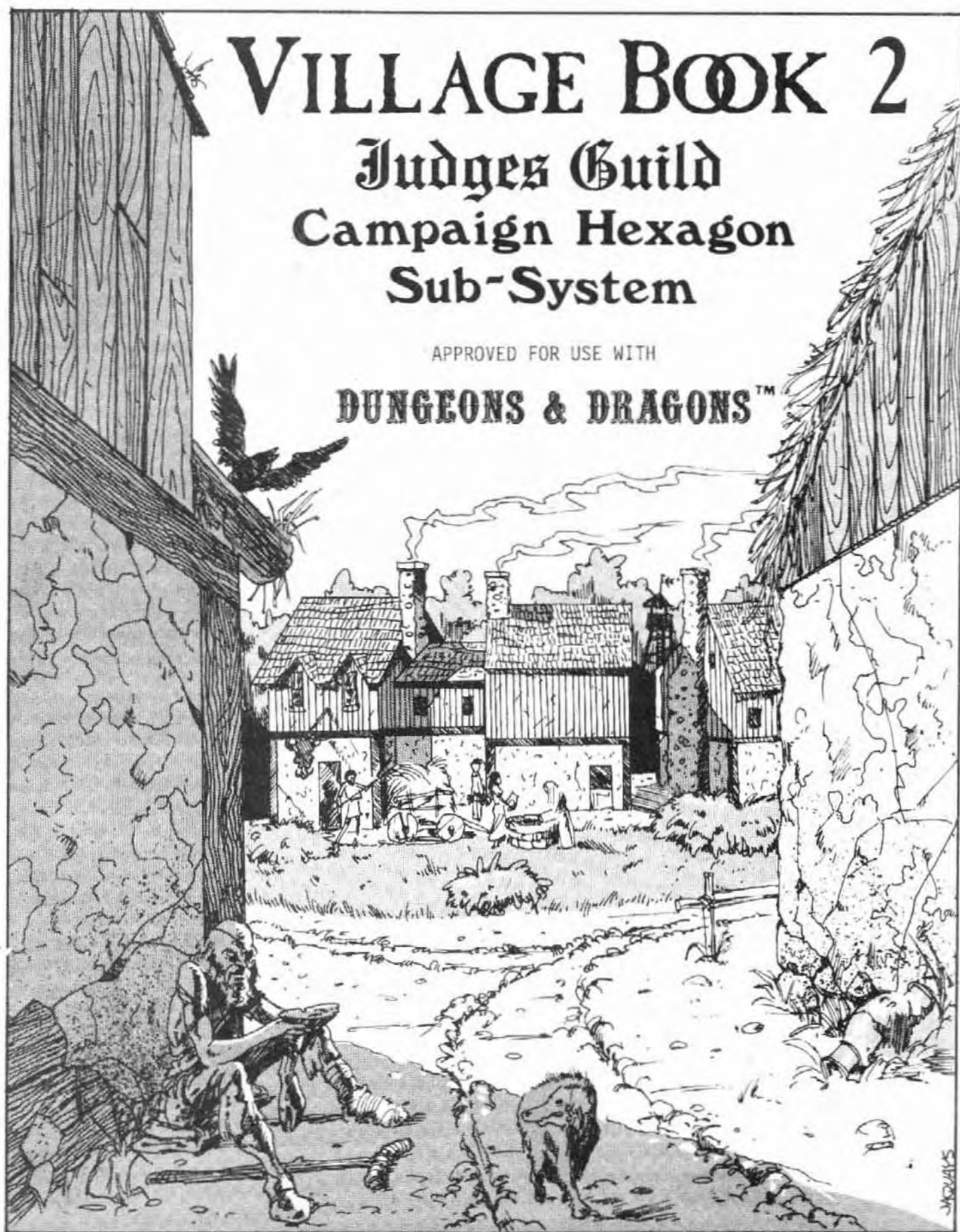


# VILLAGE BOOK 2

## Judges Guild Campaign Hexagon Sub-System

APPROVED FOR USE WITH

**DUNGEONS & DRAGONS™**



**Guidelines & Villages  
on Numbered Hex Grids**

**\$3.00**

**No. 104**

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								
47								
48								
49								

PAGE	HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN.	RULER.	LEVEL,	ALIGN.	CLASS,	TYPE	RESOURCE
50	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
51	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
52	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
53	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
54	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
55	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
56	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
57	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
58	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
59	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
60	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
61	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
62	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
63	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

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 purposely left 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 in this and the other books of the Campaign Hexagon System 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	Village Index
3	Village Index and Table of Contents
4	Basic Heraldry Systems, Shields & Fields
5	Ordinaries & Charges
6	Subordinaries & Featured Animals
7	Featured Items & Field Partition Lines
8	Bordure Charges, Shield Shape & Quartering
9	Animal Postures & Mottoes
10	Marks of Cadency & Illegitimacy
11	Helms & Crests
12	Lambrequin, Torse, Crowns & Supporters
13-63	Village Maps

VILLAGE BOOK TWO, Copyright 1979 by Judges Guild, all rights reserved. Printed in the United States of America. We would like to acknowledge Simulations Publications Inc. (44 E. 23rd, NYC, NY 10010) as the originators of the standard hex numbering system.

#### CREDITS

Maps: Bryan Hinnen, Mark Holmer & Mitch Johnson  
Heraldry Tables: Bob Bledsaw  
Cover: Paul Jaquays  
Layout: Dave Sering

### DISPLAY OF COATS-OF-ARMS

1. Banner
2. Parallelogram
3. Square
4. Circle
5. Oval or Cartouche (Clerical)
6. Shield
7. Riding Paraphernalia
8. Sail
9. Lozenge (Female Only)
10. Tapestry

### ARMORIAL ENSIGNS

(Includes all Achievements of Die Roll and Lower Numbers)

1. Shield
2. Motto
3. Helmet (Inherited Only)
4. Mantling
5. Crest (Surmounts Helmet)
6. Supporters
7. Two Supporters
8. Three Supporters
9. Four Supporters
10. Two Helmets

### SHIELDS

Shields display many meanings in their achievements or "grants of arms". A summary is arranged in tabular form below:

1. Augmentations of Honour Conferred by a Sovereign
2. Signs and Emblems of the House it Appertains (Often a Pun)
3. Quarters Inherited From Families Represented
4. Impalements of Marriage
5. Marks of Cadency of members Within the House

To enblazon means to depict in colour. Blazoned means "described according to rules of Heraldry. The upper portion of a field is referred to first. If quartered, the first and fourth quarter is mentioned first. Then any 'seme' is mentioned. 'Seme' means "strewn with objects". After the field is described, the principal charge is described. Avoid using the name of the same colour a second time. The following table is oversimplified but useful.

1. Field First
2. Principal Charge
3. Ordinary
4. Charge of Chief Position
5. 'Seme' (Not represented as charges)
6. "in orle" (Similar to 'seme' but spaced to fit within a border).
7. Charges "of the field" (Same colour as the field)
8. Animals
9. Uppermost Charge
10. Marks of Cadency (Rank within a house) Last

Some special terminology has been developed to divide a shield into sections. The following shield should aid in your "blazon". Most of it is as simple as "dexter" meaning on the right and "sinister" on the left. The few esoteric terms like "enbowed" meaning depicted up to the elbow" should not frighten off the meek... simply avoid using them. Animals are often mentioned depicted "proper" which means in the appropriate colours.

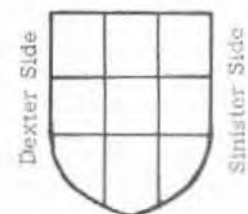
Cartouche



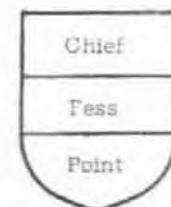
Lozenge



The Chief



The Base



### FIELD

- |                           |                              |
|---------------------------|------------------------------|
| 1. Or (Gold)              | 11. Brown                    |
| 2. Argent (Silver)        | 12. Blood-Red                |
| 3. Gules (Red)            | 13. Earth-Colour             |
| 4. Azure (Blue)           | 14. Iron-Grey                |
| 5. Vert (Green)           | 15. Water-Colour             |
| 6. Purpure (Purple)       | 16. Flesh Colour (Carnation) |
| 7. Sable (Black)          | 17. Ashen-Grey               |
| 8. White                  | 18. Orange                   |
| 9. Murrey (Red-Purple)    | 19. Fur                      |
| 10. Tenne' (Orange-Tawny) | 20. No Field                 |

### FUR FIELD

1. Ermine (White W/Black Spots)
2. Vair (Bluey-Grey & White)
3. Ermings (Black W/White Spots)
4. Erminois (Gold W/Black Spots)
5. Pean (Black W/Gold Spots)
6. Other Type

ORDINARIES & CHARGES

PRINCIPAL CHARGES

1. None
2. Water (Barry wavy argent and azure)
3. Masonry
4. \*Seme'-de-lis (lilies)
5. Seme' bezants (bezante')
6. Seme' plates (plate')
7. Seme' crosses
8. Goutte (Drops of Colours)
9. Engrailed (Semi-Circles Cojoined) Partition Lines
10. Embattled Partition Lines
11. Indented Partition Lines
12. Invested Partition Lines
13. Wavy Partition Lines
14. Nebuly Partition Lines
15. Dancetti Partition Lines
16. Raguly Partition Lines
17. Potente' Partition Lines
18. Dovetailed Partition Lines
19. Urdy Partition Lines
20. Seme' W/Partition Line (Roll Again)

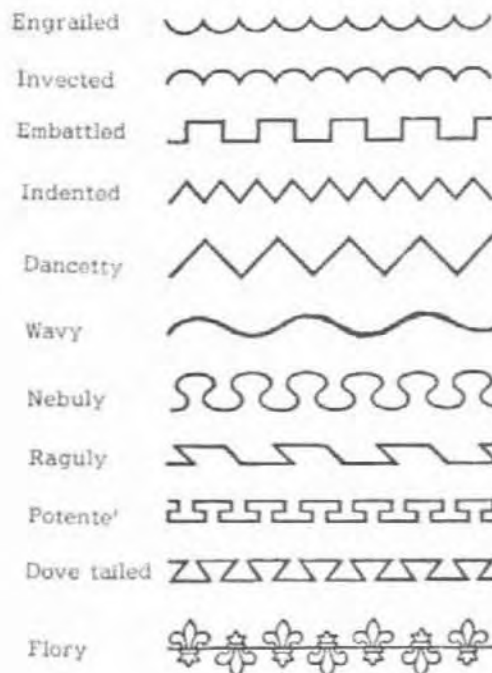


TABLE ONE

1. Bend
2. Pale
3. Fess
4. Chevron
5. Pile
6. Shakefork
7. Cross
8. Saltire
9. Chief
10. Quarter
11. Canton
12. Second Table
13. Third Table
14. Fourth Table
15. Fifth Table
16. Sixth Table
17. Seventh Table
18. Eighth Table
19. Ninth Table
20. Tenth Table

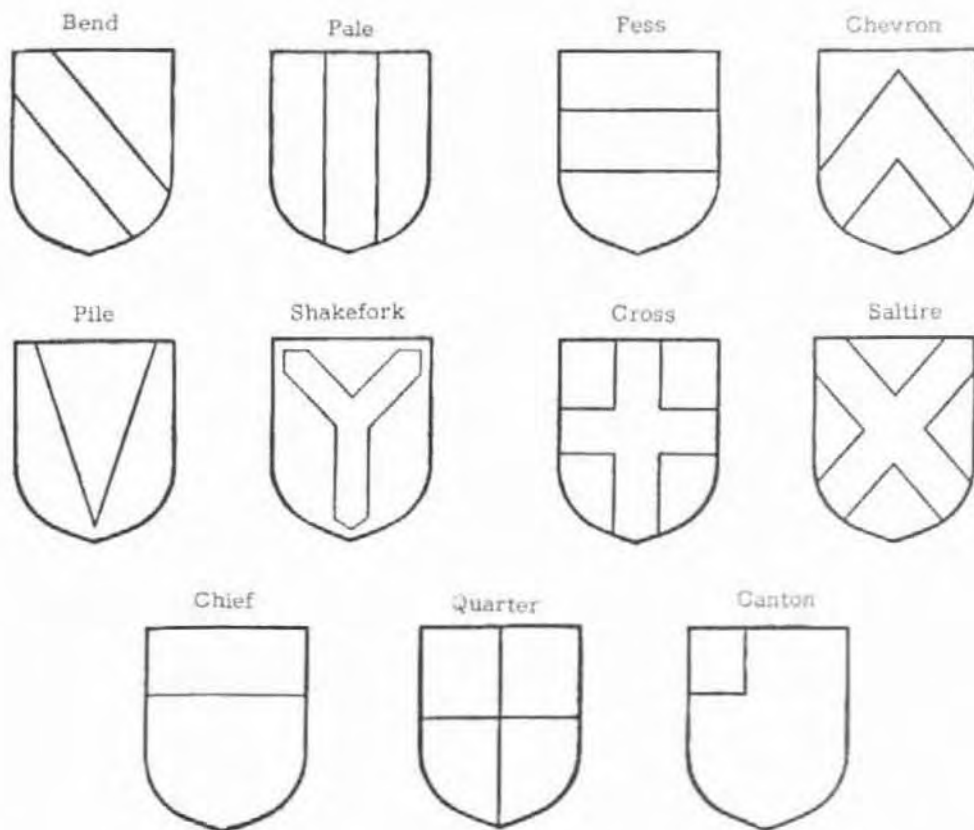


TABLE TWO

1. Lozenge
2. Fusil
3. Mascle
4. Rustre
5. Fret
6. Flaunch
7. Roundle
8. Annulet
9. Label
10. Billet
11. Lion
12. Winged Lion
13. Sea Lion
14. Demi-Lion
15. Tyger
16. Gyron
17. Inescutcheon
18. Bordure
19. Tressure
20. Orle

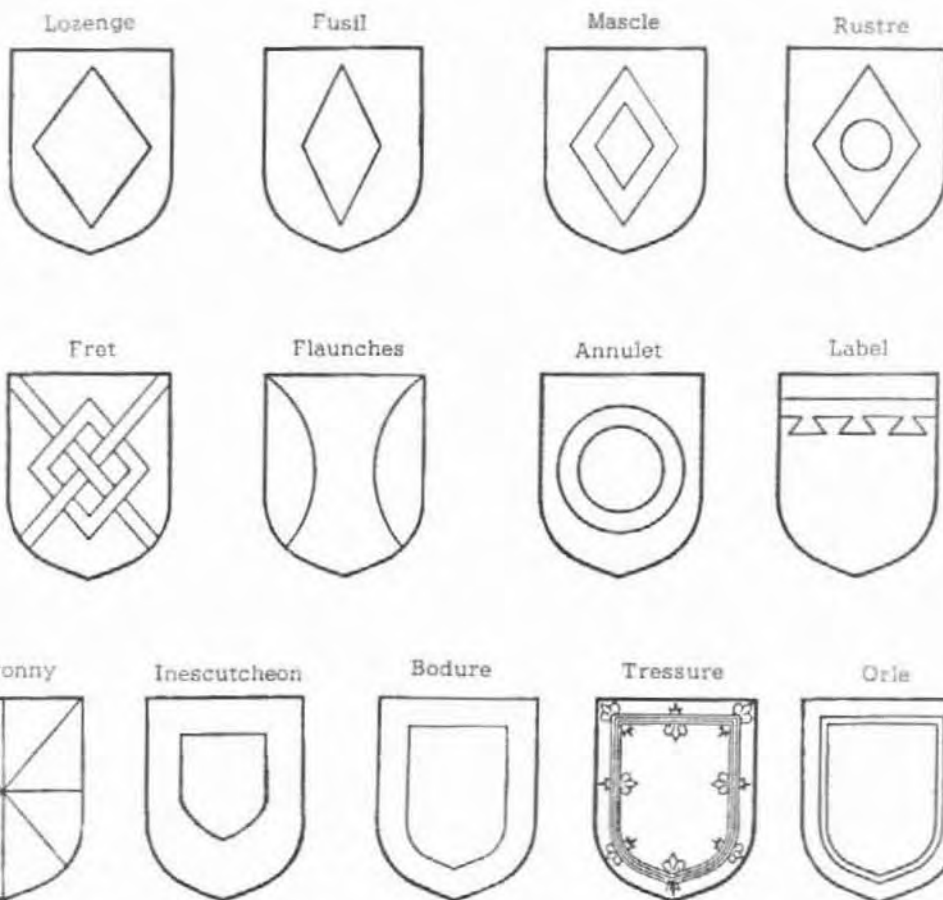


TABLE THREE

1. Mounted Warrior
2. Goddess Fortune
3. Skeleton Figure
4. Wild Man's Head
5. Moor's Head
6. Saracen's Head
7. Englishman's Head
8. Old Man's Head
9. Woman's Head
10. Child's Head
11. Female Figure
12. Hand
13. Sea-Horse
14. Pegasus
15. Talbot (Dog)
16. Sea-Dog
17. Bull
18. Stag
19. Reindeer
20. Winged Stag

TABLE FOUR

1. Antelope
2. Ram
3. Sheep
4. Goat
5. Elephant
6. Hare
7. Ape
8. Otter
9. Urcheon
10. Beaver
11. Zebra
12. Camel
13. Porcupine
14. Bat
15. Tortoise
16. Rhinoceros
17. Crocodile
18. Alpaca
19. Rat
20. Mole

TABLE FIVE

1. Dragon
2. Unicorn
3. Gryphon
4. Wyvern
5. Cockatrice
6. Merman
7. Mermaid
8. Sphinx
9. Centaur
10. Satyr
11. Harpy
12. Salamander
13. Opinicus
14. Phoenix
15. Amphisboena
16. Enfield
17. Manticore
18. Eagle
19. Falcon
20. Pelican

TABLE SIX

1. Ostrich
2. Dove
3. Martlet
4. Swan
5. Cock
6. Stork
7. Raven
8. Owl
9. Feathers
10. Dolphin
11. Crab
12. Eel
13. Serpeant
14. Frog
15. Lizard
16. Bee
17. Grasshopper
18. Ants
19. Butterflies
20. Gadflies

TABLE SEVEN

1. Crickets
2. Oak Tree
3. Fir Tree
4. Cedar Tree
5. Maple Tree
6. Mountain Ash
7. Laurel Tree
8. Poplar Tree
9. Holly
10. Trefoil
11. Quatrefoil
12. Turnip
13. Rose
14. Thistle
15. Lily
16. Fleur-de-lis
17. Grapes
18. Apples
19. Pears
20. Acorns

TABLE EIGHT

1. Boar
2. Horse
3. Bear
4. Leopard
5. Lyre
6. Bengal Tiger
7. Mace
8. Battleaxe
9. Anchor
10. Anvil
11. Castle
12. Tower
13. Arrows
14. Caltrop
15. Battering Ram
16. Portcullis
17. Beacon
18. Chains
19. Lance
20. Javelin

TABLE NINE

1. Scaling Ladder
2. Spears
3. Spears
4. Swords
5. Catapult
6. Stone
7. Scimitar
8. Firebrand
9. Bell
10. Torse
11. Buckle
12. Cauldron
13. Chess-Rook
14. Crescent
15. Cushions
16. Escarbuncle
17. Key
18. Flames of Fire
19. Clarion
20. Bugle Horn

TABLE TEN

1. Mirror
2. Lymphad (Galley)
3. Dragon Ship
4. Clouds
5. Rainbow
6. Thunderbolt
7. Stars
8. Mullet
9. Sun-In-Splendour
10. Crowns
11. Scepter
12. Scythes
13. Book
14. Buckets
15. Escallops
16. Hammer
17. Lantern
18. Tuns (Barrels)
19. Wheel
20. Armored Fist

FIELD PARTITION LINES

1. None
2. None-Roll on Principal Charges
3. Per Fess
4. Per Bend
5. Per Bend Sinister
6. Per Pale
7. Per chevron
8. Per Cross Or Quarterly
9. Per Saltire
10. Barry
11. Barry Nebuly
12. Paly
13. Bendy
14. Chevronny
15. Checky Or Chequy
16. Lozengy
17. None-Roll on Ordinaries & Charges.
18. None-Roll on O & C Twice \*
19. None-Roll on O & C Thrice \*
20. None-Roll on O & C Five Times \*

Per Fess



Per Bend



Per Bend Sinister



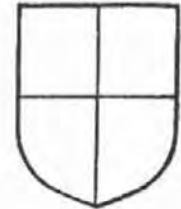
Per Pale



Per Chevron



Per Cross



\* Ignore Table One 1-10 Results

Per Saltire



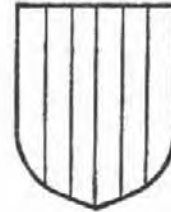
Barry



Barry Nebuly



Paly



Bendy



Chevronny



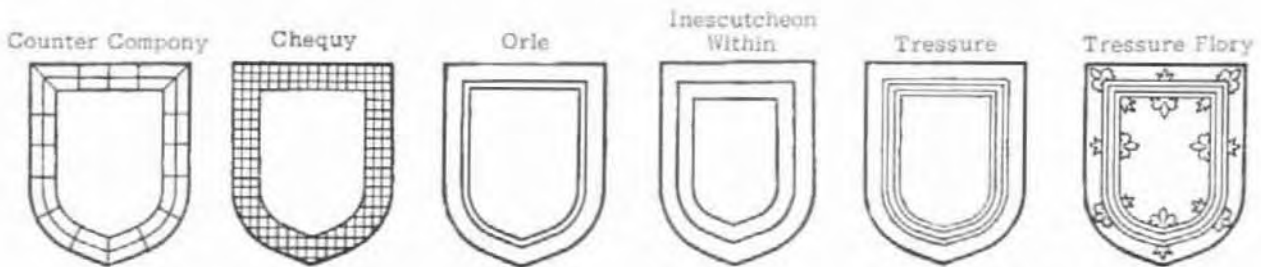
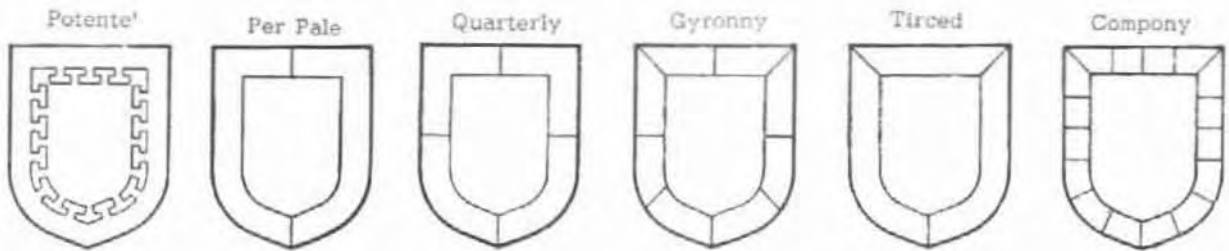
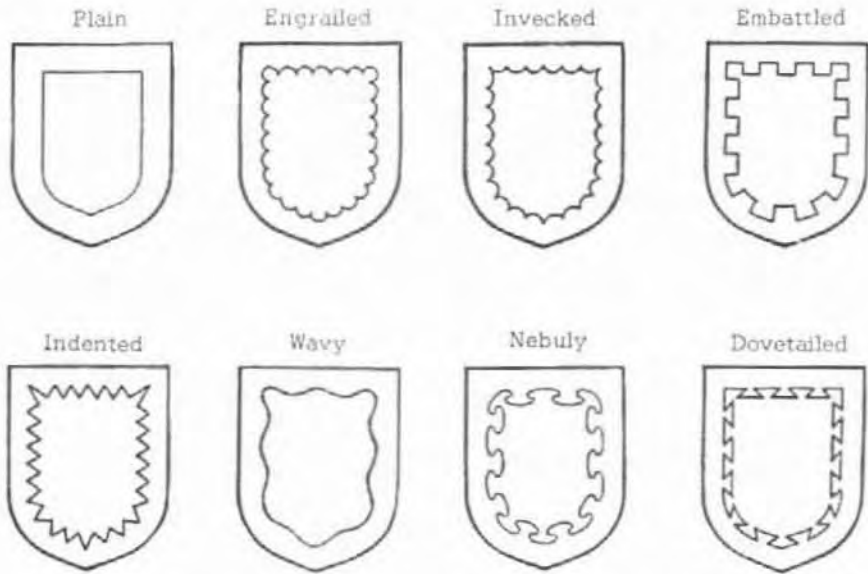
Chequy



Lozengy

BORDURE CHARGES

1. Plain
2. Engrailed
3. Invecked
4. Embattled
5. Indented
6. Wavy
7. Nebuly
8. Dovetailed
9. Potente'
10. Per Pale
11. Quarterly
12. Gyronny
13. Tierced in pairle
14. Compony
15. Counter Compony
16. Chequy
17. Orle
18. Inescutcheon Within
19. Tressure
20. Tressure Flory



SHAPE

1. Kite-Long Narrow Curved
2. Kite-Same W/Curved Top
3. Heater-Shaped
4. Large Rectangular
5. Large Round
6. Special



QUARTERING (Heiress in blood of another family)

- 1-3 None
4. Quartered (Ones)
5. Quartered (106 Times)
6. Quartered (206 Times)



POSTURES

1. Rampant
2. Saliient
3. Passant
4. Statant
5. Sejant
6. Couchant
7. Dormant
8. Couped  
(Head only)
9. Trippant
10. Courant

Rampant



Saliient



Passant



Statant



Sejant



Couchant



Dormant



Couped



Trippant



Courant



MOTTOES

Mottoes can often be traced to "slogans" or ancient war-cry of a family. Mottoes are not hereditary though the same motto can be adapted. Many mottoes have nothing to do with battle-cries and the real origin may relate to mythical or true events of the remote past. Some are puns on a family or clan name. Initial or Riddle Mottoes are sometimes used to indicate some mottoes such as VISO for "victory is silently obtained" while it could falsely be translated "vice is ostentatious" by the uninitiated. Mottoes are not necessarily registered with Heralds conferred by a sovereign.



### MARKS OF CADENCY

Some means is needed to differentiate the armorial bearings of younger members of the family. The same arms are used with the addition of a label usually at or near the top of the shield. A "gules" or red label is used by the heir and any "strong" younger brother being distinguished by the label having more points. Argent labels (silver) are reserved for Royalty. Bordures are often added to indicate a cadet or younger brother to the heir. Methods vary with families and many ancient arms will show other methods of marking cadency.



