

14(W)

Apr-May

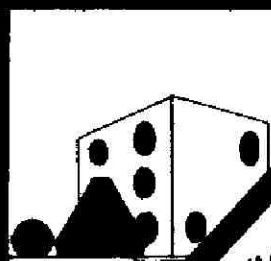
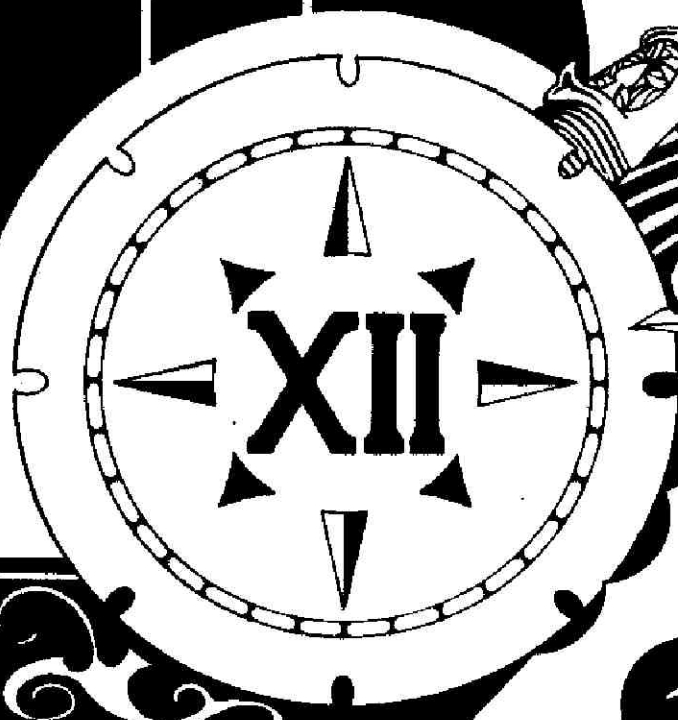
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Judges Guild Journal



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JOCULAR JUDGMENTS



TABLE OF CONTENTS

First, I would like to thank all of you readers who have seen fit to write or call and express favorable comments concerning both the Judges Guild Journal and her sister magazine, The Dungeoneer. While we have a long way to go before we are perfect, it is nice to know that you appreciate what we have been doing so far. For those of you who are not already subscribers to either or both magazines, please note the info at the end of the Tips from the Tower column. If you get your subs in now you will be able to save even more money than on subscriptions after May 1 because you'll be getting your subs at the current rates (see Publisher's Statement and subscription info).

Many of you have wondered about the TRS-80 computer we have been talking about and what will be happening here at Judges Guild, in general. First, we are hoping to hit many more conventions this year than in prior years. The next cons we will be at are Novacon, a gaming and SF con in Detroit where Paul Jaquays and I will be Guests of Honor with Alan Dean Foster, and MonCon in Morgantown, WV—both on the same weekend: Mar 30-Apr 1 (Novacon is on Mar 31 only). We hope to be at many more cons later and will probably be at Gamefair and at Tippecanoe. We are also trying to arrange to be at Queen City's Wargaming Con and, possibly a Star Trek con in Cleveland (see con listings). Of course, we will be at Michicon (where we hope to be running an event) as well as Gencon and Origins. Another good possibility is NorthAmerican in late August. There are others we would, also, like to get to, but it will be a matter of coordinating an awful lot of things so that we don't leave ourselves short-handed and fall behind in our production schedule. Of course, we'll be sure to keep you informed of where we will be at for sure.

Also, you should be aware by now that we have signed our contract with TSR for getting playing aids approved for AD&D®. We have, also, had inquiries and have made inquiries into doing playing aids for other companies than TSR and GDW. Some of these may take the same form as those we have been doing, but we are, also, considering software sales, play-by-mail and at-site play (such as here or at cons) for many different games. At the present, for those of you who haven't heard, we have two TRS-80 computers: one 32K Level II Basic system with two cassette drives, 4 disk drives and a line printer and one 16K level I Basic machine which we expect, by the time

April/May 1979

14 (Issue W)

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Omniscient Opinions

Runic Scrolls & Translations

by Bryan Hinnon.....4

Using Slings

by Kevin Dautremont.....14

More NPCs

by Ronald Pehr.....18

Occupational Chart

by Paul Pruett.....24

Letters of Marque

by Bob Bledsaw.....28

Details

by Tom Holsinger.....29

A Clarification of Character Types

by N. Morgan.....30

Jocular Judgements by Chuck Anshell.....1

Tips from the Tower.....3

Of Skulls & Scrapfaggot Green Errata.....10

Wildernesses of the Magic Realm

Designer's Notes by Mark Holmer.....15

Comic by Rusty Lamont.....16

Con Listings.....22

Dungeon Contest Rules.....26

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Judges Guild.....Inside front cover,
Inside back cover, 31.

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PUBLISHER'S STATEMENT

The Dungeoneer is owned by Chuck Anshell and is published by Judges Guild, 1165 N. University, Decatur, IL, 62526. It is published on alternate months with The Judges Guild Journal which is owned and published by Judges Guild. Guildmember subscriptions include the Judges Guild Journal and, in addition, installments and rates are as follows: New Subscribers: 1 year (6 issues) \$12, 2 years (12 issues) \$24, 3 years (18 issues) \$33; Renewal Subscriptions: 1 year \$11, 2 years \$20, 3 years \$29. Lifetime Subscriptions: \$100. Subscriptions to The Dungeoneer are: New Subscriptions: 1 year (6 issues) \$9, 2 years (12 issues) \$17, 3 years (18 issues) \$24; Renewal Subscriptions: 1 year \$8, 2 years \$15, 3 years \$22; Lifetime Subscriptions: \$120. ON ALL SUBSCRIPTIONS: U.S. add \$4.50 for 1st Class, Canada add \$4.50 (air) or \$3.80 (3rd Class), Foreign add \$14.50 (air) or \$5.20 (surface) for postage PER YEAR PER SUBSCRIPTION. (U.S. regular is sent Bulk Rate - no additional postage charge). The Dungeoneer-The Adventuresome Compendium of Issues 1-6 is the compilation of those issues and is available from Judges Guild & its distributors and is \$2.50. Foreign orders \$4.80 (includes airmail). No single copies of those issues are available anymore. No foreign cash or checks accepted. All foreign orders should be money orders made out in U.S. Currency. PLEASE DO NOT SEND CASH THROUGH THE MAIL. Checks and Money Orders for any of the above should be made out to Judges Guild. Which subscriptions you are ordering should be clearly stated.

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Size	1 or 2 times	3-5 times	6 times+
Full page	\$120	\$110	\$105
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Fan's "	\$ 4	\$ 3	\$ 2

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The Judges Guild Journal and The Dungeoneer welcome all contributions of articles and art for inclusion in one of our columns or as separate articles. Reimbursement is made in the following manner: each contributor gets one free copy of the issue the material appears in. If In addition, copy and art are paid for in store credit good for purchases of any product Judges Guild carries. Further, if you will accept credit good for only products Judges Guild produces, including subscriptions and retail products, (as opposed to these items and those of other manufacturers whom we carry), we will give you 10% more than the amounts indicated. If you do not wish credit, we will pay cash, but this must be requested! No 10% bonus on cash payments. All payments are made at the time of publication. All material becomes property of Judges Guild unless we reject it. We are working out a system of notifying you whether or not material is accepted. In the meantime, you can assume that if we do NOT intend to use it we will notify you. Copy and art not used will not be returned, however, unless a stamped, self-addressed envelop, with sufficient postage, is included. The current reimbursement schedule is as follows and is subject to change at future dates. Payment is made at the rates last published in either magazine. Unsolicited copy, serialized or not: 30 ¢ per column-in; Solicited, serialized material: 40 ¢ /c-in. Solicited, non-serialized material: 50 ¢ /c-in. ARTWORK: charcoals, full-tones and other works which must be half-tone screened: Small (1/2 page or less) \$5 each or a series of 6 for \$4 each, Large (more than 1/2 page, printed) \$10 ea or 6/\$9 ea. Inked line-drawings or works not needing half-toning: Small: \$6 each or 6/\$5 each; Large \$12 each or 6 for \$10 each. FULL COLOR, FULL PAGE (for cover or internal) \$20 or a series of 6 for \$15 each. Solicited, full-color covers: price will be set when we contact you.

you read this, will have been converted to Level II. At the present time we have several in-house games which the local gamers seem to like to play a lot. These games are, however, strictly for in-house use. Do to the complexity of the interplay between our various business-management programs and the size of a few of our databases, we have been having some programming difficulties in trying to get around end-of-disk problems when using sequential files. As it turns out it is a DOS problem which Radio Shack is aware of and is working on. Once we can get at least some of our business programs up and running, I

should be able to get back down to the serious stuff like the 'Guild Trek' program wherein the player will be "Head Mage on the Magic Carpet 'Judges Guild' ". (Just so you don't get the wrong idea, it won't be a 'Star Trek' rip-off). Hopefully I'll even be able to have 3D graphics with it, but I don't want to promise anything like that yet.

Well, guess that out to give all of you a better idea of what's goin on around here, so I think I'll leave you now so you can get on to enjoying the rest of the zine.

Chuck



Well another two months have passed and things around Judges Guild have really been moving along. We have recently received a shipment of the new boxed miniature sets from Grenadier which sell for \$10 a box and include 20 different figures. Two Wizards & Warriors Sets: The Dungeon Adventure Set and the Monsters Set. Soon to be available will be the Western Gunfighter Set and the Space Squadrons Set, also at \$10 each. Several new Judges Guild products are available now, too. The Character Codex (character reference sheets), product # 87, which has 54 sheets for 24 different player-character types. It sells for \$4.50. Another new release is Under the Storm Giant's Castle, product # 93, one of our dungeon-contest entries. It has been supplimented with lots of art from Paul Jaquays and Brian Hinnen and is available for \$3.00. Further, we have product # 92, Wilderlands of the Magic Realm, which Journal subscribers have already received as the last two installments. It will retail for \$8.50. Yea, even that is not enough! We have not been sitting idly by, lo, these many days, but have another Traveller® play-aid available, too: product # 89, Starships & Spacecraft for Traveller. Stop, you say! Temptation is too great, you holler! Well I will stop,

for a moment, that is, to let you know that we now have in final production stages one product # 88, Dark Tower an AD&D® adventure by Paul Jaquays. It will soon be available for a mere \$5.50! I should, also, pause to state that products 92 and 93 are approved for use with D&D® and products 87 and 88 are approved for use with AD&D®. One final note: We are somewhat sorry to have to announce that the first price increase in Judges Guild history will soon be taking place. That being for subscriptions to The Dungeoneer and the Judges Guild Journal (Guildmember subs. that is: Journals and installments). Starting May 1 subscription rates will be as follows: NEW: 1 year (6 issues) \$15, 2 yrs \$29, 3 yrs \$43. RESUBS: 1 yr \$14, 2 yrs \$26, 3 yrs \$35. LIFETIME SUBS: \$150.00. The same rate applies to either magazine. Subs other than Lifetime subs should have appropriate postal charges added, as before. Increasing the subscription rates is being accompanied by increases in cover prices. Don't take this as a sign that all of our prices will increase. The main reason for the price increase (other than increases in printing costs which we have been absorbing until now) is the upgrading of both magazines. The Journal will now have Color covers all the time and will be increased to 36 pages, including covers (starting with this issue). The installments will still be their same size, so you will still be getting much, much more than the 20 pages of material we have always promised you. The Dungeoneer will, also, be increased to 68 pages, including covers, and will have Color Covers and 16 pages of color available in each issue, starting with issue 11. For those of you who hunger for even more material than the bi-monthly Journal gets you, try The Dungeoneer, the originators of the dungeon in every issue and the # 1 fanzine for DMs and GMs. If you have been waiting to subscribe, do it now, before the price increase and save even more! (one final note: subscriptions for either magazine which are currently running will not be affected in any way by this price change.)

KX↑ΦΥ ΣΥΚΜΙΧ ΝΤΕ ΓΚΝΤΧΥΑΔΩΤΧ

RUNIC SCROLLS & TRANSLATIONS

by Bryan Hinnen

ΛΝΚ↑↑ ΓΛΩ ΝΠ↑ ΓΙΜ
 Σ ΣΥΚΜΙΧ ΩΔ ΣΗΥΩΜ ΑΛ
 Φ↑Γ ΜΥΕ ΚΧ↑ΗΝΓΚΧ ΓΙΜ
 ΩΥΚΑΣ Φ↑Σ ΡΚΦ↑ΗΝ ΠΗΛ

ΓΡΩΦΥ Φ↑ ΦΦ↑ ΡΗ
 ΓΚΝΤΧΥΑΔΩΤ ΓΑΡΜΚΩΣ
 ΣΜ ΓΗΝ ΓΛΩ ΓΝΤΣΓ ΣΗ
 ΩΩΤ ΑΝΧ ΚΧ↑Χ ΣΑ ΓΩ ΩΣ

The subject poem is basically a travel guide from the town of Freeman's Fen (Hex No. 0203, "Valon: Campaign Map Five") to the Castle Blackmoor (Hex No. 3218, "The First Fantasy Campaign Map"). The backbone of my sources is J.R.R. Tolkien's Angerthas dwarf-runes from Appendix E of *The Lord of the Rings*, using the most ancient meanings available. Translation (or, to be truthful, transcription) is easier than it looks, and can be mastered in a single afternoon. But I've done much simplification.

For use in your own campaign you may want to give players a realistic thrill by handing them an authentic-looking scroll. I've got a few of them and am waiting for the most opportune moment to unload them on my unfortunate players. Here is a "Recipe for Cooking Up Scrolls".

The best paper to use is pretty cheap: butcher's brown wrapping paper that comes on rolls three feet wide. I trim it to seven inches wide, but you can use any width you want. Get a couple of ¼" dowel rods at the local lumber yard about ¼" longer than the scroll is wide. Use about four coats of stain on them. Four little ornaments to stick on the dowel-ends might be nice, they can be picked up at a hardware or hobby store.

Now then, take a pencil and ruler and lightly pencil in some guidelines for your runes. I use ½" margins, quarter-inch lines with sixteenth-inch gaps between lines, one-inch gaps between poem stanzas. Runic dots go in the sixteenth-inch gaps.

Next you are ready for the transcription. Use the blackest, most permanent ink you can find. As Tolkien did in his maps and manuscripts, you can make key words and phrases stand out by using red ink; this too must be dark, permanent stuff. **Don't use water-ink or felt-tip markers!!!**

Take your time and do it right. "Words To Live By." The Dungeon Master must live by the reverse of General Patton's axiom. Your motto must be "A perfect plan tomorrow is better than a good plan today."

