

# VILLAGE BOOK 1



A Judges Guild  
**UNIVERSAL**  
FANTASY SUPPLEMENT

CAMPAIGN HEXAGON SUB-SYSTEM

GUIDLINES & VILLAGES ON NUMBERED HEX GRIDS

JG #59

\$2.75



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								

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

#### TABLE OF CONTENTS

PAGE	DESCRIPTIONS
2	Village Index
3	Village Index and Table of Contents
4	Wall Sections & Streets
5	Village Shops & Population
6	Village Works Chart
7	Government Works
8-11	Village Names
12	Construction Types
13-60	Village Maps

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

write Judges Guild, 1165 N. University, Decatur, Il. 62526

#### CREDITS

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

WALL SECTIONS AND STREETS

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

Wall Height

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

Wall Length

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

Wall Thickness and Type

Die Roll	Earth (2x)	Wood (4x)	Brick (4x)	Stone (3x)	Marble (3x)	Grate
1	10'	1'	2'	4'	2' Latticed	1" dia. B*
2	20'	2'	4'	8'	4'	2" dia. B
3	30'	3'	6'	12'	6'	3" dia. B
4	40'	4'	8'	16'	8'	1" dia. I*
5	50'	5'	10'	20'	10'	2" dia. I
6	Wood	Brick	Stone	Marble	Grate	3" dia. I

\*B = Bronze

\*I = Iron

Die Roll    Wall Characteristics

1	Secret gate
2	Stained
3	Carved
4	Batter 3"-18"
5	Spiked top
6	Pointed top
7	Castellated
8	Arrow slits (1/10')
9	Crumbling
10	Cantilevered platform
11	Parapets (1/30')
12	Glass embedded
13	Overgrown
14	Dry ditch
15	Moat
16	Iron reinforced
17	Magically reinforced
18	Small (postern) gate
19	Gate tower
20	Tower both ends

Die Roll    Wall Defenses

1	None
2	Taboo symbols
3	Multiple crossbow
4	Iron pellets
5	Spear trap
6	Arrow trap
7	Nets
8	Gas spheres
9	Tar pits
10	Mirrors
11	Watch creatures
12	Pits
13	Magically protected
14	Stones
15	Catapult
16	Onagre
17	Trebuchet
18	Dart thrower
19	Greek fire
20	Cauldrons (1/30')

Die Roll    Number of Streets

1	1-10
2	1-20
3	3-24
4	4-32
5	4-40
6	6-60

Street Length

To determine the length of each street multiply the width by 20' to 200'.

Street and Width and Type

Die Roll	Trail	Dirt	Gravel	Wood	Brick	Stone
1	1'	2'	3'	2'	5'	10'
2	2'	4'	6'	4'	10'	20'
3	3'	6'	9'	6'	15'	30'
4	4'	8'	12'	8'	20'	40'
5	Dirt	10'	15'	10'	25'	50'
6	Dirt	Gravel	Wood	Brick	Stone	60'



## SHOP TYPES

To find the types of shops a village will have, note first the number of shops the population will allow (see population chart). Secondly, note the technological level of the village (see village technological chart). If a village has a technological level of Tributary with a population of 200, four village shops and two government works buildings should be rolled for.

## VILLAGE SHOPS

To roll for the village shops requires a 20-sided die. After locating the technological level, roll on the chart in the technological level indicated. Roll for no more than one-third of the shops in that category. The remainder shall be rolled for from the lower technological levels.

## VILLAGE TECHNOLOGICAL LEVEL CHART

Roll a 12-sided die to determine the village technological level. A roll of 12 indicates a re-roll. The column of numbers next to the technological level indicates the number of government works buildings to be rolled for.

1. Anarchy	0
2. Democratic	1
3. Tribal	1
4. Agrarian	2
5. Religious	2
6. Tributary	2
7. Oligarchy	3
8. Republic	3
9. Aristocracy	3
10. Feudal	4
11. Dictatorship	4
12. Re-roll	

## VILLAGE POPULATION LEVEL CHART

Percentage Die Roll	Population	Shops	Percentage Die Roll	Population	Shops
01	10	1	56-60	210	5
02	20	1	61-64	220	5
03	30	1	65-67	230	5
04	40	1	68-70	240	5
05-06	50	2	71-73	250	5
07-08	60	2	74-76	260	6
09-10	70	2	77-79	270	6
11-12	80	2	80-81	280	6
13-14	90	2	82-83	290	6
15-17	100	3	84-85	300	6
18-20	110	3	86-87	310	7
21-23	120	3	88-89	320	7
24-26	130	3	90-91	330	7
27-29	140	3	92-93	340	7
30-32	150	3	94-95	350	7
33-36	160	4	96	360	8
37-40	170	4	97	370	8
41-44	180	4	98	380	8
45-49	190	4	99	390	8
50-55	200	4	00	400	8



## VILLAGE SHOPS CHART

### Anarchy

1. Flint cutter
2. Tanner
3. Stone cutter
4. Tavern
5. Wheel & cart shop
6. Stone tool maker
7. Plow maker shop (wood)
8. Ox keeper
9. Wise man's den
10. Weaver's shop
11. Basket market
12. Open air market
13. Yoke maker
14. Stone weapon maker (axe, knife)
15. Spear maker
16. Smoke house
17. Shield maker (skins)
18. Jeweler (uncut stones, bones)
19. Armorer (breastplate, bone)
20. Rain maker

### Democracy

1. Horse breaker
2. Bow maker
3. Fortuneteller
4. Stable keeper
5. Mold & pattern maker
6. Raft builders
7. Glove maker
8. Tavern
9. Remedy house
10. Axe maker
11. Net maker
12. Sandal maker
13. Drum maker
14. Water witch
15. Leader's house
16. Stirrup maker
17. Water wheel maker
18. Bronze caster
19. Water skin maker
20. Carver's shop

### Tribal

1. Canoe maker
2. Rail splitter
3. Oil shop
4. Miller
5. Hunting dog trainer
6. Pitch maker
7. Wine maker
8. Ale maker
9. Tavern
10. Sword maker
11. Tavern
12. Horse keeper
13. Coal supplier
14. Sailboat maker
15. Blacksmith (horse care)
16. Handax maker
17. Fur trader
18. Spike & wedge maker
19. Helmet maker (leather)
20. Shield maker

### Agrarian

1. Sundial maker
2. Linen shop
3. Robe maker
4. Book maker
5. Candle maker
6. Oil lamp maker
7. Coppersmith
8. Scribe
9. Tavern
10. Inn
11. Carpenter
12. Wagon builder
13. Slate cutter shop
14. Pole arm shop
15. Mace maker
16. Tailor
17. Pottery shop
18. Sail maker
19. Brick layer
20. Horse trader



### Religious

1. Lantern maker
2. Chariot maker
3. Hat maker
4. Silversmith
5. Leather armor
6. Master builder
7. Ghost chaser
8. Undertaker
9. Composite bow maker
10. Locksmith
11. Slaver
12. Navigational shop
13. Pipe weed shop
14. Brewery
15. Religious symbols shop
16. Lance & Javelin shop
17. Jail (law enforcement)
18. Trap maker
19. Temple
20. Herb & spice shop

### Tributary

1. Screw maker
2. Windmill builder
3. Silk goods
4. Money lenders (bank)
5. Carpet maker
6. Goldsmith
7. Barding maker (armorer)
8. Halberd, morning star, flail maker
9. Glass blower
10. Debtors prison
11. Tax collector
12. Sheep market
13. House of Joy
14. Informant shop
15. Town crier
16. Saddle designer
17. Transport shop
18. Butcher
19. Bureaucrat's office
20. Court clerk

### Oligarchy

1. Crossbow maker
2. Chain mail (armorer)
3. Trap designer
4. Artist
5. Poison shop (alchemist)
6. Accountant
7. Astrologer's shop
8. Mineral sage
9. Botanist (sage)
10. Body snatcher's
11. Map maker
12. Feed, seed & dry goods
13. Minstral guild
14. Mason
15. Library
16. Wigs
17. Courthouse
18. Money changer
19. Mercenary service
20. Hypnotist

### Republic

1. Ship builder
2. Hotel
3. Slave market
4. Bathhouse
5. Swine market
6. Cattle market
7. Clerical aid shop
8. Sculptor
9. Lumbermill
10. Shipyard
11. Bake shop
12. Interpreter
13. Building supplies
14. Stage hire
15. Foundry
16. Hourglass shop
17. General store
18. Sage's house
19. Jade shop
20. Gladiator school