1. Adding small charges to the field or to an ordinary.
2. Change of tincture.
3. The addition of a label.
4. Adding a canton or quarter.
5. Adding an inescutcheon.
6. Adding or changing an ordinary.
7. Changing the lines of partition enclosing an ordinary.
8. Diminishing the number of charges.
9. Change of some or all the minor charges.
10. Systematic use of label, bordure, or bend.
11. Additional quarterings.
12. Augmentations and official arms.
13. Adding an escutcheon indicating territorial lordship.

The heir apparent will usually have a label of three points and although usually gules (red) the choice of colour is his. Metal is not placed upon metal and colour is not placed upon colour ordinarily. Heirship is a matter of blood descent and has no relation to inheritance. No woman can be an heir-apparent. A more recent method of cadency is as follows.

1. First son...a label of three points.
2. Second son...a crescent.
3. Third son...a mullet (five pointed star).
4. Fourth son...a martlet.
5. Fifth son...an annulet.
6. Sixth son...a fleur-de-lis.
7. Seventh son...a rose.
8. Eighth son...a cross moline.



The mark is placed in the centre chief point. The second son of the second son places a crescent upon a crescent, the third son a mullet on a crescent, and so forth. The mark of an illegitimant is the bend dexter superimposed over the shield. Sometimes bordures are used to mark bastardy although the bend is most prevalent. The bend sinister is the most recent mark of illegitimant members of a family.

Bend Sinister



Baton Sinister



## HERALDIC HELMS

- |   |  |
|---|--|
| <ol style="list-style-type: none"> <li>1. Leather Cap</li> <li>2. Metal Conical Cap</li> <li>3. Metal Conical Cap with Nasal</li> <li>4. Chappelle-d-fer, Flat Top Cylindrical</li> <li>5. Same Enlarged to Cover Whole Head</li> <li>6. Same With Nasal</li> <li>7. Tilting Heame With Slits</li> <li>8. Pot Shaped With Extended Pointed Nasal</li> <li>9. Hemispherical Metal Cap</li> <li>10. Grid Iron Helm</li> <li>11. Pageant Helm</li> <li>12. Same With Sides Overlapping Cuirass</li> <li>13. Ovoid Basinet With Chin Piece</li> <li>14. Tournament Helm</li> <li>15. Sallet</li> <li>16. Shallern (Helm and Visor in One Piece)</li> <li>17. Chappelle-de-fer, Cylindrical Cap With Broad Flat Brim</li> <li>18. Fluted Helm</li> <li>19. Close Helm</li> <li>20. Casque (Cheek Pieces Meeting in Front)</li> </ol> | <ol style="list-style-type: none"> <li>1. Four Cornered</li> <li>2. Serrated Comb</li> <li>3. Gilted</li> <li>4. Engraved</li> <li>5. Bejewelled</li> <li>6. Rings</li> <li>7. Comb</li> <li>8. Lowered Back</li> <li>9. Pointed Top</li> <li>10. Articulated (106 Pieces)</li> <li>11. Barred</li> <li>12. Grilled</li> <li>13. Nail Fixed &amp; Welded</li> <li>14. Riveted</li> <li>15. Drawn</li> <li>16. One Piece</li> <li>17. Two Piece</li> <li>18. Three Piece</li> <li>19. Four Piece</li> <li>20. Five Piece</li> </ol> |
|---|--|

## CRESTS

### NUMBER OF CREST GRANTS-POSITION

- 1-2 One-Center
- 3 Two Dexter Inner
- 4 Three-Sinister Inner
- 5 Four-Dexter Outer
- 6 Five-Sinister Outer

### ATTACHED ORNAMENTS

1. Metal Leaves (306)
2. Tiny Bells (206)
3. Buffalo Horns (1-6)
4. Feathers (1010)
5. Pieces of Wood (106)
6. Plumes (1010)

### CRESTS\*

#### Modelled Full Figure Tournament

1. Lion
2. Dragon
3. Demi-Lion
4. Wolf
5. Goat
6. Talbot (Dog)
7. Sea-Dog
8. Eagle
9. Falcon
10. Ship
11. Octopus
12. Human
13. Boar
14. Crocodile
15. Beaver
16. Dolphin
17. Bear
18. Leopard
19. Horse
20. Pegasus

\* Grant of Crests are never given to clerics.

### COMPOSITION

1. Pasteboard
2. Cloth
3. Leather Shell
4. Wood
5. Basket-work Strips
6. Metal (Fan Only)

### POSITION

#### MISCELLANEOUS

1. Clutched
2. Crossed
3. Piercing
4. Chained
5. Stood Upon
6. Covering
7. Held in Mouth
8. Lying Upon
9. Fleeing
10. Leaping Over

### DETACHABLE PIECES

1. Mailed Mouth Guard
2. Nose Plate
3. High Collar (Gorget)
4. Chin Piece (Bavier)
5. Neck Guard
6. Crest
7. Bart (Beaver)
8. Rounded (Disc)
9. Bavier (Cheek Pieces)
10. Buckler
11. Lattice-work Visor
12. Armet (Forehead & Visor)
13. Beaked Basinet
14. Wings
15. Horns
16. Linden-Leaves
17. Coif of Mail
18. Quilted Hood
19. Mail Hood
20. Visor

### MINIATURE ITEMS

1. Rings
2. Chains
3. Dagger
4. Arrow
5. Spear
6. Bough
7. Fox
8. Leaves
9. Axe
10. Sword

### MINIATURE ITEMS

1. Torch
2. Lantern
3. Banner
4. Crown
5. Scepter
6. Symbol
7. Chains
8. Sphere
9. Flower
10. Lance



### LAMBREQUIN

The mantling represents the "capeline" covering worn upon a helmet. A Lambrequin represents the adaptation of textile fabrics to deaden a sword-cut, entangle weapons, and protect against ill-weather (primarily heat). Ragged or slashed lambrequins or mantlings are often depicted cut and torn as if after combat. Lambrequin is the older terms. The colours should agree with the crest.

#### COMPOSITION

- |                |                         |
|----------------|-------------------------|
| 1. Bear Skin   | 6. Cloth (Gules)        |
| 2. Boar Skin   | 7. Cloth (Solid Colour) |
| 3. Lion's Mane | 8. Gold Veined Cloth    |
| 4. Feathers    | 9. Gold Cloth           |
| 5. Ermine      | 10. Crimson Cloth       |

#### LINED

1. Fur
2. Argent
3. Or
- 4.-6. Ermine

### TORSE

Where the mantling is not a continuation of the crest, a wreath, ribbon, or torse is used to join the mantling covering to the helm. The twining of a lady's favor in a sleeve in a manner suggesting an oriental turban is the theory advanced for the torse. It isn't necessary to make the torse conform to the "livery colours" of the arms.

### CROWNS

#### CROWNS

1. Fillet
2. Diadem
3. Circlet
4. Coronet
5. Closed Crown
6. Unique Crown

#### CROWN SHAPE

1. Conical
2. Arched
3. Rim Only
4. Modelled
5. Golden Leaves (1D6)
6. Studded With Precious Stones
7. Doubled Row of Pearls (6D6)
8. Jewelled Rim (2D6)
9. Jewelled Chain (3D6)
10. Gold Tasseled

#### POINTS

1. Ball
2. Bell
3. Pearl (1D6)
4. Other Gem (1D6)
5. Plain

#### FILLET

1. White Ribbon
2. Leather
3. Studded Leather
4. Bronze
5. Wood
6. Laurel Wreath

#### DIADEM

Stones  
Points  
Strawberry Leaves  
or Fleur-de-lis 1D6-4

#### CIRCLET

1D6-1  
2D6-3

#### CORONET

3D6-1  
2D6-3  
1D6-2

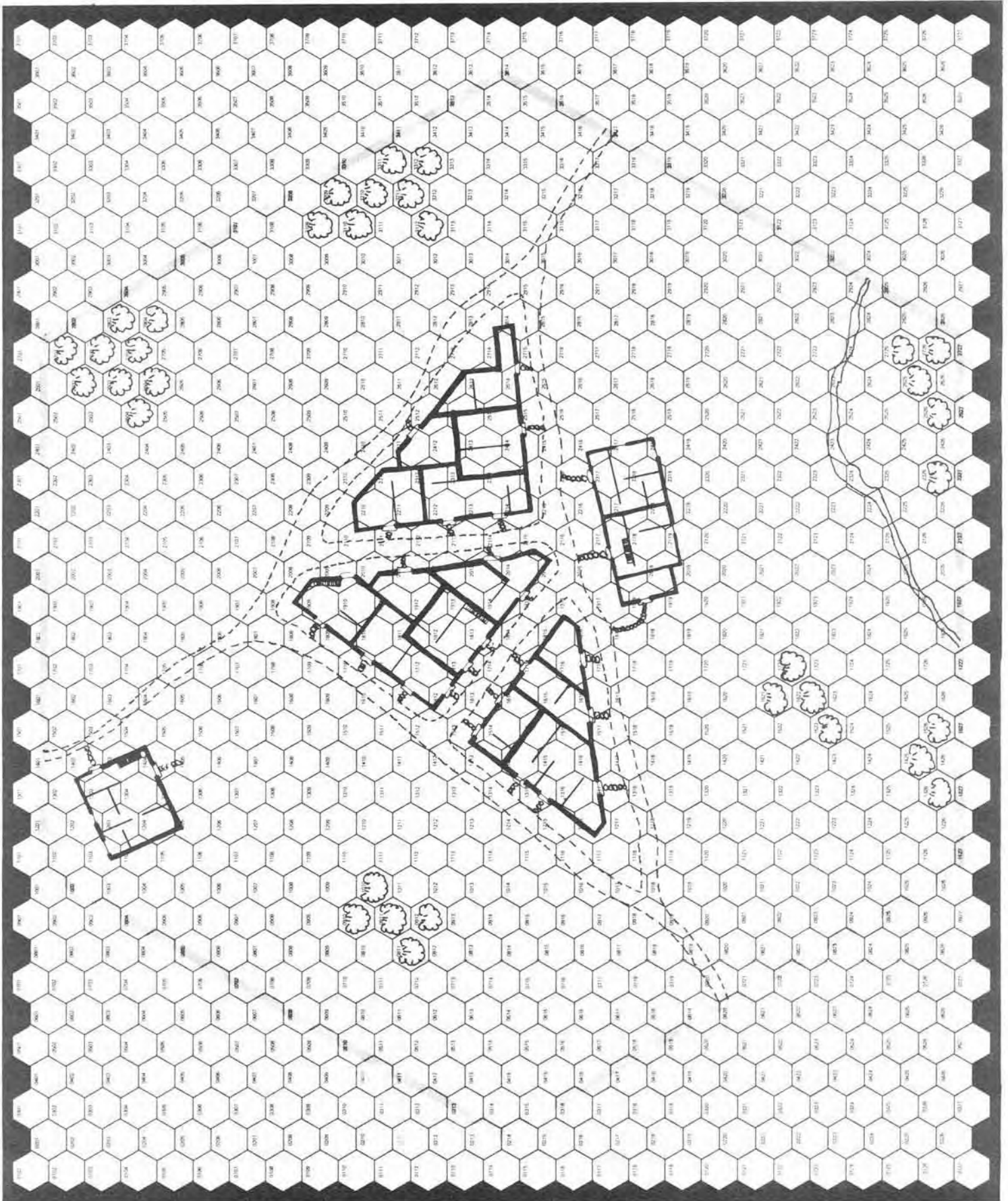
#### CROWN

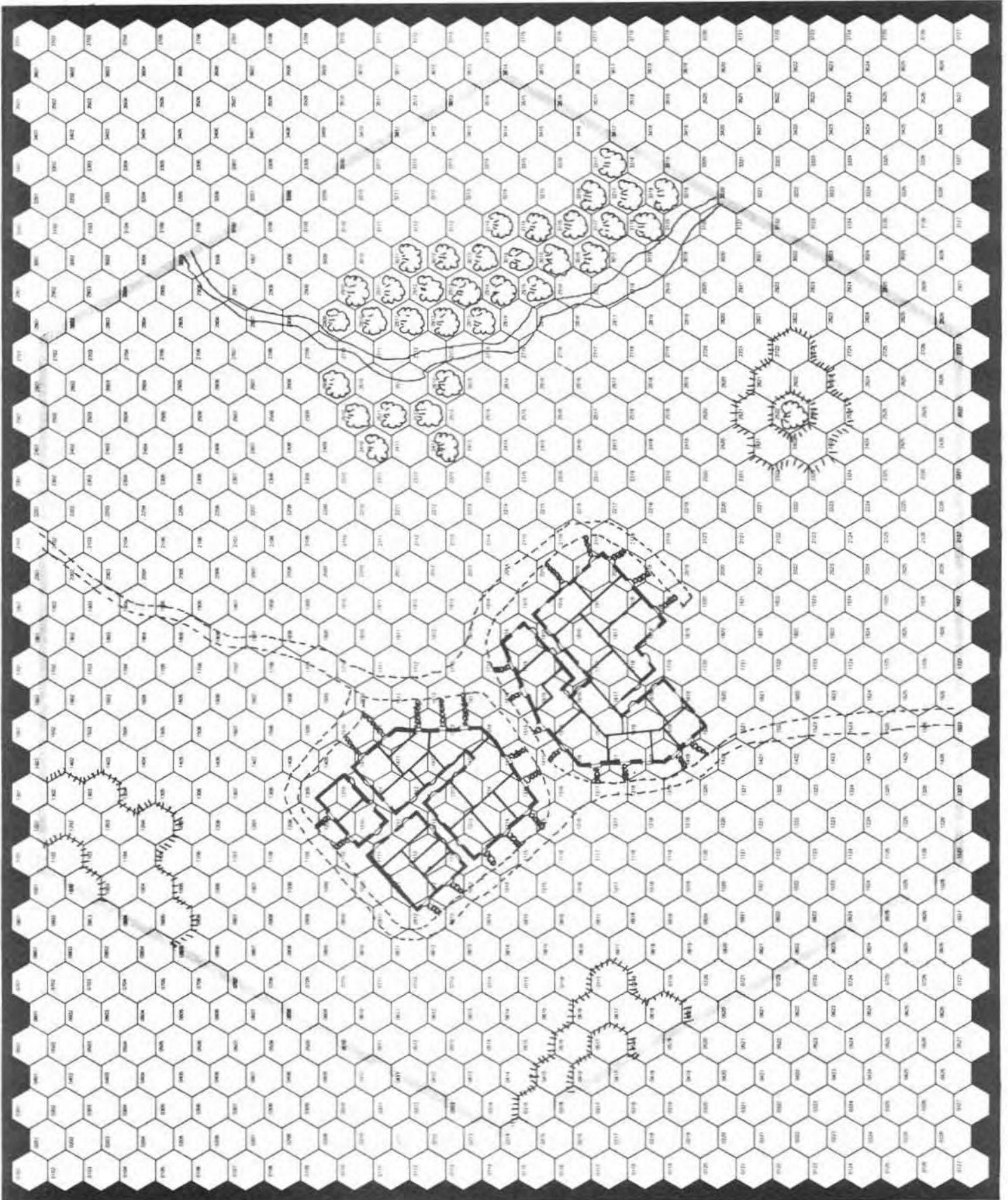
4D6-1  
2D6-2  
1D6+4

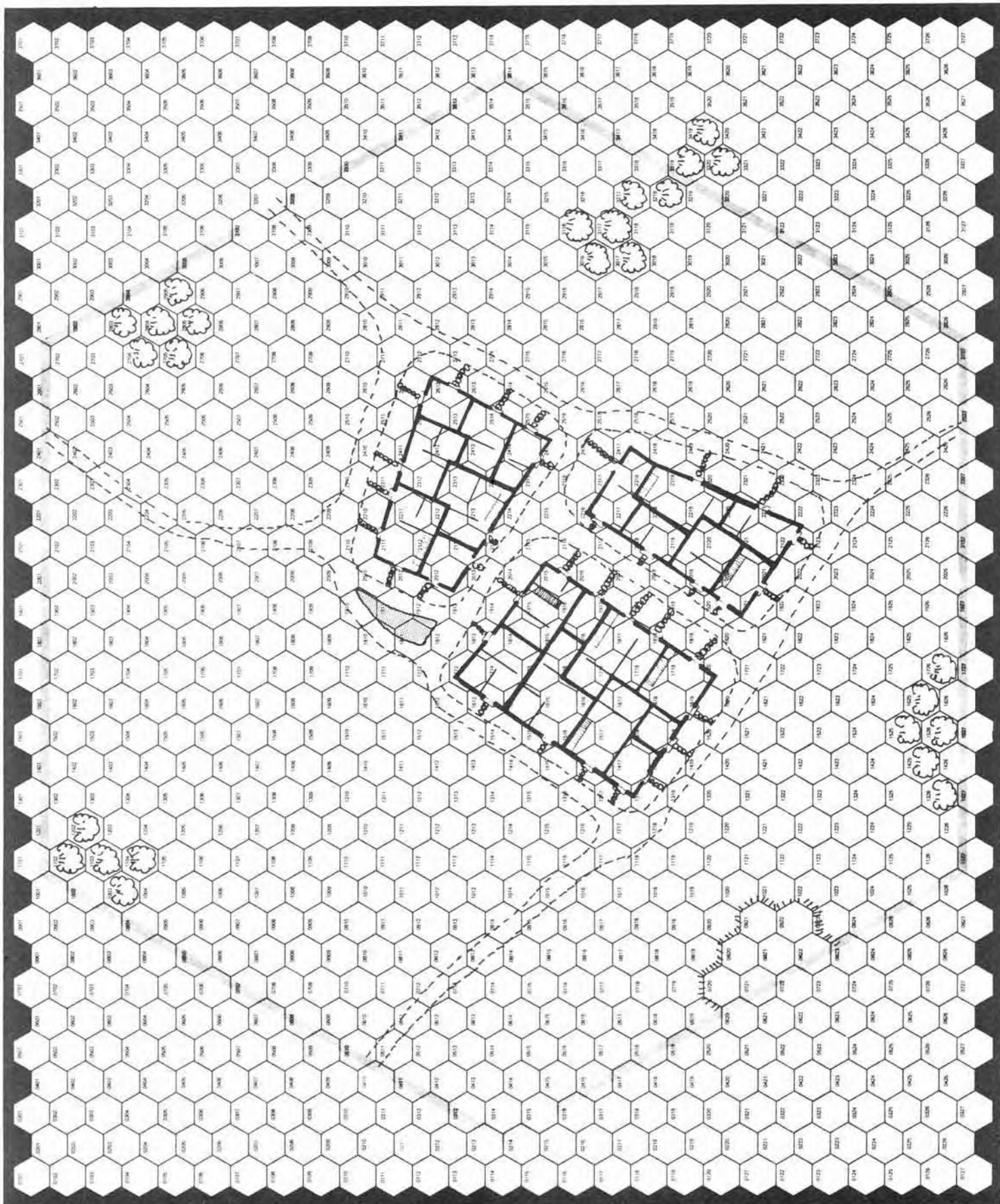
- |                       |             |             |               |
|-----------------------|-------------|-------------|---------------|
| 1. Leather            | Bronze      | Silver      | Silver        |
| 2. Studded<br>Leather | Bronze&Gold | Silver      | Silver & Gold |
| 3. Bronze             | Silver      | Silver&Gold | Gold          |
| 4. Silver             | Silver&Gold | Silver&Gold | Gold          |
| 5. Gold               | Gold        | Gold        | Gold          |
| 6. Bronze&Gold        | Gold        | Gold        | Gold          |

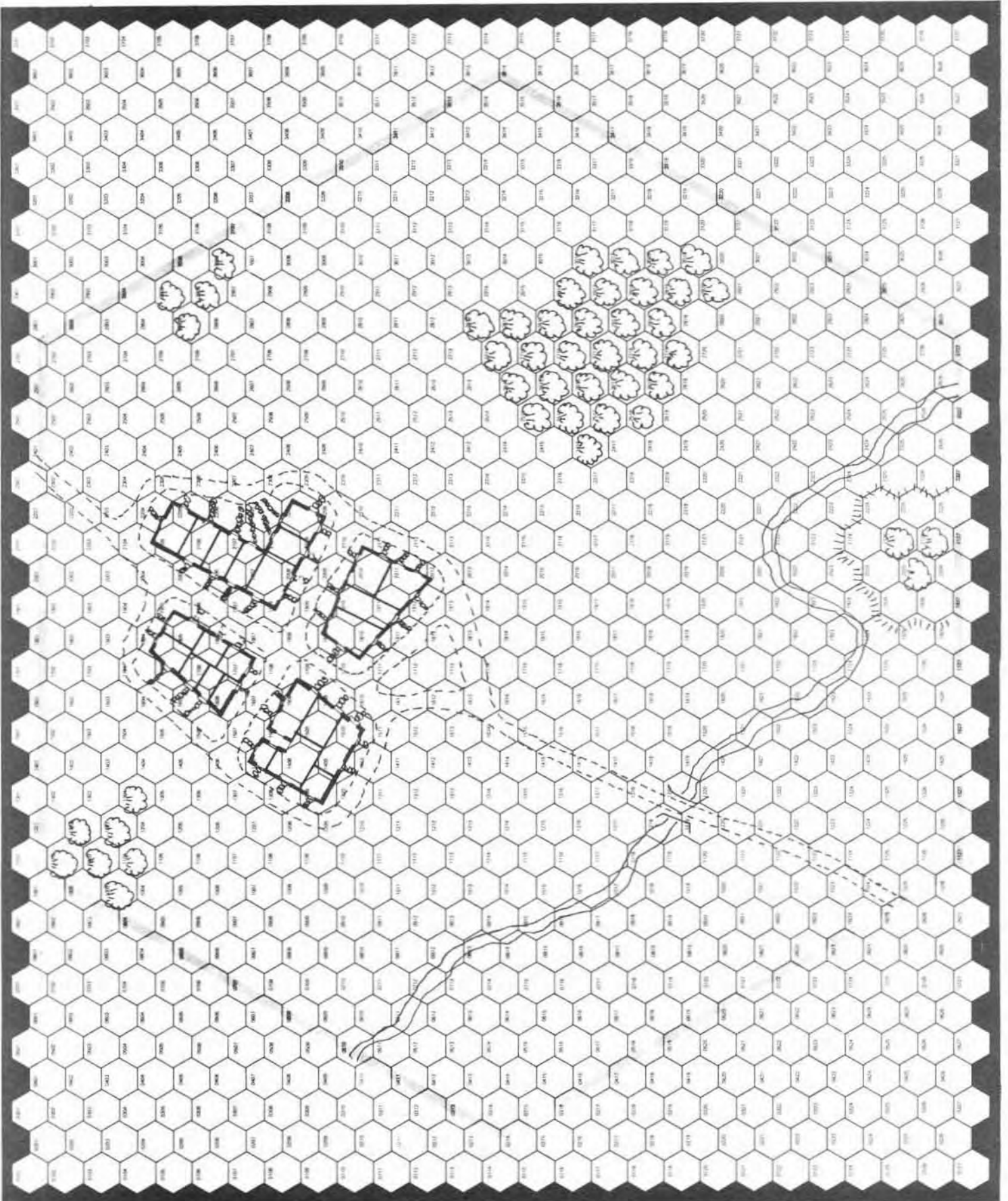
### SUPPORTERS

Only the highest ranking arms may have supporters. The number of supporters will vary between one and three on any display of arms so permitted but one grant of arms may be entitled to display more than one "set" of supporters on other displays of the same arms. Grants of Supporters are not inherited. The right of barony and chieftainship are often the occasion of such grants. Limited by the imagination alone, supporters will be dealt with very simply- 1-2 Humans, 3-4 Animals, 5 Birds, 6 Monsters and Gods

