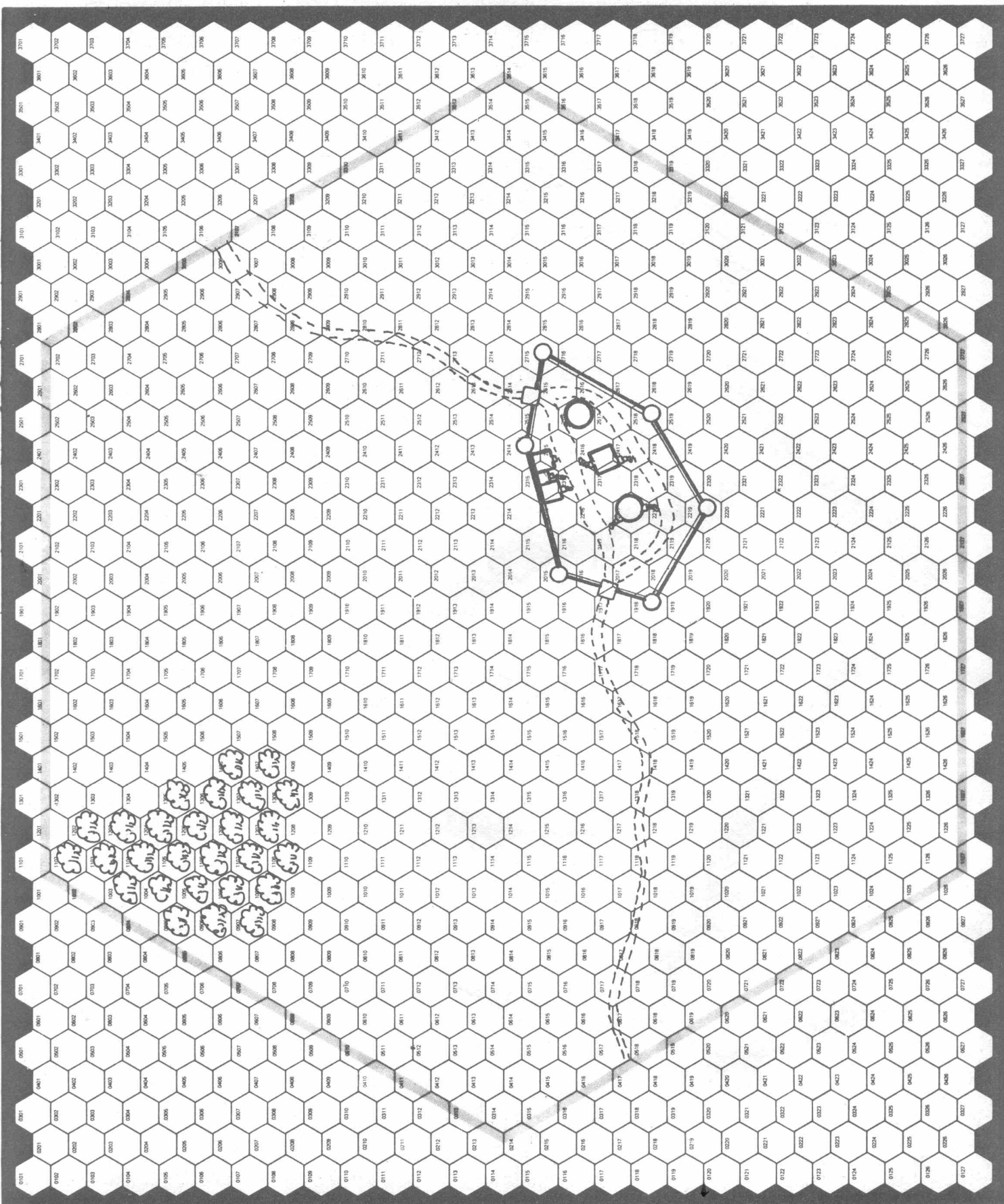


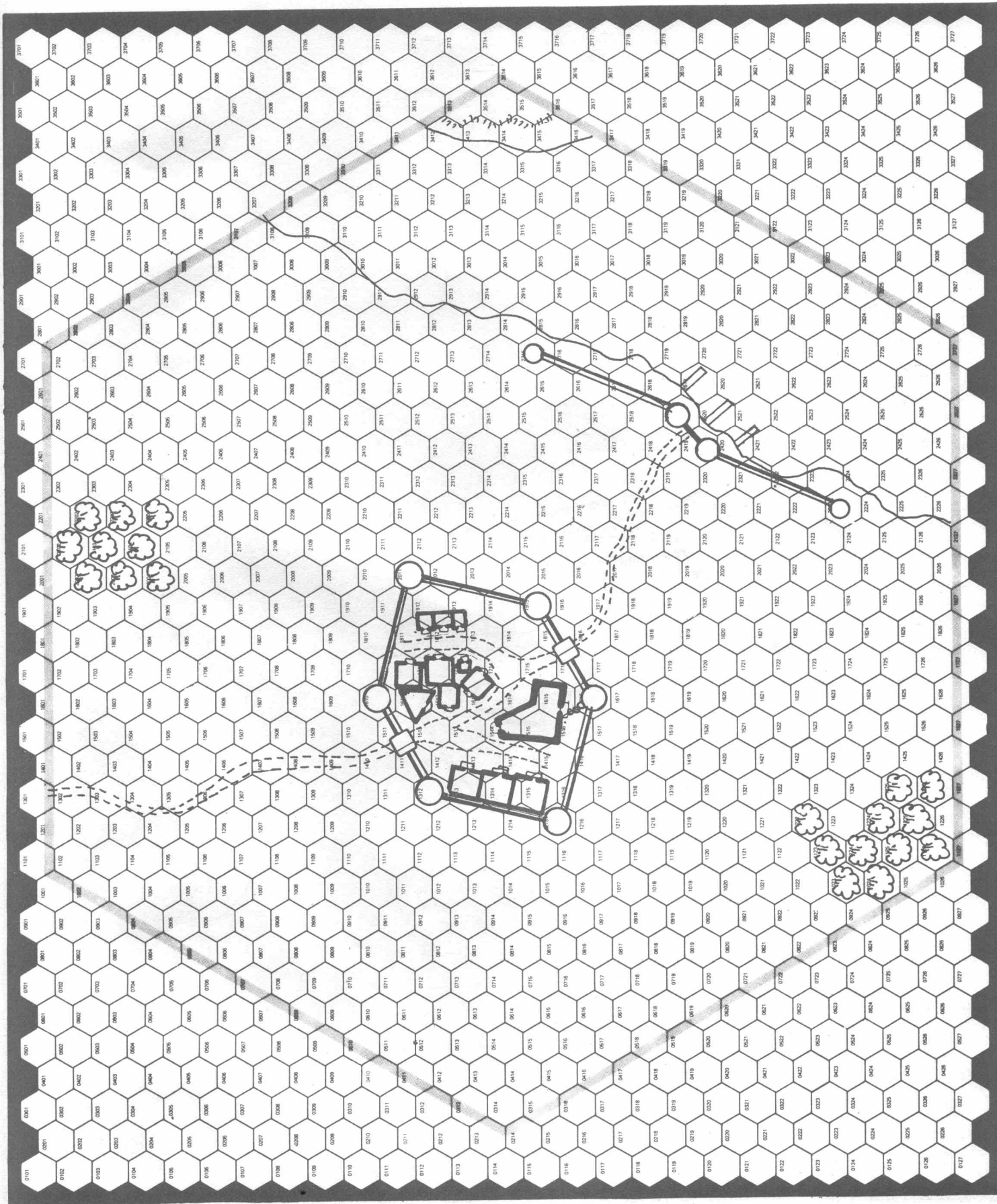


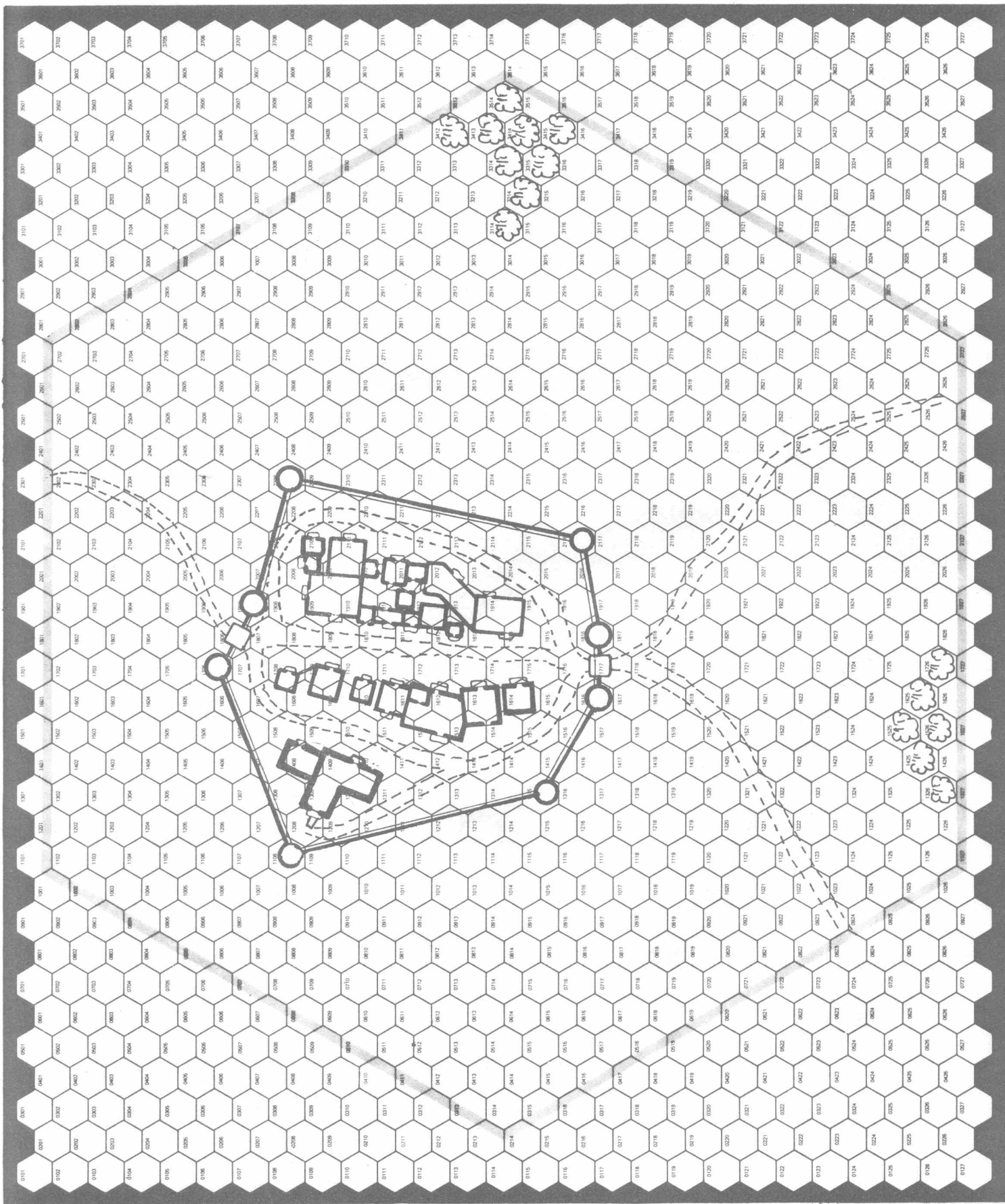


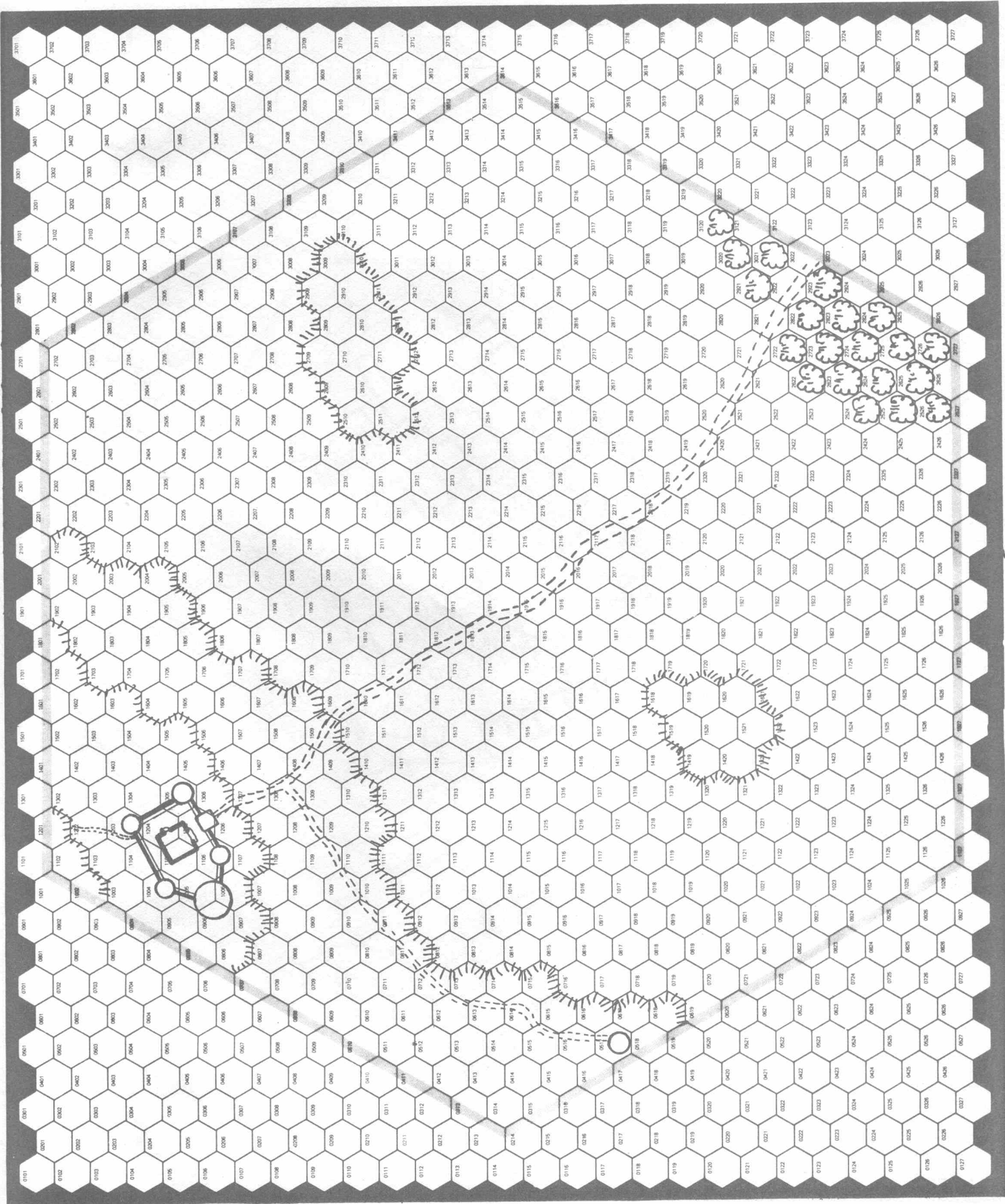


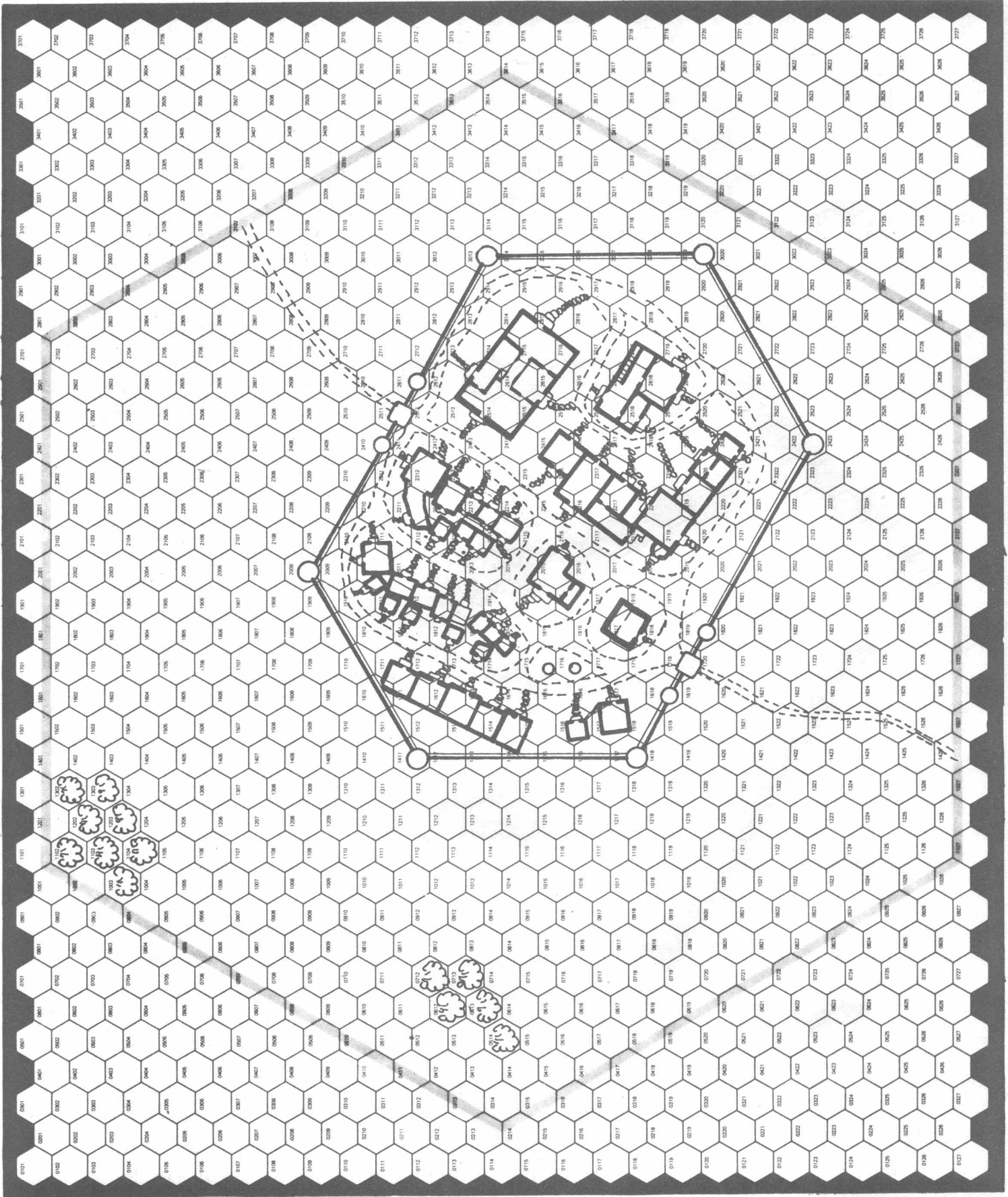


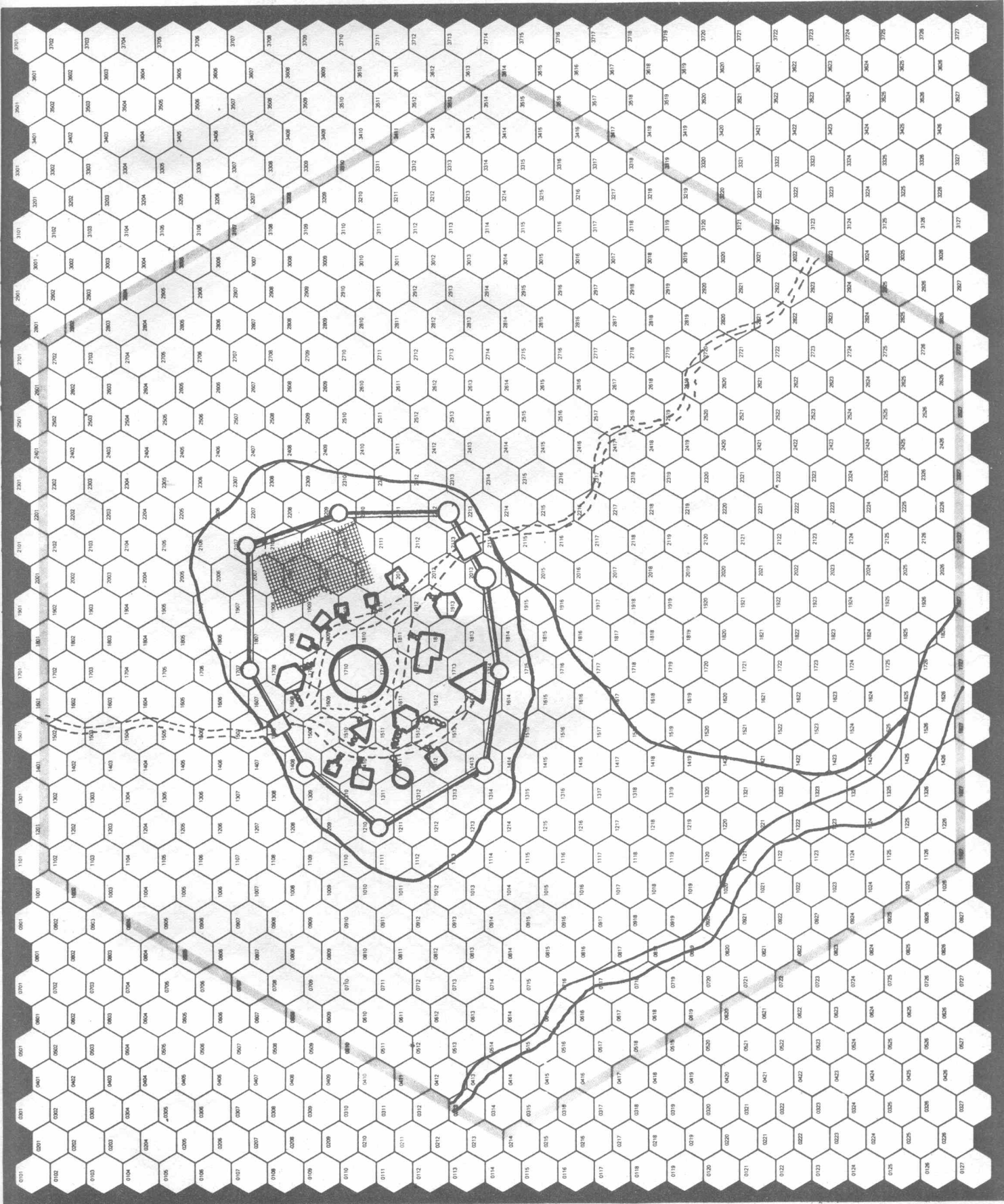


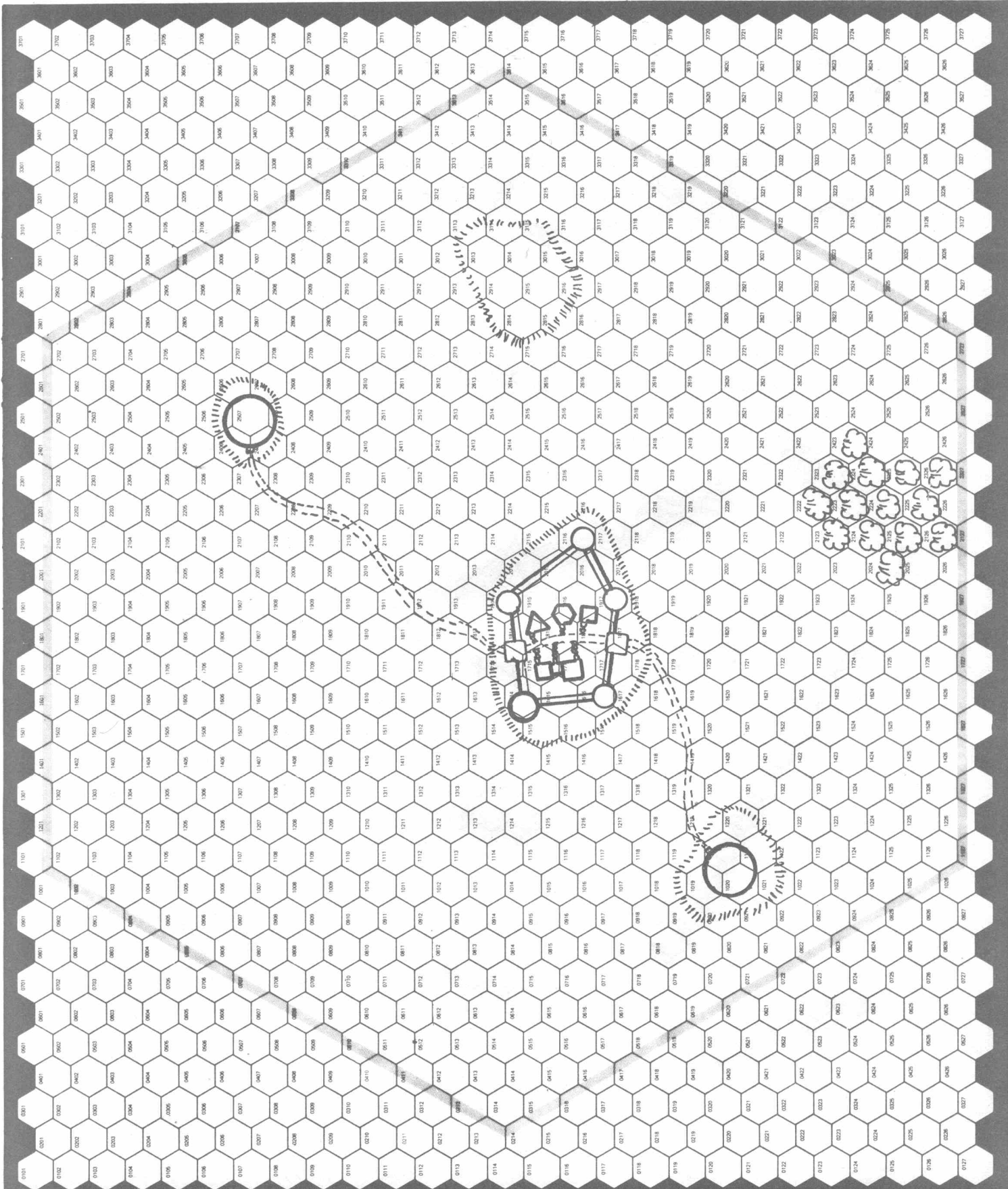


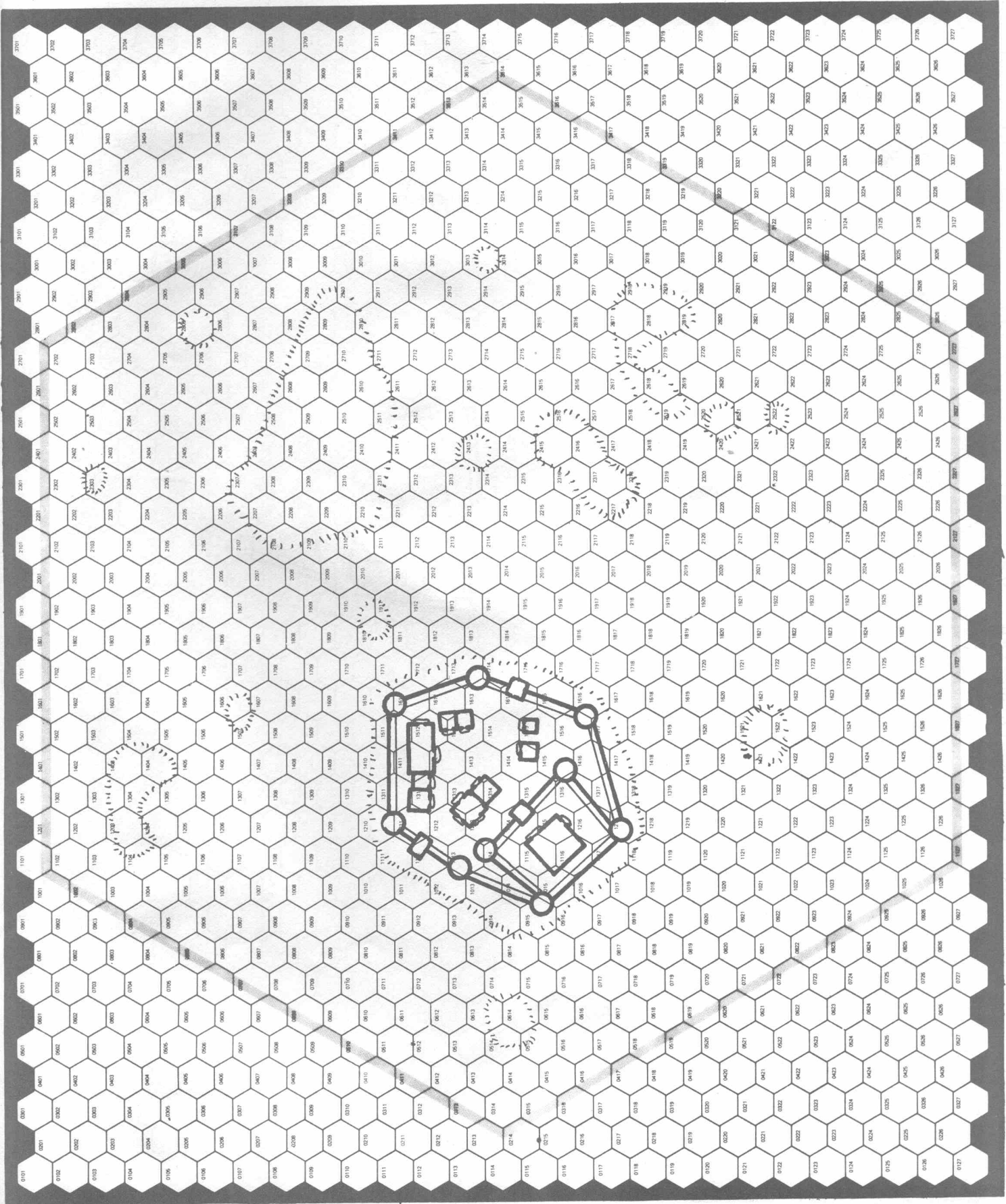


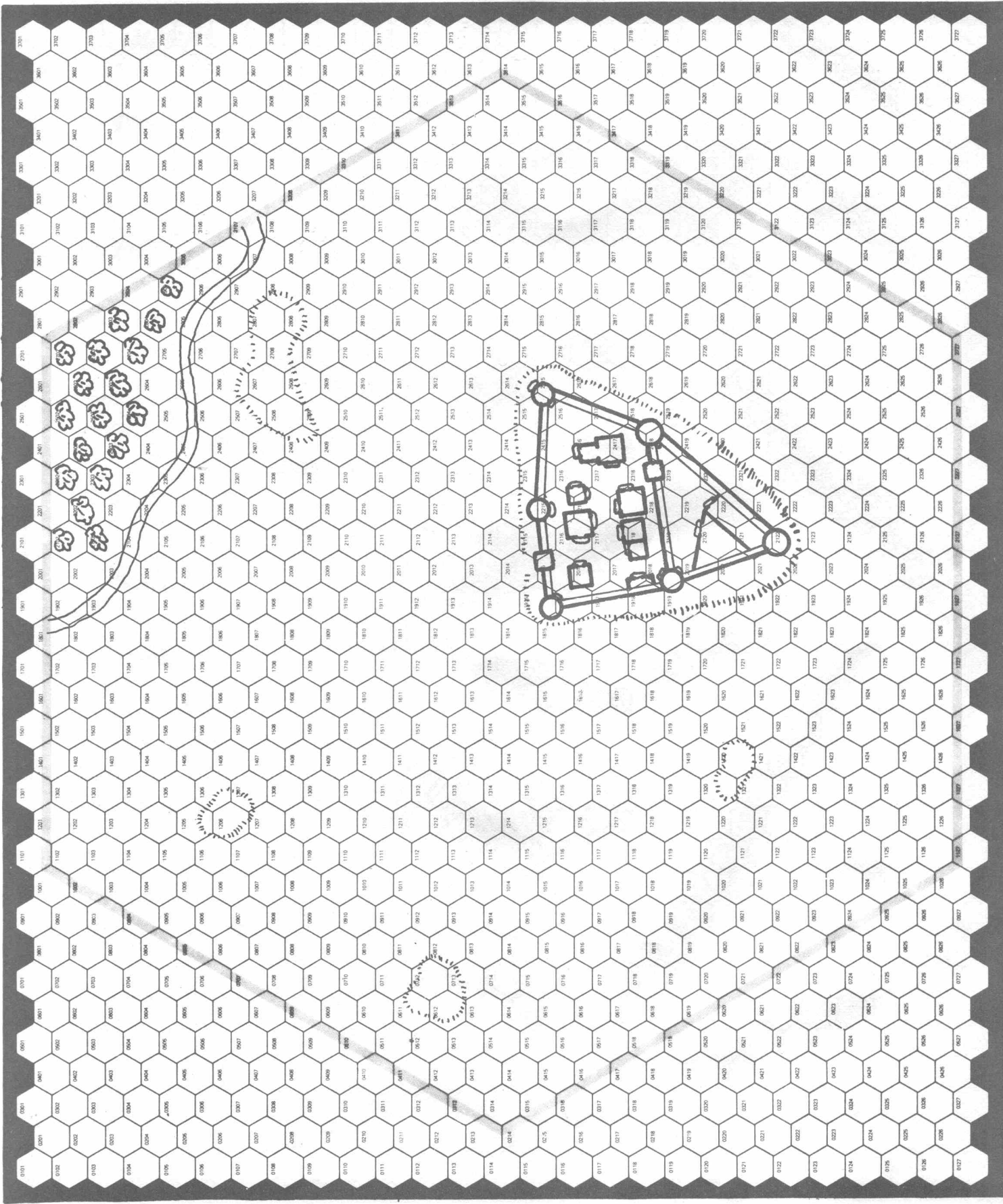


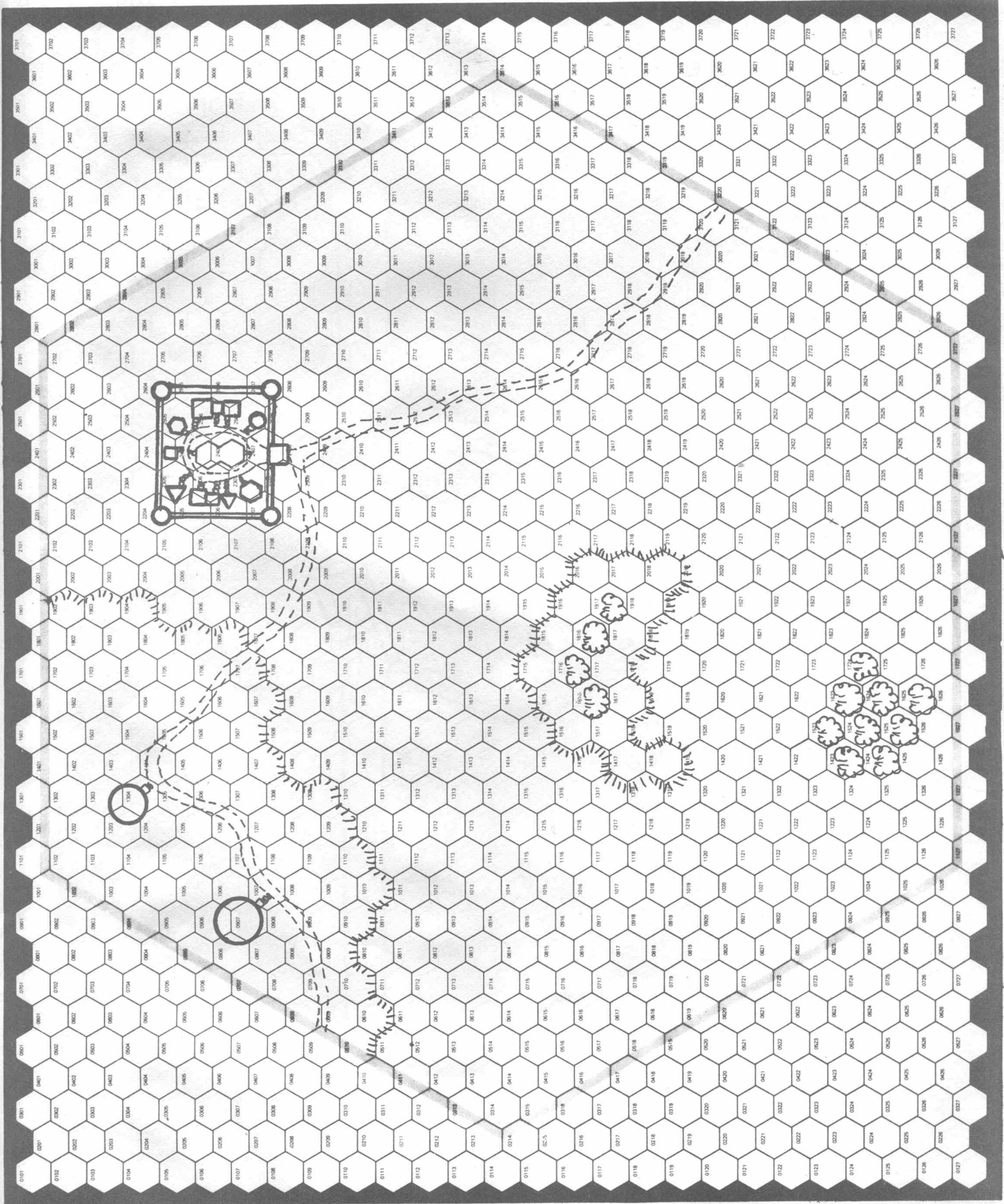


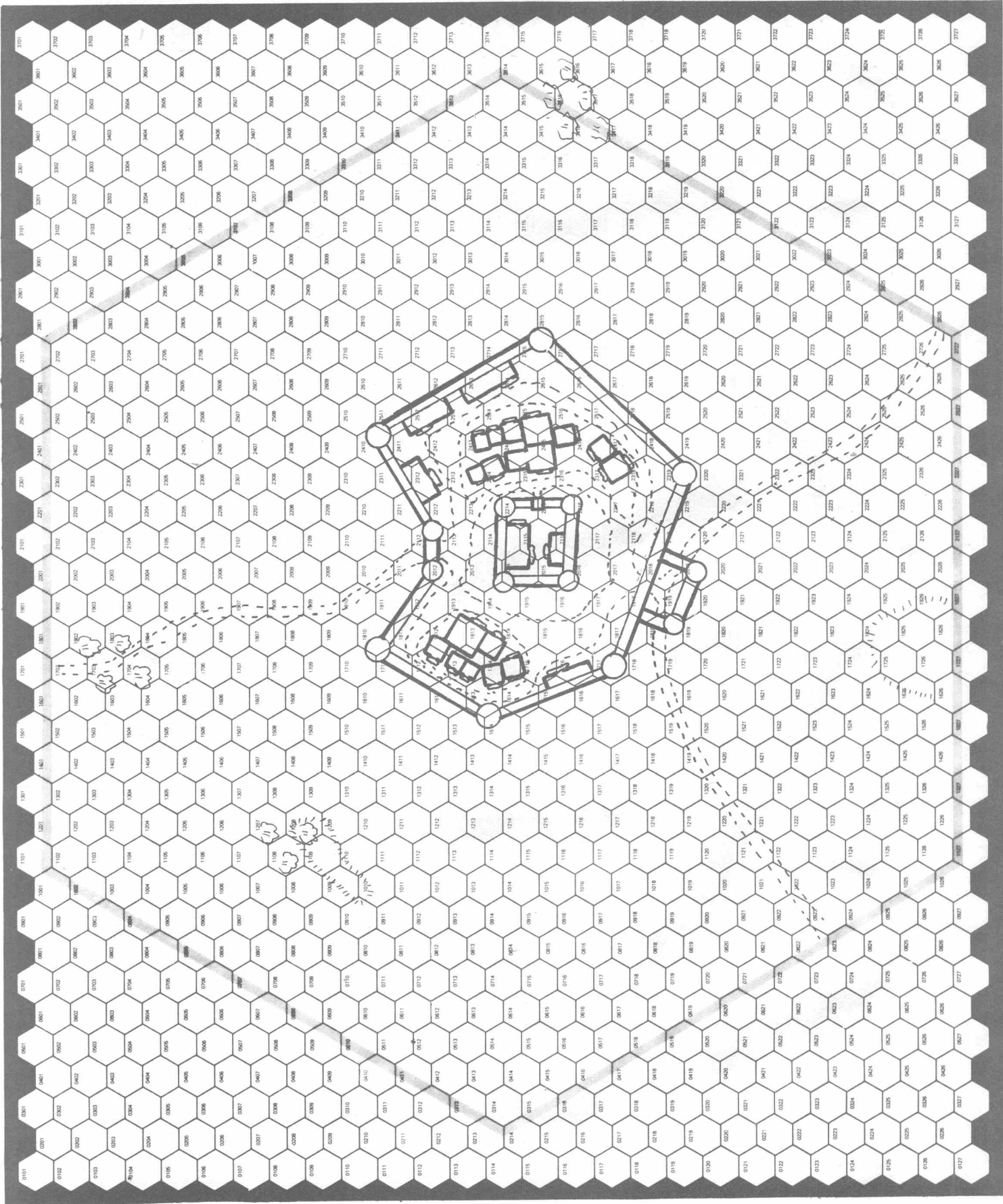












City State of the Invincible Overlord

CITY STATE
of the
Invincible Overlord