If you really want to make this a labor of love, you can make it look like *The Book of Nazarbul* that

Herein thou shalt find
 A Scroll of Second Age
 With old rune-letters lined
 Across its brittle page

Facing it will be
 Translation laborous,
 So that thou canst see
 What these runes say to us

the Fellowship found in Moria. Take a pair of scissors and carefully make extremely narrow V-shaped cuts in the margins to simulate axe-blows. Use a match or lighter to carefully scorch the edges or, as Tolkien did, use colored pencils, black and various shades of brown.

The ultimate painstake, if you have artistic talent, is to take your red and black pens and put fancy scrollwork in the margins and between stanzas, or expand the first rune of each stanza into a scrollworked nine-sixteenths-inch-square box. This takes one heck of a lot of time though.

Now comes the fun part. Get hold of a wide, shallow dish (I use a rectangular cake pan) and a bottle of white vinegar. Preheat your oven to 200 degrees. Now pour about an inch of vinegar into the bottom of the dish and run the scroll through it unrolled so that all surfaces are coated with vinegar, but not soggy. (This is where the guy who used water-colors or felt-tips will tear his hair out.) Funnel the remaining vinegar back into the bottle.

Now, lay out the paper on the biggest cookie sheet you can find. Stand the paper on its edge and curve it back onto itself, but don't let the folds touch each other. Put it in the oven and get it completely dried out. This should take about 15-20 minutes, and you can be heating up a pizza on the lower rack. When dried out, the scroll may be laid out in a well-ventilated place to get rid of the vinegar smell. The resulting aroma is a cross between smoking hickory and fire and brimstone, when I lay scrolls in front of a fireplace to dry. (Don't try to eat pizza and play with your scrolls at the same time. It tends to get grease spots on the scrolls. Save the pizza till later.)

When sufficiently aired out the paper can be rolled onto the dowel rods. I scorch the ends before rolling. Use some kind of super-glue epoxy (Elmer's just doesn't seem to befit the holiness of the scroll) to glue the ends onto the dowels.

And there you are. I think the uses of scrolls like this are evident to any self-respecting Dungeon Master.

By the way, you don't have to copy the runes

verbatim. You can change the wording to fit developments in your campaign. You can omit lines by conveniently scorching them. The scroll can have been severed or burned off at some spot. The stanzas could come on separate sheets, in different troves.

You can even write your own epic poems, sagas, and ballads. I used sixteen lines per stanza with rhyme-pairs adjacent to each other, eight syllables per line, in

ā	H <u>A</u> T	ᚠ
ā	H <u>A</u> TE	ᚠ
b	<u>B</u> ANE	ᚱ
ch	<u>CH</u> ARGE	ᚦ
d	<u>D</u> EN	ᚦ
dh	<u>TH</u> E	ᚠ
ē	<u>E</u> ND	ᚠ
ē	<u>E</u> VEN	ᚠ
f	<u>F</u> AIR	ᚠ
g	<u>G</u> OLD	ᚦ
gh	<u>GH</u> AST	ᚦ
h	<u>H</u> OLD	ᚠ
hw	<u>HEW</u> (hyoo)*	ᚦ
ī	<u>I</u> NN	ᚦ
ī	<u>L</u> INE	ᚠ
j	<u>J</u> EWEL	ᚠ
k	<u>K</u> EL <u>E</u> B	ᚦ
kh	(final k)	ᚠ
l	<u>L</u> INE	ᚠ
lh	(final l)	ᚠ
m	<u>M</u> AN	ᚱ

& (Ampersand) ᚠ

the rough meter of "da-DUMda-DUMda-DUMda-DUM".

When writing you must spell phonetically. Thus "Fourth Age" must be spelled ~~ᚠᚠᚠᚠᚠ~~ "Fōwēth Āj" and "Freeman's Fen" must be spelled ~~ᚠᚠᚠᚠᚠ~~ "Frēmānz Fēn".

Below is a key for transcription and correct pronunciation. As you may have noticed, runes have no punctuation.

n	<u>N</u> EE <u>D</u>	ᚠ
nd	<u>B</u> EN <u>D</u>	ᚠ
ng	<u>F</u> AN <u>G</u>	ᚦ
ŋ	<u>L</u> OST	ᚠ
ō	<u>O</u> PEN	ᚠ
ö	<u>B</u> OU <u>G</u> HT	ᚠ
p	<u>P</u> ATH	ᚦ
q(kw)	<u>Q</u> UIT	ᚦ
r	<u>R</u> OAD	ᚠ
rh	(final r)	ᚠ
s	<u>S</u> ELL	ᚦ
sh	<u>S</u> HI <u>E</u> LD	ᚠ
t	<u>T</u> OWN	ᚦ
th	<u>TH</u> OUGH <u>T</u>	ᚠ
ū	<u>U</u> NDER	ᚠ
ū	<u>S</u> AL <u>U</u> TE	ᚠ
ü	(final u)	ᚠ
v	<u>V</u> ALE	ᚠ
w	<u>W</u> IND	ᚦ
z	<u>R</u> UB <u>I</u> ES	ᚠ
zh	<u>T</u> REAS <u>U</u> RE	ᚠ

*The word "hew" seems to be a very important word to dwarven culture considering its warlike nature. It is very heavily used in the old lays concerning dwarves at Helm's Deep, Azanulbizar, Minas Tirith, The Five Armies (Erebor), and The Pelennor Fields. Consequently it deserves its own character, a rune

resembling a battleaxe.

Remember that everything is spelled phonetically, and if you try to translate from runes to letters you may have trouble recognizing words. "Myūt? Fērs? Sēptūr?"

1. N. K. Y. 1. A. R. K. R. A. 9. Q. T. X. Q. A. 4. K. M. B. O. T. X. 9. H. T.
 4. M. X. 1.1. 1. A. R. F. H. T. Q. A. R. Y. N. I. B. M. X. F. H. T.
 N. H. 9. H. K. 4. T. 1.1. X. Q. F. K. H. A. D. X. 9. N. S. F.
 Y. M. X. F. 9. Q. 1. N. T. Q. 9. F. M. 1. N. 9. 1. M. K. F. X. 9. N. S. F.
 R. K. I. F. Y. H. T. H. R. 4. M. X. Q. K. L. T. S. Q. B. F. Y. 4. Y.
 9. R. X. K. 3. R. M. X. F. I. B. Q. T. F. X. Y. 1. 4. F. H. K. 4. Y.
 Q. Y. K. H. F. S. M. K. F. 4. M. K. 4. F. Q. A. N. F. B. A. T. F.
 F. M. 4. Q. 1. A. R. X. Q. R. M. M. K. Y. L. H. F. X. 9. A. T. F.
 9. N. K. S. B. N. F. A. Y. S. P. H. Y. S. F. M. Y. Y. N. 9. 9. R. B. N. F.
 Q. A. B. 4. T. K. 4. Y. R. I. 1.1. Y. K. A. T. B. A. Y. S. X. F.
 S. H. P. T. Q. Y. Q. A. 1.1. F. 4. Y. K. 4. Y. Q. A. 9. Y. N. B.
 F. M. S. B. I. F. 9. Q. F. M. B. Q. T. Q. Y. X. Q. K. F. X. R. A. T.
 Y. K. A. A. R. X. Q. A. R. K. 4. Y. N. Q. T. S. M. K. R. Q. A. Q. 4. T.
 9. Q. F. H. F. F. M. F. Q. K. T. 1. N. 9. 9. 4. Y. 1. 4. Y.
 1. M. A. Y. 4. N. X. 1. M. K. F. Y. N. 1. 4. Y. X. 1. B. M. X.
 1.1. Y. A. K. F. H. F. 9. H. T. R. N. T. N. 1. R. Y. N. I. B. M. X.

Hark, thou brave ones of Freeman's Fen
 For I now tell of Blackmoor Den.
 Yea, therein lies a treasure vast:
 Gold full enough to leave lords ghastr,
 Bright Keleb for a ransomed king,
 Fair rubies, diamonds glittering;
 A greatsword forged of adamant
 To hew a thousand orc-heads wont:
 Fierce mattock speaks to cleave the mute,
 Of mithril, by like chainmail suit:
 Sceptre of lightning, ring of flame
 To smite the Demon, Wizard's Bane;
 Crosier of brilliance, orb of will
 The dead to turn and evil kill.
 Lo, all these lordly things and more
 Lie guarded fell beneath Blackmoor.

1. A. R. Y. H. F. 9. H. L. H. T. S. 9. K. Q. B. 9. K. M. B. O. T. X. 9. H. T.
 F. Q. B. A. K. K. H. A. T. K. M. F. F. H. T. B. I. Y. X. 1. 9. H. T.
 S. N. X. F. 9. Q. Y. N. S. X. N. T. F. H. X. 4. T.
 N. M. S. P. H. M. 9. 1.1. 1. N. S. F. S. R. 9. S. Y. N. P. 9. N. K. 4. T.
 N. F. F. R. X. R. K. A. Y. B. A. K. K. 4. Y. N. S. T. O. N. K. F. 9. 1.1. M.
 Q. K. M. Q. A. R. M. F. 4. Y. B. A. S. T. F. H. T. X. 1.1. M.
 N. Y. K. A. S. 9. 1.1. P. N. 1. B. A. K. K. A. T. N. M. 1. K. Q.
 F. Q. B. A. Z. Y. 4. Y. F. F. A. S. T. N. F. S. Q. T. S. H. F. F. Q.
 1. A. R. 9. H. R. N. O. R. K. Q. A. B. M. S. F. 9. H. T. 1. M. K. F. X.
 Q. A. M. P. Q. K. X. 1. H. F. R. I. A. K. B. M. K. F. 1. M. K. F. X.
 9. H. T. B. A. K. K. H. S. F. 9. H. 1. K. Q. 1. N. K. M. P. N. S.
 S. N. Y. F. Q. B. X. 9. M. K. F. F. A. S. T. R. I. F. 4. Y. X. I. F. 1. N. S. F.
 S. F. R. 1. A. F. F. 4. Y. F. S. T. 9. M. X. 1. N. K. R. I. 1. A. Y.
 1. M. Y. F. X. N. 9. 4. Y. 1. 4. Y. X. 9. 1.1. 1.1. X. F. Q. F. R. Y.
 B. A. K. K. 1. M. K. 1. R. I. H. S. F. A. T. 9. T. A. P. Q. K. X. S. Y. N. P.
 F. Q. 1. K. Q. T. 1. M. X. B. 9. Q. F. Q. A. K. 9. H. T. Y. N. P.

Now get thee hence from Freeman's Fen
 To march yon road ten miles, and then
 Salute the Castle, enter in
 And spend thy last safe sleep therein.
 At day's break marching eastward find
 A row of boding mountains lined
 Across thy path. March on and through
 To Moskilt-town at sunset due.
 Now thee beware of most fell hordes
 Of Ogres, led by armored lords.
 Then, marchest thee through narrow pass.
 Seek Doomsford-town by twilight last.
 Stay not till dawn, for nearby lake
 Holds evil things thy lives to take.
 March north by east on few hour's sleep
 To Ironholm, the Dwarven Keep.

1. A. R. F. N. K. H. 9. H. X. 1. F. R. Y. 9. 1. H. X.
 H. X. S. R. Y. 4. Y. M. 9. Q. X. Q. 4. P. P. S. Q. H. P. F. S. H. X.
 B. A. K. K. H. S. F. Q. H. T. Q. R. T. K. H. S. F. F. R. A. T. X. P. N. S. F.
 1. K. Q. N. K. H. O. M. X. F. L. N. 9. B. A. S. T. F. H. T. 9. N. S. F.
 Q. A. F. Q. A. K. 9. H. T. 1. M. K. F. X. P. N. S. F. 4. Y. Y. N. 1. K. Q.
 M. X. K. 4. S. Y. N. T. 4. T. S. Q. R. I. F. 9. A. R. 9. H. T. K. Q.
 F. A. S. T. K. M. A. N. K. X. P. M. K. F. N. F. H. M. Q. A. Y. R. 9.
 B. A. R. Q. K. 1. 9. H. A. T. Q. A. P. F. Q. S. R. 9.
 B. Q. K. F. I. B. N. H. F. 9. R. Y. 4. Y. 9. N. F. 9. A. R. B. A.
 Y. A. T. F. 4. T. H. Q. A. T. F. Q. 9. 1.1. M. 9. 1.1. Q. A.
 F. A. S. T. 1. M. K. 1. K. M. S. F. 1. K. Q. 9. 1.1. 1.1. M. X. F. Q. 9. 1.1. M.
 Q. S. 4. F. H. 9. R. X. 9. 1.1. 9. H. K. X. F. Q. R. H. M.
 F. 4. X. 9. R. Y. A. T. A. M. B. Q. A. B. H. T. A. Q. Y. A. K. F.
 Q. Y. 4. Y. B. M. S. F. Q. I. X. 1. 1. 4. X. N. X. Y. R. A. K. F.
 1. F. A. Y. A. P. S. M. 9. Q. K. S. H. X. A. N. 9. Y. A. T.
 F. Q. R. A. X. K. 4. K. S. F. Q. 9. S. F. Q. A. 9. 4. T. A. T.

Now tarry there and take thy ease
 Ere sailing over wind-swept seas.
 March east when one rest-day has passed
 Through Erewold, chief mountain-fast
 Of dwarven lords. Pass quickly through
 Or risk an insult thou shalt rue.
 Town-Roversport, at end of cave
 May berth thee on a ship to save
 Much time. Yet, failing that, thou may
 Continue off to find thy way
 Down north coast through fine lands to find
 A city fair, thy fears to bind.
 'Tis Valon, home of men, who guard
 A king most wise, and his young bard,
 And tall ships overseas have gone
 To bear rich stuffs to profit on.

SAIL THOU FROM VALON EASTWARDS THEN,
 THOU HALE FELLOWS OF FREEMAN'S FEN.
 TELL SAILING-CAPTAINS OF THY GOAL,
 THE GNOME-KING'S COAST. TO TAKE THEE WHOLE
 THEY'LL CHARGE FAIR COST, AND ON TO SAIL
 FROM VALON EAST TO LITHMAR-DALE.
 MARCH EASTWARDS ONCE AGAIN UNTIL
 THOU FINDEST RIVER UNDER HILL
 ONCE MORE. 'TIS URIAH-KAZAR,
 MINE OF URIAH, AGED FAR
 BEYOND THE MIND OF MEN. THERE HOMES
 THE CLAN-LORD WISE WHO, OVER GNOMES,
 HOLDS SWAY MOST LORDLY. HE SHALL LEARN
 THY MISSION THEN, THE TROVE TO EARN.
 FEW WEAPONS GREAT HE LOANS TO THEE
 HIS LONG-LOST SCEPTRE RICH TO FREE.