### Aristocracy

1. Plate armor (armorer)
2. Geologist (sage)
3. Rugs & tapestries
4. Siege tower builder
5. Deed recorder
6. Village clerk
7. Leech (doctor)
8. Assassins' den
9. Mining engineer
10. Ship captains' guild
11. Pottery shop
12. Animal trainer
13. Thieves' den
14. Music shop
15. Sailors' hall
16. Puppeteer shop
17. Theater
18. Bricklayer
19. Beggars' guild
20. Court of Law

### Feudal

1. Rocket builder
2. Road engineer
3. Castle engineer
4. Fighter's school
5. Magic school
6. Messenger service
7. Astronomer (sage)
8. Catapult builder
9. Execution yard
10. Building inspector
11. Actor's guild
12. Spectacle shop
13. Steel factory
14. Ship captain's school
15. Siege tower builder
16. Assassin's guild
17. House of the Insane
18. Village bookkeeper
19. Military induction center
20. Hall of the Great Druid

### Dictatorship

1. Telescope shop
2. School of math & science
3. Gladiator arena
4. Siege engineer
5. Sage's guild
6. Monastery
7. Taxidermist
8. Glass shop
9. Sign painter
10. Circus
11. Survey shop
12. Sanitation station
13. Woman's foundation shop
14. Orcamitory
15. Laundry service
16. Landscape service
17. Investigator
18. Falcon trainer
19. Glass cutter
20. Rat chaser



### GOVERNMENT WORKS CHART

#### Anarchy

None

#### Democracy

- 1-5 Tax office
- 6-15 Village meeting hall
- 16-20 Community warehouse

GOVERNMENT WORKS CHART cont.

Tribal

- 1-2 Tax office
- 3-4 Guardhouse
- 5-6 Waterworks
- 7-8 Grainery
- 9-10 Lookout tower
- 11-12 Leadership home
- 13-14 Temple
- 15-16 Jail
- 17-18 Village meeting hall
- 19-20 Village court

Agrarian

- 1-2 Citadel
- 3-4 Militia headquarters
- 5-6 Town square
- 7-8 Tax office
- 9-10 Town meeting hall
- 11-12 Community warehouse
- 13-14 Lookout tower
- 15-16 Leadership home
- 17-18 Jail
- 19-20 Temple

Oligarchy

- 1 Stadium
- 2 Theater
- 3 Noble's home
- 4 Sentry station
- 5 Pantheon
- 6 Circus
- 7 Marketplace
- 8 Village court
- 9 Temple
- 10 Bathhouse
- 11 Prison (law enforcement)
- 12 Citadel
- 13 Tax office
- 14 Village meeting hall
- 15 Lookout tower
- 16 Postal system
- 17 Burial grounds
- 18 Sentry house
- 19 Military school
- 20 Windmill

Aristocracy

- 1-2 Fortress
- 3-6 Odeum (music hall)
- 7-10 Gladiator school
- 11-14 Temple
- 15-18 Bathhouse
- 19-22 Prison
- 23-26 Citadel
- 27-30 Military headquarters
- 31-34 Town square
- 35-38 Tax office
- 39-42 Village meeting hall
- 43-46 Emperium
- 47 Lookout tower
- 48 Keep
- 49-52 Village coroner system
- 53-56 Village printing house
- 57-60 Military induction building
- 61-64 Burial grounds
- 65-68 Village court
- 69-72 Debtors prison
- 73-75 Sentry house
- 76-78 Military school
- 79-80 College
- 81 Capital
- 82-84 Guardhouse
- 85-87 Village defense wall
- 88-89 Pantheon
- 90-91 Stadium
- 92-93 Theater
- 94-95 Noble's dwelling
- 96-97 Sentry station
- 98-99 Circus
- 100 Marketplace

Religious

- 1 Temple
- 2 Temple
- 3 Burial grounds
- 4 Prison
- 5 Citadel
- 6 Militia headquarters
- 7 Public bathhouse
- 8 Town square
- 9 Tax office
- 10 Town meeting hall
- 11 Community warehouse
- 12 Lookout tower
- 13 Leadership dwelling
- 14 Town armory
- 15 Waterworks
- 16 Grainery
- 17 Town stable
- 18 Large tomb
- 19 Temple
- 20 Temple

Tributary

- 1 Pantheon (several temples)
- 2 Circus (similar to arena)
- 3 Marketplace
- 4 Temple
- 5 Bathhouse
- 6 Burial grounds
- 7 Prison
- 8 Citadel
- 9 Militia headquarters
- 10 Garrison headquarters
- 11 Town square
- 12 Tax office
- 13 Village meeting hall
- 14 Emperium (royal warehouse)
- 15 Leadership dwelling
- 16 Lookout tower
- 17 Keep
- 18 Town postal system
- 19 Military induction center
- 20 Village court

Republic

- 1 Temple
- 2 Bathhouse
- 3 Prison
- 4 Citadel
- 5 Military headquarters
- 6 Town square
- 7 Tax office
- 8 Village meeting hall
- 9 Lookout tower
- 10 Burial grounds
- 11 Village court
- 12 Military school
- 13 College
- 14 Village defense walls
- 15 Pantheon
- 16 Stadium
- 17 Theater
- 18 Noble's home
- 19 Circus (similar to arena)
- 20 Marketplace

Feudal

- 1-3 Castle
- 4-7 Vassal training center
- 8-11 Tomb of the Overlord
- 12-15 Fortress
- 16-19 Odeum
- 20-23 Gladiator school
- 24-25 Temple
- 26-27 Bathhouse
- 28-29 Prison (law enforcement)
- 30-31 Citadel
- 32-35 Military headquarters
- 36-39 Town square
- 40-41 Tax office
- 42-43 Village meeting hall
- 44-45 Emperium
- 46-47 Lookout tower
- 48-49 Keep
- 50-51 Village coroner
- 52-54 Village printing house
- 55-57 Military induction center
- 58-60 Burial grounds
- 61-64 Village court
- 65-68 Debtors prison
- 69-72 Sentry house
- 73-75 Military school
- 76-78 College
- 79-81 Capital (temple dedicated to a ruler)
- 82-84 Guardhouse
- 85-87 Village defense wall
- 88-90 Pantheon (several temples)
- 91 Stadium
- 92 Theater
- 93-94 Noble's dwelling
- 95-96 Sentry station
- 97-98 Circus (similar to arena)
- 99-00 Marketplace

## Dictatorship

- 1-3 Naumachial (place to hold mock sea battles)
- 4-6 Castle
- 7-9 Vassal training center
- 10-12 Tomb of the Overlord
- 13-15 Fortress
- 16-18 Odeum
- 19-20 Gladiator school
- 21-23 Temple
- 24-26 Bathhouse
- 27-29 Village printing house
- 30-32 Military school
- 33-35 Burial grounds
- 36-39 Village court
- 40-42 Debtors prison
- 43-45 Sentry house
- 46-48 Military induction building
- 49-50 College
- 51 Capital (temple dedicated to Arthur)
- 52 Guardhouse
- 53-55 Village defense wall
- 56-58 Pantheon (several temples)
- 59-61 Stadium
- 62-64 Theater
- 65-67 Noble's dwelling
- 68-70 Sentry station
- 71-73 Circus
- 74-77 Marketplace
- 78-80 Prison (law enforcement)
- 81-83 Citadel
- 84-86 Military headquarters
- 87-89 Town square
- 90-92 Tax office
- 93-95 Village meeting hall
- 96 Emperium
- 97 Lookout tower
- 98-99 Keep
- 100 Village courier



## NAMING VILLAGES

The following tables list first the prefixes and then suffixes, both of which are rolled as the chart indicates. Together the two words rolled will usually combine into a reasonably good village name; however, if the name doesn't sound right, or sounds contradictory, just roll either component over again or use the next one listed. The listing is an aid to creating names, so occasionally try rolling two prefixes to be combined with one suffix, or try using the lists in opposite order. Once named, one can assume that possibly the name implies a legendary background for the village in question. For example, "Rebelmound" might be a village on a hill, inside of which is buried the treasure of a robber baron who is still remembered by the villagers as a distant antecedent. Use the part in parenthesis to improve the sound or meaning of the combination when necessary; likewise, parts may be pluralized or added to--"en", "ing", etc. With 460 prefixes and 800 suffixes, there are 368,000 possible combinations.