A Fascinating Swords & Sorcery World.

Playing Aid
BLEDSAW & OWEN
Judges Guild

A Huge Referee's Aid for Fantasy Games

Thunderhold, 11 X 17" Castle of the Dwarven King

Two Booklets of Rules, Monsters and Campaigns

Two Dungeon Levels

Endorsed by DAVE ARNESON
Famous Fantasy Game Author

Entire Playing Aid Includes Seven Booklets & Eighty Pages for Forty Page Guide

Picture Games System Not Included

A gigantic referee's aid fantasy games. Giant 22x28" maps of the City State (1 each for Judge & players) is keyed to the fantastically detailed Guide to the City State with dungeon areas also. Thunderhold, a Dwarven castle, with maps is also included.
#12 \$8.00

Campaign Hexagon System

Campaign Hexagon System

OFFICIAL GAME AID APPROVED FOR USE WITH DUNGEONS & DRAGONS

CITY STATE
Nov 2023
Campaign Map 1

2.50

CAMPAIGN GUIDELINES & MONSTER'S HILL COLOR FOR MANY MAPS TO COME

Sixty 8½x11" blank hex maps for mapping D&D campaign areas plus pages of fantastic terrain guidelines, all in a bound booklet
#47 \$2.50

Thieves of Badabaskor

Created For & Approved For Use With DUNGEONS & DRAGONS

The Thieves of
FORTRESS
BADABASKOR

Fantasy Game Aid