BUT TARRY NOT IN GNOMISH GLEN
 THOU HALE FELLOWS OF FREEMAN'S FEN.
 MARCH SOUTH BY EAST UNTIL THOU FIND
 KELEB-KAZAR, WHERE SILVER MINED
 IS QUARRIED OUT. THEN FOLD THINE EYES
 UNTIL THOU REACHEST SOUTHER SKIES
 AND ARE RELEASED. THEN EAST MARCH THEE
 TO TORGRESS, LAST GNOMISH CITY.
 CROSS RIVER RULING THERE AND LEAD
 ON SOUTH BY EAST. AS THOU PROCEED
 A RISING CLIFF UPON THY LEFT
 IS NOTICED. LAND OF LAND BEREFT
 IS WHAT THOU WALKEST ON. BEHOLD,
 THOU MARCHEST ON LAND RIVEN OLD,
 THE VALLEY OF THE ANCIENTS FELL!
 BEWARE, AND HOLD THY WEAPONS WELL!

FOLLOW THIS CLIFF, BUT NOT TOO NEAR
 OR BRAVE THE FALLING TALUS HERE.
 ONE WEEK'S HARD MARCHING BRINGS THEE ALL
 PAST GRIEF, NEWHAM, TO DYRINWALL
 THE WOODS OF GNOLLS. HEW THY WAY ON
 BY FALLS OF NOME, FORD OLOKON.
 KEEP FOLLOWING THE CLIFF TWO WEEKS
 STILL MORE TO THERE WHERE NO ONE SPEAKS.
 SILENT ABYSS. TWO DAYS' MARCH MORE
 REACHES SHAGARACK-TOWN OF LORE
 MOST ANCIENT. THERE THOU SHALT BE PAID
 TO HELP FEND AGAINST ORCISH RAID
 AND WYVERN'S HUNT. SPEND THY REST THERE
 WHEN ABLE. LEAVE THIS VILLAGE FAIR
 WHEN THY EMPLOY IS FINISHED. GO;
 ALONG THE NORTH EAST ROAD FOLLOW.

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 THOU HALE FELLOWS OF FREEMAN'S FEN.
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 AND WYVERN'S HUNT. SPEND THY REST THERE
 WHEN ABLE. LEAVE THIS VILLAGE FAIR
 WHEN THY EMPLOY IS FINISHED. GO;
 ALONG THE NORTH EAST ROAD FOLLOW.

1A2 KMLHST PMKT AT JAY ANDTAMIF
 RI PHSQA JHX Q+1 TKAPKX RMIF
 12 RKRQ 12 TKHTS 22 RMTS BMST JHX
 F2 YNP FHX BNTOKX 1234Y JHX
 4T 5+TH JHSTAMIF 5TH JHX JHT
 KMLHST 4KOB 11 KMF JHK+T
 FHF LAKT JMX 1A2 11 F+STOT MHT
 4X JHX F2T 1A2 JHST PHT 12 RHT
 JHT JHT JHT F2 11T JH 1K2
 BNTK JHT F2 5+THFHT 22 RM
 JHT FOKT TMLHST 4T JMX FHX FIB
 AT FHBOT K2+TX KMF SORIB
 1A2 BNTKST OTT2 RMTBMHTAHT
 RPKMK 12 PHS 1HT FM PAXT
 1 KNP 12 LAKHST FMTF JHK+T
 1A2 JHT JHTMX 22 JKNBHTX JHT

11T FHX BMX 44 1A2 BAKHST JHST
 94T JHT JHT AT 2 KMF NT JHST
 4T RKTJX JHT 22 F+4TH TMLT 9R
 JHT 22 JHT PTKHTS JHT JHT
 AT 12 TMLT KMF JMX F2 FHX BMX
 F2 FKL2 12 K+22X NPTAMX
 FHPAKT 4T 5+THFHT TMLT9AK2X JHT
 1A2 JHT JHTMX 22 JKNBHTX JHT
 1A2 PHSST JHT JHT 22 12 JHT
 JHT F2 RAYH RHTAB JHT
 BNTK TMLHST JHTS JMX JOKTJX
 2JAY JHT KMF RI FAKT22 FHX
 JHT 22 JHT FOKT JHT 1 FM
 JMX JHT 1 JOKTJX BMX JHT 5TH
 JMX 1A2 1A2 PHSST RHT 22 JHT
 LAKR2X 22 JHT JHT FHTBHT

1A+TH JHT 44
 1 JHT 12 K2X

As you may have guessed, the hardest and most time-consuming part of this is writing out the runes. (Ask my editor—he's waited a long time for this!)

Remember that this is "A Scroll of Second Age". Since by Tolkien's calendar we are in the Fourth Age, that means the scroll is at least 4000 years old. Make it look 4000 years old.

Tolkien has detailed, in Appendix E of the trilogy, a number of derived "dialects" of rune-alphabets from the original Angerthas. These included a newer usage (comparable to the old Angerthas as present-day English is to old English), plus a few new characters and changes added individually by the dwarves of Moria and Erebor. I have used here the oldest available Angerthas.

Tolkien had several more runes for dwarven pronunciations that are glossed over in English; I have

Nine days more, if thou marchest fast
 Will find thee on a road at last.
 It brings thee up cliff-side north way
 Out of the Ancients' Valley. Stay
 On the north road for two days more
 To cross the River Aganor.
 Depart it, striking northwards then,
 Thou hale fellows of Freeman's Fen.
 Thou passest east shore of a lake,
 Ferry to Boggy Bottom take.
 March north-east thence for thirty miles
 Along fair road by Darkwood Giles
 Unto a fork. Turn left and go
 For five and thirty more, not slow
 For now thou passest bane of men,
 Harbor of evil: Loch Gloomen.

Thou reachest port on Loch Vestfold.
 Buy passage there with traders bold
 Who brave the threats of beasts most fell
 To keep their masters living well
 In city Vestfold. Sail there then,
 Recover from thy road therein.
 Take heart, for now thy distant quest
 Is near done. Thou hast passed the best
 That evil had to fight thee through.
 March east to Citadel of Booh
 Then turn north-east. In four days' time
 On Temple Ruins Road sublime
 Thou marchest unto Blackmoor-Town.
 Approach the castle, then go down
 And reap the harvest gold therein
 Thou hale fellows of Freeman's Fen!

I, Hinnen, wrote this
 and scribed the runes.

omitted them. Serious students of the dwarven tongue are referred to Appendix E. In the glossary I have listed runes in this order: 48, 49, 2, 13, 9, 11, 46, 47, 3, 19, 21, 54, 5, *, 39, 14, 18, 20, 31, 32, 6, 12, 38 (b), 22, 50, 51 (a), 52 (a), 1, 23, 29, 30, 34, 15, 8, 10, 42, 43, 45 (a), 4, 44, 17, 16, 60. This leaves out 37, 40, 41, 53, 55, and 56, which were added by the Moria-Dwarves, 57 and 58, which were added by the Erebor-Dwarves, 17, 24, 25, 26, 27, and 28, which were added by the Fëanorian rearrangement, and 7, 33, and 59, which I have omitted for reasons of simplification. The runes 13, 14, 15, 16, and 23, which I have used, were added by the Fëanorian rearrangement, but I have included them since they represent common English sounds.

Remember that when using Tolkien's tables, when there are paired pronunciations, the older

usage is on the left and the newer Fëanorian usage on the right. I have used the older pronunciations in all instances.

For serious students of Tolkien, I note that Appendix E of Tolkien's Lord of the Rings trilogy contains the Angerthas alphabet of dwarf-runes. I used the most ancient meanings available for the runes, from before the Fëanorian modifications and excluding the dialectic colloquialisms of the Moria-dwarves.

There is one commonly-used pronunciation in the English language: the short i, "i". This is the one pronunciation that cannot be found in Tolkien's runes. Thus I found a rune ✚ in a World Book article

to represent this sound.

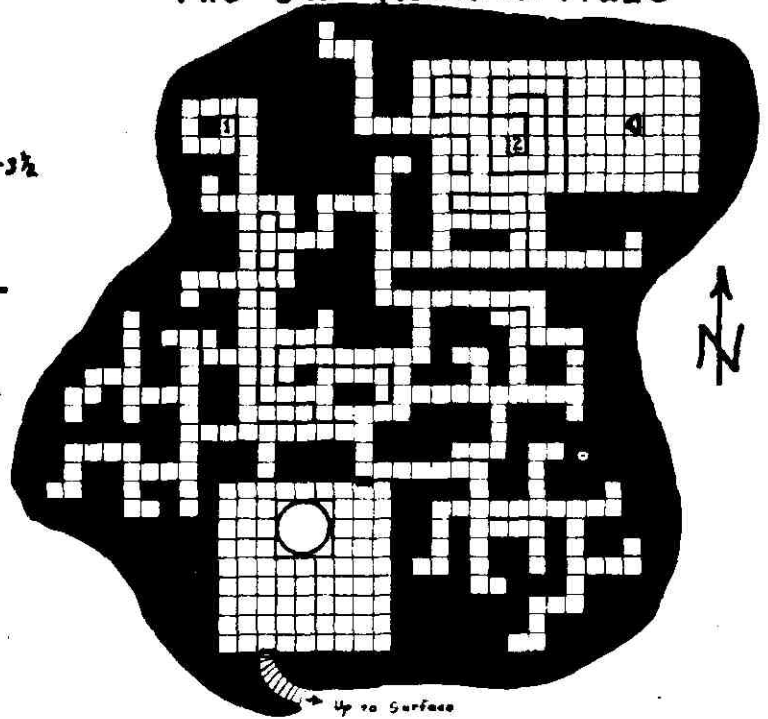
May I suggest, for the serious student of Tolkien, a series of articles by Mike Foster in the *Prairie Sun* about the man, his writings, his manuscripts (enshrined at the library of Marquette University) and his colleagues. Foster has studied the manuscripts, and instructs a course entirely on Tolkien's literature at Illinois Central College.

"Elen sila lumenn omentilmo."—A star shines on the hour of our meeting.