PREFIXES (crossindex 2 twenty sided dice roll to find first part of village name)

#1	#2	#3	#4	#5	#6	#7
1. Amble	1. Bright	1. Bid	1. Bray	1. Close	1. Drowning	1. Dove
2. Auld	2. Black	2. Burnt	2. Brae	2. Cave	2. Deer	2. Drum
3. Acre	3. Blue	3. Bond	3. Crow(s)	3. Center	3. Day	3. Dirty
4. Abbots	4. Brown	4. Bryn	4. Castle	4. Chapel	4. Dover	4. Dragon(s)
5. Aber	5. Bridge	5. Barrow	5. Crook	5. Crystal	5. Double	5. Dwarf
6. Avon	6. Bronze	6. Bur	6. Carrick	6. Coral	6. Deaf	6. Eden
7. Axe	7. Brass	7. Bolt	7. Carn	7. Clay	7. Dead	7. Eye
8. Ash(en)	8. Birch	8. Bald	8. Chip	8. Clover	8. Diver	8. Enchanted
9. Abbey	9. Berry	9. Bleeding	9. Concealed	9. Copper	9. Dole	9. Eerie
10. Amber	10. Bull	10. Blessed	10. Coate	10. Cherry	10. Druid	10. East
11. Apple	11. Burning	11. Bee	11. Covetous	11. Cloud(y)	11. Duck	11. Edge
12. Ant	12. Brink	12. Bear	12. Charl	12. Cedar	12. Dripping	12. Emerald
13. Armor	13. Bloom	13. Bell	13. Can	13. Corn	13. Damp	13. Elm
14. Arrow	14. Buck	14. Battle	14. Cam	14. Candle	14. Dray	14. Evil
15. Altar	15. Bliss	15. Bath	15. Creake	15. Clear	15. Dank	15. Ever
16. Art	16. Brick	16. Box	16. Crick	16. Channel	16. Don	16. Ered
17. Azure	17. Boon	17. Bow	17. Crescent	17. Dim	17. Dart	17. Elk
18. Bard(s)	18. Baron	18. Bird	18. Cut(ing)	18. Diamond	18. Devil(s)	18. Elf
19. Barn	19. Barren	19. Bad	19. Cape	19. Dry	19. Dour	19. Far
20. Big	20. Back	20. Bag	20. Cold	20. Dark	20. Den	20. Fair

PREFIXES cont.

#8	#9	#10	#11	#12	#13	#14
1. Flying	1. Green	1. Guild	1. Hope	1. Jewels	1. Little	1. Mate
2. Fire	2. Gold(en)	2. Growling	2. Hog(s)	2. Jealous	2. Left	2. Math
3. Fond	3. Glass	3. Hot	3. Hyde	3. Joyful	3. Living	3. Mad
4. Free(d)	4. Garnet	4. High	4. Hydra	4. Jinx	4. Lake	4. Miller
5. Friend(s)	5. Goat	5. Hazel	5. Hungry	5. Kennel	5. Lizard	5. Mean
6. Four	6. Grey	6. Hart	6. Happy	6. Knock	6. Lion	6. May
7. Fog	7. Grand	7. Hickory	7. Harpy	7. King(s)	7. Lance	7. Mine
8. Fang	8. Glacier	8. Honey	8. Huge	8. Key	8. Laurel	8. Mynd
9. Fell	9. Giant(s)	9. Horn	9. Handy	9. Lusty	9. Long	9. Mel
10. Foal	10. Granite	10. Horse	10. Iron	10. Lovelorn	10. Late	10. Mal
11. Fore	11. Gas	11. Hag	11. Ice(y)	11. Lune	11. Luck	11. Maiden
12. Frost	12. Good	12. Hook	12. Ivy	12. Lian	12. Last	12. Marsh
13. Father	13. Glory	13. Heart	13. Ivory	13. Lyn	13. Lewd	13. Monk
14. Flat	14. Gloss	14. Hind	14. Ink	14. Loose	14. Live	14. Murky
15. First	15. Gruesome	15. Harbor	15. Innocent	15. Lovely	15. Light	15. Muddy
16. Fall	16. Guardian	16. Hazy	16. Infidel	16. Lawful	16. Lime	16. Mysterious
17. Forest	17. Garth	17. Honor	17. Infested	17. Lazy	17. Middle	17. Magic
18. Faithful	18. Glen	18. Hoop	18. Infant	18. Lame	18. Mount	18. Manor
19. Fruitful	19. God	19. Hammer	19. Javelin	19. Legion	19. Marble	19. New
20. Fleet	20. Great	20. Hard	20. Jade	20. Las(er)	20. Maple	20. Naked

#15	#16	#17	#18	#19	#20
1. Nomad	1. Pleasant	1. Rainy	1. Silver	1. Sear	Roll again
2. North	2. Pure	2. Ruby	2. Slate	2. Shrinking	(4 sided die)
3. Night	3. Pen	3. Ram	3. Soft	3. Salt	
4. Near	4. Pearl	4. Rush	4. Swarthy	4. Storming	
5. Nether	5. Pine	5. Rich	5. Sun(ny)	5. Smiter	
6. Noble	6. Pale	6. Rare	6. Satin	6. She	
7. Never	7. Past	7. Rubble	7. Scrub	7. Sabre	
8. Nor	8. Placid	8. Running	8. Small	8. Sword	
9. Old	9. Plaque	9. Round	9. Sylvan	9. Shield	
10. Orange	10. Plow	10. Rabid	10. Spider	10. Suffering	
11. Ox(en)	11. Prince	11. Rake	11. Sleeping	11. Shadow	
12. Oak(en)	12. Quick	12. Rebel	12. Spotted	12. Swine	
13. One	13. Quiet	13. Red	13. Sand	13. Sunder	
14. Open	14. Quarry	14. Rye	14. Smoke	14. Stan	
15. Over	15. Queen(s)	15. South	15. Saddle	15. Stained	
16. Out	16. Rising	16. Sickle	16. Seeker(s)	16. Stock	
17. Odd	17. Rouge(s)	17. Straight	17. Slave(s)	17. Stoke	
18. Pack	18. Ridge(d)	18. Stark	18. Silent	18. Stow	
19. Peel	19. Right	19. Side	19. Sea	19. Street	
20. Pad	20. Rain(ing)	20. Stead	20. Sugar	20. Swallow	

#1A	#2A	#3A	#4A
1. Shaft	1. Trek	1. Work	1. Wick
2. Swan	2. Time	2. White	2. Worthy
3. Sincere	3. Tame	3. West	3. Wonderous
4. Strained	4. Top	4. Wind	4. Warrant
5. Stinky	5. Trans	5. Walnut	5. Waddle
6. Sweet	6. Tri	6. Wheat	6. Were
7. Sacred	7. Tug	7. Wet	7. Wand
8. Saffron	8. Tusk	8. Weasel	8. Weapon
9. Saint(s)	9. Twin	9. Wild	9. Watch
10. Sailor(s)	10. True	10. Worm(s)	10. Wax
11. Satyr	11. Upper	11. Wagon	11. Wayfaring
12. Savage	12. Up	12. Win	12. Wayside
13. Temple	13. Vine	13. Wolf	13. Wayward
14. Tower	14. Vile	14. Wine	14. Weasel
15. Trusted	15. Vale	15. Well	15. Wizard
16. Tunnel	16. Valley	16. Winter	16. Wedge
17. Troubled	17. Violent	17. Wey	17. Welcome
18. Tremble	18. Valient	18. Wood	18. Wheat
19. Thrasher	19. Vow	19. Wool	19. Yard
20. Tiger	20. War	20. Wise	20. Zealous





SUFFIXES (roll a six sided die odd number roll on first twenty columns, even roll on second twenty columns; then roll a twenty sided die for the particular name in a column.)

Odd

#1	#2	#3	#4	#5	#6	#7
1. ark	1. able	1. bray	1. berry	1. clearing	1. crown	1. coyote
2. axe	2. ace	2. balky	2. bluff	2. circle	2. chain	2. crawl
3. arbor	3. ate	3. beam	3. bank	3. cock	3. comber	3. crest
4. air	4. basher	4. balance	4. bit	4. cat	4. cherry	4. creature
5. arches	5. breeder	5. bull	5. beck	5. chase	5. cap	5. crook
6. abyss	6. breath	6. bait	6. brush	6. climb	6. canyon	6. core
7. apostle	7. bad	7. boa	7. brown	7. cluster	7. colony	7. crunch
8. ape	8. boy	8. berg	8. black	8. cloth	8. cargo	8. crust
9. argo	9. bole	9. band	9. borough	9. cite	9. comic	9. cud
10. asp	10. bas	10. burrow	10. bere	10. cene	10. commune	10. curl
11. anger	11. brace	11. bear	11. bold	11. clone	11. convent	11. curr
12. alum	12. body	12. branch	12. blue	12. climax	12. cone	12. current
13. ague	13. birth	13. bar	13. cote	13. cent	13. cooler	13. cut
14. age	14. bill	14. burgh	14. crave	14. curtain	14. coral	14. curse
15. act	15. but	15. borne	15. cave	15. crew	15. council	15. cyclone
16. ache	16. burst	16. bury	16. castle	16. craft	16. counter	16. cad
17. agon	17. bridge	17. brook	17. cham	17. claim	17. cover	17. cypress
18. aid	18. bay	18. beach	18. creek	18. cate	18. court	18. den
19. agree	19. ball	19. bush	19. crossing	19. chin	19. cradle	19. don
20. abbey	20. bridge	20. bend	20. center	20. coot	20. cox	20. down