Judges Guild \$3.00

Thirty two page booklet details this D&D game/scenario on Fortress Badabaskor and its robber baron. A complete dungeon is included along with rules on pits & traps.
#52 \$3.00

Wilderlands of High Fantasy

Wilderlands of High Fantasy

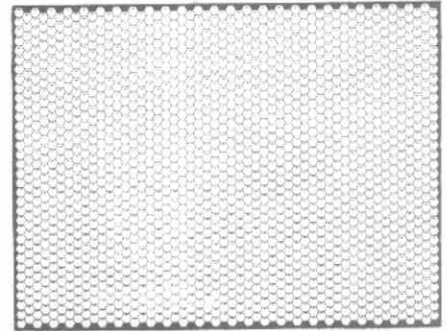
OFFICIAL GAME AID APPROVED FOR DUNGEONS & DRAGONS

Judges Guild

8.50

Five 17x22" maps (a set for judge & players each) detail the lands about the City State. Two 16 page booklets detail the villages, castles, monsters and many campaign guidelines.
#48 \$8.50

Blank Hex Sheets 17x22"



Designed to match our popular Wilderlands of High Fantasy maps, these 4 blank hex maps on large 17x22", heavy stock are printed on both sides so that a total of 8 new campaign areas may be drawn up.
#46X4 \$3.00

MINIMUM ORDER:

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

POSTAGE CHARGES:

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

Foreign:

Foreign orders will be sent surface mail unless following Foreign Air Mail surcharge is added- you must include \$3 of postage for \$5 of merchandise ordered- we will refund any excess postage (for example: an order totalling \$14.99 would require \$6 postage additional).

TAX:

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

SUBSCRIPTION ITEMS VS. NON SUBSCRIPTION ITEMS

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

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



Send to:
Judges Guild
P O Box 773
Decatur, IL
62525

Judges Guild

Designed & Approved For Use Especially With DUNGEONS & DRAGONS™

Judges Shield

CASE 400 APPROVED FOR USE WITH DUNGEONS & DRAGONS

JUDGE'S SHIELD \$1.98 No. 28
Judges Guild

A READY REFERENCE SCREEN FOR FANTASY GAME REFERENCE
THAT COULD BE USED IN ANY SITUATION. INCLUDES: MONSTER CLASSES, SAVING THROWS, WEAPON EFFECTS & DAMAGE, WILSON PROPERTY, PUNISHMENT POWERS, ENLIGHTENED STATES, POINT MOVES & LEVELS, MONSTER COMPOSITIONS OF STATISTICS

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
12	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

SEARCH PRIORITY

MONSTERS

WEAPONS

SEVERITY OF

The 'Shield' is a screen used to hide the referee's secret maps during D&D gaming. It also has many useful combat charts printed on both sides for fast paced fantasy play.