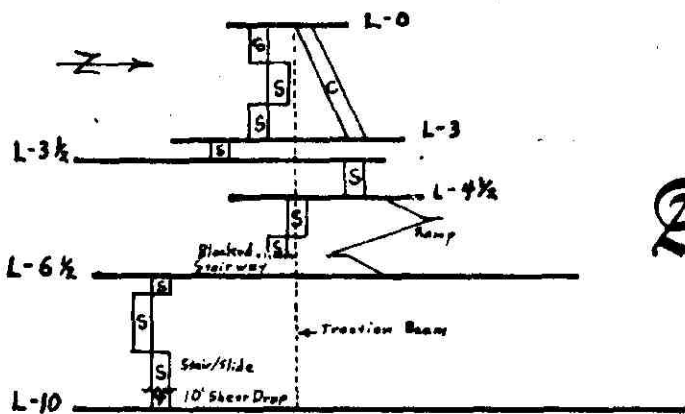
TH HM



The Súr-Kahnian Maze



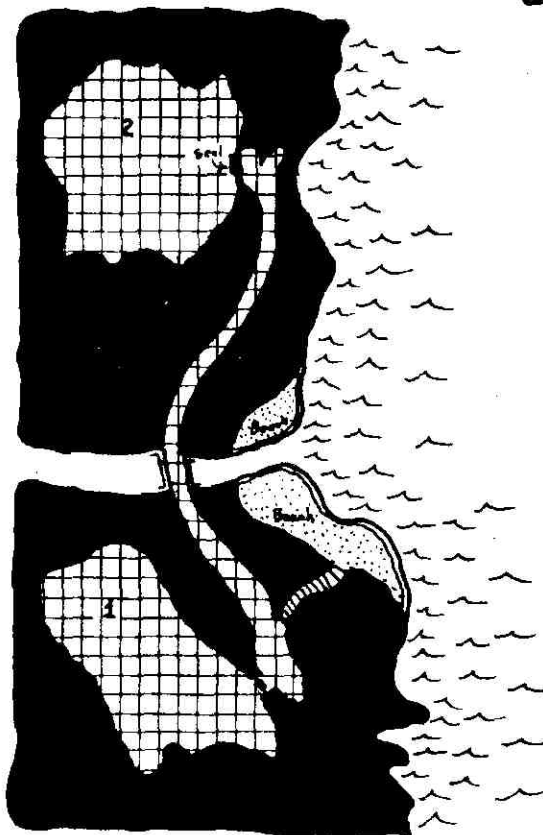
Akberth's Tower Level Relationship



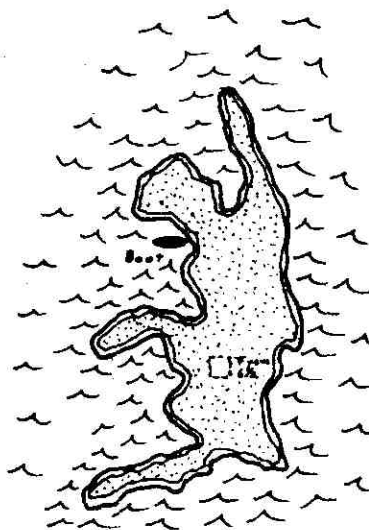
Akberth's Tower

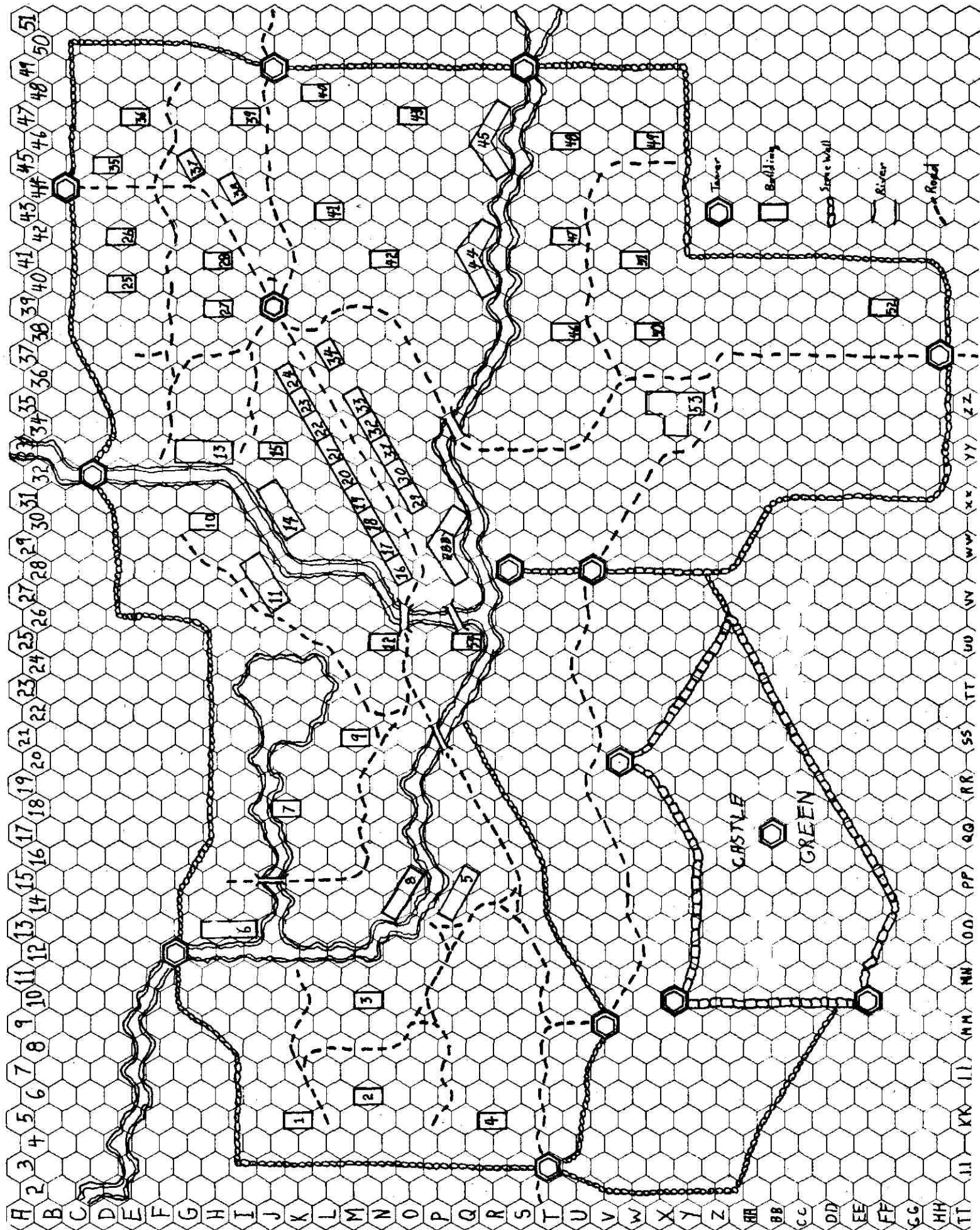
Level 10

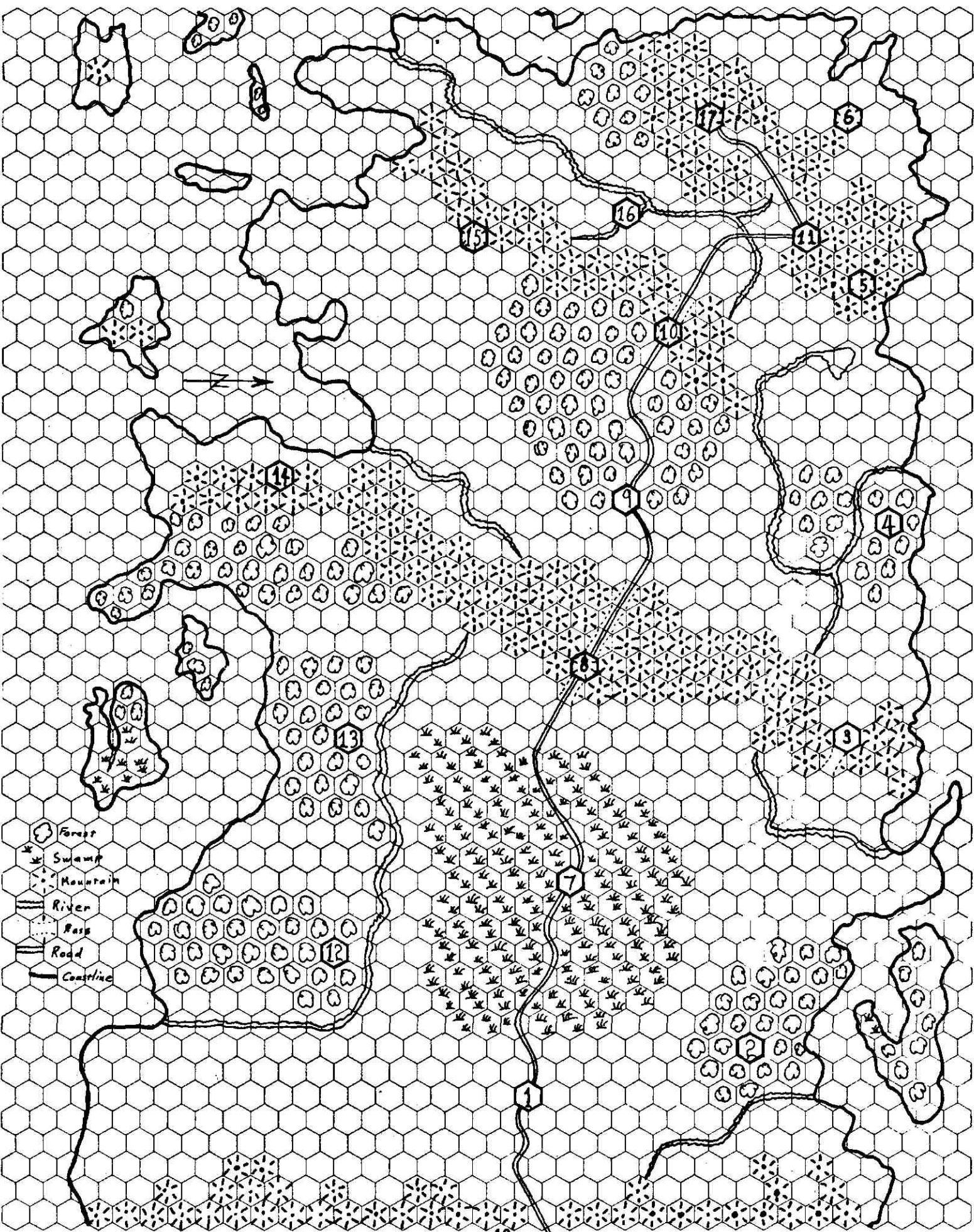
Errata Sheet For
'Of Skulls and Scrapfaggot
Green'



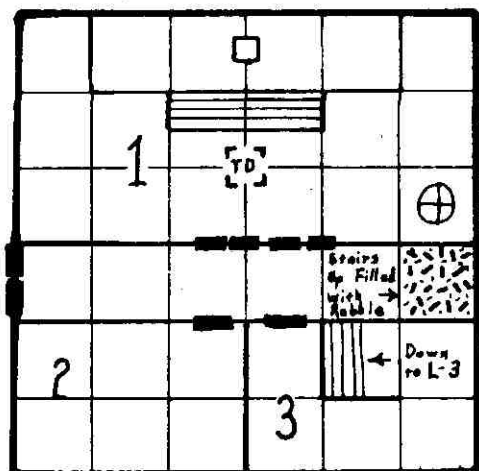
⊕ Traction Beam



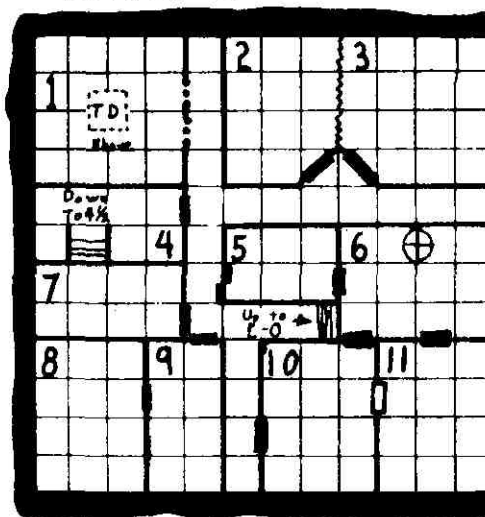




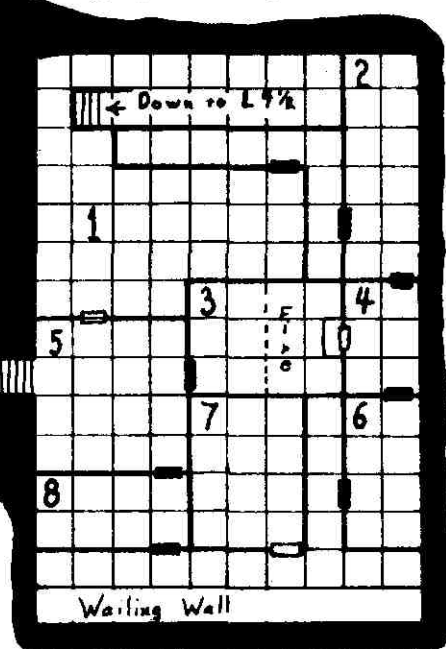
Level 0



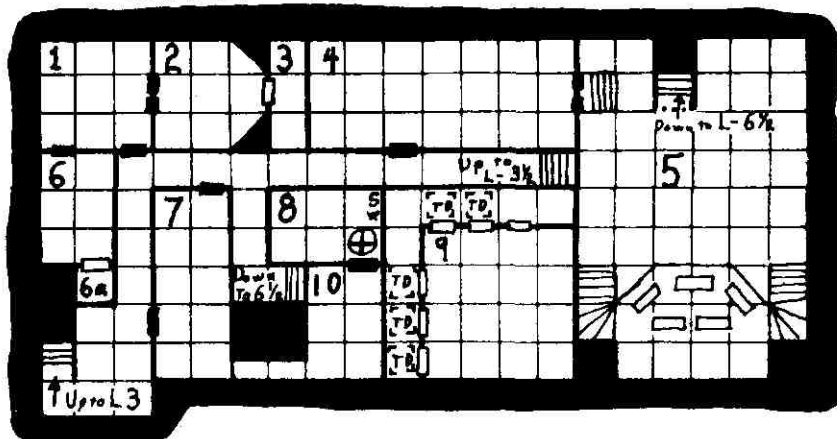
Level 3



Level 3 1/2

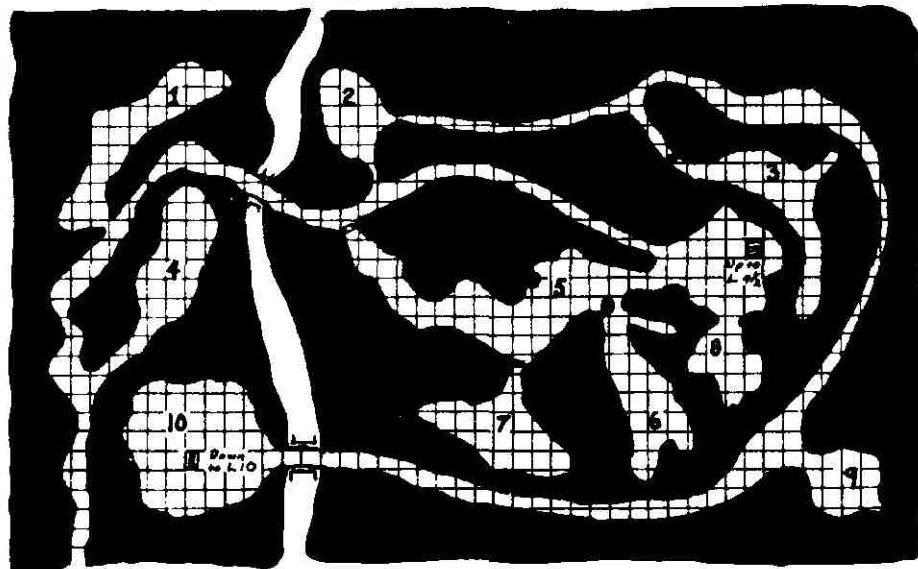


Level 4 1/2



- Normal Door
- Secret Door
- [TD] Trap Door
- S Shifting Wall
- Barred Opening
- ⊕ Traction Beam

Level 6 1/2



Each Square on the Drawings equals 10 feet

Using Slings

by Kevin J. Dautremont



The sling, because it relies upon the force of the blow rather than upon actual penetration, is in all reality a very effective weapon against the higher armour classes. Both plate and chain mail offer little protection from a swiftly moving ball of lead for the force of the blow is transmitted directly through such armour. The only true protection against a sling comes from a shield, or a suit of double plate mail, the weight of which would make its use prohibitive.

However, the sling does have some other faults which decrease its value. Because it relies upon the force with which it strikes to inflict damage, it has a limited range, and its effectiveness decreases rapidly with distance to the target. While the sling has an unlimited supply of ammo (small stones), the use of anything other than metal, especially lead, balls causes a reduction of the chance to hit and inflict damage. Lastly, leather or padded armour offers some protection by cushioning the force of the blow.

The following chart and data present the use of the sling in the Greyhawk Combat system. It may also be used for the firing of lead tipped fowler's arrows, except for range of course. Such arrows, incidentally, are the only type employable by Clerics.

The Sling: Range = 90'

Defenders Armour Class

Range	2	3	4	5	6	7	8	9
Short 30'	+1	+4	+1	+4	-1	0	0	0
Medium 60'	-1	+2	-1	+2	-2	-1	-1	0
Long	-3	0	-3	0	-4	-3	-2	-1

WHOOPS! – WE GOOFED!

Well it's a sad, sad story, but it's true to tell, 'n' don't we tell them stories well? We made an error (it's plain to see), but now we make it up to thee.

Seems like there was this gremlin or something that must have been hanging around the Guild on the days we were putting together the revised City-State and Scrapfaggot Green projects. As far as Scrapfaggot was concerned, we left out the maps (not just one or two, mind you, but all of them! When we blunder we do just as good a job of it as when we don't blunder). Therefore we had to have errata sheets made up with the maps on them. For those of you who purchased your Scrapfaggot Green from us, you can get a copy of the sheets free, just by asking. For those of you who didn't get your copy of Scrapfaggot Green from us, errata sheets have been supplied to all distributors and stores requesting them (free), so you can get a copy there. If, however, you are like me and are too lazy to walk to the store for a copy, you can use those maps on the prior four pages, cause that's what they are there for. If you already got a copy, pass these along to a friend, keep them as a spare, etc.

The revised City-State is another matter. When we cut the price and upped the quality, we had to cut back somewhere so we left out a few (very few) things which were nice but not necessary. It seems that several of you didn't agree, though, and were upset that we didn't include the manumission tables. So, below, by popular demand, we have, also, decided to print herein (hereon?) a copy of said same. Now you can manumit all you want to (or is that man, you missed?)

Ah, isn't life wonderful again? Perhaps the birds will begin to sing again now.