#8	#9	#10	#11	#12	#13	#14
1. dingle	1. dome	1. dent	1. fish	1. fuddle	1. gain	1. hound
2. ding	2. dum	2. devil	2. flower	2. flag	2. grail	2. heart
3. dale	3. dry	3. eel	3. fall(s)	3. fellow	3. grove	3. heath
4. ditch	4. dorf	4. en	4. foot	4. fry	4. grave(s)	4. halt
5. dog	5. dont	5. earth	5. firth	5. fox	5. glen	5. haven
6. dell	6. dust	6. elk	6. fort	6. fair	6. grey	6. head
7. dike	7. dile	7. eyed	7. foil	7. fight	7. green	7. hill(s)
8. drudge	8. deck	8. ebb	8. fail	8. ground	8. greave	8. house
9. Dwarf	9. drop	9. echo	9. frame	9. gram	9. garth	9. hollow
10. dock	10. dasher	10. eden	10. flow	10. glow	10. guard	10. hen
11. disease	11. daze	11. edge	11. fast	11. gy	11. holt	11. hook
12. dip	12. deceit	12. egg	12. form	12. grow	12. hour	12. heights
13. diamond	13. decision	13. emblem	13. forrest	13. gory	13. hole	13. harbor
14. dawn	14. decoy	14. emu	14. fire	14. guess	14. heat	14. hart
15. doom	15. defense	15. eater	15. force	15. glass	15. heap	15. hurst
16. dross	16. delight	16. epic	16. fin	16. gape	16. harp	16. hand
17. drew	17. deity	17. estate	17. foul	17. gar	17. hot	17. helm
18. drite	18. desire	18. ford	18. fowl	18. gate	18. hive	18. holm
19. dried	19. demand	19. folk	19. friend	19. grade	19. hovel	19. ham
20. duct	20. demon	20. field(s)	20. fod	20. gando	20. hitch	20. horn

#15	#16	#17	#18	#19	#20
1. hall	1. just	1. jump	1. kid	1. load	1. lane
2. hold	2. jure	2. kangaroo	2. keep	2. levy	2. lund
3. hedge	3. journ	3. kan	3. kame	3. leaf	3. lore
4. hilt	4. junct	4. karst	4. keel	4. lecher	4. lade
5. ington	5. jam	5. ken	5. knoll	5. lead	5. lick
6. inn	6. join	6. kennel	6. lan	6. laugh	6. link
7. inlet	7. jackal	7. key	7. lin	7. latch	7. loon
8. image	8. jaguar	8. kettle	8. lon	8. las	8. labor
9. ilk	9. jade	9. kill	9. lake	9. like	9. lady
10. impala	10. jamb	10. kindred	10. land	10. lure	10. ladder
11. ice	11. jar	11. kindle	11. lock	11. lack	11. lamprey
12. idol	12. jaw	12. king	12. low	12. lord	12. language
13. idyll	13. jig	13. klein	13. leigh	13. late	13. lantern
14. illusion	14. job	14. knife	14. leg	14. law	14. mart
15. imprint	15. joy	15. knock	15. lair	15. line	15. market
16. indian	16. jay	16. knight	16. lark	16. lar	16. mere
17. insect	17. jowl	17. knot	17. larva	17. life	17. mel
18. iron	18. joust	18. knuckle	18. leech	18. lift	18. mouth
19. ivory	19. judge	19. knowledge	19. loose	19. lene	19. moor
20. ivy	20. juggler	20. krone	20. leper	20. lfs	20. mill



Even

#1	#2	#3	#4	#5	#6	#7
1. mead	1. mirth	1. nil	1. oar	1. pura	1. patrol	1. pol
2. man	2. muck	2. noise	2. obelisk	2. pile	2. patridge	2. quin
3. more	3. moose	3. noble	3. ocelot	3. pha	3. pearl	3. que
4. mont	4. mission	4. nock	4. ocher	4. pitch	4. peacock	4. quad
5. mound	5. none	5. net	5. ode	5. port	5. pool	5. quack
6. mark	6. nose	6. neck	6. odor	6. pocket	6. pit	6. quake
7. march	7. narrows	7. nob	7. omen	7. picket	7. pond	7. quail
8. mine	8. name	8. ness	8. opossum	8. pedal	8. path	8. quilms
9. mist	9. nail	9. nymph	9. oracle	9. power	9. park	9. quartz
10. music	10. nature	10. over	10. order	10. post	10. point	10. queen
11. mate	11. naught	11. oil	11. origin	11. pot	11. place	11. quick
12. ment	12. neat	12. orb	12. orient	12. polk	12. plains	12. quarry
13. meter	13. nectar	13. orgy	13. out	13. passenger	13. pike	13. quest
14. mass	14. needle	14. other	14. owl	14. praise	14. patch	14. quay
15. made	15. neighbor	15. ogy	15. orchard	15. pace	15. peak	15. rew
16. mode	16. news	16. one	16. python	16. paddle	16. pass	16. rose
17. math	17. nibble	17. off	17. pixie	17. pall	17. pier	17. red
18. mend	18. night	18. open	18. puddle	18. palm	18. pack	18. rack
19. mat	19. niche	19. ooze	19. perch	19. pan	19. pair	19. rook
20. milk	20. nickle	20. oak	20. pod	20. parade	20. pause	20. ring

#8	#9	#10	#11	#12	#13	#14
1. rest	1. roar	1. skill	1. son	1. scent	1. siege	1. trust
2. ridge	2. reptile	2. shoe	2. sett	2. sin	2. strut	2. tory
3. rill(s)	3. race	3. strip	3. shade	3. stral	3. scribe	3. torch
4. rapids	4. rabble	4. sley	4. stock	4. stray	4. swamp	4. try
5. ral	5. raft	5. stad	5. sword	5. sphere	5. town	5. tringe
6. root	6. rail	6. sod	6. seed	6. shaft	6. ton	6. tracks
7. right	7. rank	7. stone	7. straight(s)	7. ship	7. tree	7. telle
8. rach	8. recruit	8. sby	8. square	8. space	8. tower	8. trade
9. ram	9. rod	9. say	9. shroud	9. stork	9. thorn	9. tender
10. rone	10. realm	10. shield	10. sheriff	10. sand	10. tale	10. think
11. rine	11. rash	11. springs	11. steed	11. stand	11. tan	11. token
12. ron	12. road	12. shine	12. sting	12. scream	12. talk	12. tide
13. round	13. robe	13. shire	13. soon	13. strike	13. tic	13. tray
14. rite	14. roof	14. stable	14. sun	14. swing	14. trick	14. up
15. rett	15. room	15. stream	15. storm	15. stage	15. tight	15. user
16. rain	16. roost	16. set	16. sur	16. skull	16. time	16. unicorn
17. ruin	17. reef	17. sea	17. slant	17. size	17. tee	17. union
18. roll	18. scale	18. sound	18. scope	18. scarred	18. tone	18. usher
19. ranger	19. side	19. stead	19. site	19. star	19. trope	19. urn
20. ramp	20. scar	20. shore	20. scape	20. stalk	20. tint	20. vin

#15	#16	#17	#18	#19	#20
1. vent	1. ville	1. verdict	1. wildcat	1. witch	1. yank
2. ver	2. von	2. verse	2. war	2. watch	2. yawn
3. vert	3. valley	3. vestige	3. worm	3. wick	3. yeoman
4. volcano	4. vista	4. vicar	4. wash	4. wood	4. yoke
5. vat	5. vale	5. viceroy	5. ward	5. worth	5. yore
6. vast	6. view	6. villain	6. watt	6. wistle	6. yard
7. vagabond	7. verse	7. vigil	7. wife	7. wool	7. york
8. value	8. vampire	8. vigor	8. way	8. walk	8. yack
9. valon	9. van	9. villa	9. win	9. water	9. zan
10. vanish	10. vanda	10. village	10. wagon	10. ware	10. zoan
11. vault	11. vanir	11. viper	11. wail	11. well	11. zone
12. vermin	12. vanity	12. violet	12. wort	12. wright	12. zoa
13. victor	13. vanquished	13. virtue	13. widow	13. wall	13. zine
14. vineyard	14. vapor	14. virgins	14. weevil	14. years	14. zote
15. victim	15. varia	15. white	15. woman	15. yeon	15. zel
16. vision	16. varna	16. well	16. weed	16. youth	16. zoic
17. voice	17. vassal	17. wolf	17. wish	17. yond	17. zole
18. vulture	18. vest	18. wyvern	18. wisper	18. yan	18. zodiac
19. void	19. venom	19. world	19. whip	19. yas	19. zeal
20. vern	20. venture	20. wing	20. whole	20. yaw	20. zest