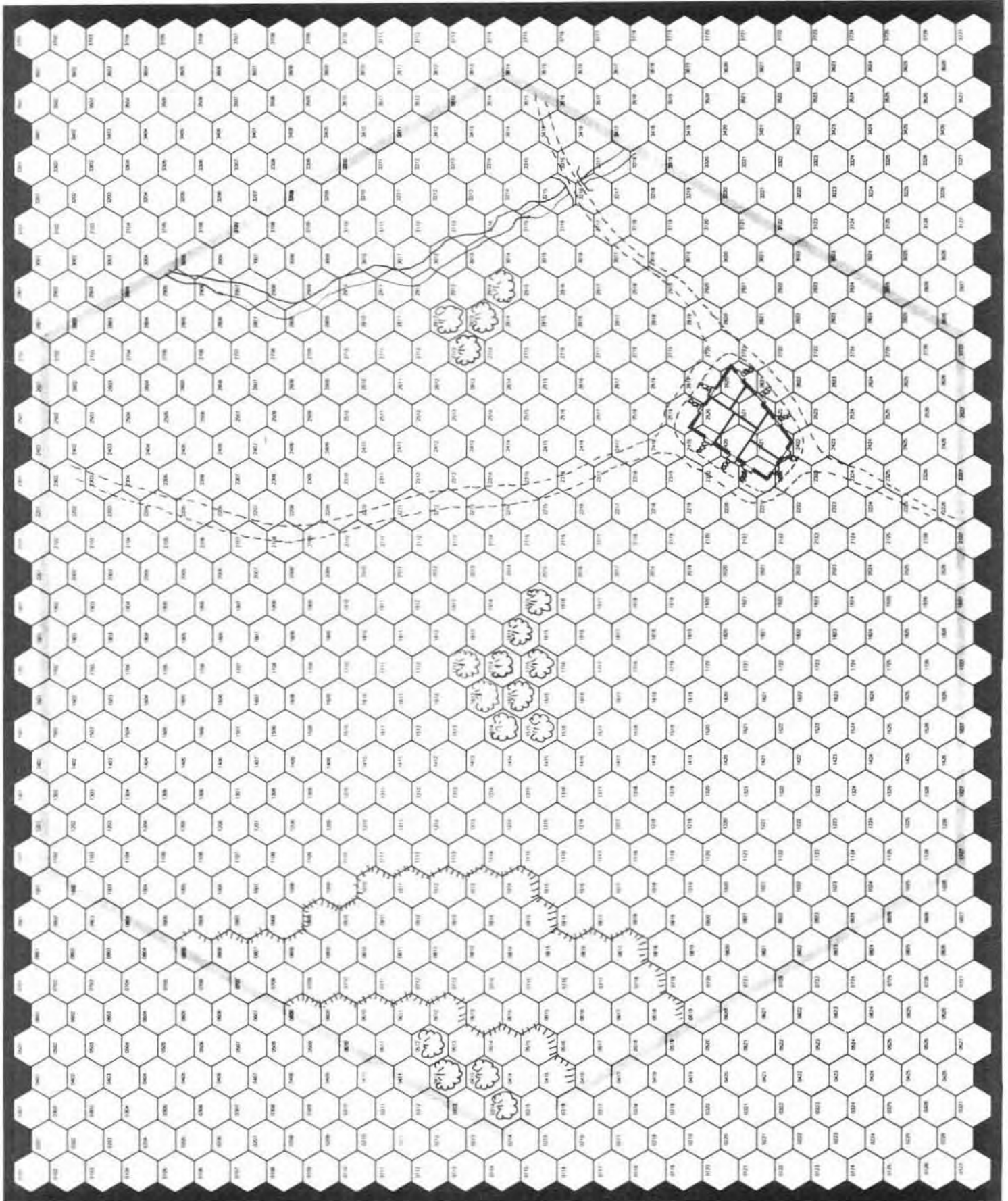


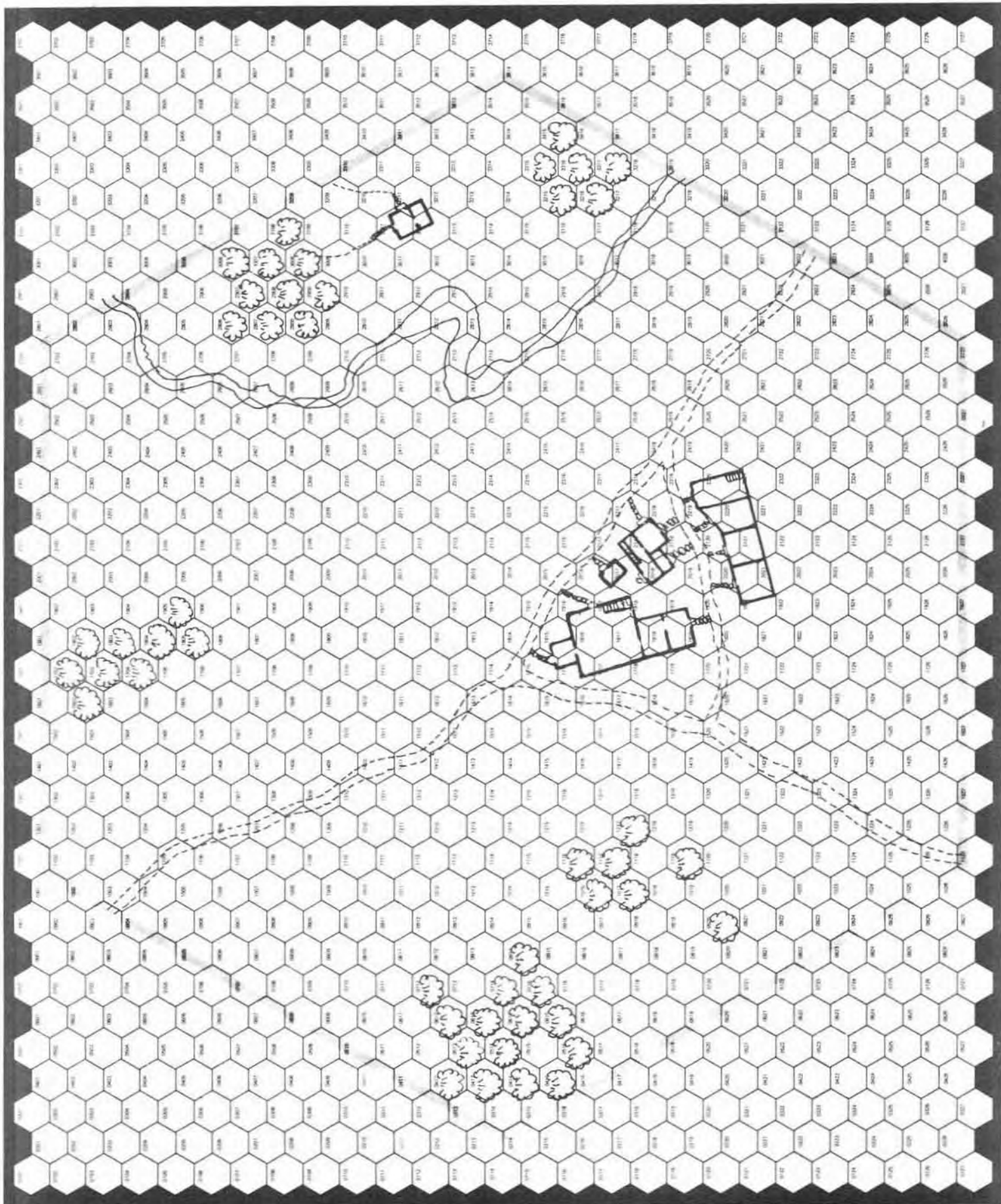


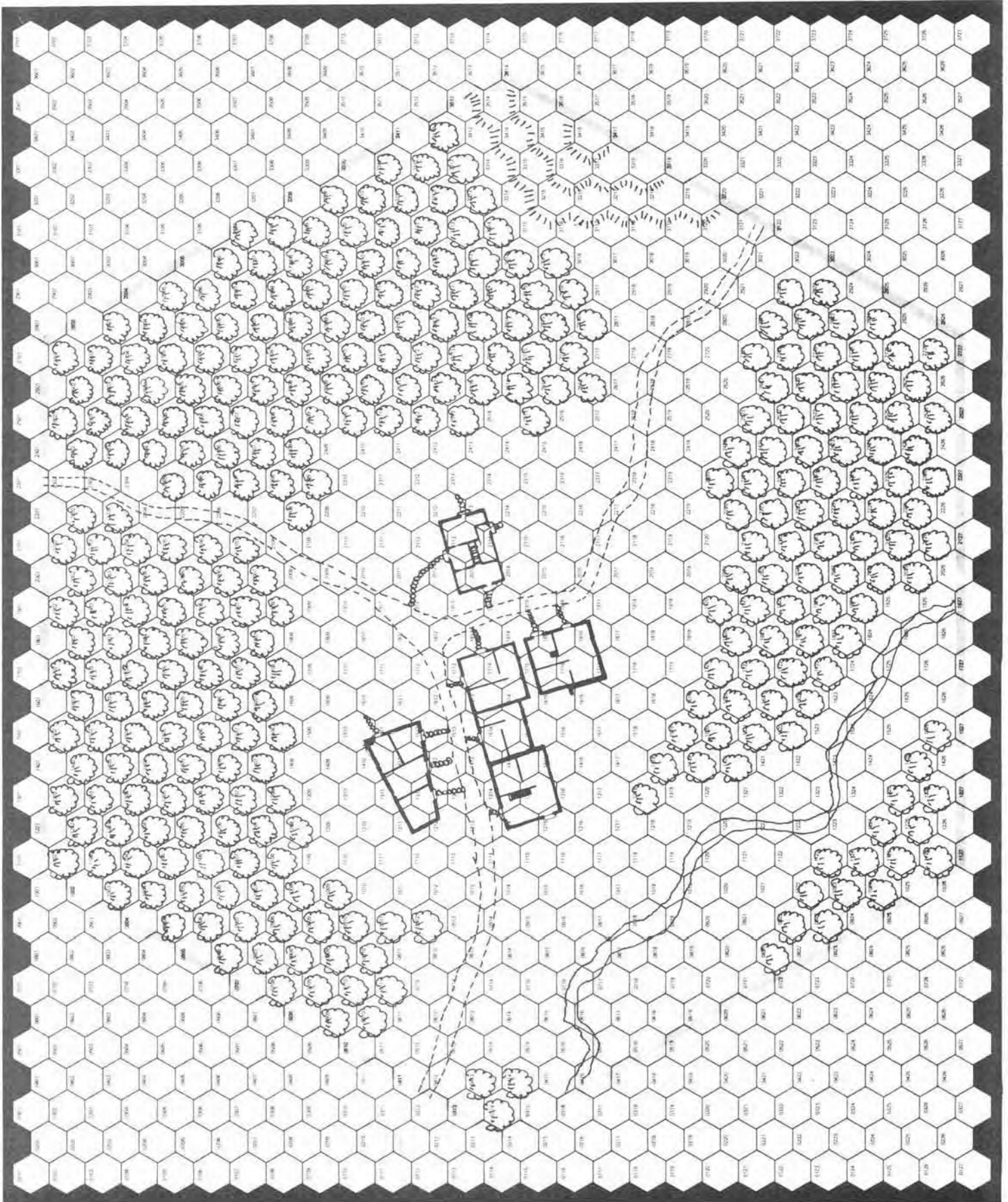


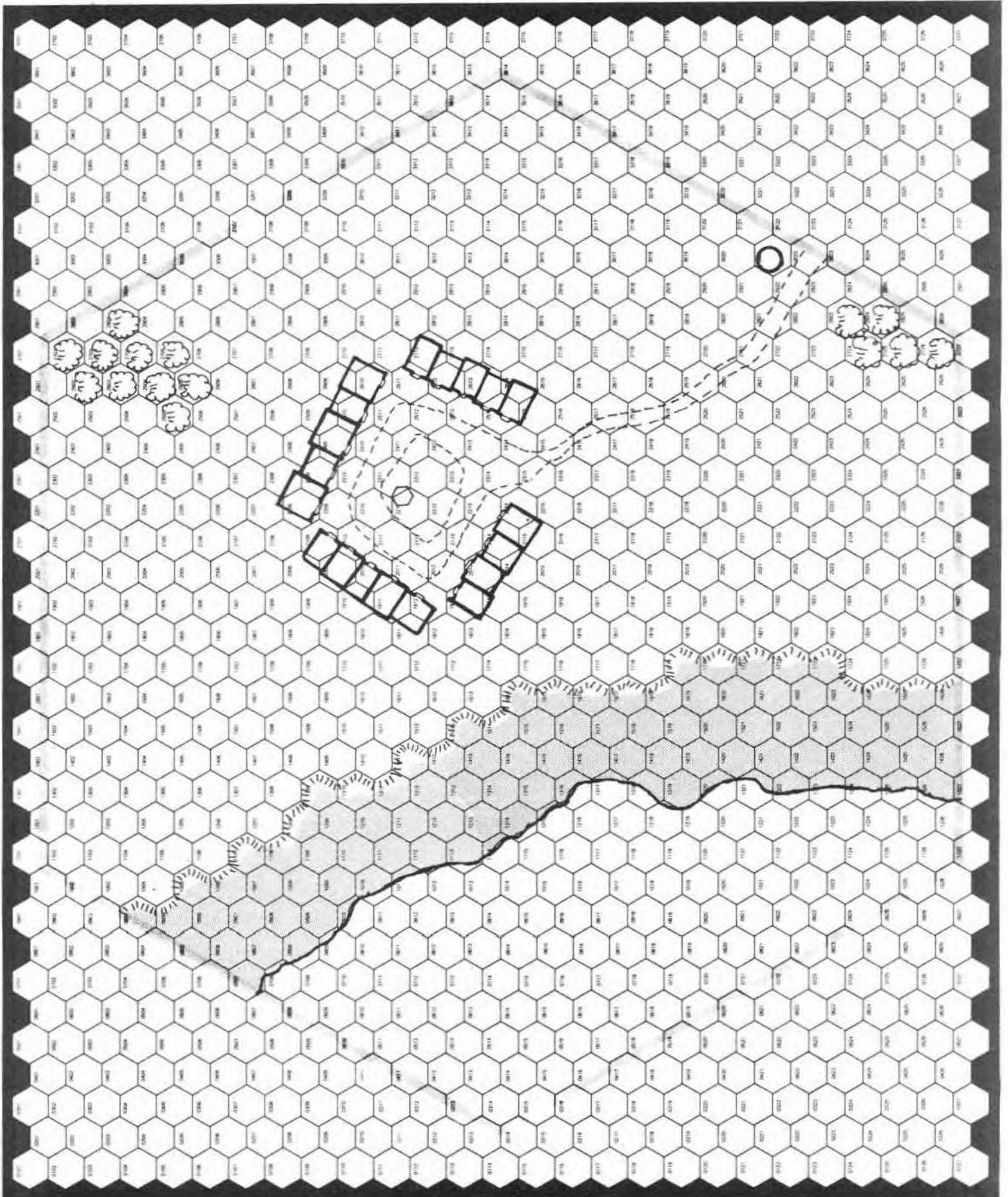


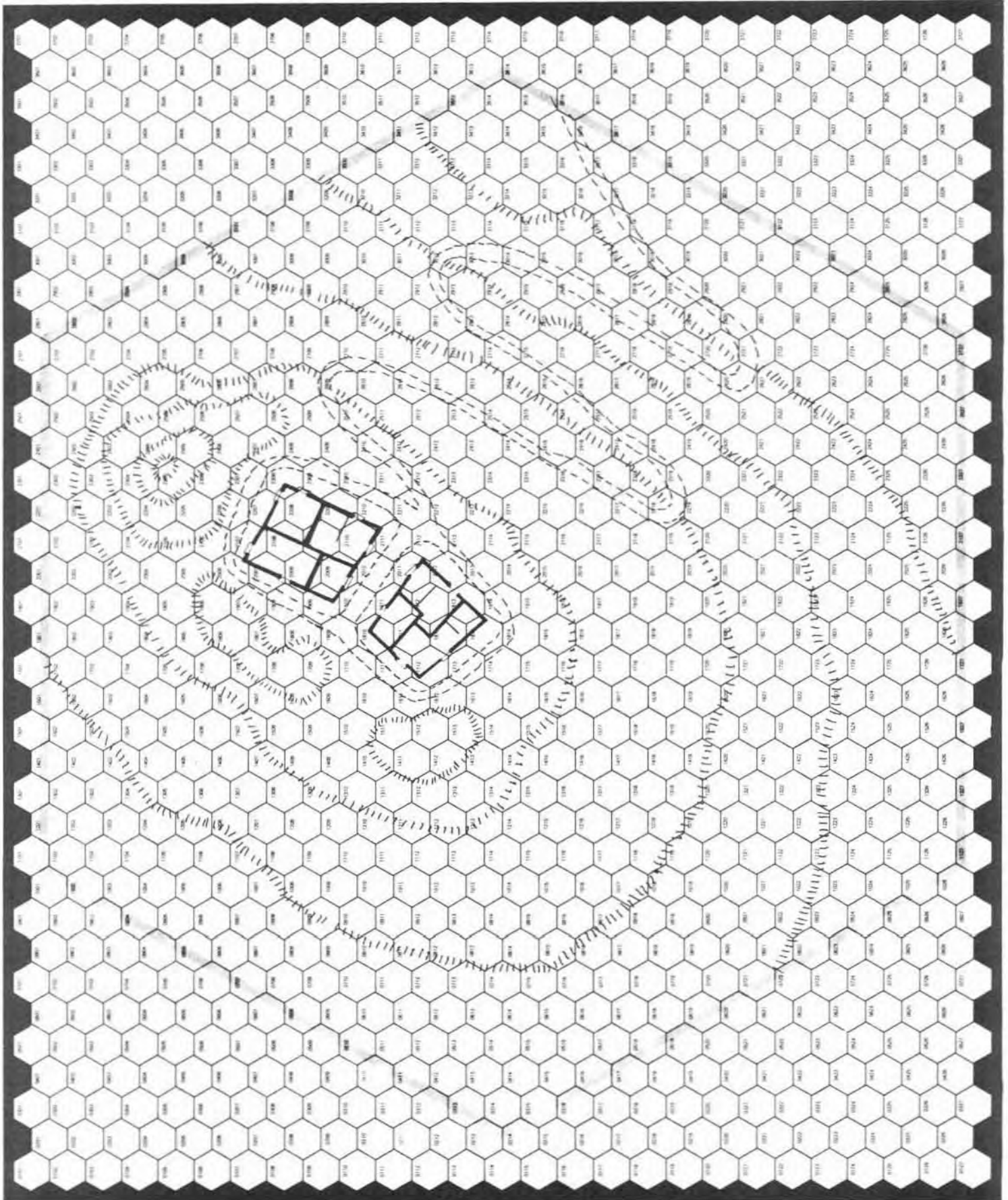


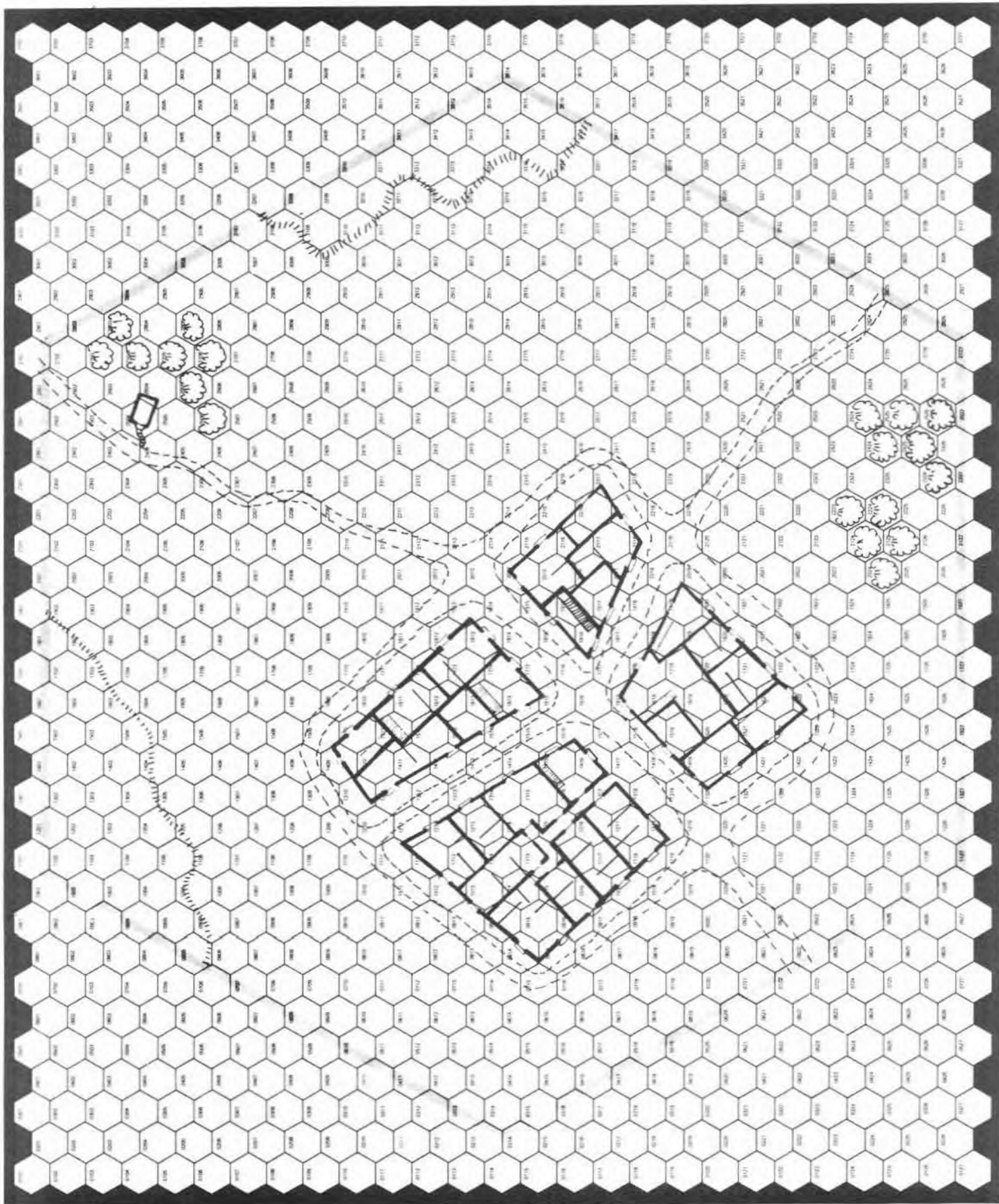


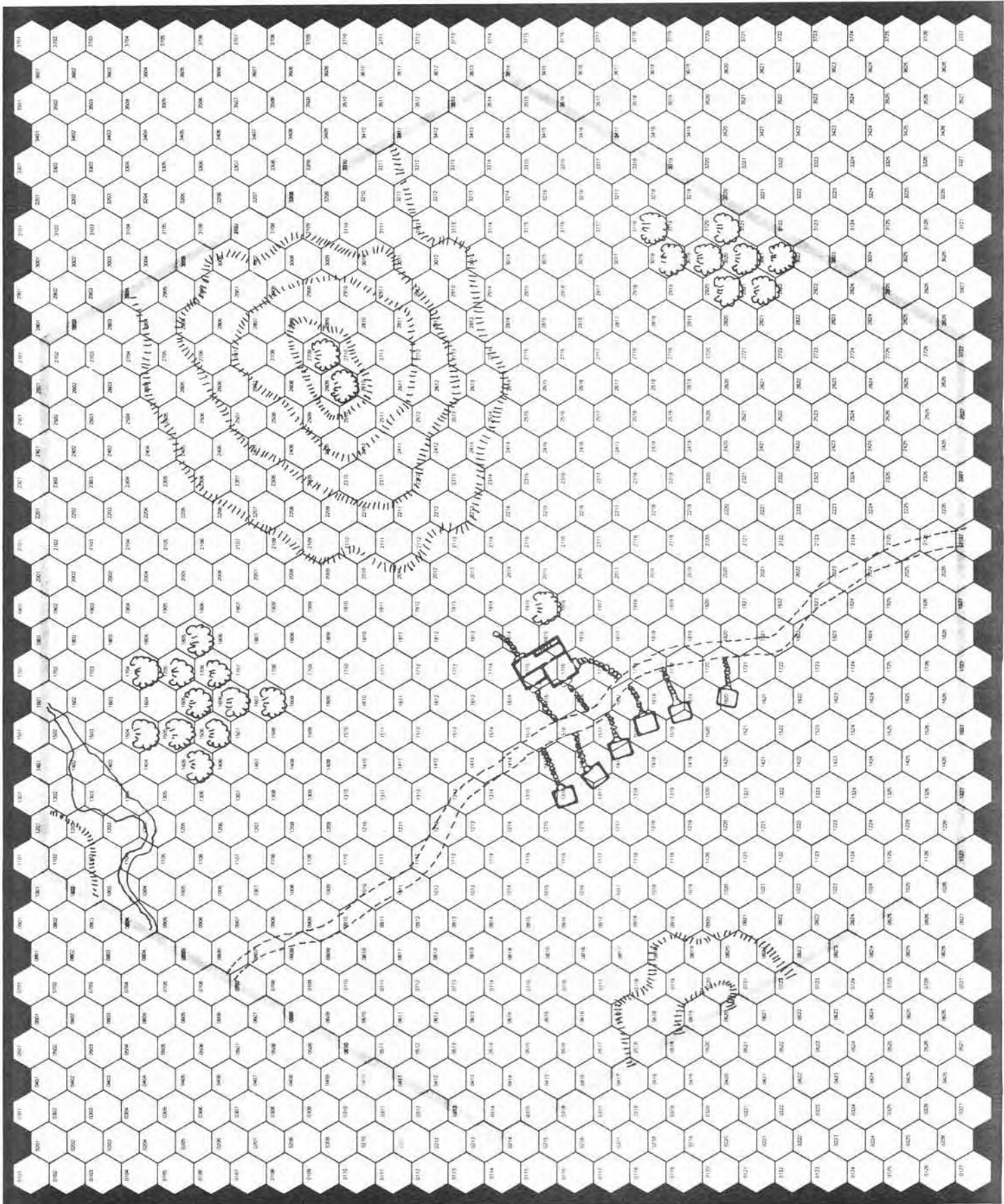


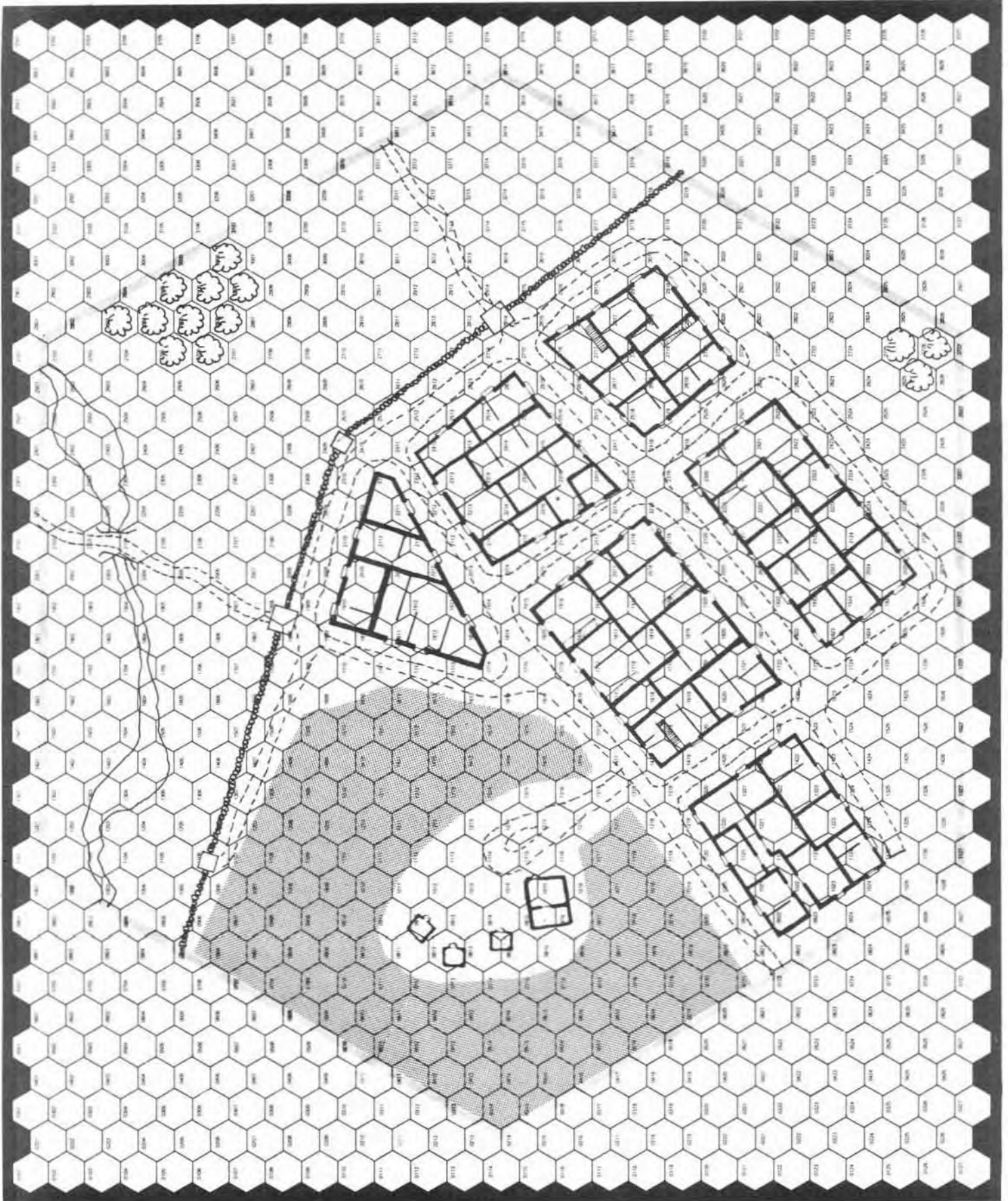




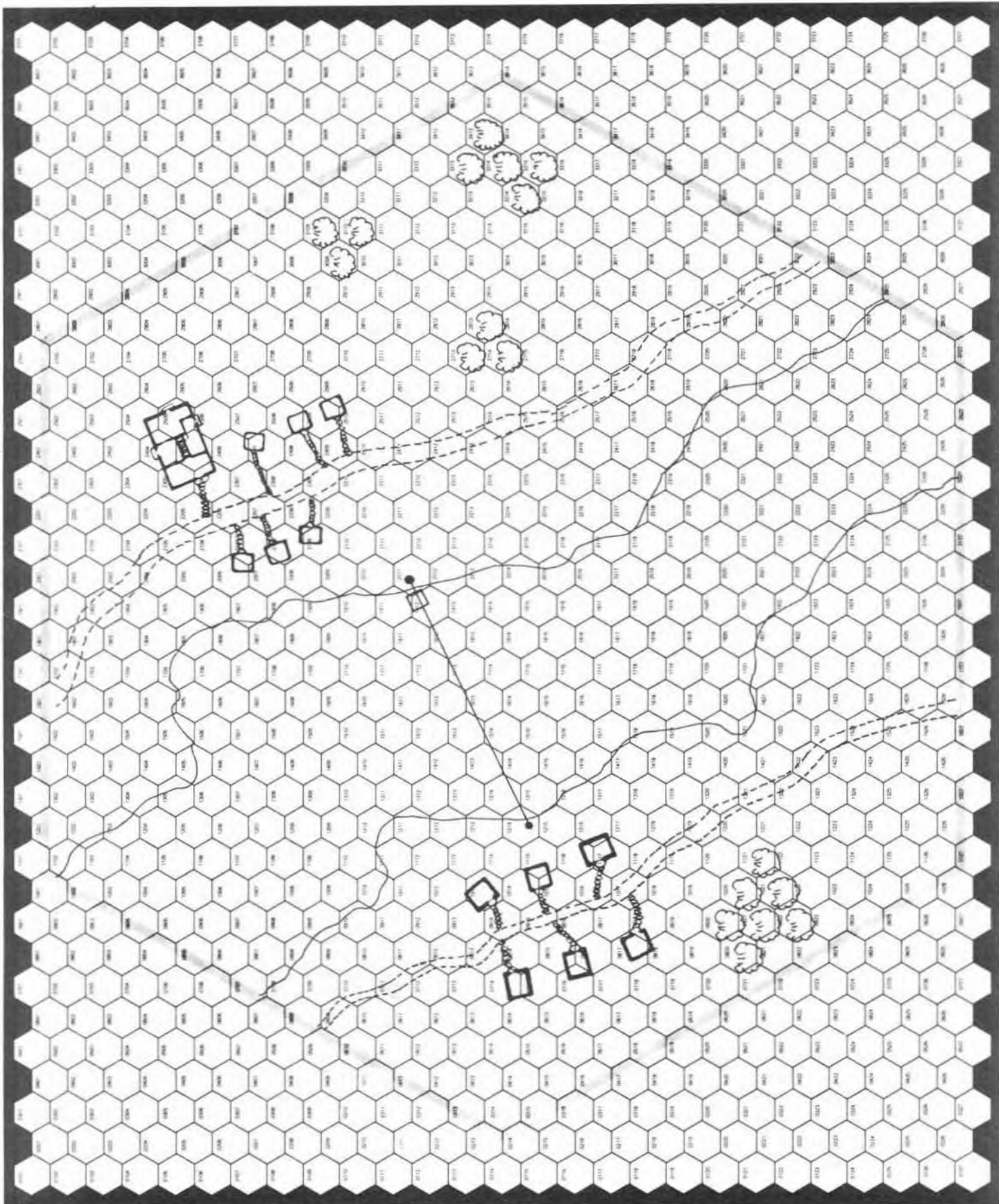


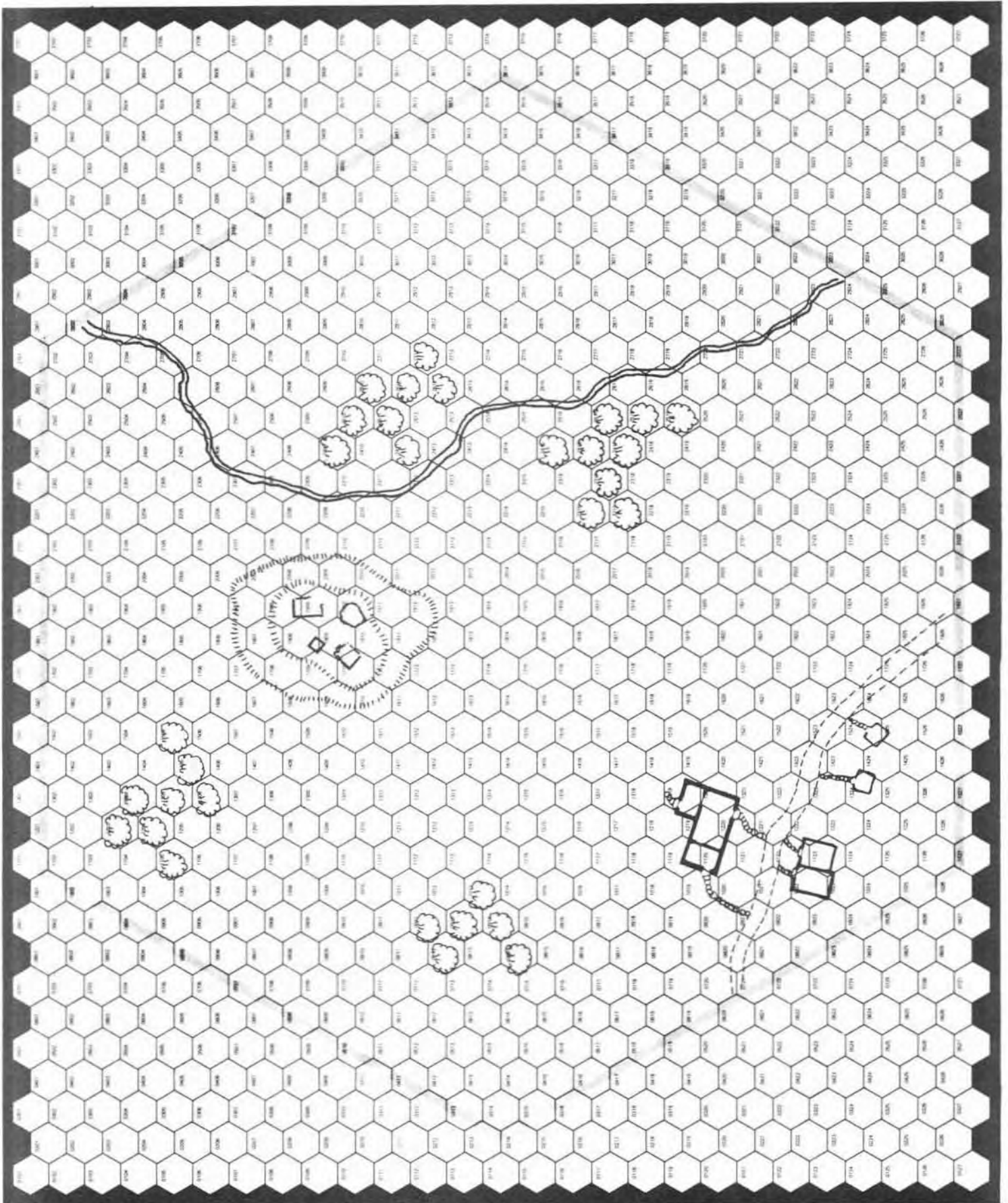


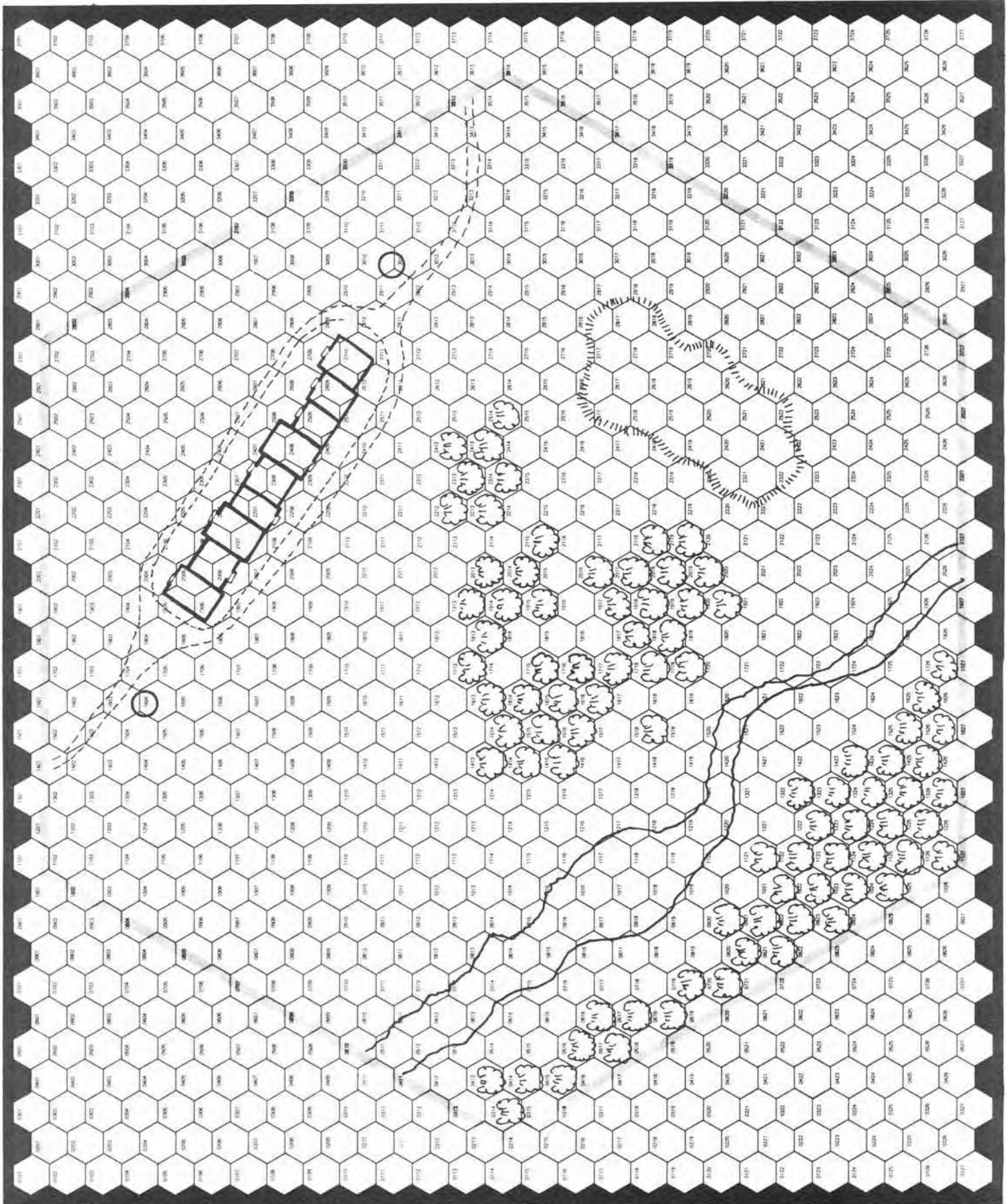


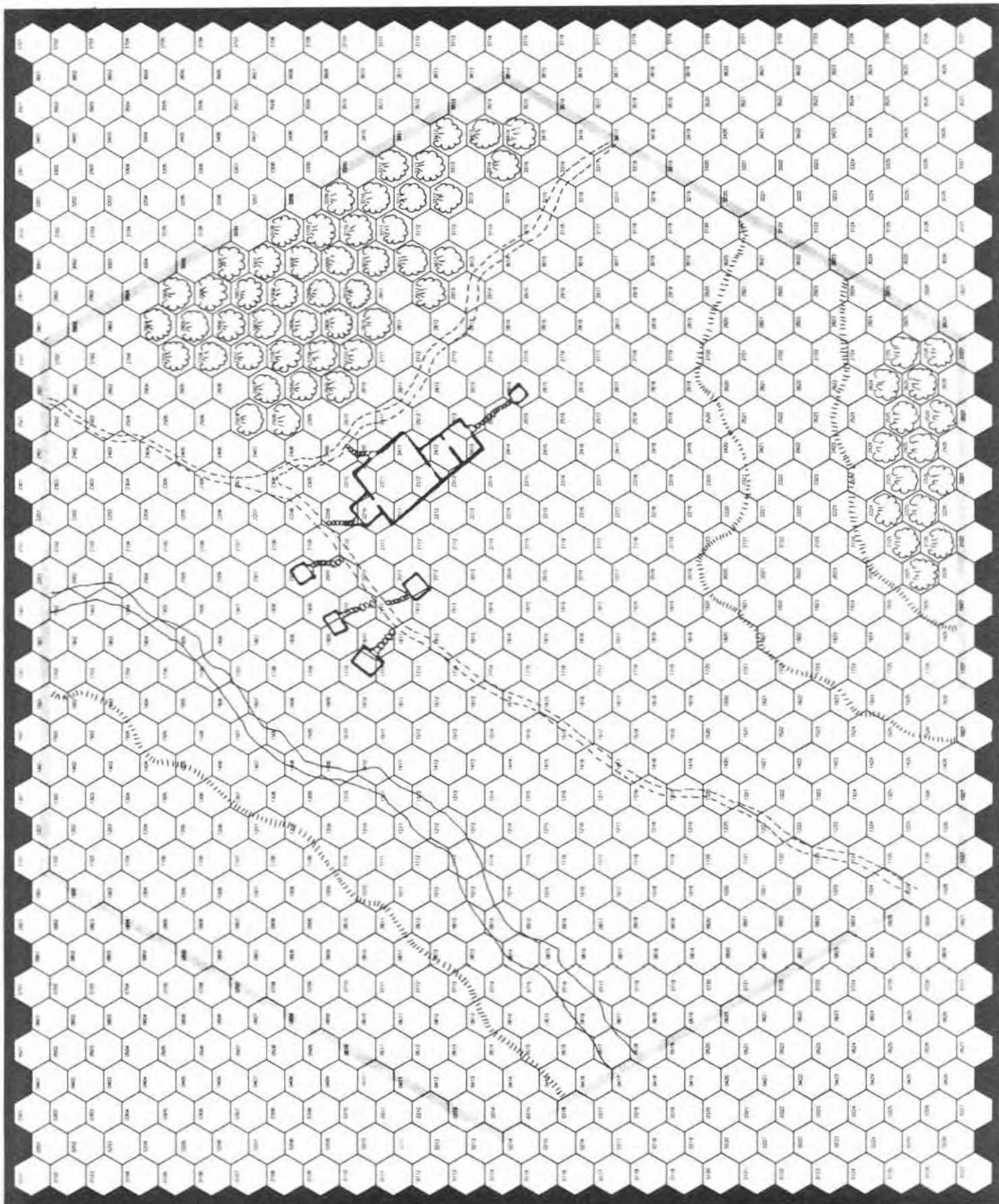


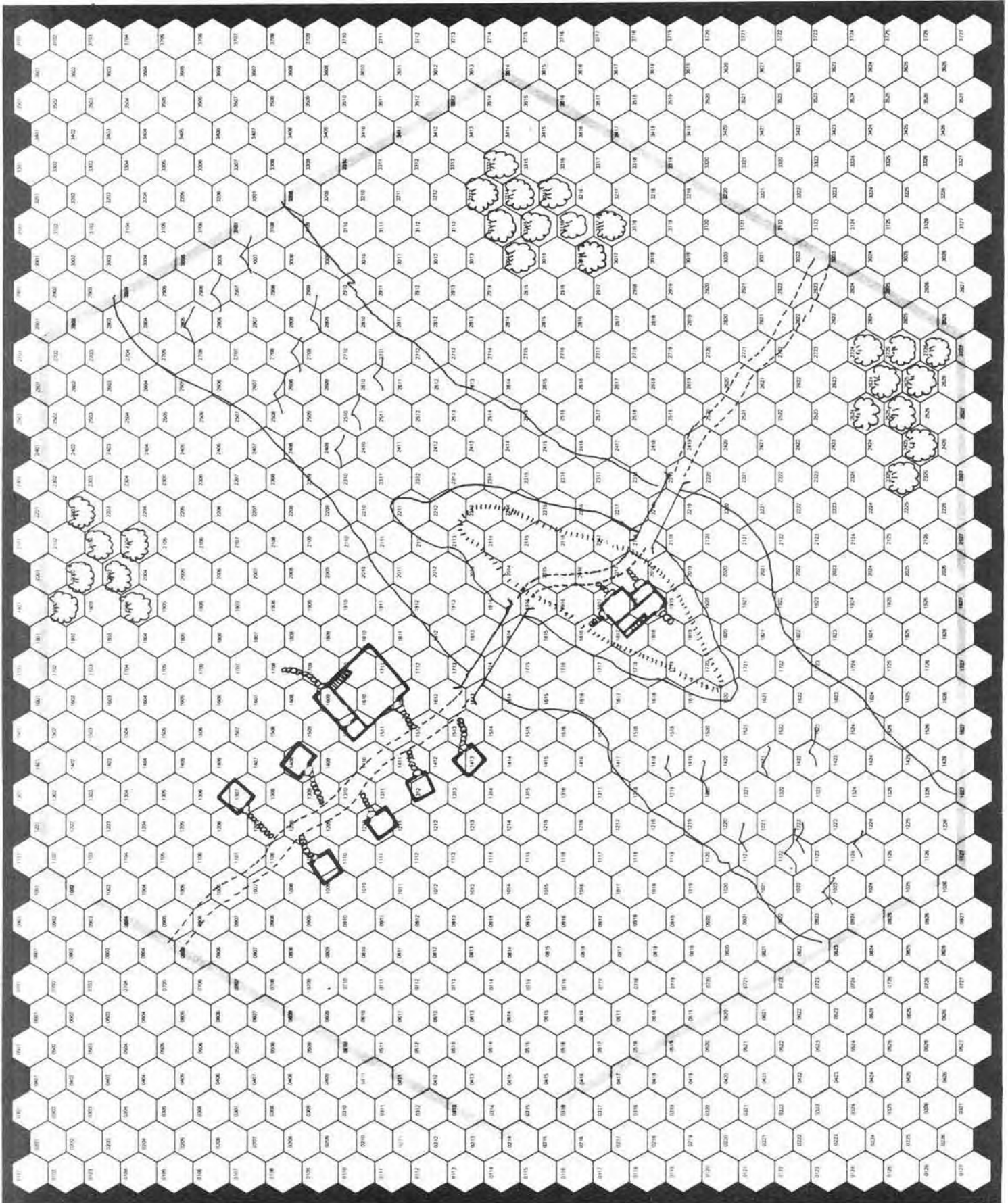


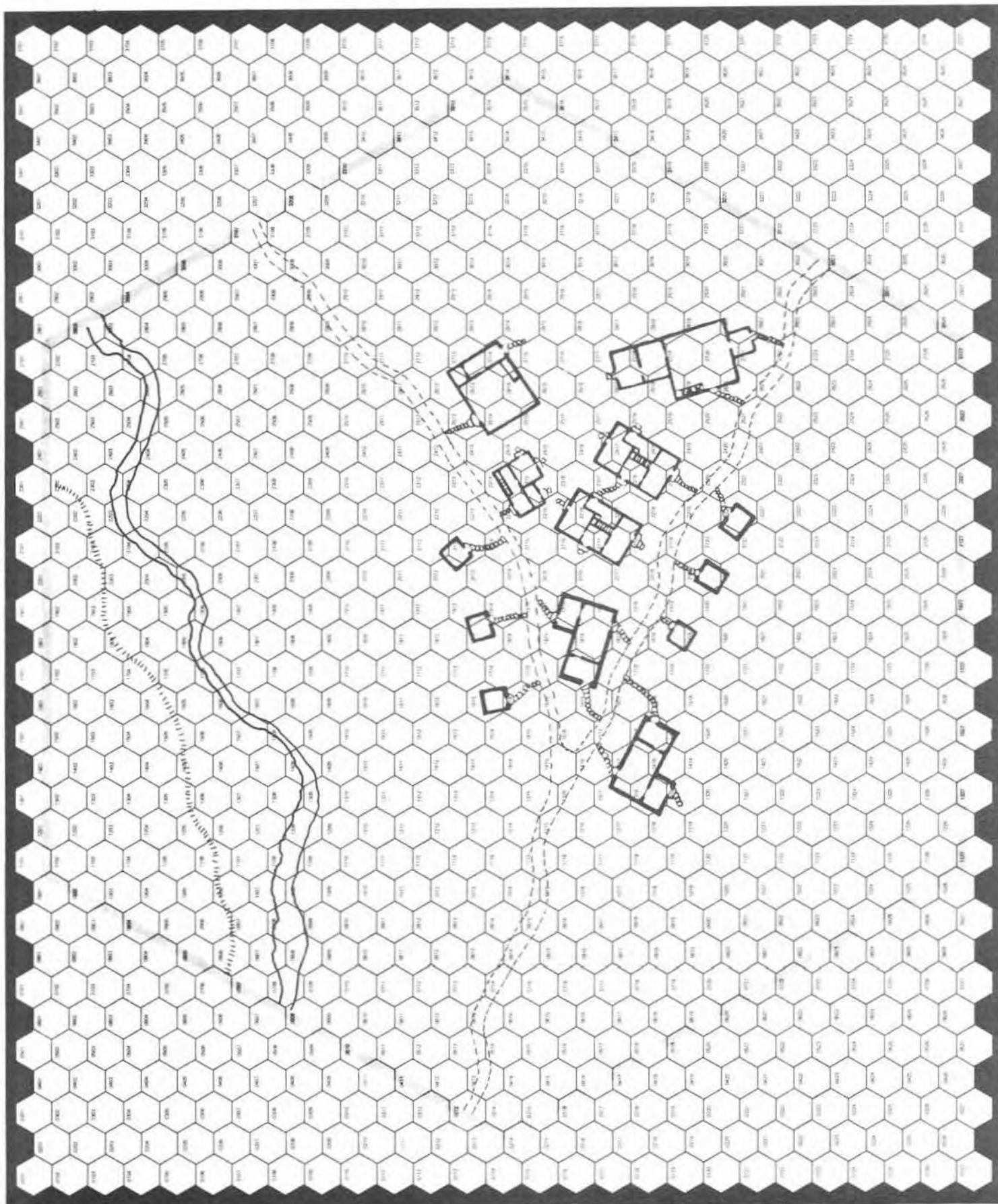