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 Type	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					

DESIGNER'S

NOTES

by Mark Holmer

Please note that the following descriptions are the same on campaign map 12 and campaign map 4.

Island Name	Map 12 Hex No.	Map 4 Hex No.	Island Name	Map 12 Hex No.	Map 4 Hex No.
Isle of the Green Plague	0225	3134	Isle of Midjourney	0333	0526
Isle of Brass Monkeys	0422	0930	Isle of Kortha-Min	0615	1014
Isle of the Wolf-liege	0710	1317	Isle of Grath	0719	1417
Isle of Hornwrith	0928	1418	Isle of the Beacon fire	1533	1312
Isle of the Stonemen	2113	1519	Isle of the Moak	2127	4805
Isle of Darkening Trees	2129	1710			

These five-mile hexes randomly serve as "nexus" points from map 12 to map 4. (60% probability per day of shifting to map 4). In the event that no shift occur, use the following descriptions for the Isles of the Blest Campaign Map 12.

0225 Isle of the Fleece - This island is covered with trees and is rich with plant and animal life. Sheep and goats thrive in the hills and meadows.

0333 Slumberland Island - A dense fog engulfs this unpopulated island. Two orcs hide in a cave waiting to steal a boat and escape.

0422 Isle of the Ebb Tide - An iron golem patrols the beaches for intruders trying to find his master's castle. His master, a chaotic-evil Magic User, is 19th level and carries a staff of power.

0615 Offering Isle - Anyone landing on this island must make a sacrifice to the native's pagan god or be attacked by an unknown force, an air elemental.

0710 Twilight Isles - At night the sky above these islands is crystal clear. No clouds ever appear to ruin navigation.

0719 Diamond Island - Several veins of quartz run through this island. A band of castaways have built a small villa and grow maize.

0928 Isle of the Drum - Native dancers perform a ritualistic dance upon a giant drum. The beat of the drum can be heard and felt for several miles around.

1533 Kodiak Cay - A chaotic evil pack of were-bears hunt this island for food. The were-bears have a small treasure hoard consisting of 2 diamonds worth 1500 GP each and 4000 Silver pieces.

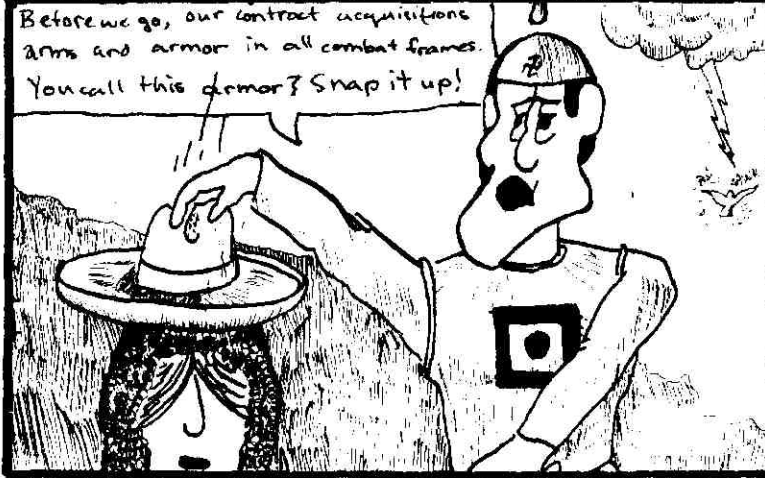
2113 Communication Island - A crystal ball on a pedestal allows anyone with an intelligence of 15 or above to communicate with a relative living or dead.

2127 Togrun Isle - A small monastery sits in a valley in the center of this island. Every day monks collect food for the various meals of the day. A huge golden sphere of the sun lies on a satin pillow on the altar. Its diameter is 2 ft. and is worth 25,000 GP.

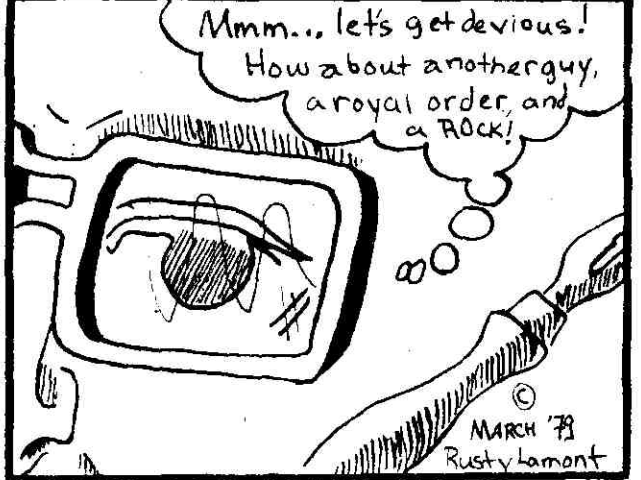
2129 Isle of the Blue Mountain - A huge mountain stands in the northern part of this island. People come from many lands to take on the challenge of climbing this mountain. Several hundred people have died in the attempt.

Double (2x) Buffooned starring Sir Laffalot the Arrogant

Before we go, our contract acquisitions arms and armor in all combat frames. You call this armor? Snap it up!



Mmm... let's get devious! How about another guy, a royal order, and a ROCK!



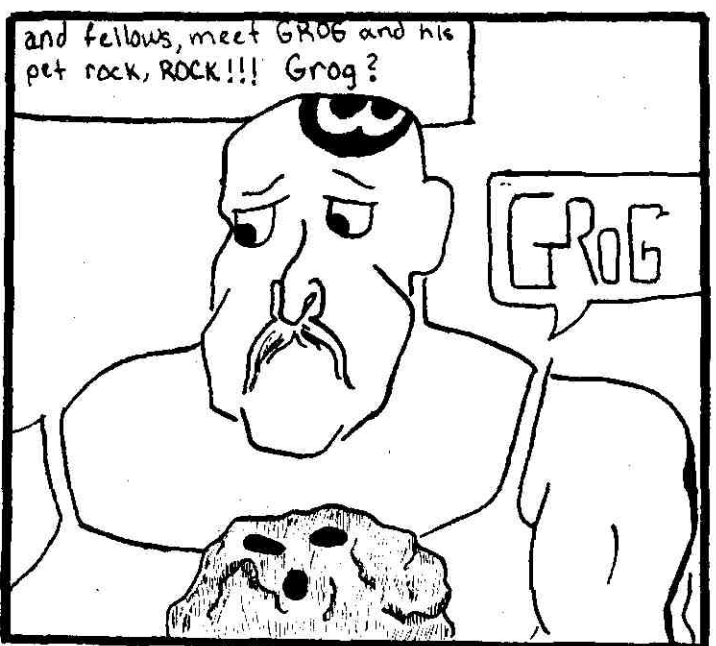
© MARCH '79
Rusty Lamont

A rubber chicken?

You are now of the Order of the Chicken!



and fellows, meet GROG and his pet rock, ROCK!!! Grog?



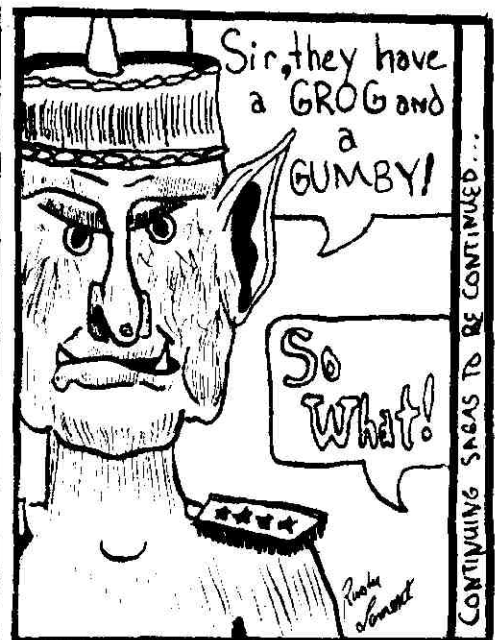
GROG

Harley, you've got the latest, Football-Armor! You guys will run together, and for good luck, here's Gumby!



Sir, they have a GROG and a GUMBY!

So What!



CONTINUING SAGAS TO BE CONTINUED...



RKB 78

More NPCs

by Ronald Pehr

But first, a word from your friendly neighborhood Thieves Guild: The alignment of almost all thieves is Neutral, for the technical-minded it's Neutral/Evil. A Thief would not advocate Chaos as the profession demands a well-ordered society in which to be practiced. Exceptions to the rule might be Lawful/Evil Thieves, belonging to a cult which considers stealing necessary and honorable, or totally Chaotic renegades. Outside of a dungeon, Thieves do not wear leather armor, and many do not even own armor. It is unnecessary for lurking around town, cuts down slightly on dexterity, and is a giveaway as to their profession since the local constabulary gives careful scrutiny to anyone but themselves going about leather-clad. Thieves eschew swords for the same reason; an armed man is that much more noticeable. Large weapons just get in the way and a dagger is just as effectively used from behind. Since daggers are common, these will be worn openly. That specially balanced throwing knife hidden in a boot or collar sheath costs three times as much as a regular dagger and gives +1 to hit when thrown within 20'.

Thieves

Drake:

STR 13, IQ 7, WIS 14, CON 7, DEX 15, CHAR 15, Man, Level 1, AC 7 (6), Favored Weapon - +1 Javelin.

What happens when a member of the nobility loses his fortune? Drake is the answer. Impoverished is a relative term so that this scion of a good family gone bad has, in addition to his magic weapon (any self-respecting Duke has a couple of these around the castle), +1 leather armor, packs ropes and what-all, and 60 GP. The lot of a nobleman born includes early training in such arts as fighting (give him +1 to hit and +1 damage) and military leadership (give him +1 on morale/reaction checks).

Stackn:

STR 11, IQ 8, WIS 6, CON 9, DEX 14, CHAR 10, Man, Level 3, AC 0, Favored Weapon - Short Sword (knife in town)

Apprenticed to a tailor, he didn't like it so ran away to take up a life of crime. He can still remember his sewing and weaving, useful when clothes get torn up in the course of an adventure, but otherwise is a dull unimaginative fellow. A bit on the cowardly side, but good at the stealthy arts and a passable hand in melee.

Mo:

STR 7, IQ 7, WIS 7, CON 4, DEX 15, CHAR 9, Woman, Level 2, AC 0, Favored Weapon - Dagger

Very similar to Stackn, even was apprenticed once to a tailor. She was actually of a rather well-to-do family, some early disappointment (perhaps in love) turning her away from polite society and towards her seafront quarter, barroom existence.

Zora:

STR 4, IQ 8, WIS 9, CON 11, DEX 14, CHAR 12, Woman, Level 1, AC 0, Favored Weapon - Dagger

Totally uneducated, she is "street-wise", a competent sailor (there are few enough men to go adventuring since the Great War that anyone who'll sail is welcome), and hides daggers in the most unlikely places. Pompous members of polite society have impolite names for women such as Zora who cavort in sleazy seafront taverns. She doesn't care. Experience of percentile dice x 10.

Uke:

STR 9, IQ 12, WIS 14, CON 10, DEX 12, CHAR 7, Man, Level 1, AC 0, Favored Weapon - Short Sword (knife in town)

Always interested in the troupes of players that occasionally wandered through his small village, he ran away to be an actor but His original interest has helped him in his present career, as he can disguise himself equal to an Assassin. He really feels he is an artiste, and that his present circumstances are only temporary. His capacity for self-delusion would do credit to a politician.

Hungry:

STR 12, IQ 9, WIS 13, CON 5, DEX 16, CHAR 12, Man, Level 1, AC 0, Favored Weapon - Dagger

No one knows his real name, he's an orphan who grew up in the streets. His nickname comes from the fact that he eats a lot but stays thin. Being thin is an advantage for hiding and makes him seem boyish and harmless. He is stronger and more sophisticated than he appears. Will turn up anywhere in the shady parts of town, extremely good at throwing (+1 with any weapon that can be thrown), and has done enough "work" to gain experience of percentile dice x 15.

Tont:

STR 3, IQ 10, WIS 12, CON 13, DEX 13, CHAR 6,
Halfling, Level 1, Favored Weapon - Dagger,
occasionally Light Cross-bow

The "typical" Halfling Thief, who left the pipe-weed farm to seek adventure and found out he's too small to make it as a fighter. Because his father was a bit of an antique collector (all Halflings save things) he has a working knowledge as to the value of jewelry. Give him experience of percentile dice x 5.

Drilkh:

STR 11, IQ 11, WIS 10, CON 11, DEX 6, CHAR 6,
Orc, Level 3, AC 7 (5), Favored Weapon - +1 Sword,
+3 vs. Dragons

He was a member of a small Orc Tribe which had received various enchanted items from an Evil Wizard - to no good purpose I'm sure. It is an intellectually advanced bunch; only their small numbers has kept them from being more of a threat. No human could operate as a Thief with such low dexterity, but Drilkh is the best the Orcs could come up with, is smart for an Orc, and Orcish thieving is short on pick-pocketing and long on mugging anyhow. His leather armor is +2 and his sword could be used by anyone short of a Paladin. He is Chaotic!

Some notes on Halflings: Although brave, hardy, and resourceful, Halflings are just too small for serious hand-to-hand-combat. Those attached to organized armies act as scouts, slingers, or reserve infantry. In the latter case, they are equipped with polearms which they can butt into the ground to withstand a charge and which help overcome their short reach. Most Halflings are Lawful/Good, and even those who go adventuring as Thieves are as Good as Neutrality, and the profession allow. Halfling Strength should be rolled on only 2 dice, although the larger breeds might roll on a 10-sided and a 6-sided. Dexterity and Constitution are very high, either rolled on 4 dice, with applicable bonuses if they exceed 18+ or rolled on 3 dice with a minimum roll of 13. Constitution is of value in surviving spells, disease, and in resisting effects of wounds, but the actual ability to withstand physical damage is lessened by their small size. Roll hit dice on 6-sided dice for Fighters and 4-sided dice for Thieves.

Some notes on Orcs: Since the Great War, there is more association between humankind and Orcdom although usually only in the sleazier parts of town at night. Constables tend to be wary of Orcs in the better quarters and the Orcs don't like the light of day anyhow. As the evil counterparts of Elves, Orcs gain many of the same advantages. The noticeable exception is +1 with bows. A compensation is that they are immune to all Undead life drains, their souls are dry and shriveled, although vulnerable to physical damage from Undead fists, claws, or fangs. Orcs can be Lawful/Evil only in the sense that they can band together and be trained to act as a unit; their

basic nature is pure Chaos.