Building Type

1	Hut
2	Hovel
3	Cottage
4	Shop
5	Manor
6	Villa
7	Hall
8	Palace

Type of Materials

1	Straw
2	Mud or wattle
3	Wood
4	Field stone
5	Fired brick
6	Cut stone

Room Height

1	4'
2	8'
3	12'
4	16'
5	20'
6	24'

Number of Rooms

1	BTN*
2	BTN+1
3	BTN+2
4	BTN+4
5	BTN+8
6	BTN+1+LL**
7	BTN+2+LL
8	BTN+4+LL
9	BTN+8+LL
10	BTN+1+UL***
11	BTN+2+UL
12	BTN+4+UL
13	BTN+8+UL
14	BTN+1+LL+UL
15	BTN+2+LL+UL
16	BTN+4+LL+UL
17	BTN+8+LL+UL
18	BTN+2+UL+WG****
19	BTN+2+LL+WG
20	BTN+2+UL+LL+WG

Ground Level

1	5'x10'
2	10'x10'
3	10'x15'
4	15'x15'
5	10'x20'
6	15'x20'
7	20'x20'
8	10'x30'
9	15'x30'
10	20'x30'
11	30'x30'
12	5'x15' Hall
13	5'x20' Hall
14	5'x30' Hall
15	10'x10' Chapel
16	20'x20' Chapel
17	10'x20' Stable
18	20'x30' Stable
19	5'x10' Secret Room
20	10'x10' Secret Room

Lower Level

1	10'x10'
2	20'x20'
3	30'x30'
4	40'x40'
5	10' Diameter
6	20' Diameter
7	30' Diameter
8	40' Diameter
9	10' Octagon
10	20' Octagon
11	30' Octagon
12	40' Octagon
13	Irregular shaped
14	Monster lair
15	Wine cellar
16	Cave entrance
17	Well
18	Escape tunnel
19	Tomb
20	Dungeon entrance

Upper Level

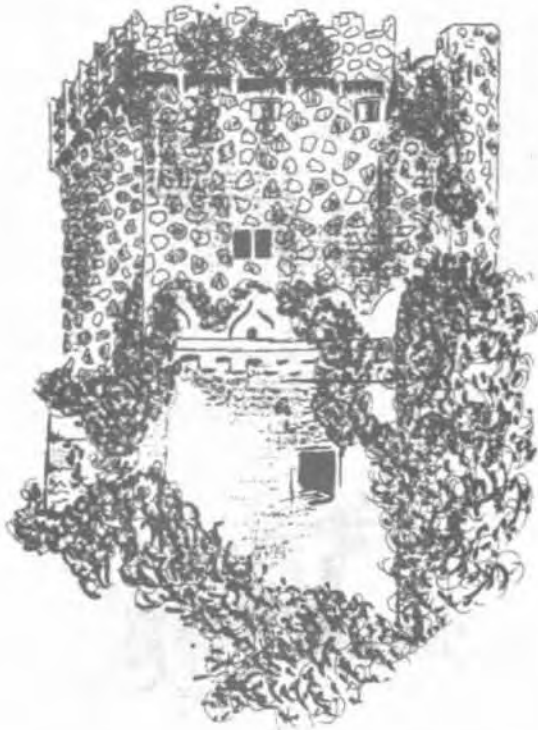
1	10'x10' Tower
2	10'x20' Tower
3	10'x30' Tower
4	10'x40' Tower
5	10'x10'
6	10'x10'
7	10'x20'
8	20'x20'
9	30'x30'
10	40'x40'
11	Stable
12	Aviary
13	Garden roof
14	Lighthouse
15	Balcony
16	Observatory
17	Orgon tower
18	Bell tower
19	Crow's nest
20	Landing platform