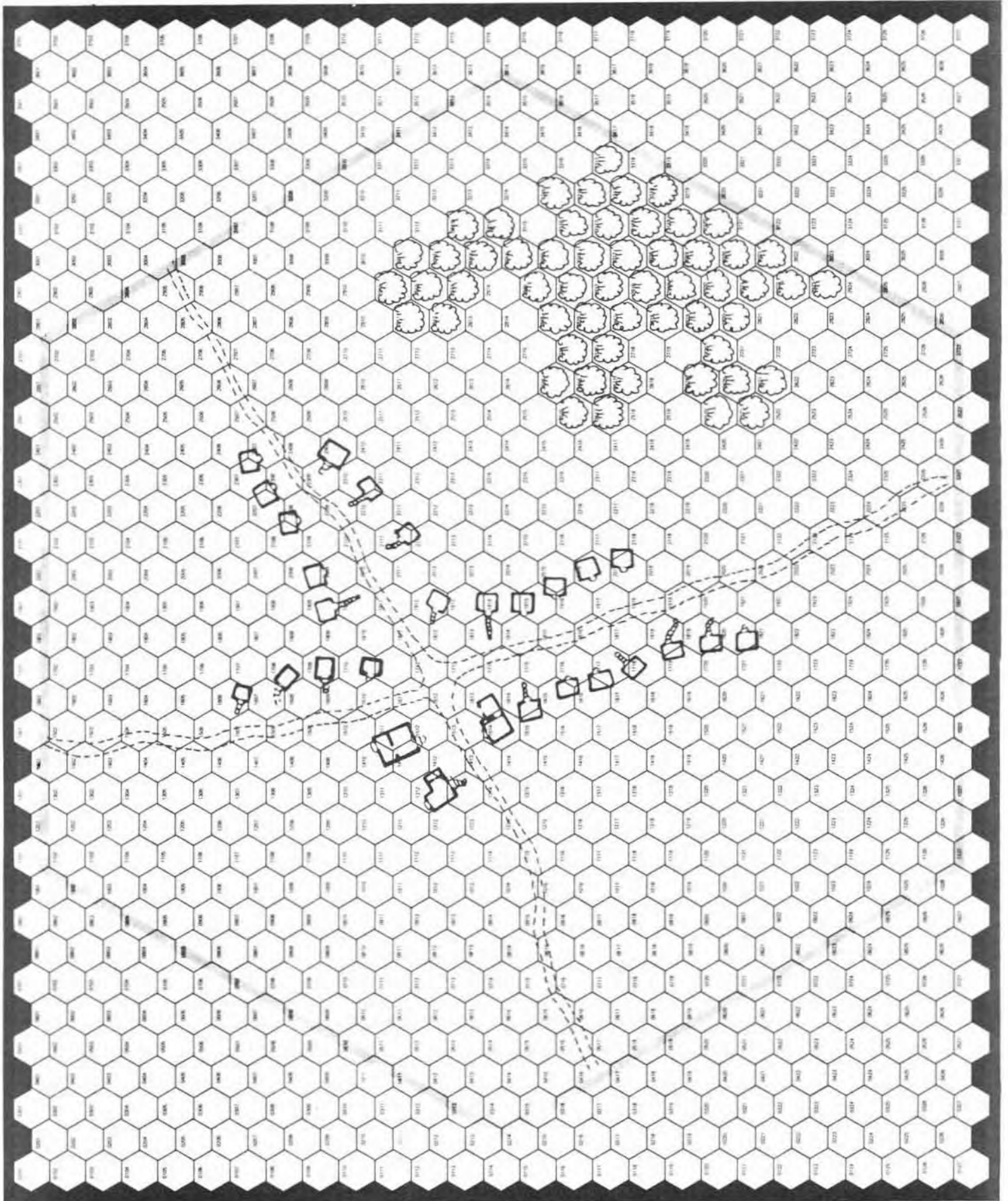


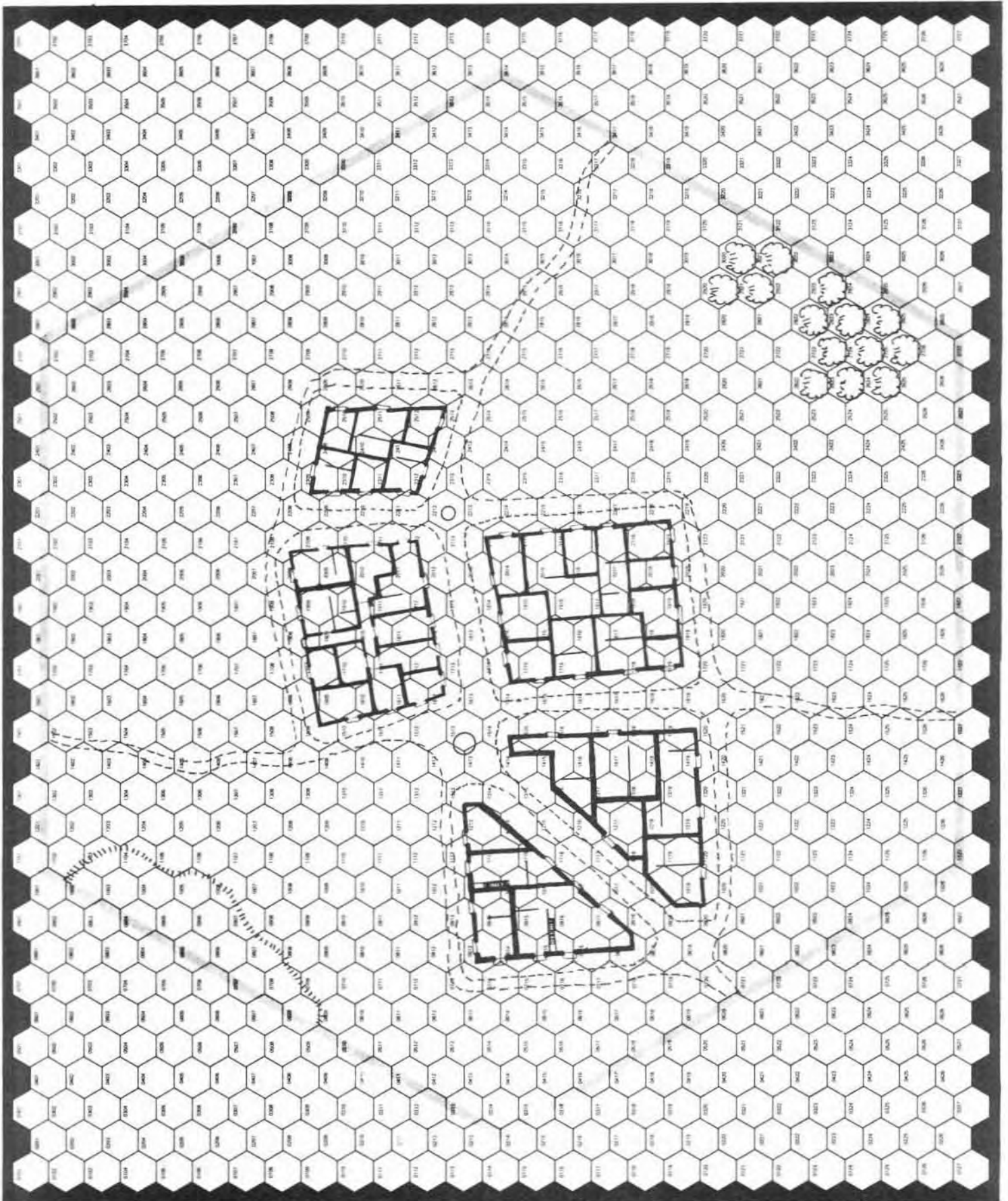




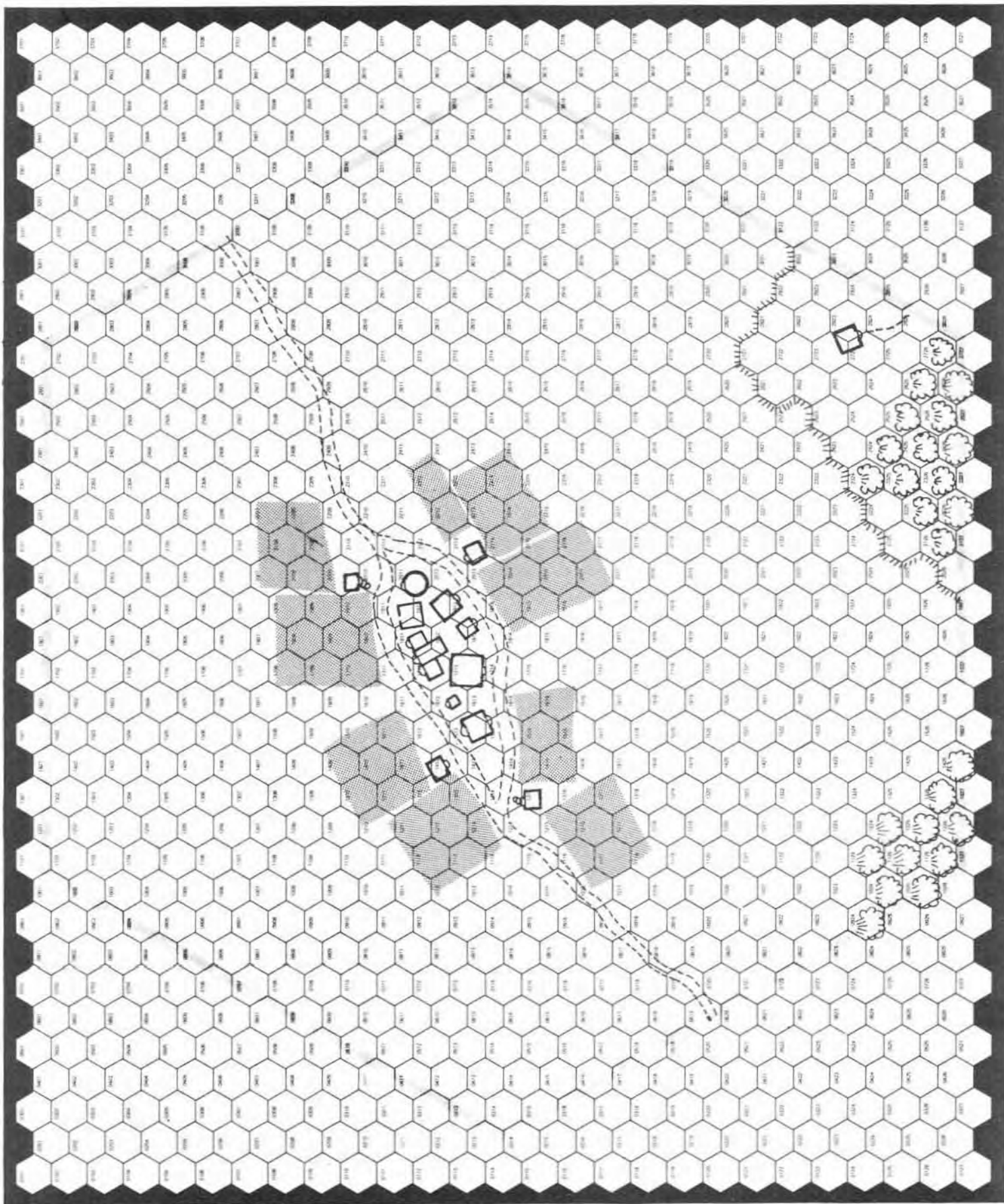


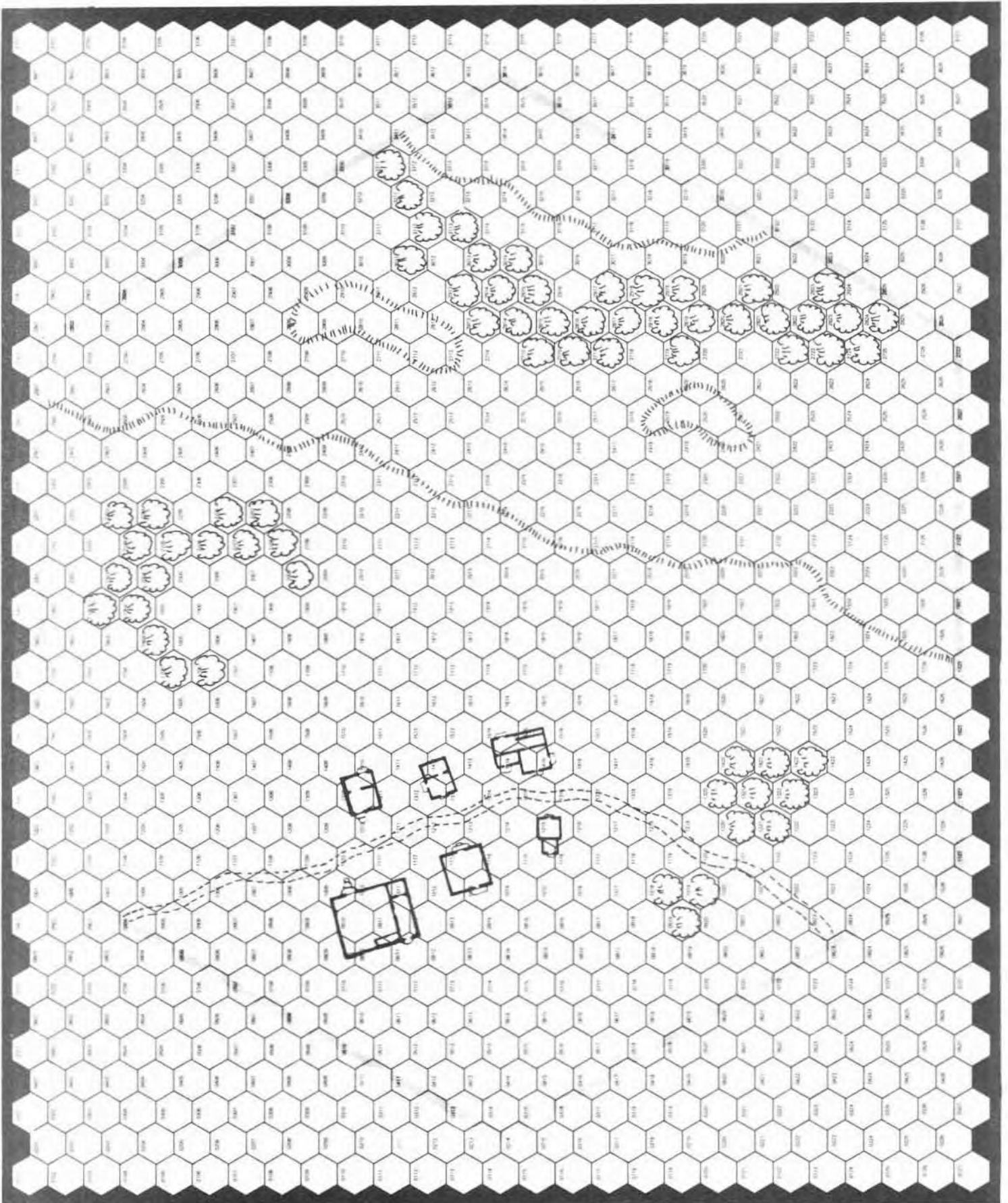






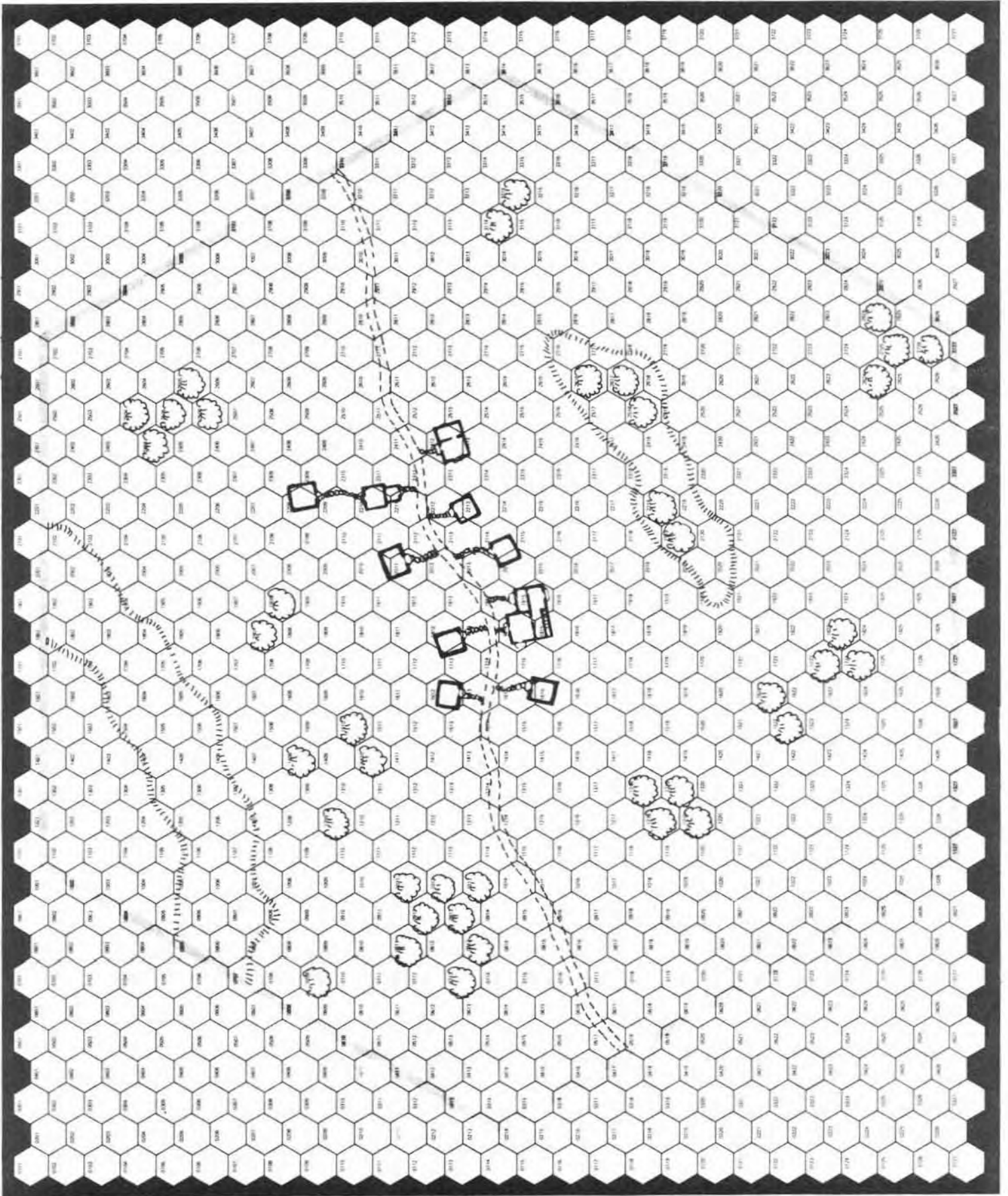


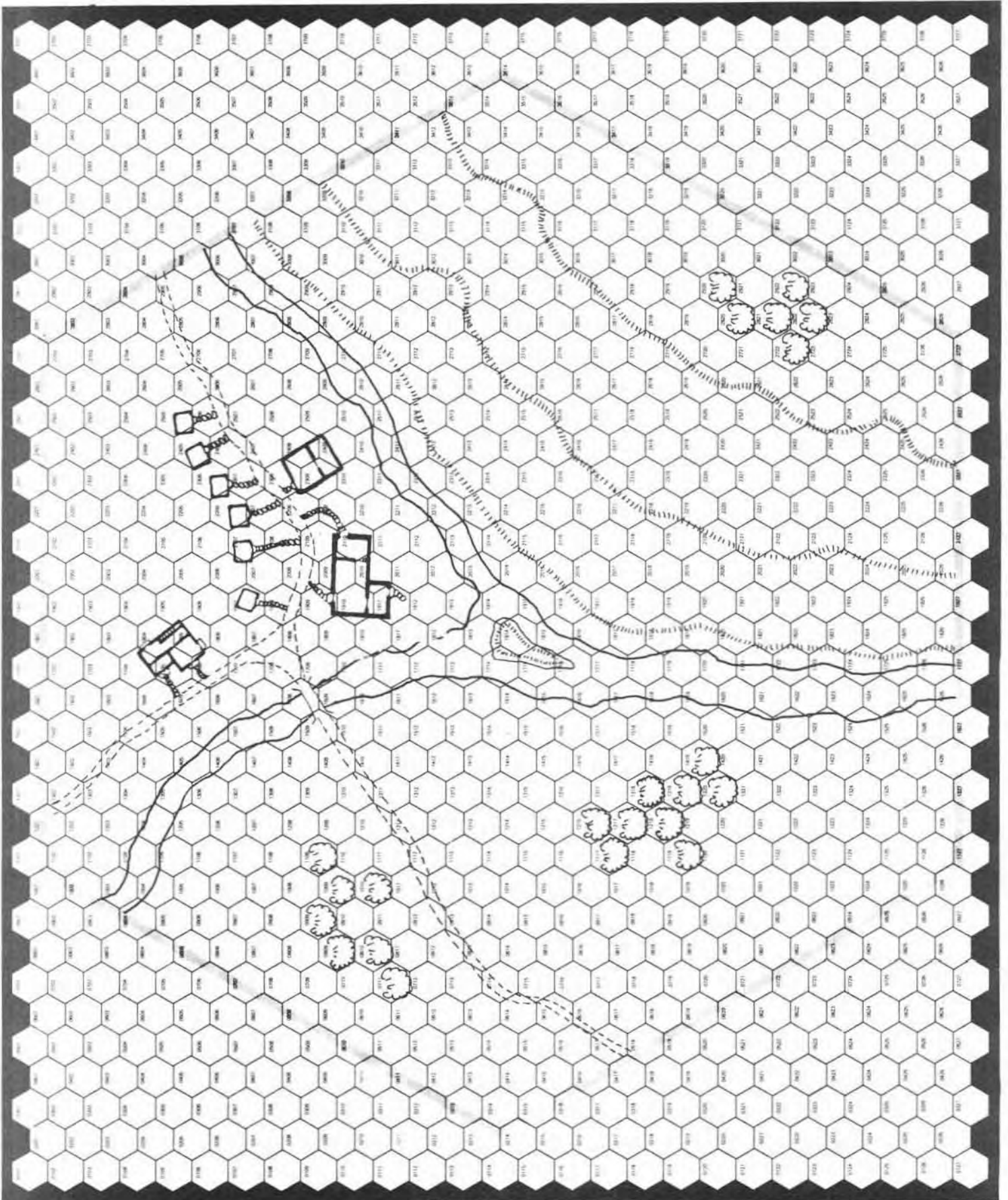




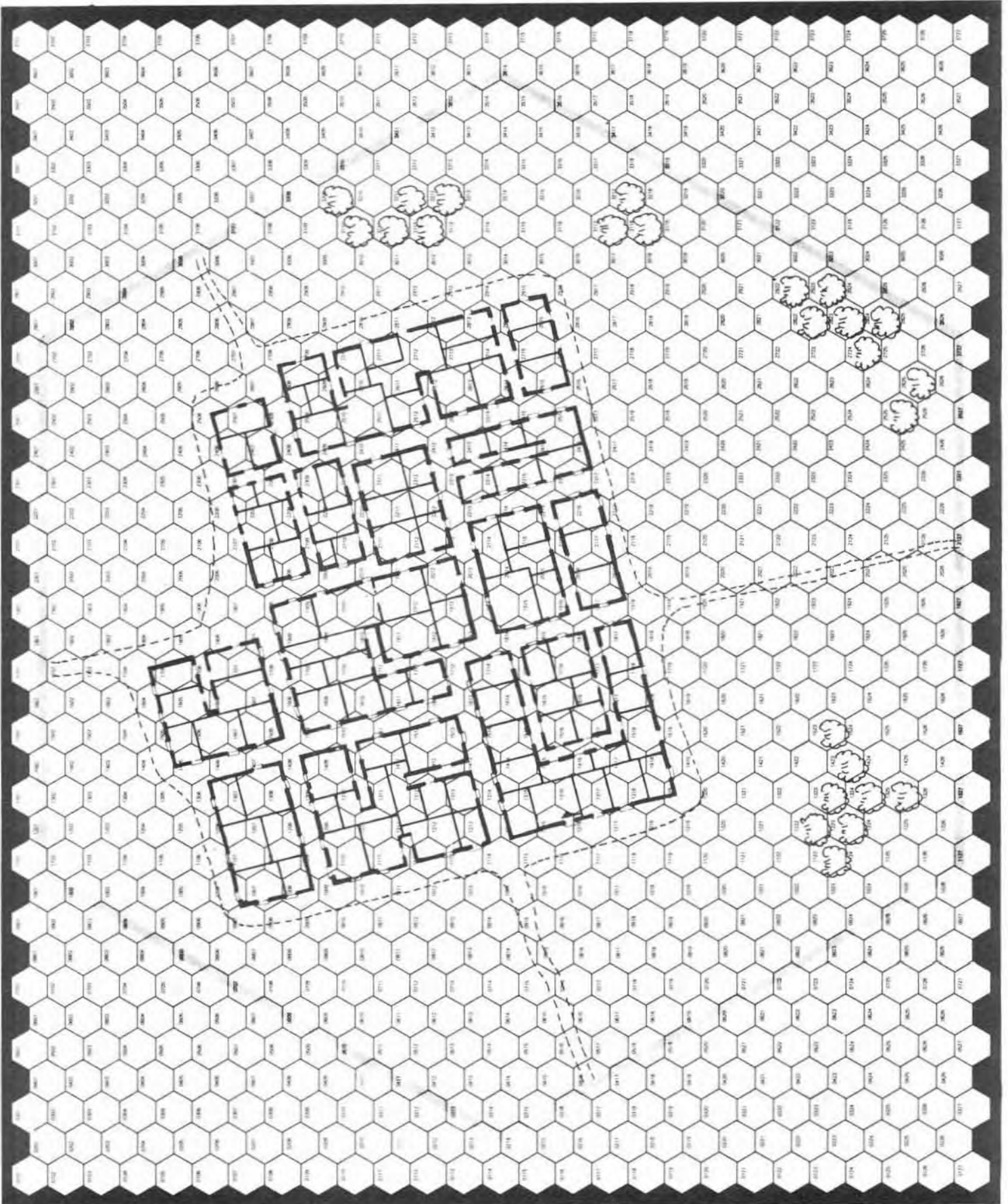




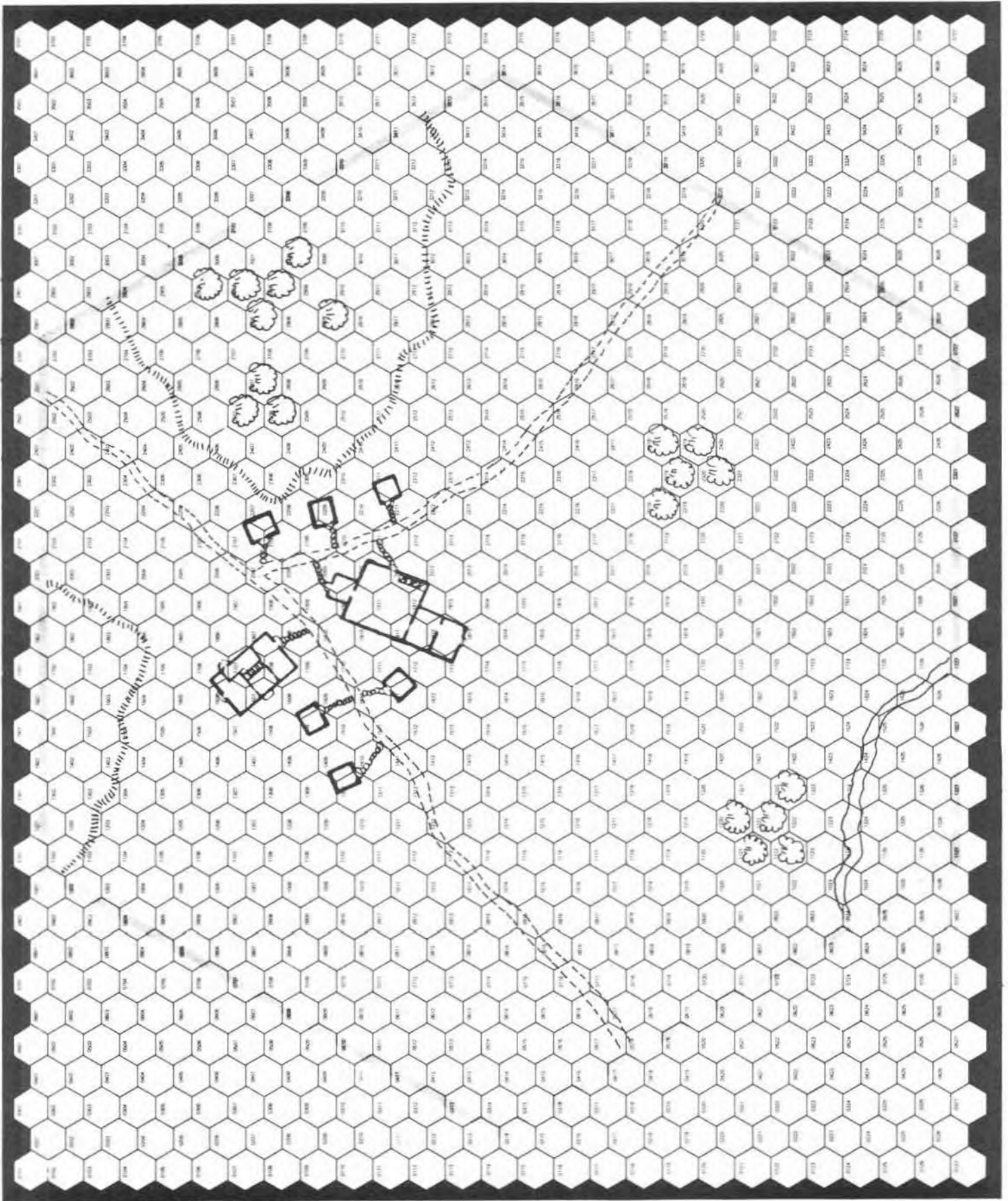


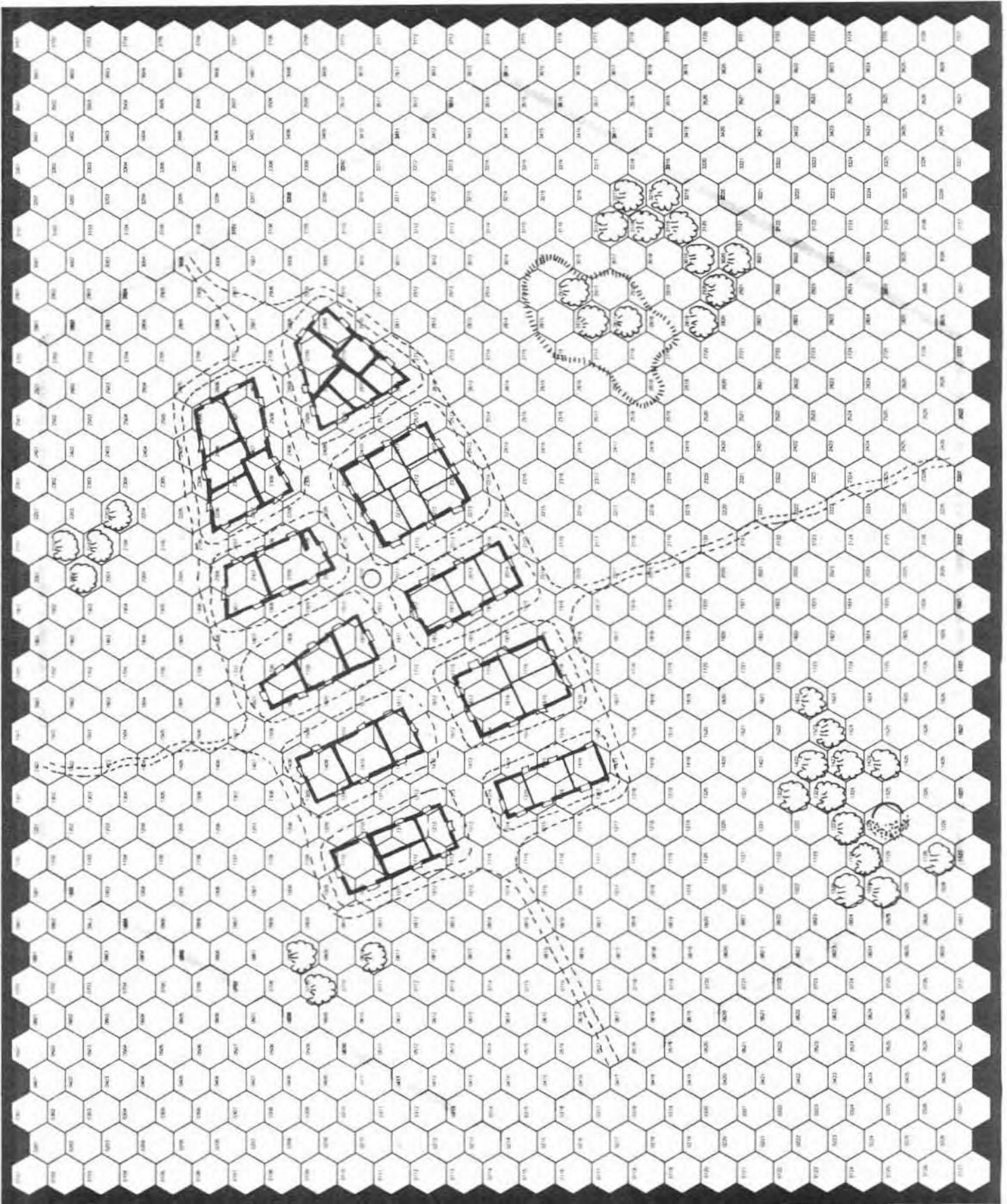


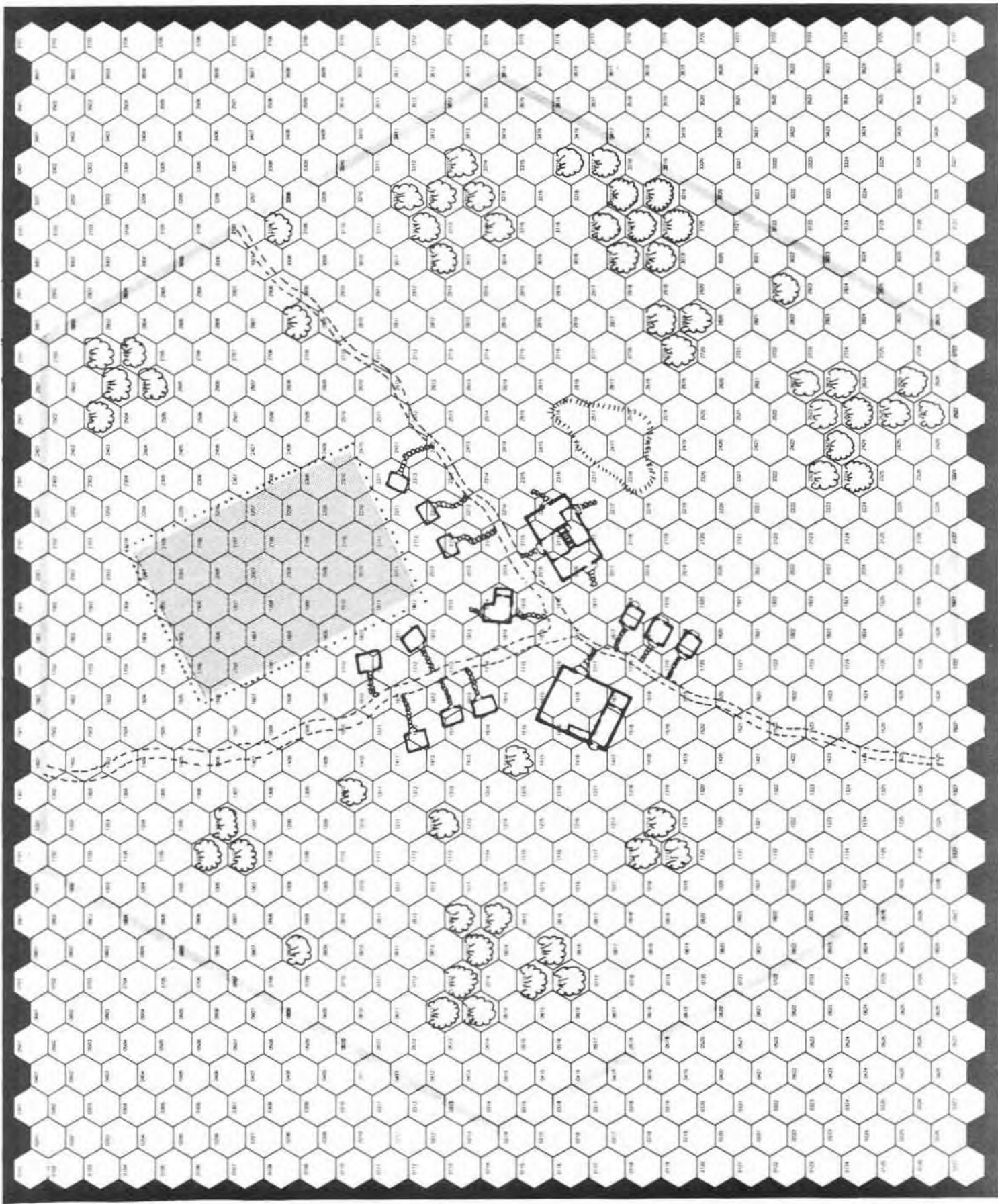


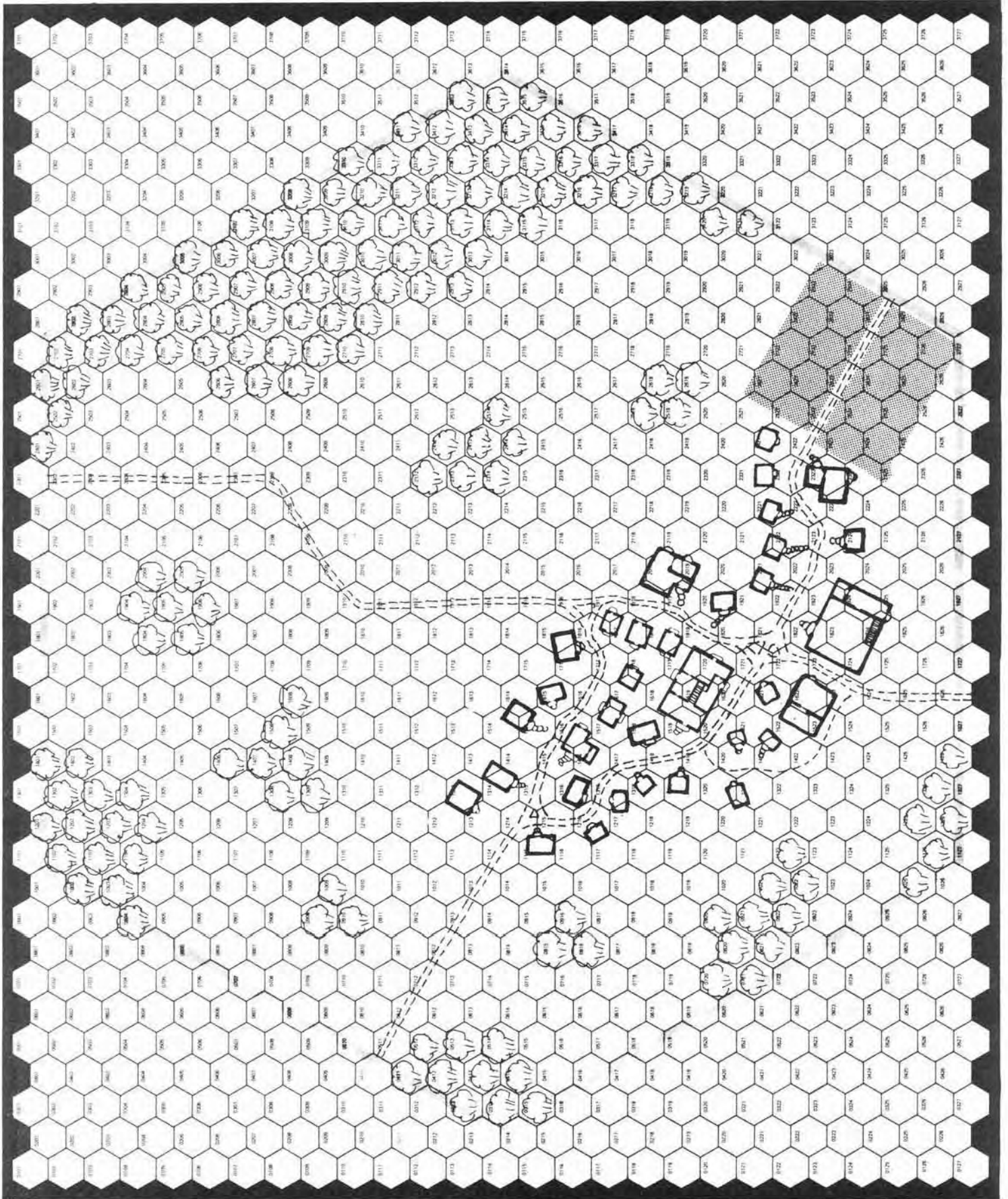


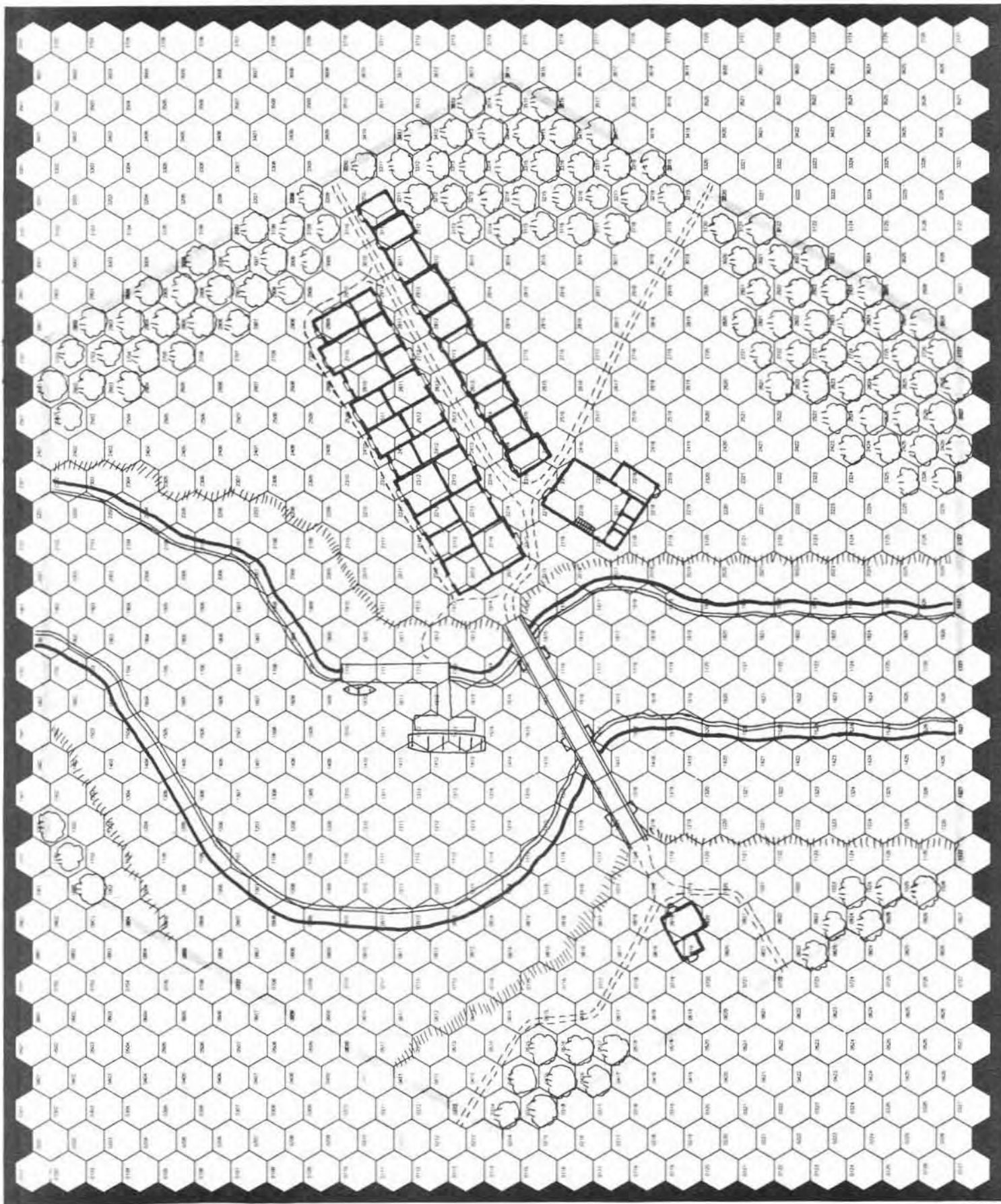


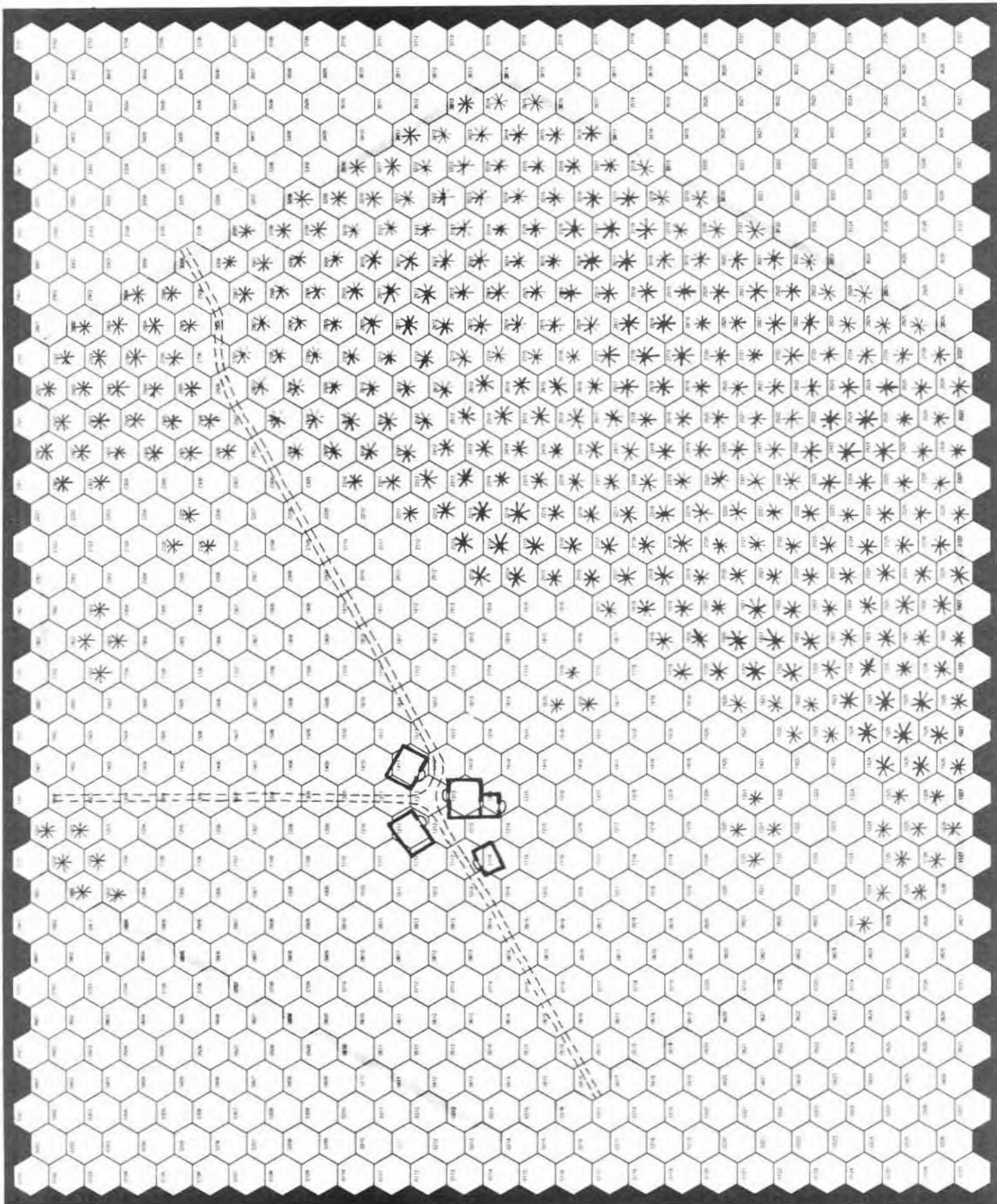


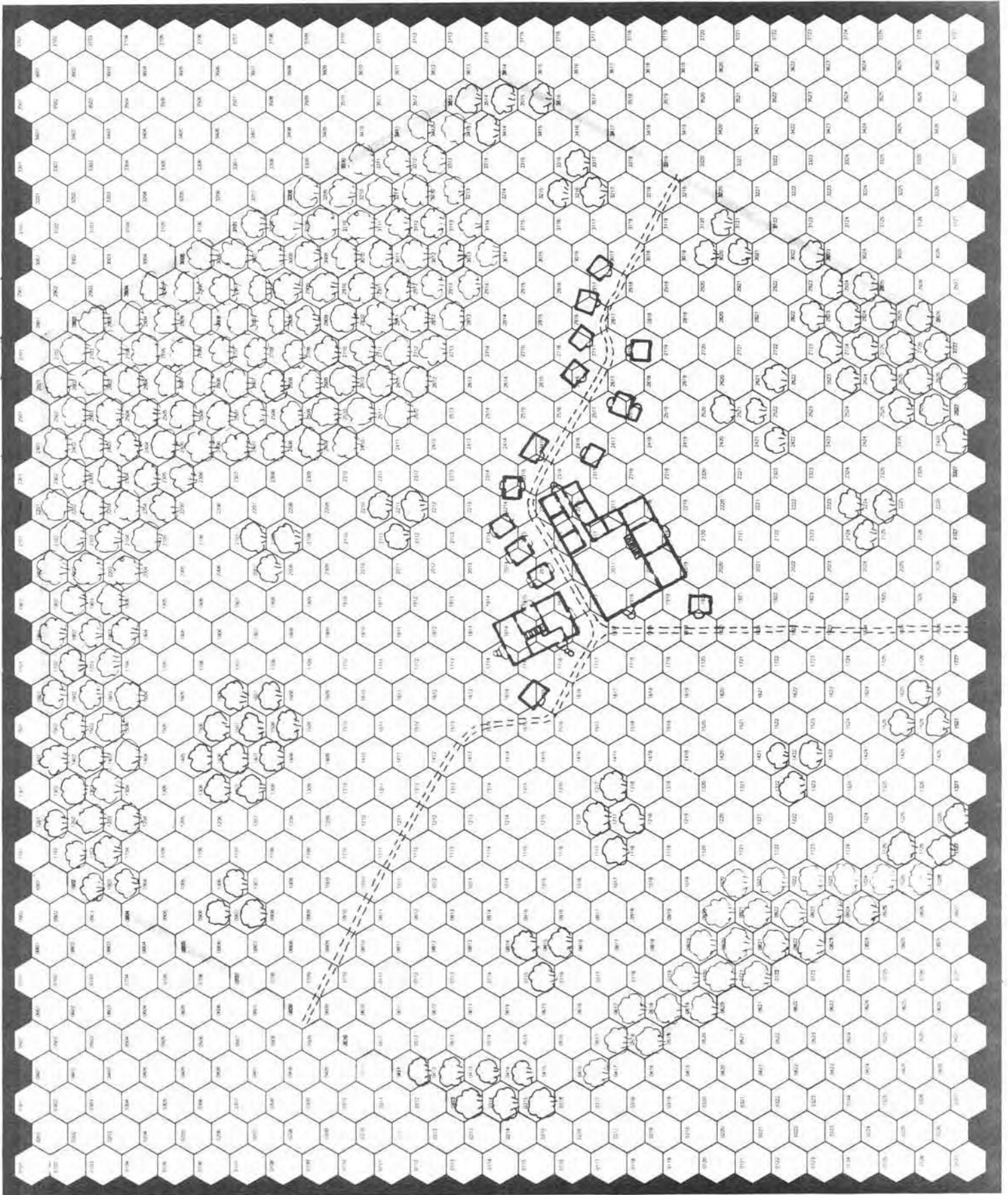


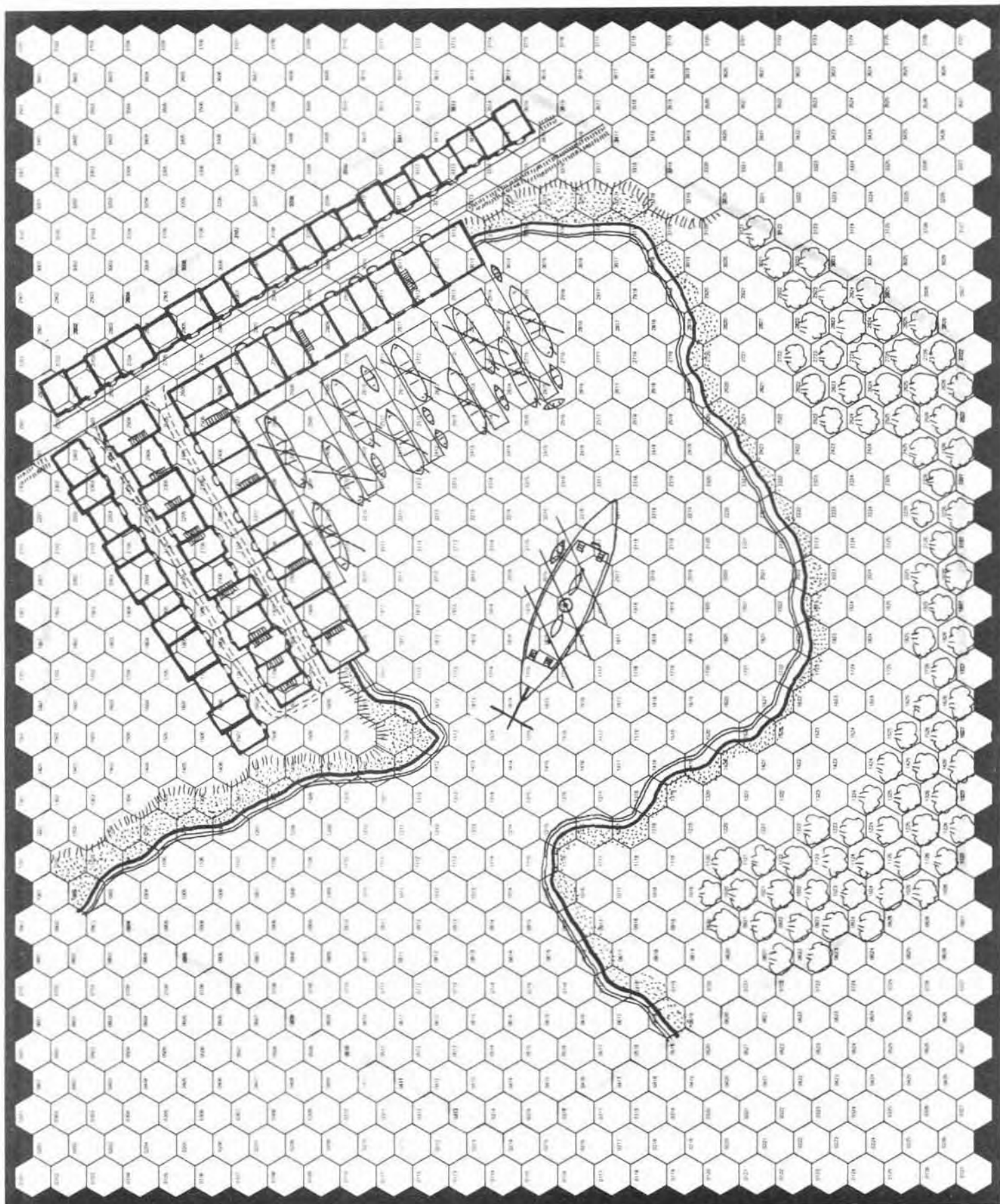