Intelligence and Wisdom should be rolled on 2 dice, they were not created to be intellectuals. Constitution is rolled on 2 10-sided dice. Chaos produced a durable race, with a slightly higher average than mankind, but - as typical of Chaos - wide variation which included extra low. Charisma is a normal roll, but cut in half for dealing with humankind and kindred.

Tillini:

STR 10, IQ 13, WIS 11, CON 11, DEX 12, CHAR 5,
Woman, Level 1, AC 0, Favored Weapon - None

Another of the orphan children all too common in the poor sections of a medieval-culture city. Thieving came naturally to her, and though not especially dexterous, she is smarter than most people and as strong as most normal men. Because she is unattractive, she has had few friends and distrusts men in general, and potential employers might not be aware of her general competence and cleverness.

Barbara:

STR 7, IQ 5, WIS 10, CON 11, DEX 13, CHAR 8,
Woman, Level 1, AC 0, Favored Weapon - None

Not all women who take up the life of crime were poor orphans. Barbara was poor, most peasants are, but her profession was quite deliberately chosen. Her background is evident and she is not good at subtlety and dissembling. Still, she wants to make good (if that's the word for a successful Thief), and is as useful as any other Apprentice and more eager to please than most - especially employers from the gentry and nobility whom she envies.

Poro:

STR 14, IQ 14, WIS 9, CON 13, DEX 14, CHAR 8,
Man, Level 1, AC 0, Favored Weapon - Club

Had he not been the illegitimate son of a serf, he might have achieved great things. He was smart enough to realize his lot in life would not be satisfactory, and decided to change it - further deciding that discretion was the better part of valor and thieving was therefore safer than fighting. Extremely high regard for his own skin, and therefore undependable, but excellent at his trade and strong enough to be of use in melee.

Fighters

Adventuresome souls who choose to live by the sword are wandering mercenaries. They are risk-takers, gamblers, usually extremely brave. Many have been in mercenary companies (of which there are few, and those small in size) or militia forces, or at least received minimal training by the owner of whatever estate they were brought up on - in case he needed defending. Disliking the regimentation necessary in an army, adventuring Fighters are eager to go anywhere and do anything on a dare. Naturally, pay is essential. Various articles have appeared in the Judges Guild Journal,

pointing out that the economic system in the game is greatly inflated and suggesting that a gold piece is actually a healthy amount of money. If the suggestion of 1 GP can support a common laborer for a month is followed, it should be expected that Fighters could not seriously command a fee of 100 GP/adventure. To balance inflation - which then requires outlandish treasures to be buried in the wilderness for players to find, which results in them becoming amazingly wealthy in a short time - it is suggested that price lists for material goods be kept as is provided in D&D rules (original, basic, or advanced) but that treasure and pay scales be multiplied by one-tenth. Thus, Fighters might get 100 SP for an adventure, which is the price of a sword. It gives players a sense of the economics of a medieval-culture without bogging them down in bookkeeping. Sure, you might find a treasure hoard with jewels in it - and even cutting values to one-tenth that would be a lot of money - but you can't cash in even a 100 GP jewel at the general store (let alone horrendously valuable stuff such as is found in Dragon Lairs), and those NPCs capable of paying fair value for gems and jewels are either rich nobles, who might tend to begin exerting influence over a player resourceful enough to find gems and jewelry, or have underworld connections who will become very interested in such a player. Devaluing all treasure and pay by this method, while keeping prices the same, will make negotiations with NPC Fighters a meaningful experience. How this affects the experience point system is up to the individual DM. You might want to use this as a means to slow the rapid advancement rate, or you might just give an experience point for each coin taken from monsters, so that the economic value of treasure being multiplied by one-tenth doesn't thereby affect the experience point value.

So much for paying Fighters. As to alignment, Fighters come in all of them. One can be a Lawful Fighter without being a Paladin. Honest service for an employer in honest business - caravan guard, body-guard, dungeon explorer - is Lawful work. To the person on the other end of the sword it matters little whether the Fighter slaying is Lawful or Chaotic, but the former will not kill wantonly (unless they belong to a Lawful/Evil organization which demands it) while Chaotic Fighters tend to be bloodthirsty. Neutral Fighters mostly just care if the money is good.

Snreerm:

STR 10, IQ 13, WIS 11, CON 9, DEX 16, CHAR 12, Half-Elf, Level 1, AC 6, ALIGN Chaotic/Evil, Favored Weapon - Sword

As scribe to a very wealthy merchant, he learned to read and write 6 languages, in addition to those already known to Elves. It is rare for a Half-Elf to follow Chaos, but he does and is very bloodthirsty. His former employer died, and somehow Snreerm ended up inheriting the princely sum of 400 GP, of which he usually carries about 100 in his knapsack on adventures in case bribery is needed. Needless to say, he is always well-dressed and equipped. Questions about his past

circumstances are not welcome, and he is untrustworthy though brave and competent. Give him previous experience of percentile dice x 12.

Clarn:

STR 14, IQ 7, WIS 4, CON 10, DEX 8, CHAR 15, Man, Level 1, AC 8, ALIGN Lawful, Favored Weapon - Sword

Strong, honest, and likeable, he was expected to follow in his father's footsteps as a merchant. But he had no head for business so his loving parents scraped enough together to buy him sword and shield so he could take up adventure. They gave him a stake of 10 GP, a respectable amount for a poor merchant to have saved, even for a first son. Note that most Fighter NPCs won't have any money at all.

Swift:

STR 12, IQ 15, WIS 12, CON 15, DEX 13, CHAR 10, Half-Orc, Level 1, AC 6, ALIGN Chaotic/Good, Favored Weapon - Spear & Javelins

Although of Half-Orc blood, the quick-witted young peasant attracted the attention of a Ranger-Lord passing through who took the lad under his tutelage. Swift obviously has a bright future ahead of him, and is a boon companion for anyone who doesn't let prejudice blind them to his outstanding abilities.

Hubert:

STR 13, IQ 12, WIS 11, CON 11, DEX 13, CHAR 12, Man, Level 1, AC 7, ALIGN Lawful, Favored Weapon - Battleaxe

A sterling example of sturdy yeomanry; brave without noble tradition, wise with little education, and loyal. He was a woodsman before beginning adventuring which explains his fondness for the axe. He has the usual wanderer's trappings and experience of percentile dice x 10.

Modoran:

STR 10, IQ 14, WIS 13, CON 11, DEX 7, CHAR 10, Man, Level 1, AC 8, ALIGN Lawful Favored Weapon - Sword

Orphan peasants generally don't grow up to be Magic-Users and he never came to the notice of any Lawful Temple, so he became a Fighter to advance his lot in life. His sword and shield were bought after literally years of near-starvation on the farm, saving every copper. He is an excellent hireling, smart enough to be able to deal with situation, Lawful enough to be loyal to the end; serfs don't have to be dexterous and he isn't but he's clever enough to avoid situations he can't fight his way out of.

Qual:

STR 11, IQ 9, WIS 9, CON 13, DEX 13, CHAR 13, Man, Level 1, AC 0, ALIGN Lawful, Favored Weapon - 2 Hand-Axes

The family estates were near the borders of Half-Lingdom, and so he grew up playing with Halfling

children. When the family fell on hard times, the fortunes had been slipping for generations, he took to the road as an adventurer. He learned much in childhood from his playmates which has served him well since. He will advance as a Fighter, but always be able to Move Silently and Hide in Shadows and Climb as a Thief one-half his level rounded down, when not wearing any armor heavier than leather (He owns no armor at the present time). He would not stoop to picking pockets or breaking and entering so he will not develop the skills of pickpocketing, lock picking, and trap disarming. He also learned throwing accuracy, games of that nature being favorites of dexterous little Halflings. Thus, he has an additional +1 to hit with thrown axes, knives, or stones. His hand-axes are a matched pair, balanced for throwing, and he will usually hurl one as he goes into melee then attack hand to hand with the other. He wears what once were good clothes and has 14 GP left to his name.

Mertho:

STR 11, IQ 13, WIS 11, CON 11, DEX 12, CHAR 17,
Half-Elf, Level 1, AC 7, ALIGN Lawful, Favored
Weapon - Bow or Sword

A gentleman adventurer, who is well-educated, courtly, but not particularly wealthy. He can identify animals and plants as a Druid and will be a loyal follower in any Lawful adventure. Extremely likeable, but has no interest in devoting his life to Paladin-hood.





- COASTCON(SF)** MAR 9-11
at: Biloxi, MS
Larry W. Reese
Coastcon, Inc.
P. O. Box D-182
Biloxi, MS, 39532
registration: \$10
guests: George R. R. Martin, Meade Frierson
- NORWESCON(SF)** MAR 23-25
at: Airport Hyatt House
Seattle, WA
Norwescon
Box 24207
Seattle, WA, 98124
registration: \$8, banquet: \$6.50
guests: Phillip Jose Farmer, Loren MacGregor. Toastmaster: Elizabeth Lynn
- LUNACON '79 (SF)** MAR 30-APR 1
at: Sheraton Inn, LaGuardia
New York, NY
LunaCon 79
Walter Cole
1171 E. 8th St.
Brooklyn, NY, 11230
registration: \$9.50
guests: Ron Goulart, Gahan Wilson
Art show: Cynthia Levine
140 Broadway, Apt. C-6
Lynbrook, NY, 11563
Dir room: Steve Rosenstein
P.O. Box 149
Parkville Station
Brooklyn, NY, 11204
- MONCON III (SF & WG)** MAR 30-APR 1
at: West Virginia University
Morgantown, WV
MonCon III
Student Organization Wing
Conference Center
West Virginia University
Morgantown, WV, 26506
registration: \$10, checks made out to WVU Foundation
guests: Joe Haldeman, Marc Miller
- ORANGECON '79 (SF)** MAR 30-31
at: Orlando, FL
OrangeCon 79
P.O. Box 15072-B
Orlando, FL, 32858
(enclose SASE)
registration: \$12
banquet, Norton Awards, etc.
- NOVACON (WG & SF)** MAR 31
at: Oakland University
Detroit, MI
Paul Wilkeson
(313) 377-2020
guests: Alan Dean Foster, Chuck Anshell, Paul Jaquays
- SPRING REVEL (WG)** MAR 31-APR 1
at: American Legion Hall
735 Henry St.
Lake Geneva, WI, 53147
Joe Orłowski
Spring Revel
P.O. Box 110
Lake Geneva, WI, 53147
registration: \$2, no game fees
guests: all of TSR
- INTERCONTINENTAL BACKGAMMON TOURNAMENT** APR 18-23
at: The Aruba Concorde Hotel & Casino
Aruba, Netherland Antilles
info: Kate Wattson or
Louise Goldsmith
American Backgammon Championships
Suite 1006
575 Madison Ave.
New York, NY, 10022
(212) 486-1489
\$25,000.00 added prizes
entry fees: beginner \$50
intermediate \$150
Championship \$250
reservations: \$575 incl. air fare from NY and 6 days, 5 nights OR \$375 for land package only.
- GAMEFAIR (WG)** APR 20-21
at: Illinois Central College
East Peoria, IL
- QUEEN CITY'S WARGAMING CON** APR 20-22
at: Hartwell National Guard Armory
Cincinnati, OH
G. Benitez
637 Elliot Ave.
Cincinnati, OH, 45215
(513) 821-8135
- WEST POINT CON II (WG)** APR 28-29
at: US Military Academy
West Point, NY
Cdt. Jacob Kovel
Co. H-4, USCC
West Point, NY, 10997
- TIPPECANOE (and Fantasy, too) (WG)** MAY 4-6
at: Ramada Inn
I-65 and State Rte 26
Lafayette, IN
John Hill
P.O. Box 2071
W. Lafayette, IN, 47906
guests include: Gene McCoy, Duke Siefried, Tom Shaw, Don Greenwood, Bob Blake, Gunther Rothenberg, Lou Zocchi, Dean West
- THE GREAT CANADIAN GAMES ADVENTURE** MAY 18-21
at: Ottawa University
King Edward St.
Ottawa, ON, CANADA
CANGAMES '79
201-360 Dundas St.
Vanier, ON, K1L 7W7
CANADA
(613) 745-2073
registration: \$8 to Apr 1, \$10 after 100 campus rooms avail. for \$6-12/night room reservations requ. before May 1
- MICHICON VIII (WG)** JUN 1-3
at: Oakland University
Detroit, MI
MDG-MICHICON
2616 Kenwyck
Troy, MI, 48098
- ORIGINS (WG)** JUN 22-24
at: Widener College
Chester, PA
- WESTERCON 31 (SF)** JUL 1-4
at: Marriott Hotel
Los Angeles, CA
Westercon XXXI
Box 5785
Mission Hills, CA, 91345
(213) 838-0297
\$10 registration
guests: Poul Anderson, Don C. Thompson
toastmaster: Jerry Pournelle
- CONEBULUS 2 (SF)** JUL 7-9
at: Syracuse Hilton
Syracuse, NY
Carol Gobeyn
619 Stolp Ave
Syracuse, NY, 13207
(315) 471-7003
registration: \$6
guests: Ben Bova, Tony & Suford Lewis
- DARKOVER 2 (SF)** JUL 13-15
at: Brooklyn, NY
Judy Gerjuoy
Armida Council
P.O. Box 355
Brooklyn, NY, 11219
registration: \$10 til July 1, \$15 after
guests: Marion Zimmer Bradley, Jacqueline Lichtenburg. Writers workshop limited to 15 persons given by Marion Zimmer Bradley contact address above.
art show: Mitch Botwin
2143 Kenwood Place
Bellmore, NY, 11710
Dir room: Steve Rosenstein
Terra Nova Enterprises
P.O. Box 149
Parkville Station
Brooklyn, NY, 11204

CWA-CON (WG) JUL 21-22
at: Loyola University
6525 N. Sheridan
Chicago, IL
Chicago Wargamer's Association
3605 Bobolink
Rolling Meadows, IL, 60008
(include SASE)
OR CALL:
Tony Adams
(312) 394-5618
registration: \$2/day or \$3 for both days
no preregistration for game tournaments

GENCON XII (WG) AUG 16-19
at: University of Wisconsin
Parkside Campus
Wood Rd
Kenosha, WI, 53140
in or after April contact
Joe Orłowski
GENCON XII Coordinator
P.O. Box 756
Lake Geneva, WI, 53147
registration \$10 til June 30, \$15 after

SEACON 79 (SF) AUG 23-27
(37th World Science-Fiction Con)
at: Metropole Hotel
Brighton, UK
Seacon 79
14 Henrietta St
London, WC2E 8QJ
UNITED KINGDOM
registration: \$7.50 supporting, \$15 attending
until Dec. 31, 78 (no info on current
registration rates).
guests: Fritz Leiber, Brian Aldiss, Harry
Bell. toastmaster: Bob Shaw