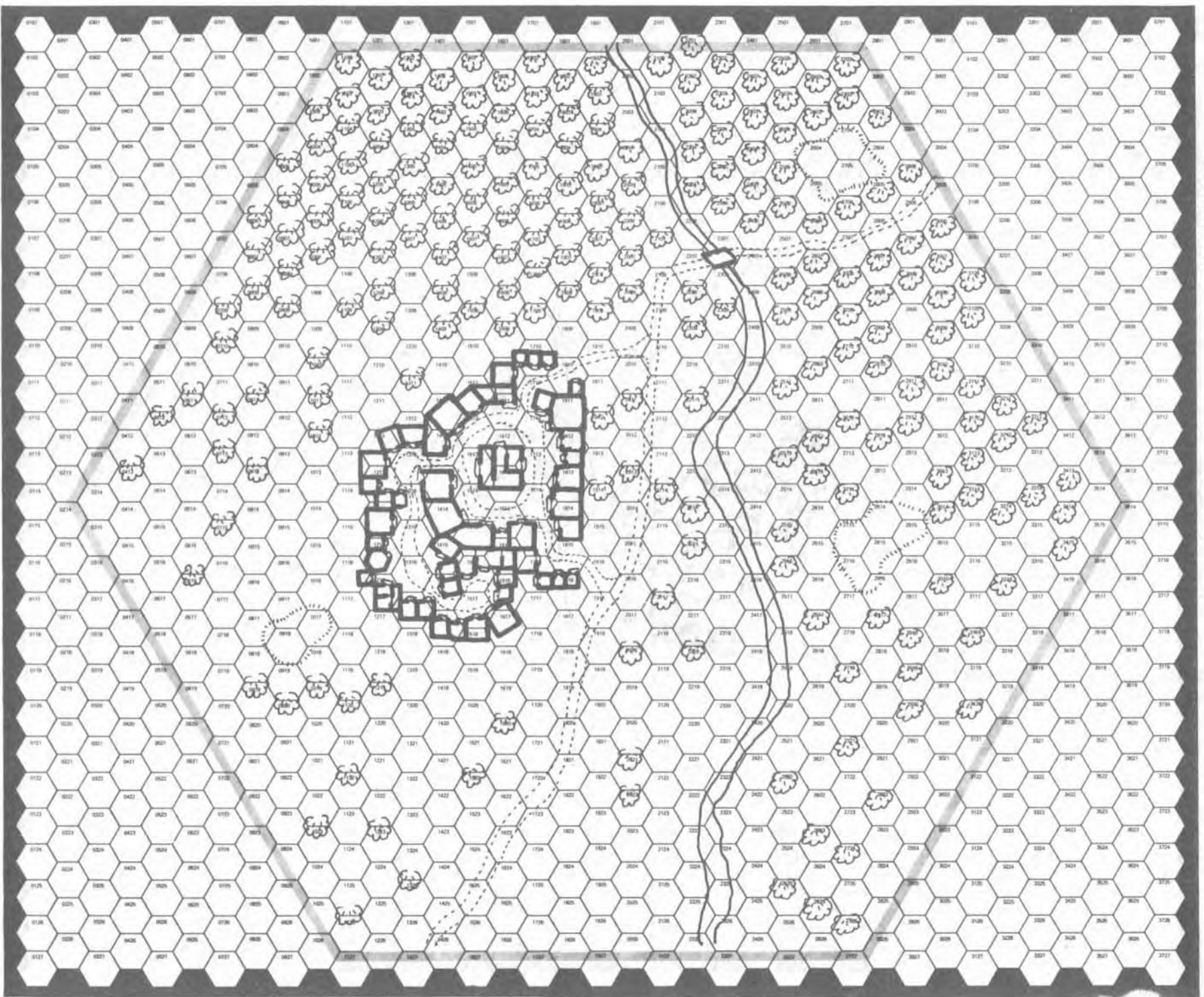
\* Building Tower Type

\*\* Lower Level

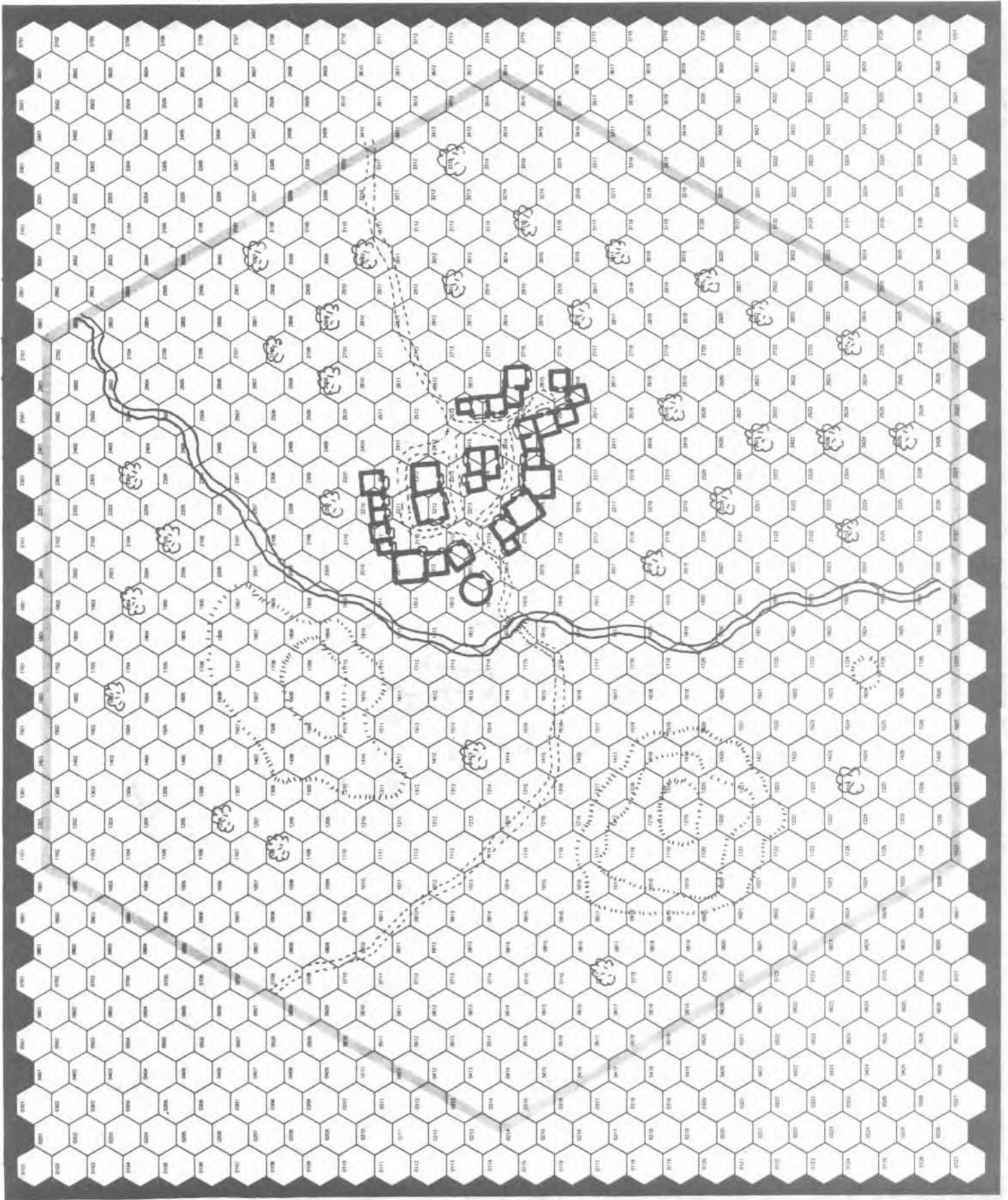
\*\*\* Upper Level