#28 \$1.98

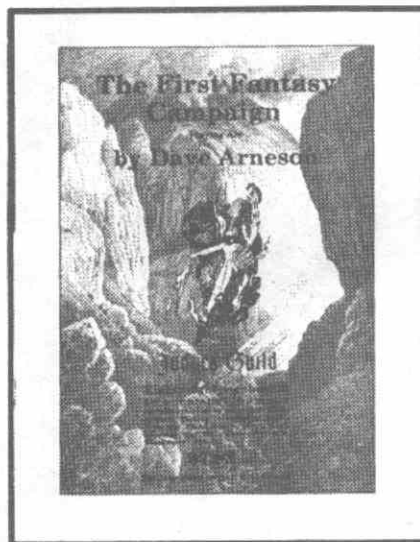
VILLAGE BOOK 1
JUDGES GUILD
CAMPAIGN HEXAGON SUB-SYSTEM

GUIDELINES & VILLAGES ON NUMBERED HEX GRIDS \$2.75

VILLAGE BOOK NO.1
Includes over 40 villages in a 64 page booklet. Features new rules for naming and random village generation, plus much more

#59 2.75

First Fantasy Campaign by Dave Arneson



The originator of the 'dungeon adventure' concept relates the history and development of the first fantasy/role playing campaign in large 92 page booklet. Includes large 17x22" maps of 'Blackmoor' area.

#37 \$7.98

Tegel Manor

TEGEL MANOR
FANTASY ROLE PLAY AD

\$4.50
Judges Guild

TEGEL MANOR
A COMPLETE HAUNTED HOUSE FOR AN EXCITING D&D SCENARIO. 24 PAGE BOOKLET DESCRIBES MONSTERS, GHOSTLY ENCOUNTERS AND RULE GUIDELINES. A HUGE MAP OF THE MANOR, 17x22", IS INCLUDED FOR THE REFEREE.

#27 \$4.50

A complete haunted house for an exciting D&D scenario. 24 page booklet describes monsters, ghostly encounters and rule guidelines. A huge map of the manor, 17x22", is included for the referee.

#27 \$4.50

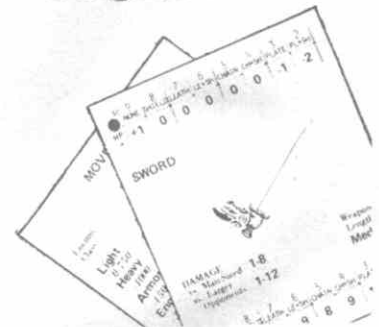
Island Book 1
Campaign Hexagon Sub-System

Campaign Guidelines & Islands
On 1-Numbered Hex Grids #275

ISLAND BOOK NO.1
Contains over 40 islands on numbered hex grids. Rules for random inhabitants, flora and fauna, terrain features, and other rules included.

#61 \$2.75

Dungeon Tac Cards



Cards provide quick reference to D&D's Greyhawk and Chainmail weapon systems. Action cards have guidelines on grappling, climbing, parrying etc. 135 cards in a pack.

#2 \$3.95

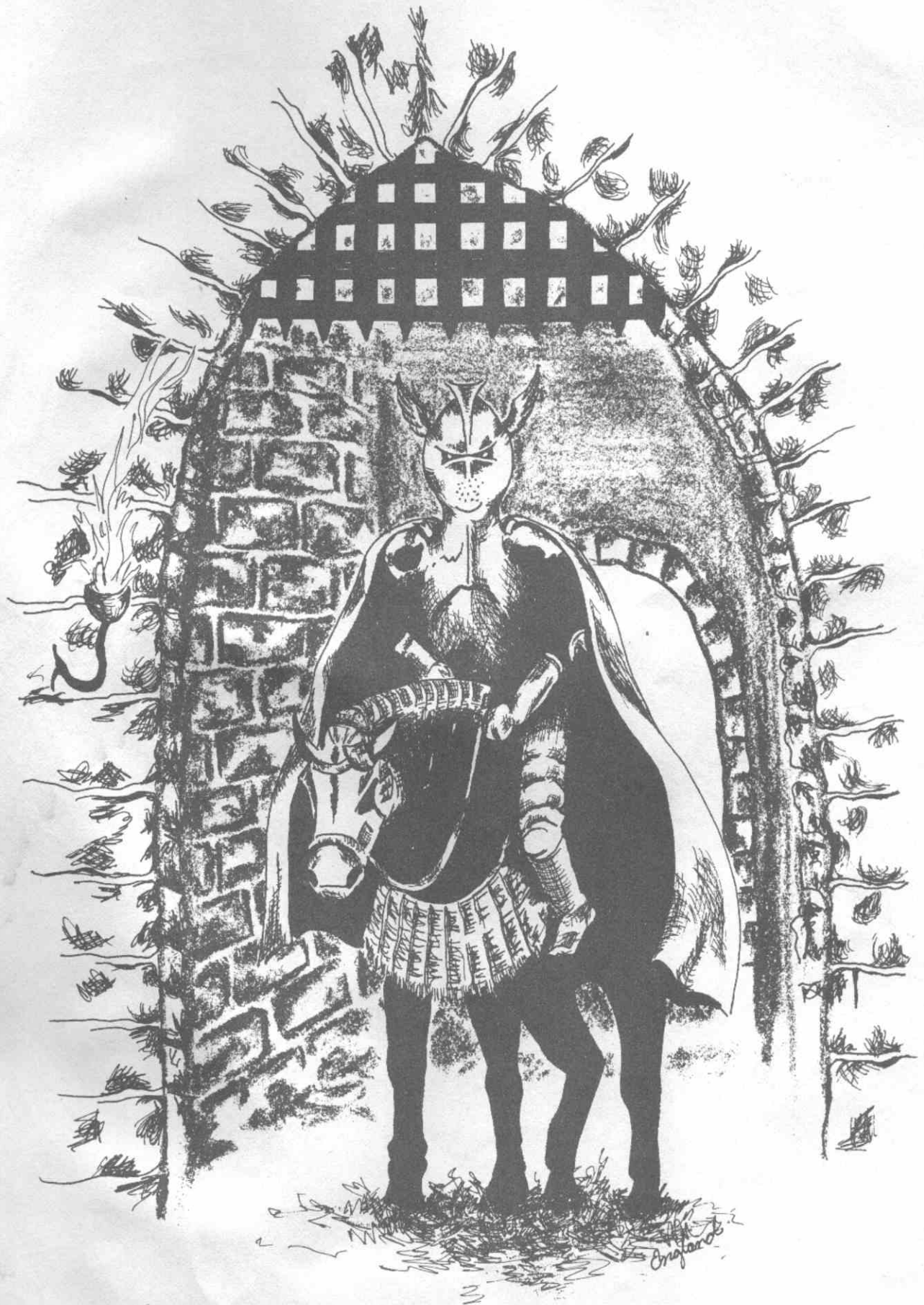


Illustration by the Sorcerer's Guild, all rights reserved