NORTHAMERICAN (SF) AUG 30-SEP 3
at: Calt House
Louisville, KY
North AmeriCon
P.O. Box 58009
Louisville, KY, 40258
registration: \$10
guest: Frederick Pohl, mc: Lester DelRey
specials: Irvin Koch
Northamerican Specials Director
c/o 835 Chattanooga Bank Bldg.
Chattanooga, TN, 37402
(enclose SASE)

GREAT LAKES CON(WG) SEP 7-9
at: Niagara Falls Convention Center
Niagara Falls, NY, 14303
Great Lakes Gamers
Eugene Suchora
175 Lake Ave
Lancaster, NY, 14086
(716) 883-1248
(not sure of this zip or phone as flyer was
not printed too clearly in this area)

NOVACON 9 (West) (SF) NOV 2-4
at: The Turf Inn
Albany, NY
Novacon 9
P.O. Box 428
Latham, NY, 12110
registration: \$7.50 to Apr 16, \$10 to Oct 15
and \$15 after
banquet: \$7 or \$10.50 after Oct 15
Rooms: 1 person \$28, 2-\$32, 3-\$36, 4-\$40
Huckster tables: 1-\$10, 2-\$30, 3-\$60
4-\$100
registration free to UK or EIRE passport
holders, members of SWFA and other
recognized professionals

THE FOLLOWING CON INFORMATION ARRIVED TOO LATE TO BE PUT IN DATE ORDER

CLEVELAND APR 20-22
STAR TREK CON
at: Cleveland, OH
North Eastern Ohio S.T.A.R.
P.O. Box 33092
Cleveland, OH, 44133
membership \$20
goths: Jimmy Doohan, George Takei,
Bruce Hyde, David Gerrold (confrmd)
Dlr tables: Mary Ellen Maty
\$100 ea call (216) 237-3375

OHIO VALLEY GAMES APR 7-9
FESTIVAL
Joe Scully
(614) 592-9946
OR
Rick Moyer
(614) 593-7954

DISCLAVE (SF, WG) MAY 25-28
at: Sheraton Park Hotel
Washington, DC
\$29-sing., \$36-dbl
\$43-trip., \$45-quad.
Mike Walsh
946 Montpelier St.
Baltimore, MD, 21218
Dlr tbs: \$20 ea, up to 3 max.
contact above

BRIDE OF MAY 4-6
PARAGON (SF)
at: Sheraton Penn State Inn
240 S. Pugh St.
State College, PA, 16801
(814) 238-8454
Bride of Paragon (Paragon II)
c/o Bob Casto
425 Waupelani Drive, No. 24
State College, PA, 16801
(814) 237-5262
memberships \$7
goths: Theodore Sturgeon, Kelly Freas
Jack L. Chalker, Alexis Gilliland, Sally
Fink, George Paczolt, George Chastain, Ted
Cogswell, Janet Morris, P. J. Plauger,
William Tenn (Philip Klass), Ken Von
Gunden and F. Paul Wilson
Art show, costume party, films, fanzine
(continued next column)

production workshop, computer games,
Rocky Horror Picture Show, etc., Banquet:
\$10.
Dlr tables: \$15 incl. 1 membership. Tables
must be reserved by Apr 15. Dlr rm will be
open to general public

GLASCON IV (WG) JUN 15-17
at: CSU
CSUN-SGA
7133 Reseda Blvd.
Reseda, CA, 91335
registration: \$3 prereg., \$5 at door

AMBERCON (SF) APR 6-8
at: Wichita Royale
Gordon Garb
505 N. Rock Rd., No. 909
Wichita, KS, 67206
membership \$5
goths: Roger Zelazny, Richard Delap,
Wilson Tucker

STAR TREKON 79 AUG 10-12
at: Breckenridge Inn
Kansas City, KS
Star Trekon 79
13301 Sixth St.
Grandview, MO, 64030
goths: Grace Lee Whitney (confirmed)
Jimmy Doohan (negotiating)

BALTICON (SF) APR 13-15
at: Hunt Valley Inn
Baltimore, MD
Baltimore SF Society
P.O. Box 686
Baltimore MD, 21203
membership \$5 pre, \$7 at door

PENULTICON (SF) MAY 25-28
at: Cosmopolitan Hotel
Denver, CO
Penulticon
Box 11545
Denver, CO, 80211
goths: C. J. Cherryh, Samuel Delany,
Ed Bryant. memberships \$10

JUST IMAGICON (SF) MAY 25-27
at: Holiday Inn Rivermont
Memphis Tenn
Louis Armor
4475 Martha Cole
Memphis, TN, 38118
membership \$15
goths: L. Sprague de Camp, Kelly Freas

BYOB-CON 9 (SF) MAY 25-27
at: Heritage Inn
Kansas City, MO
Byob-Con 9
c/o 3720 Jefferson
Kansas City, MO, 64111
membership \$8 to May 1, \$10 after
goths: Karl Edward Wagner, Andrew
Offutt

MIDWESTCON 79 (SF) JUN 22-24
at: Cincinnati, OH
Lou Tabakow
3953 St. Johns Terrace
Cincinnati, OH, 45236

DEEPSOUTHCON (SF) JUL 20-22
at: Pavillon Hotel
New Orleans
Sons of the Sand, Ltd
1903 Dante St
New Orleans, LA, 70118
membership \$7.50, \$10 at door
goth: R. A. Lafferty

MOSCON I (SF) SEP 29-OCT 1
at: University Best Western Inn
Moscow, ID
Moscon I
P.O. Box 9141
Moscow, ID, 83843
membership \$6 to Sep 1, \$8 after
goths: Verna Smith ('Doc' Smith's
daughter) and (health permitting) Robert
Heinlein

OCCUPATION CHART

by Paul Pruett

The following chart can be used to classify the main occupation of an encounter and/or character. The chart is structured so that two variations are possible:

- 1) To roll occupations listed in the D&D volumes and supplements, just roll one six-sided die, and two ten-sided dice (100 - 699).
- 2) To roll occupations found outside city areas and found in the wilderness or dungeons, just roll one eight-sided die, and two ten-sided dice (100 - 899).

Occupation	Dice Roll
*Idiot	002
*Jester	003
Accountant	004
Architect	005
Government Employees	013
Actor	016
Hatmaker	018
Carver	020
Leather Craftsman	023
Litigation Trickster	026
Inkmaker	028
Geologist	029
Astrologer	031
Carpetmaker	033
Author	035
Sage	038
Potter	042
Merchant	062
Guard/Militia	072
Sculptor	073
Biologist	074
Physician	077
Executioner	079
Brick Layer	082
Jeweller	084
Goldsmith	085
Artist	088
Beggar	103
Paladin	111
Thief	241
Fighter	455
Anti-Cleric (Evil High Priest)	480
Druid	488
Magic User	548
Monk	554
Cleric	644

Assassins	650
Mercenary	710
*Ranger	730
*Samurai	731
Miner	739
*Healer	746
Woodsman	761
*Beserker	770
*Bard	773
Slave	783
*Black Ranger	790
*Illusionist	820
Farmer	900
Interpreter	903
Pitchmaker	906
Roofer	910
Sailor	918
Ropemaker	921
Saddlemaker	923
Perfumer/Dyer	924
Mason	927
Bird Trainer	930
Don Juan	933
*Scribe	936
Seaman	943
Animal Trainer	949
Gambler	955
*Alchemist	958
Armorer	961
Astronomer	963
Boatmaker	965
Carpenter	967
Courtesan	982
Engineer	983
Fletcher	985
Glassblower	987
Lampmaker	988
Noble	991
*Pilot	992
*Other	000

*These occupations have more information listed below.

Alchemist - Information on levels and explanations of abilities can be found from pages 28-30 in "The Dragon" Vol. 1, No. 3.

Bard - Information on levels and explanations of abilities can be found from pages 11 - 12 in "The Strategic Review" Vol. 2, No. 1.

Beserker - More information regarding this sub-class on page 27 of *"The Dragon"* Vol 1, No. 3.

Black Ranger - This class is reserved to the chaotic alignment, but in all other respects the same as Rangers. This option is up to the D. M. and might preferred as a N. P. C..

Healer - Information on levels and explanation of abilities can be found from pages 22 - 23 in *"The Dragon"* Vol 1, No. 3.

Idiot - Information on levels and explanation of abilities can be found from page 28 in *"The Dragon"* Vol 1, No. 3.

Illusionist - Information on levels and explanation of abilities can be found from pages 5 - 6 in *"The Strategic Review"* Vol. 1, No. 4, and pages 23 and 25 in *"The Dragon"* Vol. 1, No. 1.

Jester - Information on levels and explanations of abilities can be found from page 28 in *"The Dragon"* Vol 1, No. 3.

Other - This is up to the D. M. and can be used to list occupations that are not mentioned. Some possibilities are Overlords, Astronauts, Traders, Slaver, Politicians, etc.

Pilot - For this occupation it is up to the D. M. as to the extent of the definition. It can refer to a pilot of a flying craft or a pilot of a land, space, sea, or astral craft. For the D. M. who doesn't use technology, it could simply be someone who pilots a boat or caravan.

Ranger - Information on levels and explanation of abilities can be found from pages 4 - 5 in *"The Strategic Review"* Vol. 1, No. 2.

Samurai - Information on levels and explanation of abilities can be found on page 25 in *"The Dragon"* Vol. 1, No. 3.

Scribe - Information and explanation can be found from pages 23 - 25 in *"The Dragon"* Vol. 1, No. 3.



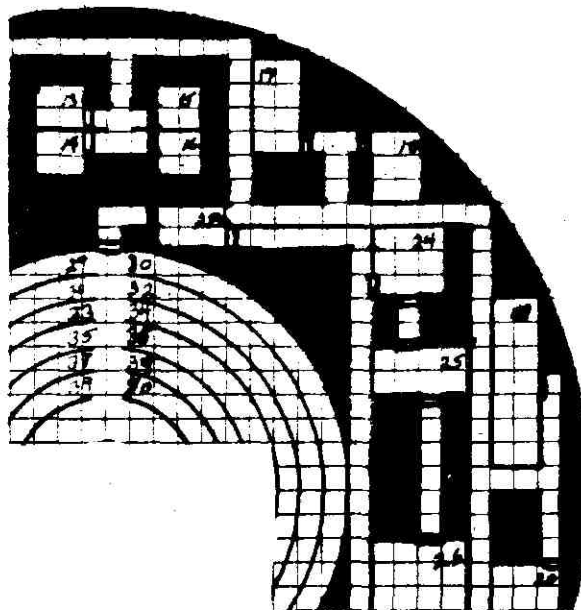
Tim
Kilgore

CONTEST NEARS END

The contest is called the Judges Guild Journal Son of - the World's First and Greatest Dungeon Creation Contest - Contest. The entry rules are quite simple and are as follows:

1) Dungeons submitted will be graded according to the following criteria within each division (see rule 2): Playability (how well your dungeon can be used by other DMs without their having to roll dice and make extraneous decisions), Suitability (how well balanced is your dungeon, level for level, for whatever PC level range it is best suited), Originality (if we have to explain it you don't have it), and Presentability (is it neatly typed, printed, are the charts inked or well-drawn, etc.).

2) Any dungeon may be submitted, regardless of level of play it was designed for and regardless of size. All submissions to the contest become property of Judges Guild, whether they win or not. We will sort the submitted dungeons into three categories according to size (not play level): Large, Medium (Average) and Mini. Prizes will be awarded in each size category as stated below, with the Suitability grade taking care of level of play differences. All contest entries may be used by Judges Guild as or in retail products and/or in any publication of Judges Guild. Judges Guild reserves the right to edit in whole or in part all contest entries, prior to publication. Credit will be given to the dungeon creator.



3) Contestants whose entries are published in any form but which were not contest winners will be reimbursed according to the regular reimbursement schedule, established for the Judges Guild publications, which is in effect at the time of publication.

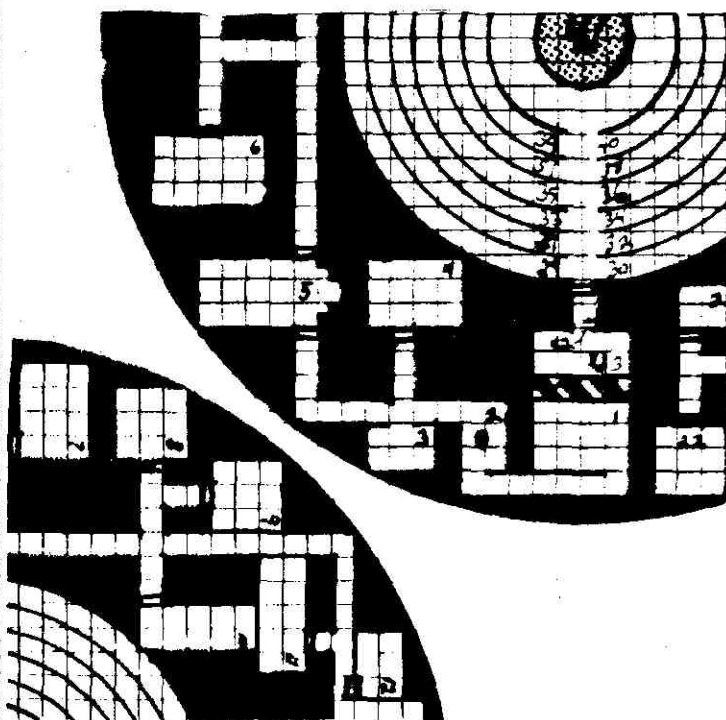
4) Prizes will be awarded in each category as follows for as many places as prizes are stated for or for as many places as dungeons are received for, if less than four dungeons are submitted for any one category: The following amounts are for credit to be used in purchasing any Judges Guild Product or Products from

Place	Judges LRG	Judges MED	Guild: MINI
1st	100	70	40
2nd	80	55	30
3rd	60	40	20
H.M.	40	25	10

In any case where, once typed or typeset for publication, it should be found that the text of the contest winning dungeon, if paid for at the now (11/78) active reimbursement rates, would exceed the amount of the prize awarded, the contest winner will be issued a new credit for the difference.