\*\*\*\* Walled Garden

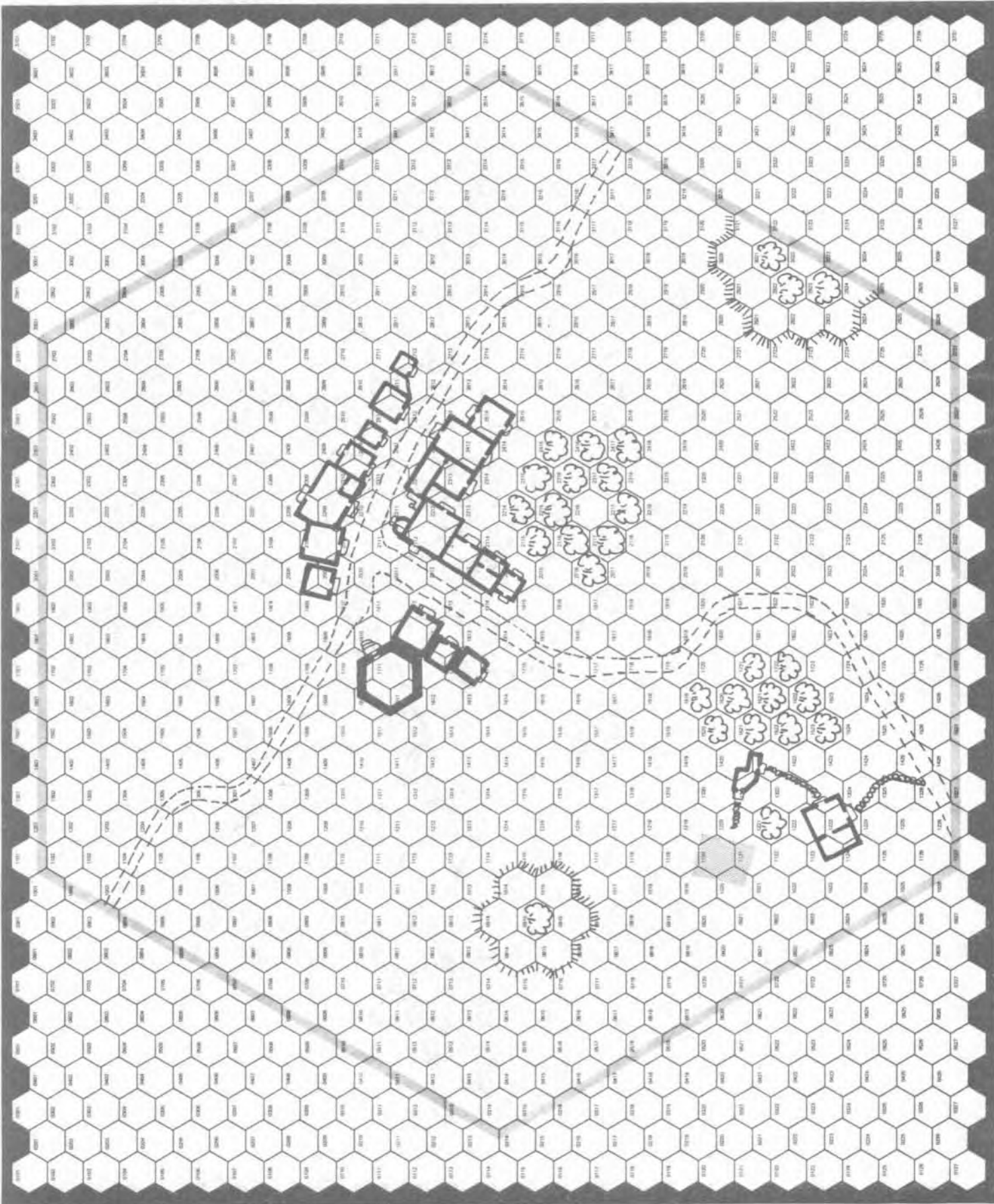


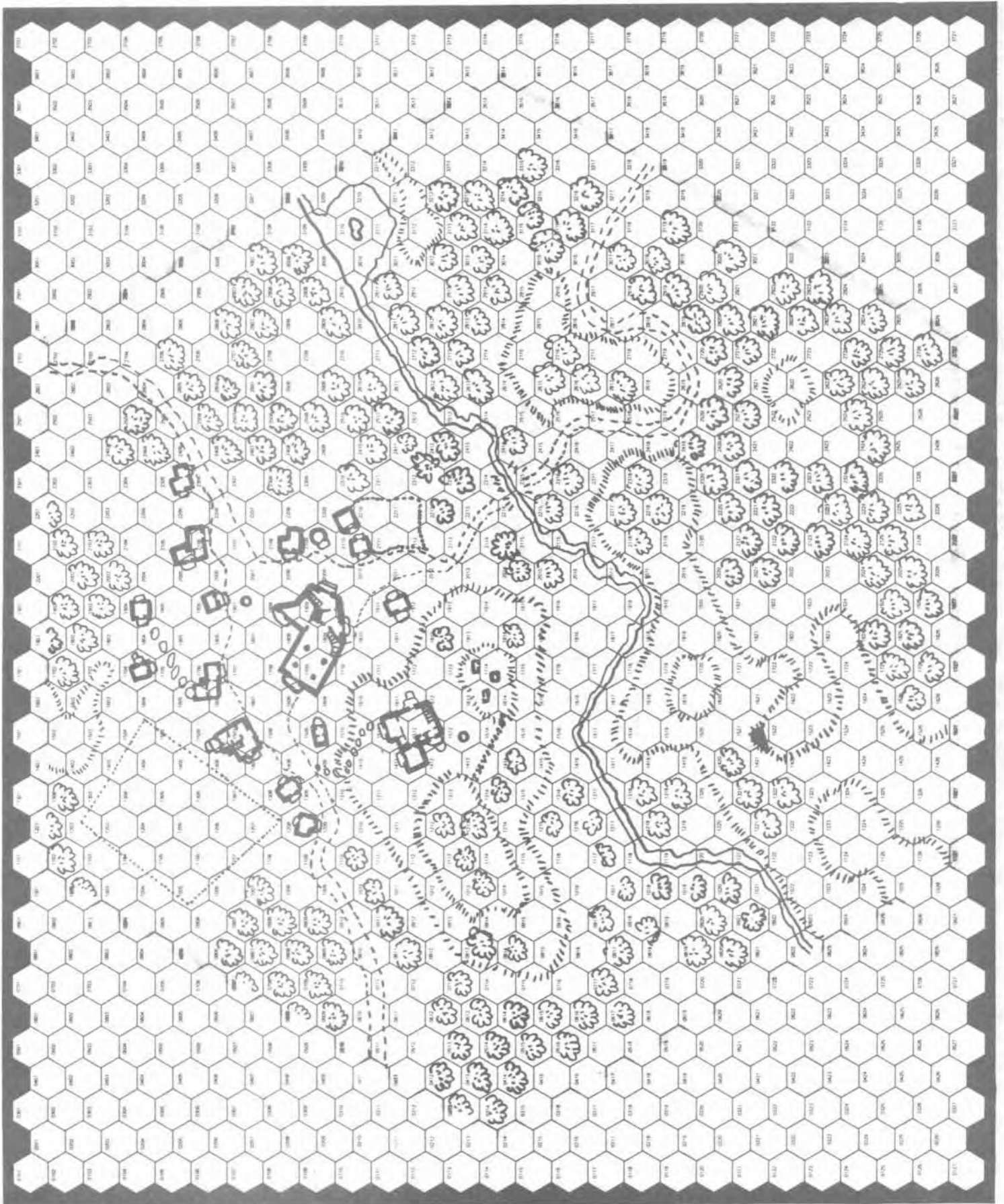










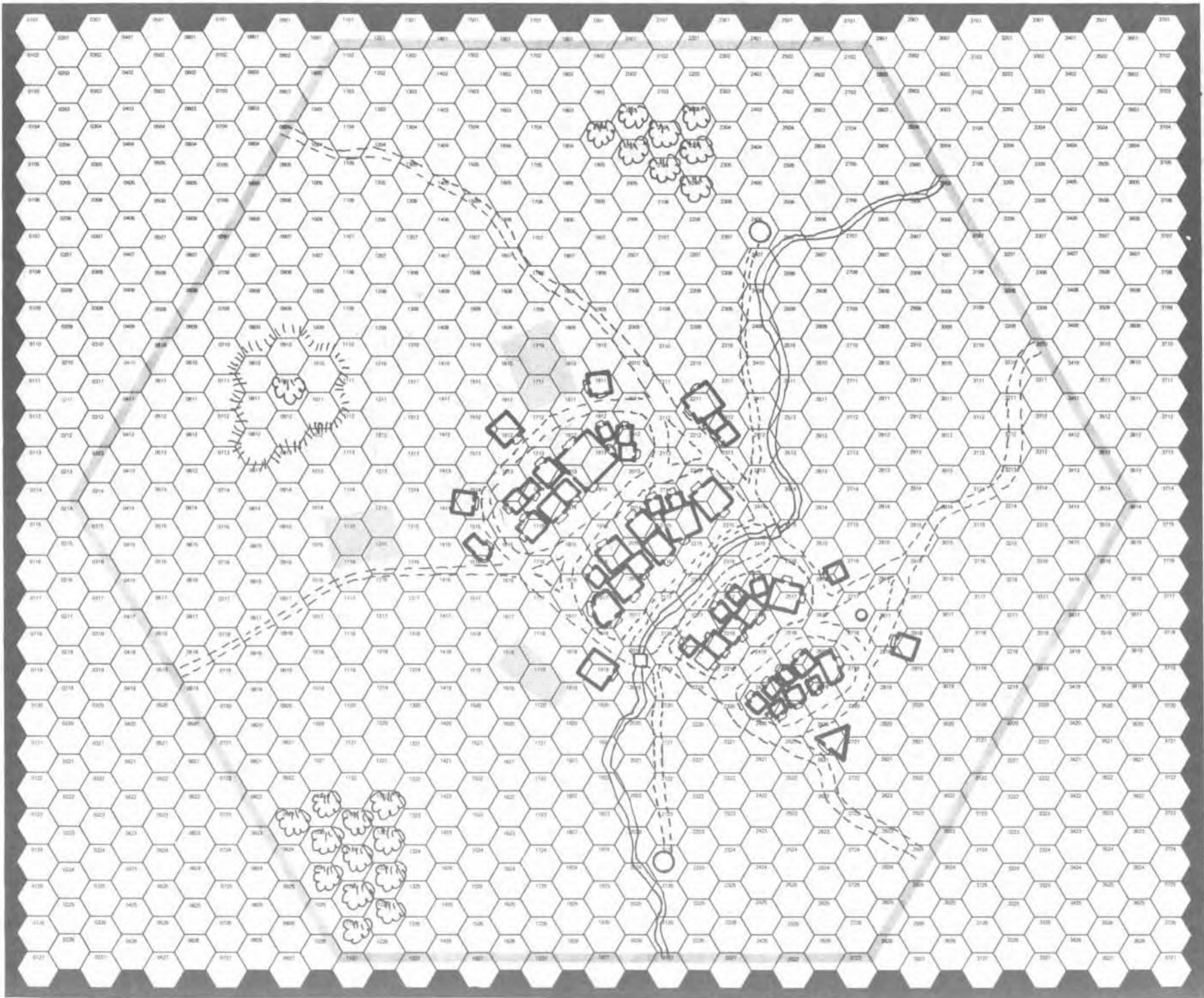