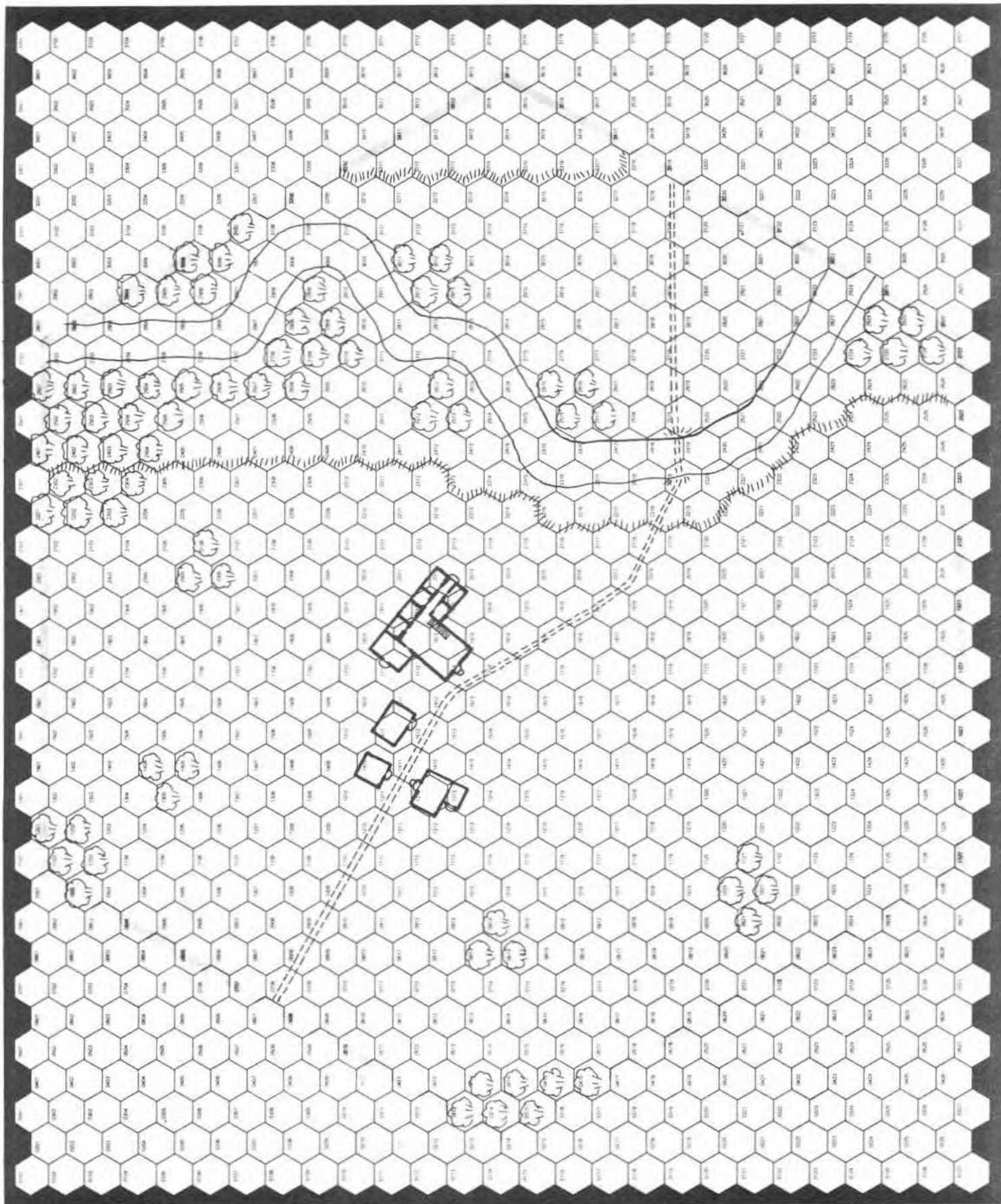


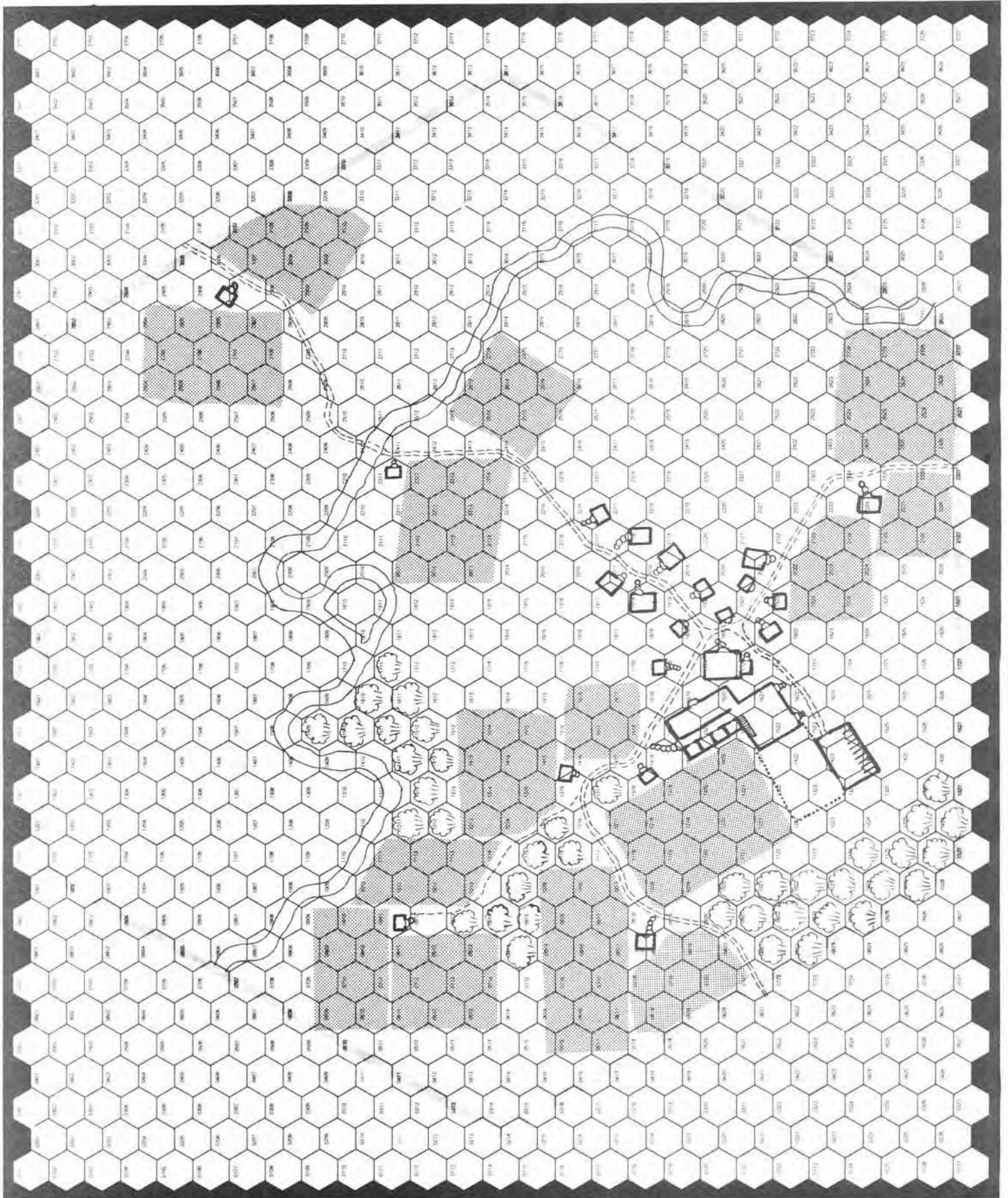


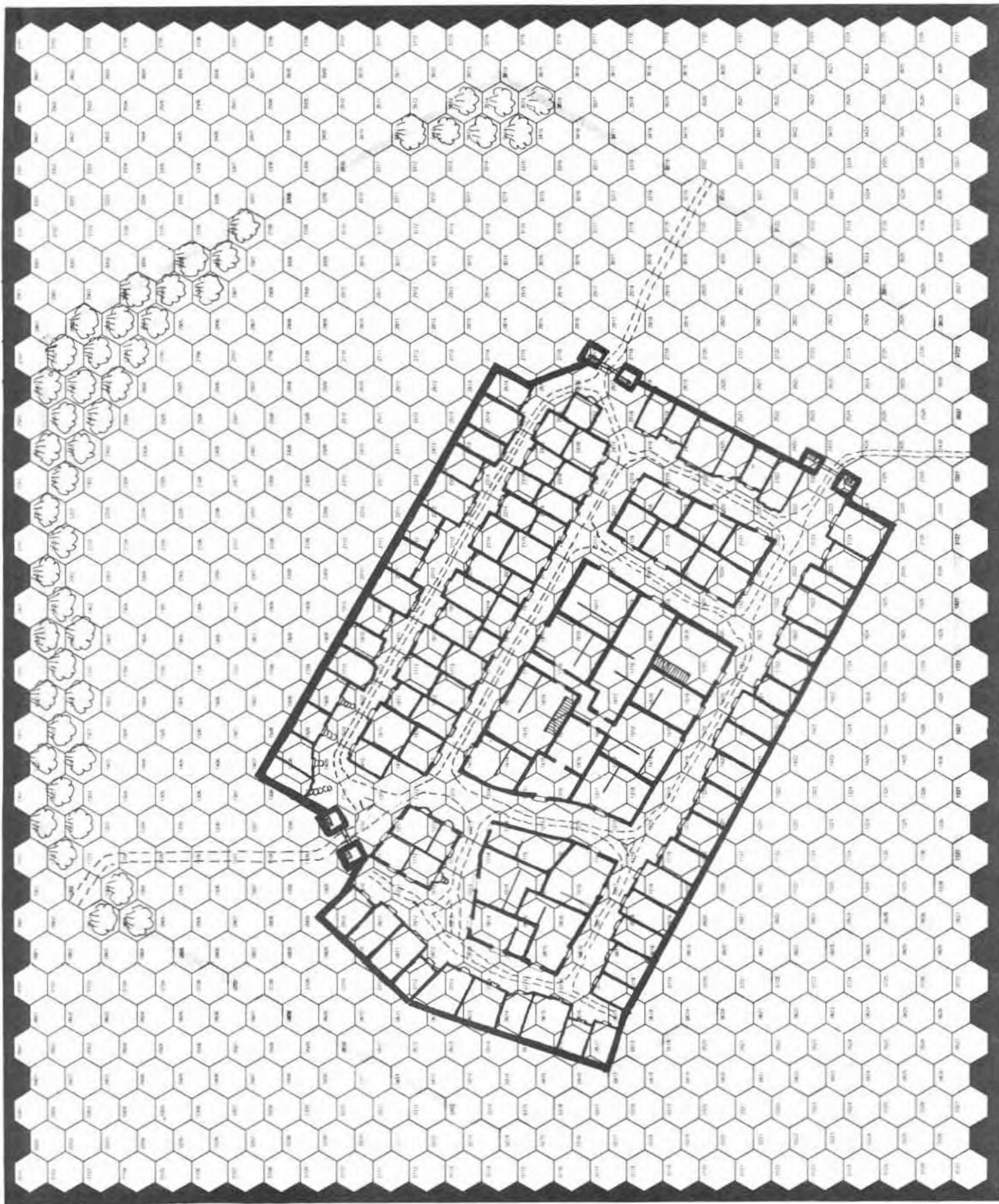


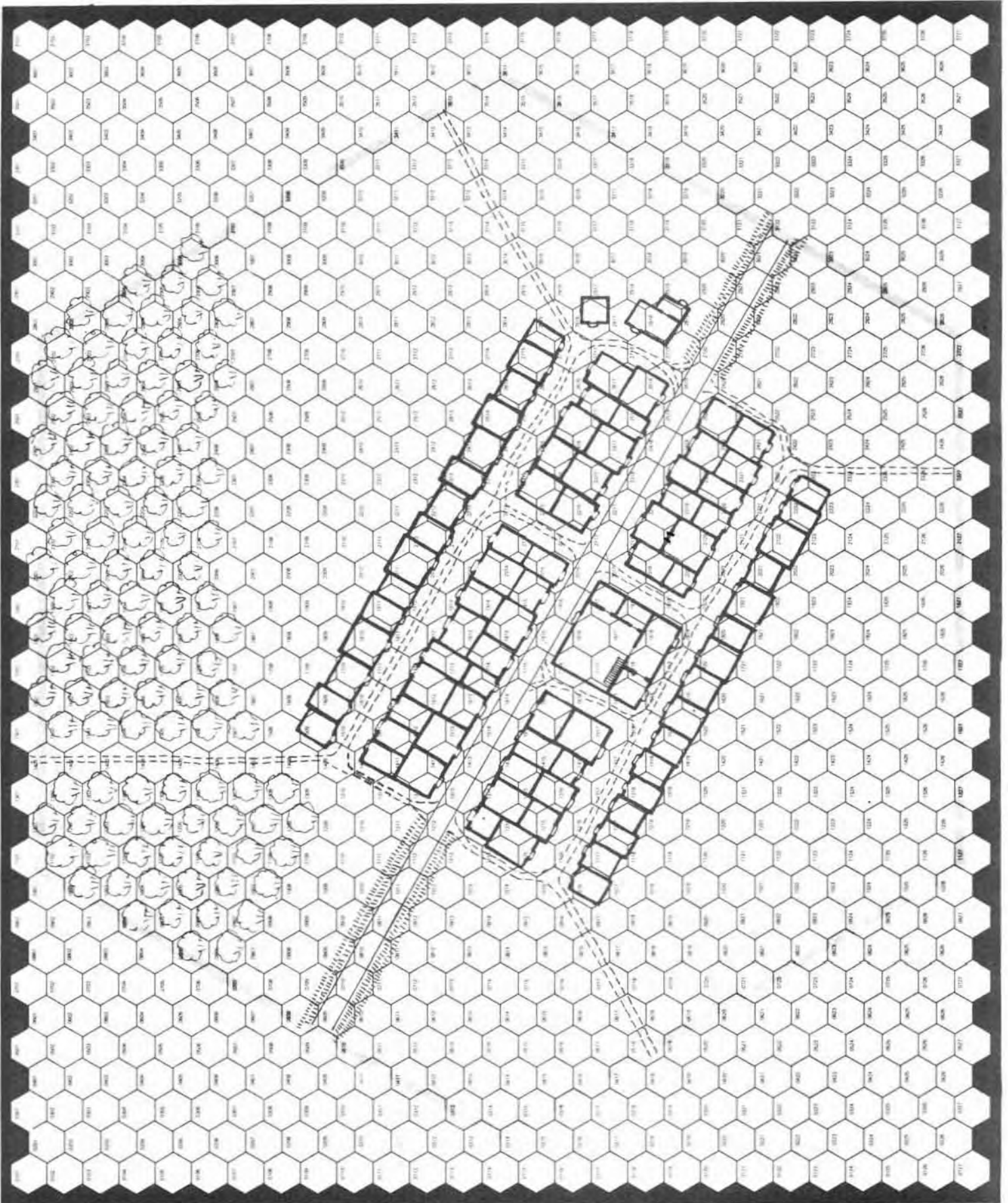


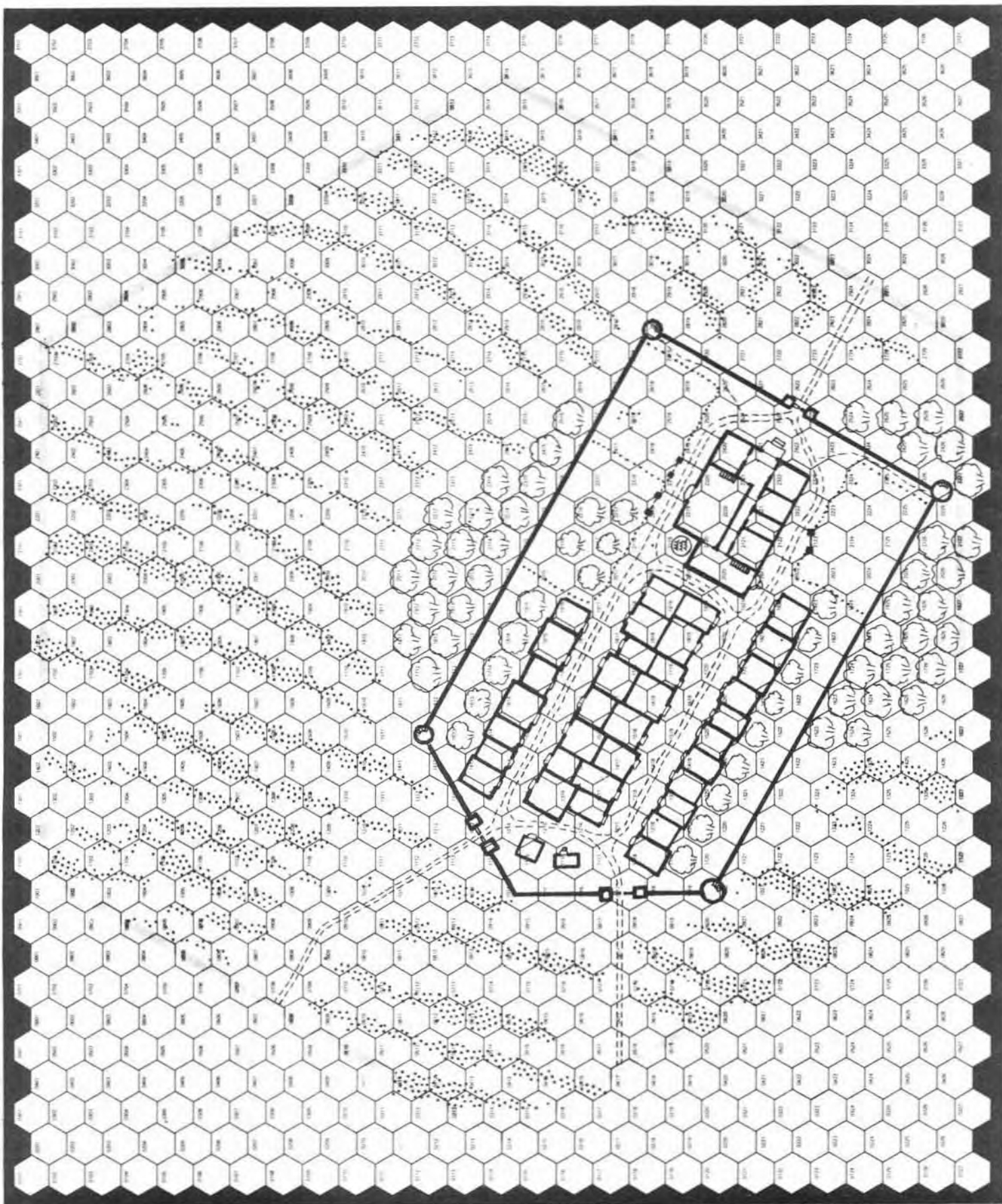


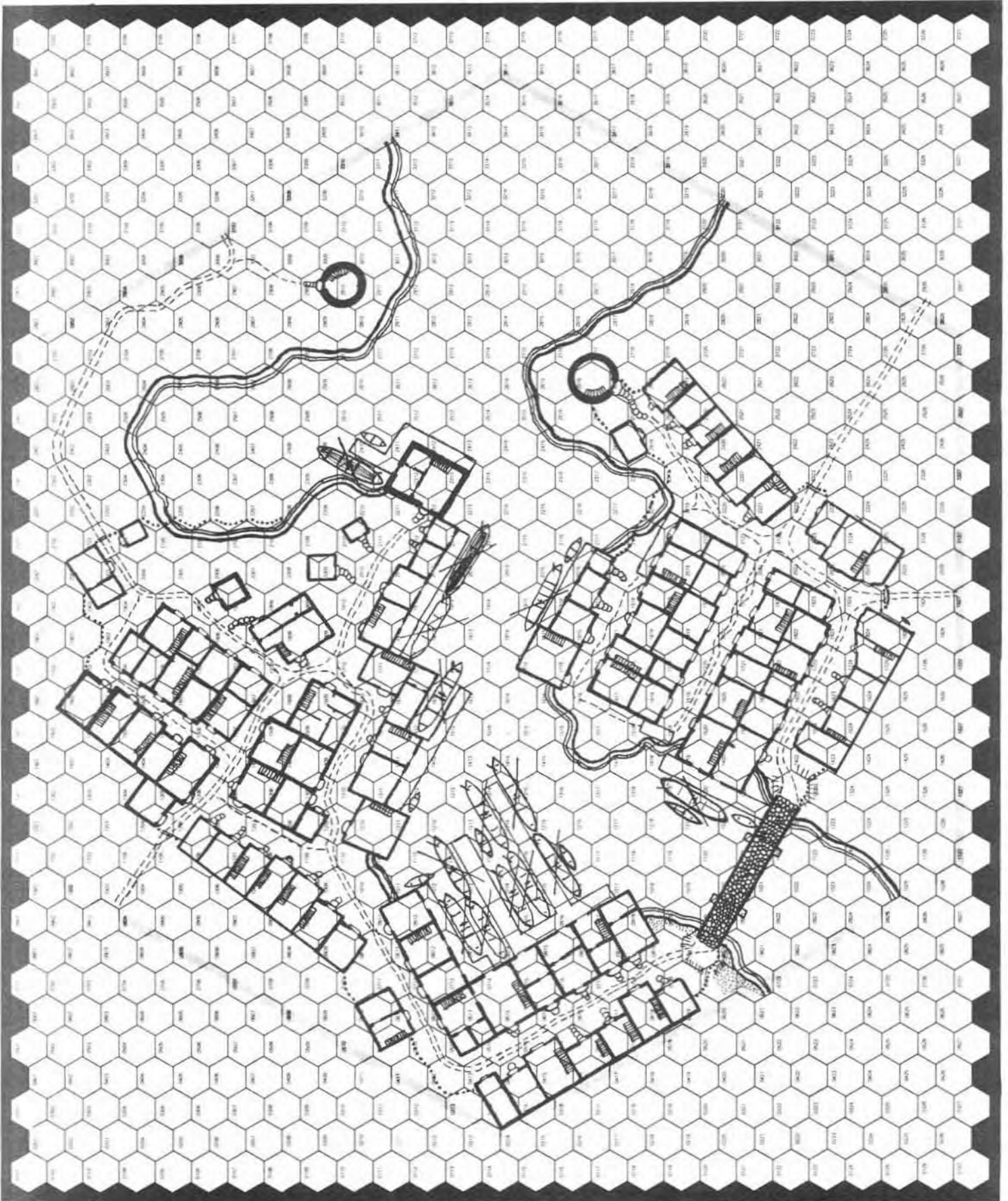


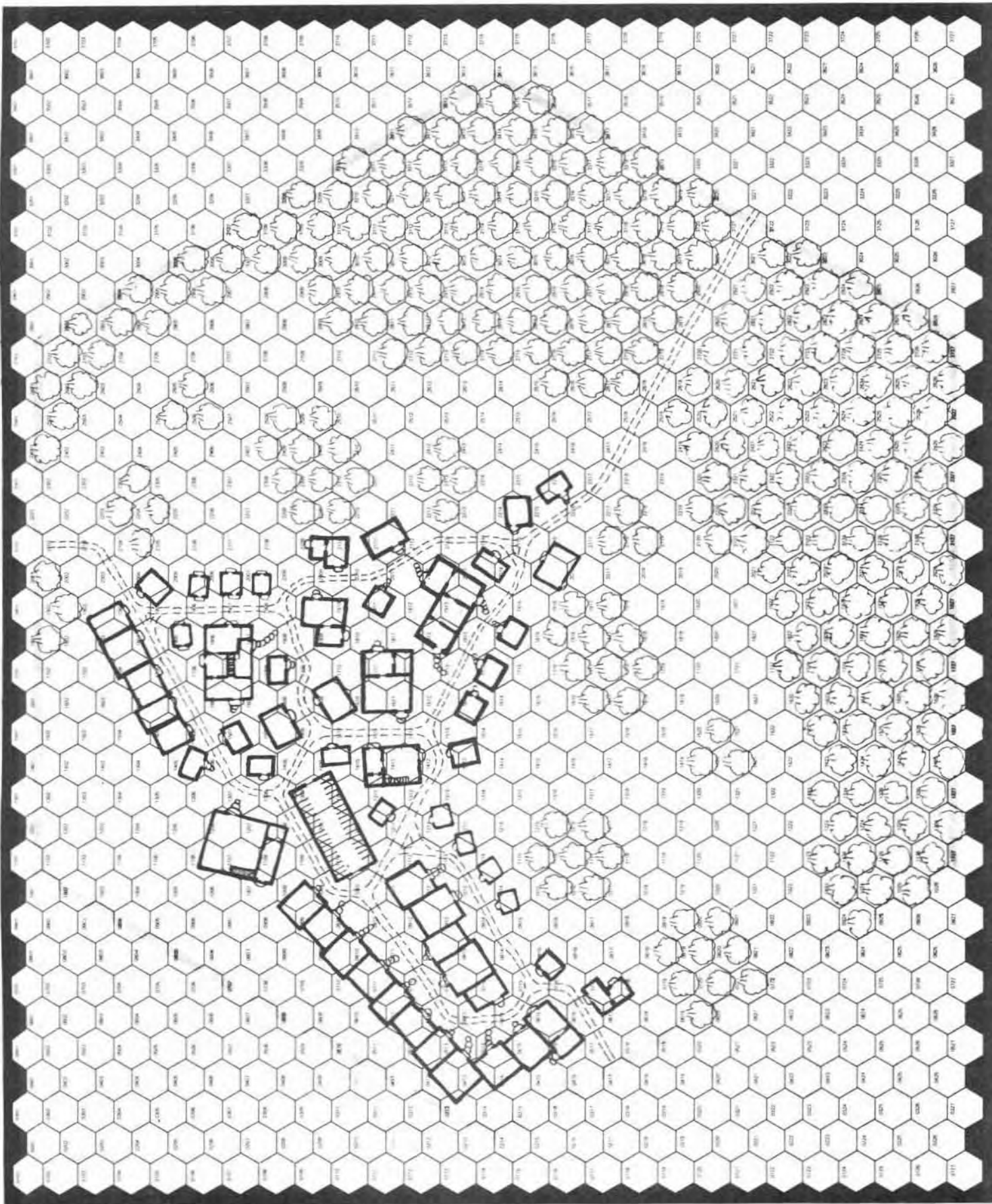


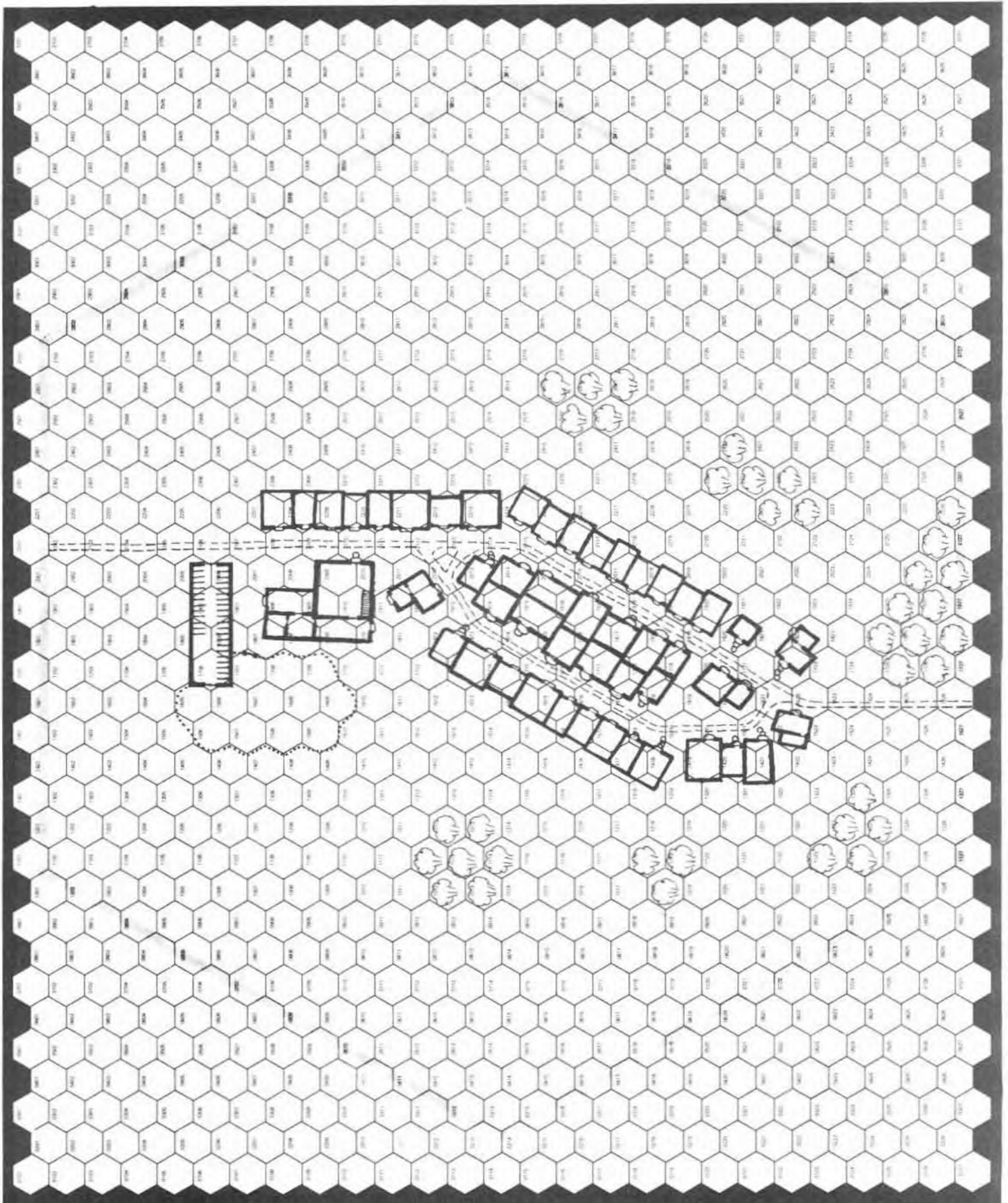




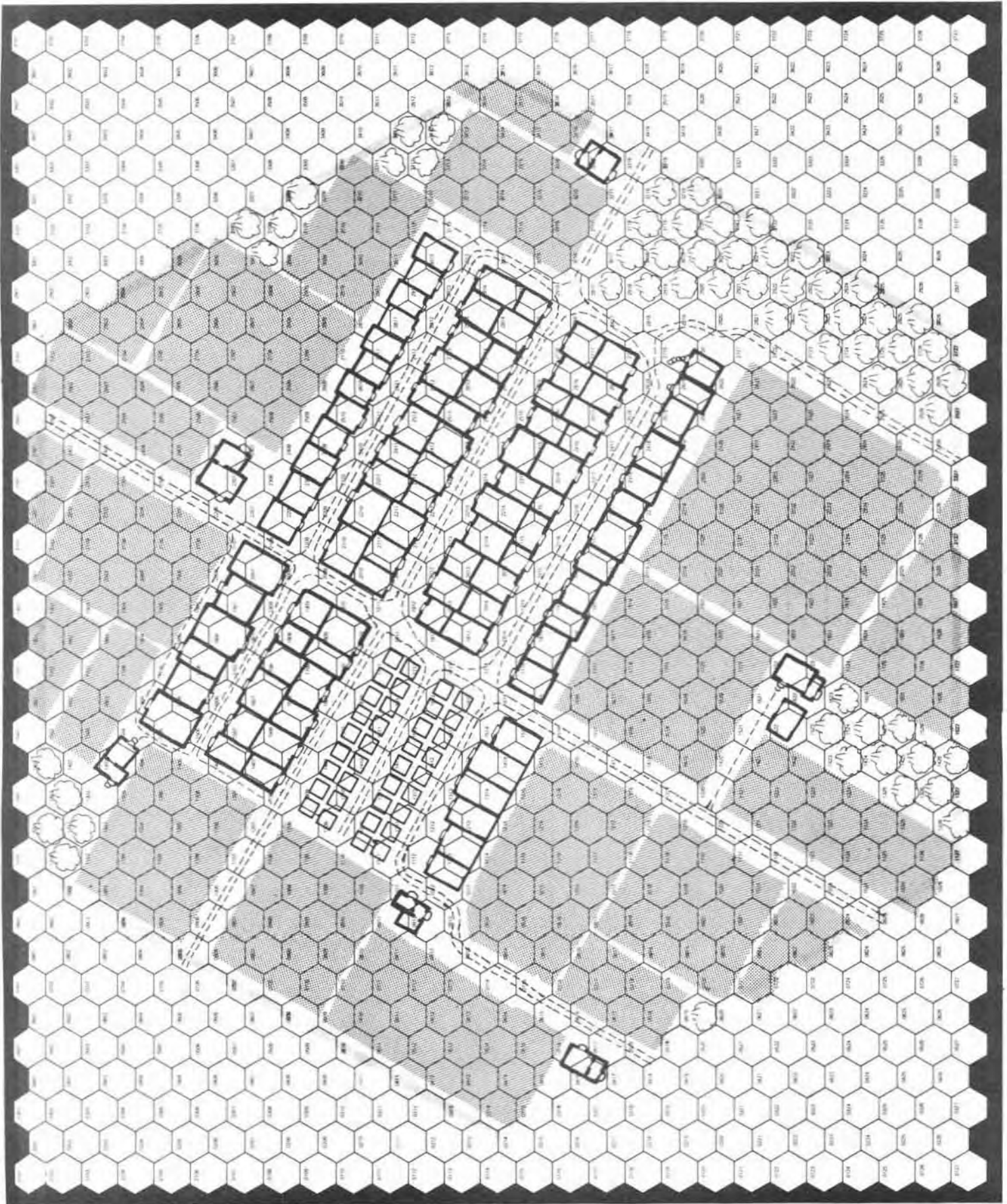




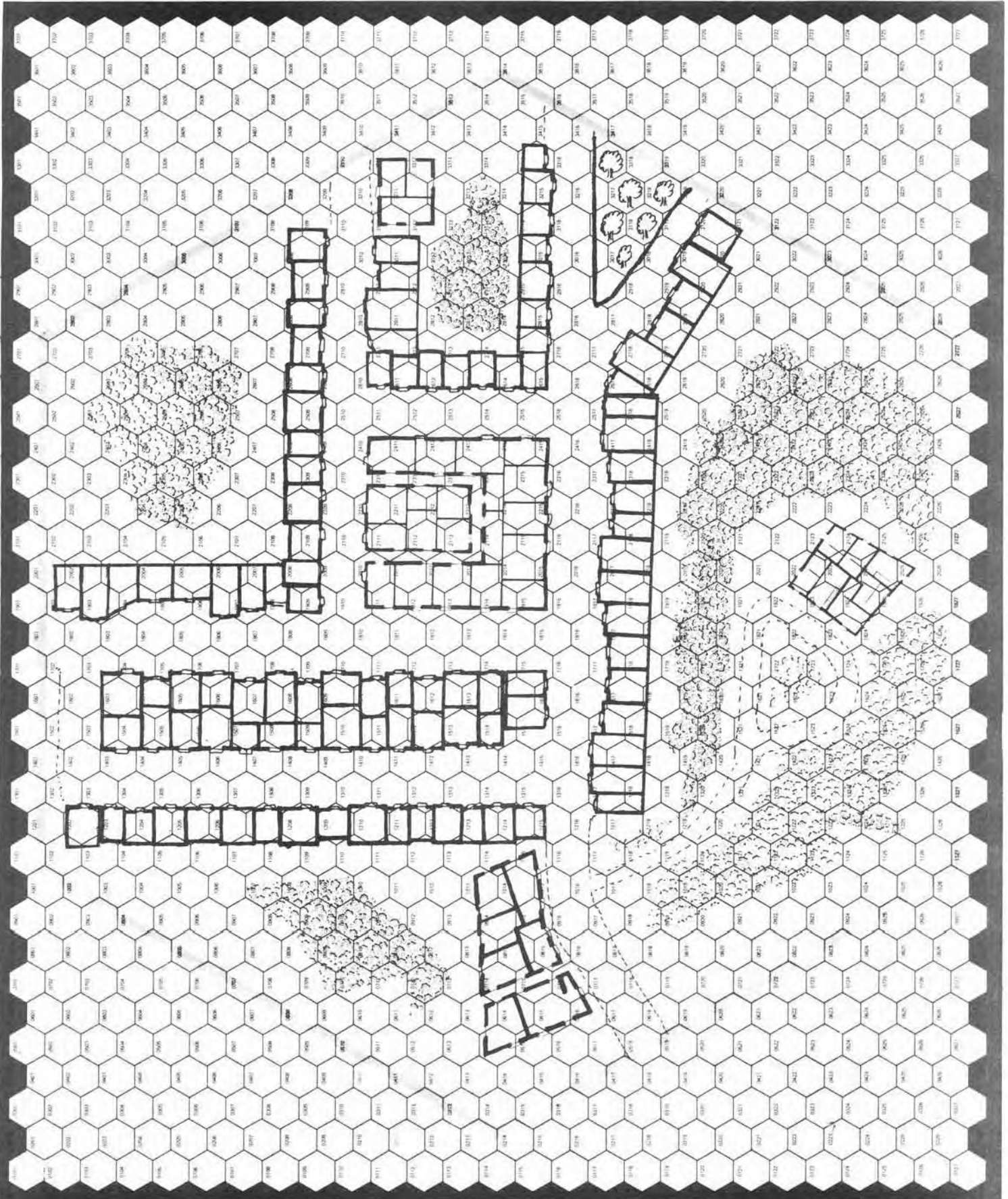


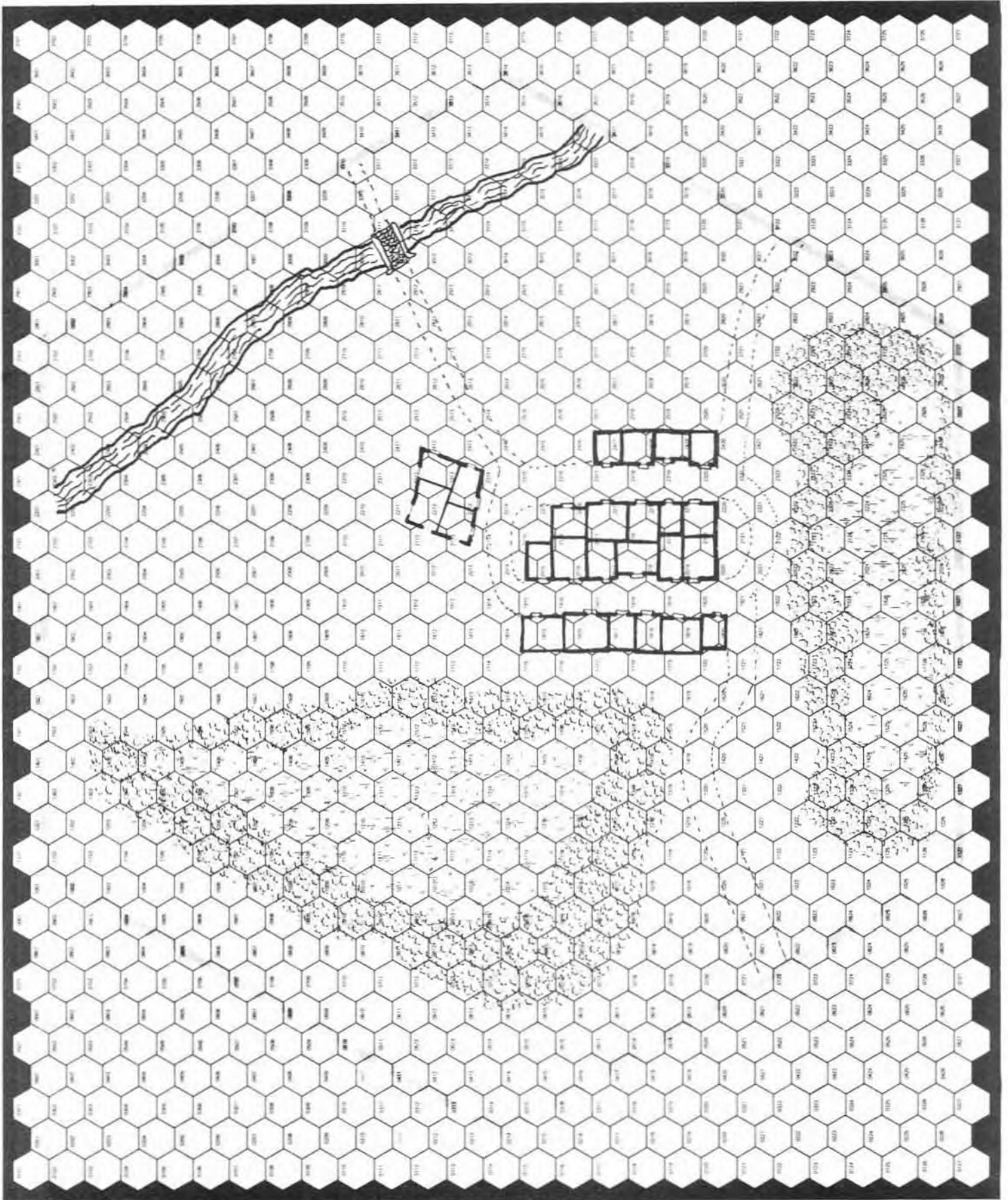


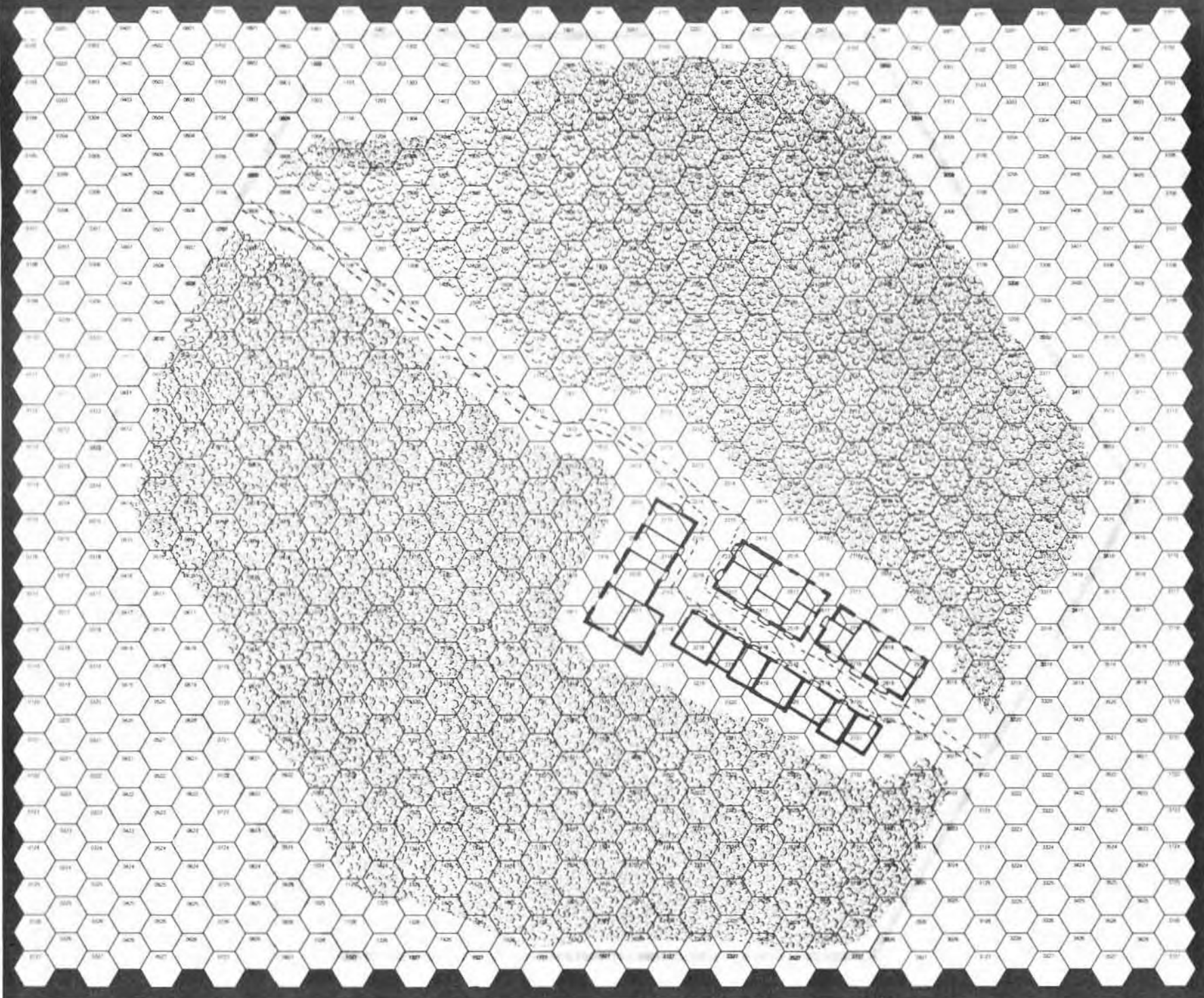


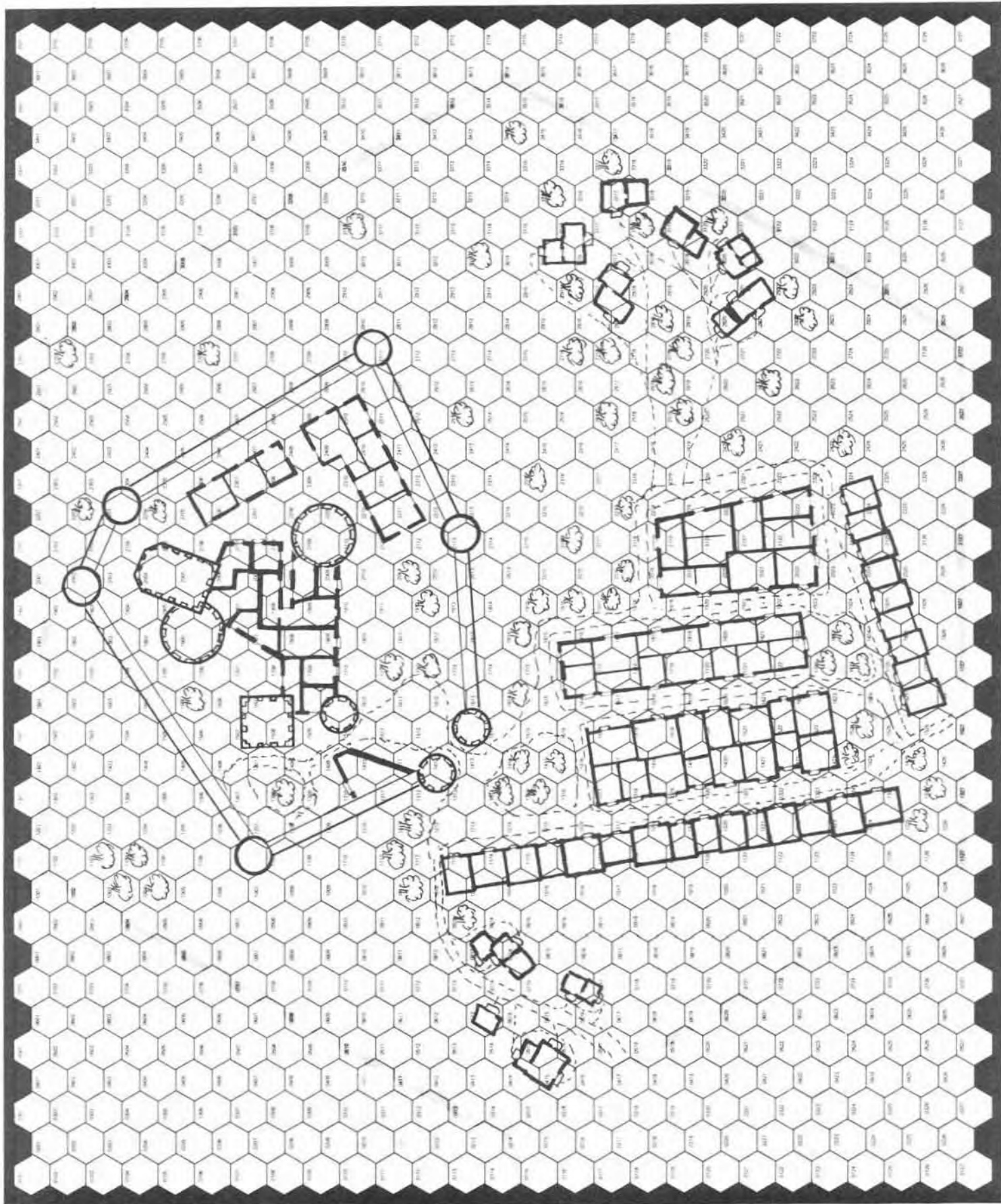












SEE YOUR DEALER FOR THESE  
OTHER FINE PRODUCTS FROM