5) Entries for this contest should be received by us not later than April 30, 1979. Written permission for Judges Guild to use the dungeon must be included with the entry or it cannot be judged as part of this contest. Entries should be mailed to:

JGJSO-tWFaGDCC-C
Judges Guild
1165 N. University
Decatur, IL. 62526





Letters Of Marque by Bob Bledsaw

Players owning a ship can apply for 'Letters of Marque' from the Overlord. These guarantee protection of the ship by the Royal Navy and guarded anchorage in the harbor by a squad of Royal Mariners. In exchange, the Overlord gets a 20% cut of any booty taken in raids on the ships or lands not protected by the Overlord (tributaries). Letters of Marque elevate pirates to privateers and increase the social level of the holder and his captain(s) by one. Requests are submitted to the Chancellor of the High Seas accompanied by a 50 GP fee, and (if possible) letters of reference from nobles. Acceptance is the player's charisma plus his social level stated as a percentage. Half the social level of references can also be used to increase the percentage. Application takes a week of activity; each subsequent application, after a denial is reduced by 10%, plus new letters of reference must be written. Old letters of reference are kept on file.

Pirate attacks against tributaries and protectorates are considered treason. There is a 1/6 chance that any encounter at sea within 400 miles of the City-State is a Royal Navy War Galleon. It takes 1-20 weeks for news to reach the City-State, but War Galleons will know of any land raid (probability 20%) and shipping raid (probability 20%). Noble and gentlemen prisoners of the Royal Navy are treated with high esteem (never tortured), and can often (probability 20%) persuade the officers to set them adrift with provisions before reaching port.

Ye Olde Town Crier

The Town Crier of the City State is an excellent source of information and rumors. While he is charged with announcing the latest "news", he is reluctant to divulge any knowledge of a special nature (such as rumors and vigilantee actions) without some special considerations (bribes).

Vigilantes Searching For:

- 1-2) Fighter(s)
- 3) Magic User
- 4) Cleric
- 5) Thief
- 6) Special:
 - 1) Dwarf
 - 2) Elf
 - 3) Orc/Goblin
 - 4) Troll/Wererat
 - 5) Giant Animal(s)
 - 6) Giant Insect(s)

Any player encountering might be mistaken for prey (Probability 50%) if they fit general description diced for above.

Town Crier Tables

- 1) General Call to Arms
- 2) Orcs Sighted from Wall
- 3) Special
- 4-6) All's Well *

* Probability 50% that the Town Crier has special knowledge of Vigilantees (see table).

General Call To Arms "Official" Reason

- 1) Political Show of Force - Release 1 - 6 Days.
- 2) Parade for Dignitaries - Released in 3 - 18 Hours.
- 3) Manuevers - Released in 21 - 30 Days.
- 4-6) Practice Drill - Released 5 - 30 Hours.

Special Table for Town Crier

- 1) Caravan Arriving/Departing
- 2) Cavalry Call to Arms (excluding Knights)
- 3) Foot Call to Arms (excluding Knights)
- 4) Stagecoach Robbed/Missing
- 5) Fire (.05% chance to spread)
- 6) Epidemic Outbreak (Common Quarantine)
- 7) Ship Arriving/Departing
- 8) Noble's Birth/Death (Roll Social Level)
- 9) Holiday Proclaimed/Day of Mourning
- 10) Execution Coming Up
- 11) Gladiator Festival Today
- 12) Battle Result (Distant Army) Win/Lose
- 13) Curfew (Goblins loose in the City last night)
- 14) Gates Locked (Outlaw/Spy sighted)
- 15) Spell Use Illegal Today (Enemy MU loose)
- 16) Jail Break 5 GP Reward/3 - 18 Escapees
- 17) Emergency Tax for Overlord 1 SP/Social Level
- 18) Extra Month's Pay for Volunteers (Orc Exped.)
- 19) War Declaration/Peace Treaty
- 20) Weapon/Horse Confiscation (Probability of avoidance same as Charisma stated as percent)

Result of Capture

- 1) Tar and Feather (Damage 1 - 2)
- 2) Relieved of all Possessions (Carried)
- 3) Hung Upside Down from Lamp Post
- 4) Facial Disfiguration (-2 Charisma)
- 5) Beat Unconscious (-4 Charisma/4 - 24 Days)
- 6) Weighted and Thrown into Estuary

DETAILS

by Tom Holsinger

There has been some confusion over the distinction between "magic" plate and chainmail armor, and "magic" one-handed and two-handed swords. No distinction is made between them on the Greyhawk magic item charts, probably because there is none. Magic armor looks like chainmail, weighs as much as leather armor, and defends like plate armor. Magic swords weigh as much as one-handed swords, attack as one-handed swords when used one-handed, and attack as two-handed swords when used two-handed. Magic swords count as being the more favorable of either two-handed or one-handed swords when determining weapon length for the purpose of melee.

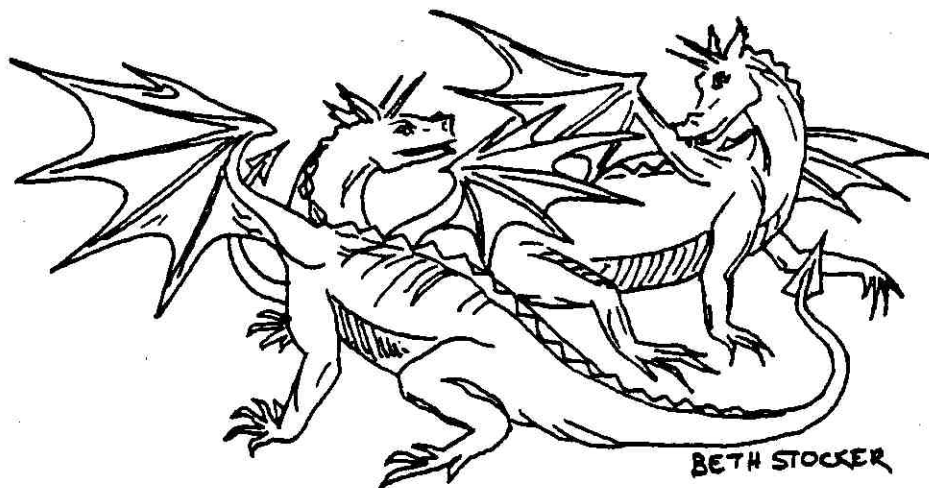
When characters gain additional hit points as they rise in experience levels, it does not mean that they are physically bigger or that their flesh is tougher, rather it means that they are faster in evading an opponent's attacks. A blow that would dismember a less experienced character is only a minor wound to a high-level type. Perhaps the gods also play some role in deflecting magical energies (from a destructive attack such as fireballs or cold) from a high-level target. Otherwise it makes no sense that a lightning bolt which makes a square hit should totally "crisp" a 5th level character, while merely scorching the hide of a 10th level. The physical ability to take damage is basically the same for both.

This train of thought leads to interesting implications for healing spells. A "Cure Wounds" spell should have relatively the same effect upon high-level types as upon low-level ones. So, I propose that a "Cure Light Wounds" spell cure 10 - 35% of a character's total hit points (2 - 7 points times 5%) regardless of the

number of hit points possessed by that character or damage taken. "Cure Serious Wounds" should cure 20 - 70% of a character's hit points. This only applies to man-sized and smaller types. This makes clerics much more important, even low-level ones.

Characters may take hits below their unconsciousness level equal to their number of hit dice, plus any bonuses due to constitution. A 7th level mage with a constitution of 15 could take 4 (4 hit dice) plus 1 for 5 hits in addition to his regular number of hit points before dying. Characters below their unconsciousness level sink towards death at the rate of $\frac{1}{2}$ hit point per melee turn. Medical attention (non-magical first aid) will arrest this decline if one melee turn of one minute per hit point below the unconsciousness level is spent on the medical attention. A character having thaken three hit points beyond his total must receive first aid for five minutes (melee turns) for the bleeding to be stopped. Three minutes for the three hit points, during which time he sank another $1\frac{1}{2}$ hit points, so another $1\frac{1}{2}$ minutes rounded up to two to fully bind the wounds.

Creatures larger than man-sized may be magically cured. Figure out their body weight, and make that a ratio compared to the human normal. It appears that each hit point is compared to 30 pounds weight, with numerous exceptions. Taking a human normal of 150 pounds, reduce the percentage cured by a like ratio. A lammasu with 30 hit points comes out as 900 pounds, for a ratio of $\frac{1}{6}$. Divide the percentage magically cured by 6 to determine the percentage of 30 hit points which is actually cured.



A CLARIFICATION OF CHARACTER TYPES

by N. Morgan

Clerics: They may wear any form of armour and may use the following weapons:

	Man Size	Larger than Man Size
Mace	1-6	1-4
Military Pick	1-6	1-4
Hammer	1-6	1-4
Morning Star	1-8	1-6
Flail	1-8	1-8
Mounted Lance	1-8	2-24
Sling	1-4	1-6
Club	1-6	1-3

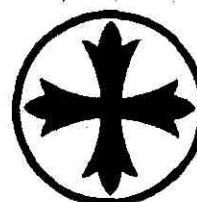
When Clerics rise a level, they must spend two turns in prayer (no movement or melee) in order to receive the additional spells and Combat vs. Undead advantages. In this process, they do not regain the spells they have used up that day, but may choose the same spell, if it is possible, out of their additional spell allowance for their new level. Spells are usable once per game 'day' and to regain them, the Cleric must wait until one day has passed since the time he cast the spell, and spend one turn in prayer for each spell he wishes to regain.

Clerics vs. Undead; only one attempt per turn may be made by a Cleric to turn away/dispell undead. This is due to the mental and spiritual drain in resources caused by such an action. If the cleric fails to turn away all the undead or dispell them, tough, he must wait till next turn to try again. When turning away/dispelling Undead, the cleric cannot fight/defend himself in the melee round that he makes such an attempt.

Where a number is shown on the Clerics vs. Undead table, this is the score to equal or exceed on 2 six-sided dice to have the effects of T, ie., to turn away up to 2 dice in number.

MAGIC-USERS: They may wear no armour or carry any shield, and they may only use a dagger for a weapon.

The amount of spells a Mage has, and of what level these are, can be found opposite the Mage's level in Men & Magic, ie., a 'Medium' (level 1) can use one first level per day. When a spell is cast, the Mage immediately forgets it and cannot use it again in that adventure until one day has passed and he has looked it up and memorized it again from his book of spells, unless he took down two of that spell in which case only one of them would be forgotten. The Chance To Know Any Given Spell (Greyhawk) is the percentage chance of the Mage successfully casting the spell successfully according to his intelligence. If he scores over the percent needed, he fails to cast the spell correctly. If a backfire, or 'klutz' system is desired, the following is the system I use: first you subtract the Mage's Chance To Know Any Given Spell from 100. The result is the percentage chance of the spell backfiring on him if he failed to cast the spell correctly. If the spell cast backfires, the caster takes the appropriate damage if it was an offensive spell (Sleep, Magic Missile, Fireball, etc.) as well as forgetting the spell which backfired on him. If it was a non-offensive spell (Detect Magic, Read Languages, Read Magic, etc.) then only the latter comes into effect. If the Mage doesn't cast the spell correctly, but it doesn't backfire, then he may try to cast it again. Only one spell may be cast per melee round (a character may use a Wand or spell, but not both in the same melee round) during which he cannot melee, but can be attacked before he casts the spell.



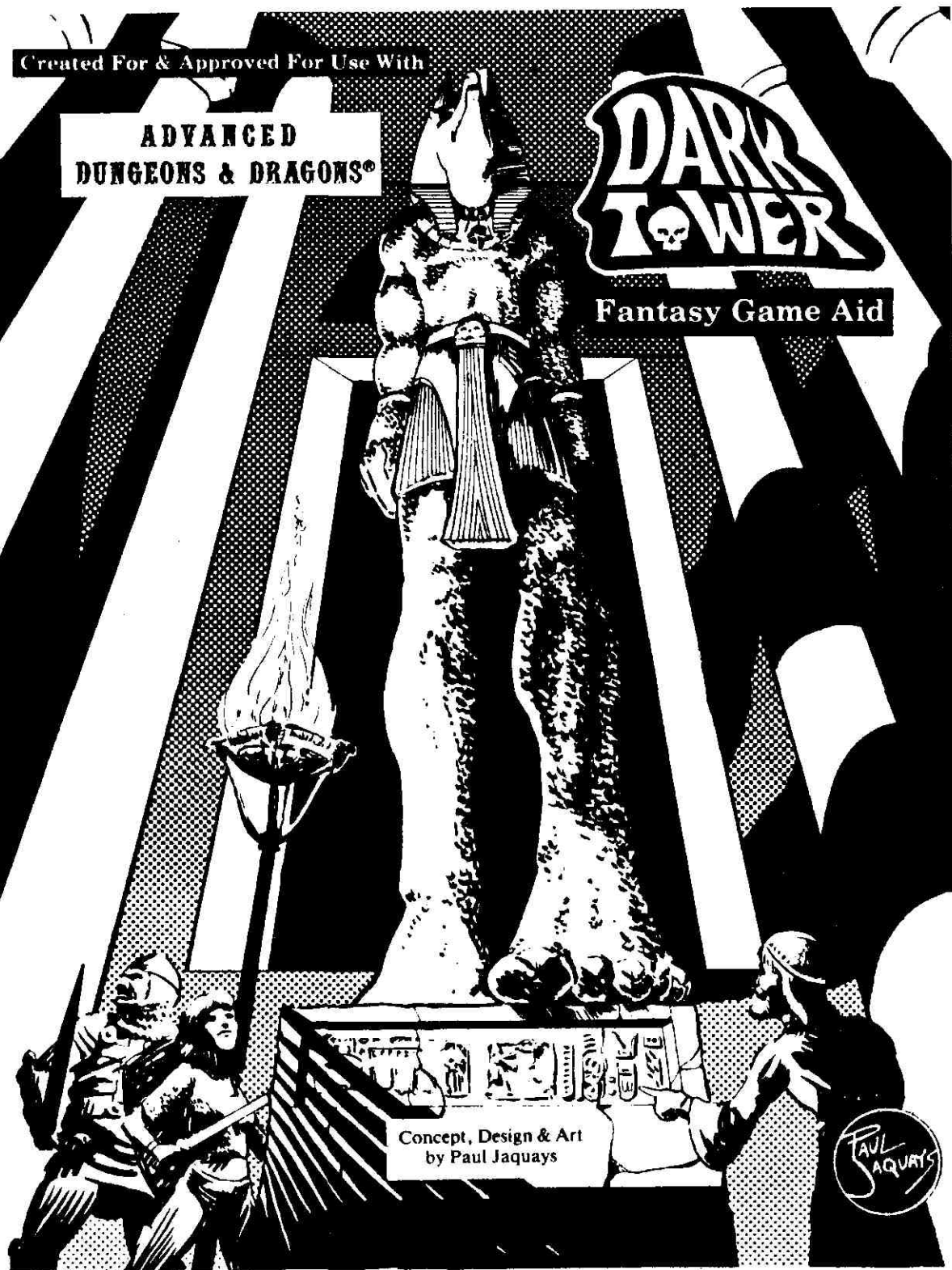
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