# Judges Guild



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
37	First Fantasy Campaign	\$7.98
43*	Barbarian Altanis/Glowworm Steppes	\$5.50
46x4	Wilderlands Hex Sheets	\$3.00
48*	Wilderlands of High Fantasy	\$8.50
52*	Thieves of Badabaskor	\$3.00
55*	GenCon IX Dungeons	\$3.50
59*	Village Book I	\$2.75
60*	Castle Book I	\$2.75
61*	Island Book I	\$2.75
62*	Revised City/State Invincible Overlord	\$8.00
63*	Citadel of Fire	\$3.00
66	Sea Steeds and Wave Riders	\$6.50
67*	Fantastic Wilderlands Beyond	\$8.00
68	War Cry and Battle Lust	\$4.00
69	Flotilla One	\$5.00
71	Frontier Forts of Kelnore	\$3.00
75†	Traveller Referee Screen	\$2.50
76*	Dragon Crown	\$1.75
78†	Traveller Logbook	\$3.00
80*	Of Skulls and Scrapfaggot Green	\$4.50
87**	Character Codex	\$4.50
88**	Dark Tower	\$5.50
89†	Starships & Spacecraft for Traveller	\$5.50
92*	Wilderlands of the Magic Realm	\$8.50
93*	Under the Storm Giant's Castle	\$3.00
96	Treasury of Archaic Names	\$4.95
100	TREK-80 (for the TRS-80)	\$15.00
102*	Caverns of Thracia	\$6.50
104*	Village Book II	\$3.00
105†	Dra'K'ne Station (for Traveller)	\$4.95
107%	Broken Tree Inn (for Runequest)	\$4.00
108*	Verbosh	\$6.50

## DON'T FORGET OUR FINE MAGAZINES WHILE YOU'RE THERE

77	Journal 12 (U) with contest winners	\$2.00
82	Journal 13 (V)	\$1.00
90	Journal 14 (W)	\$1.50
97	Journal 15 (X)	\$1.50
103	Journal 16 (Y) with contest winners	\$2.80
73	The Dungeoneer Compendium of 1-6	\$2.50
85	The Dungeoneer 7 (5½ x 8½)	\$.85
86	The Dungeoneer 8 (5½ x 8½)	\$1.25
81	The Dungeoneer 9	\$1.75
84	The Dungeoneer 10	\$1.75
94	The Dungeoneer 11	\$2.80
101	The Dungeoneer 12	\$2.80
106	The Dungeoneer 13 (special superhero issue available Sept 14)	\$2.80

Products above are approved for use with the  
following games as indicated below:

\*=D&D    \*\*=AD&D    †=Traveller    %=Runequest

# Judges Guild



**Fantasy Games**