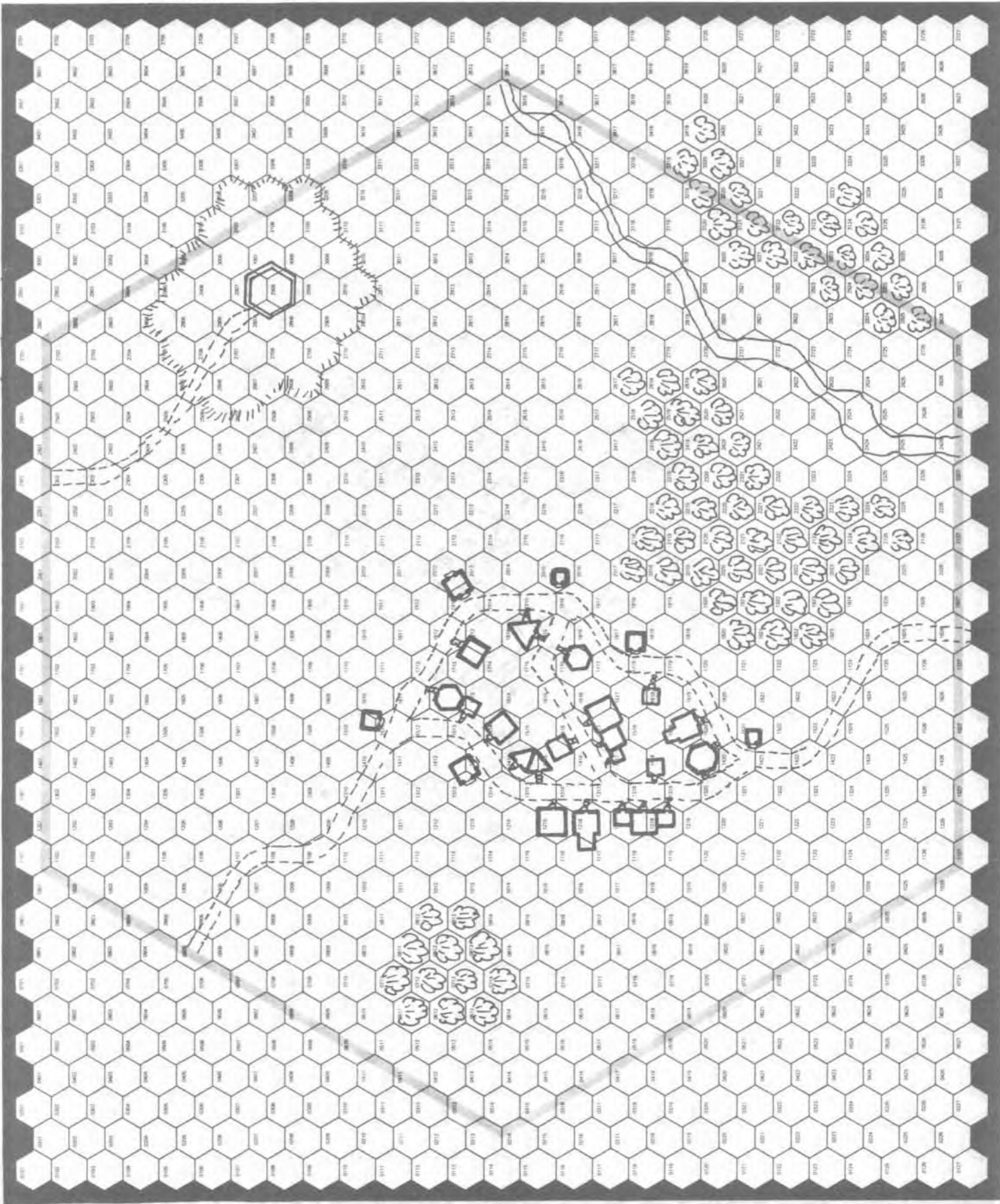


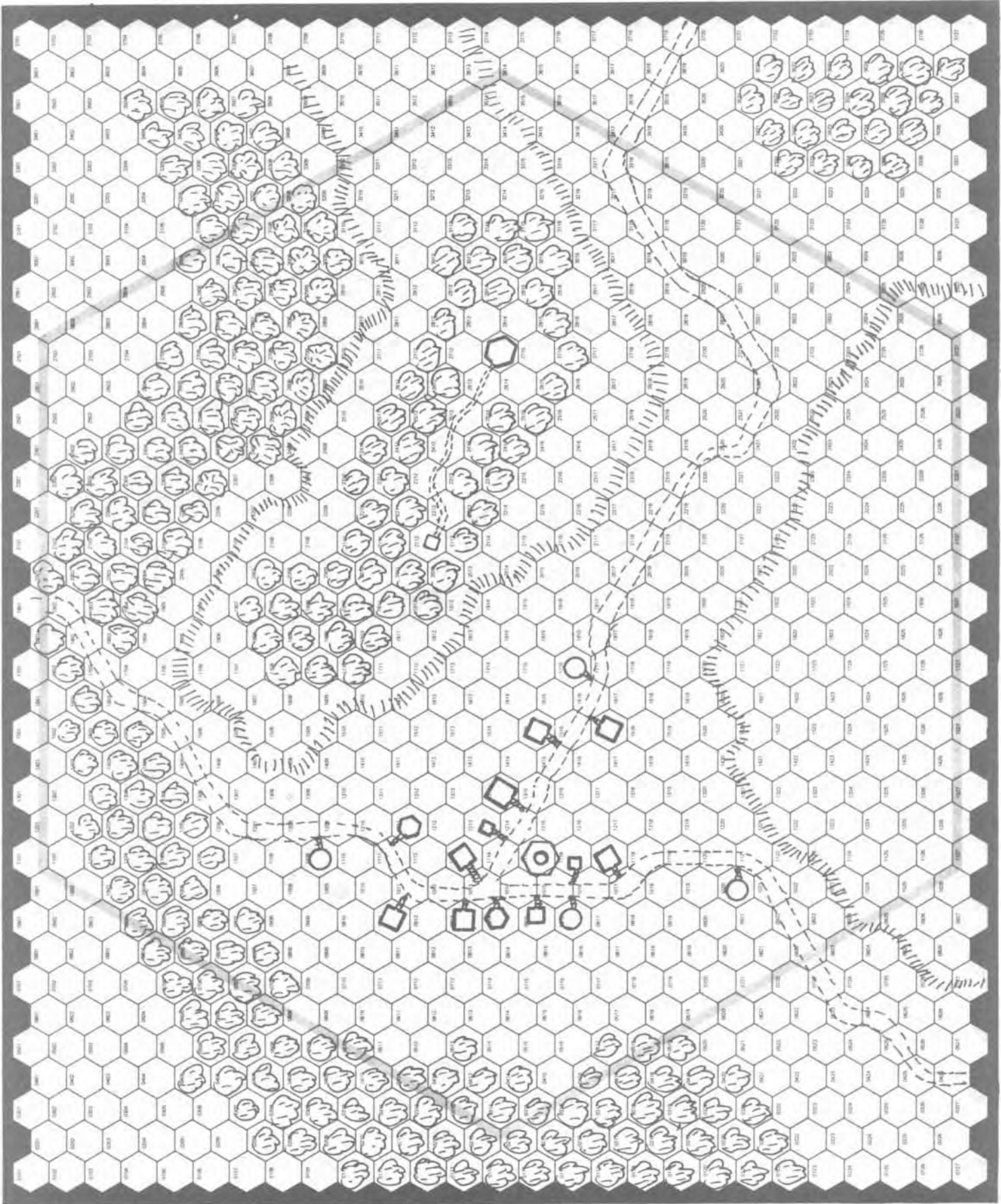




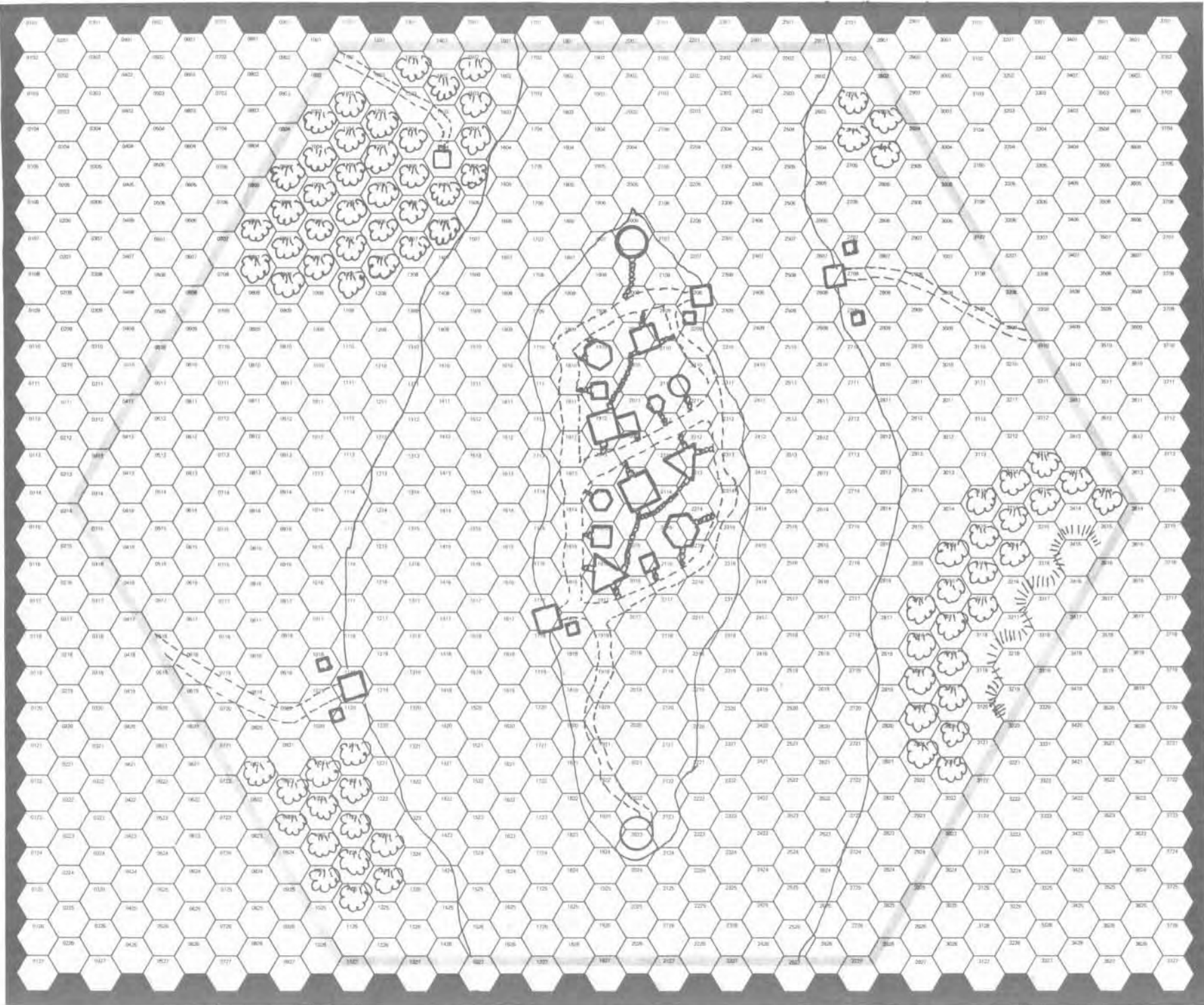


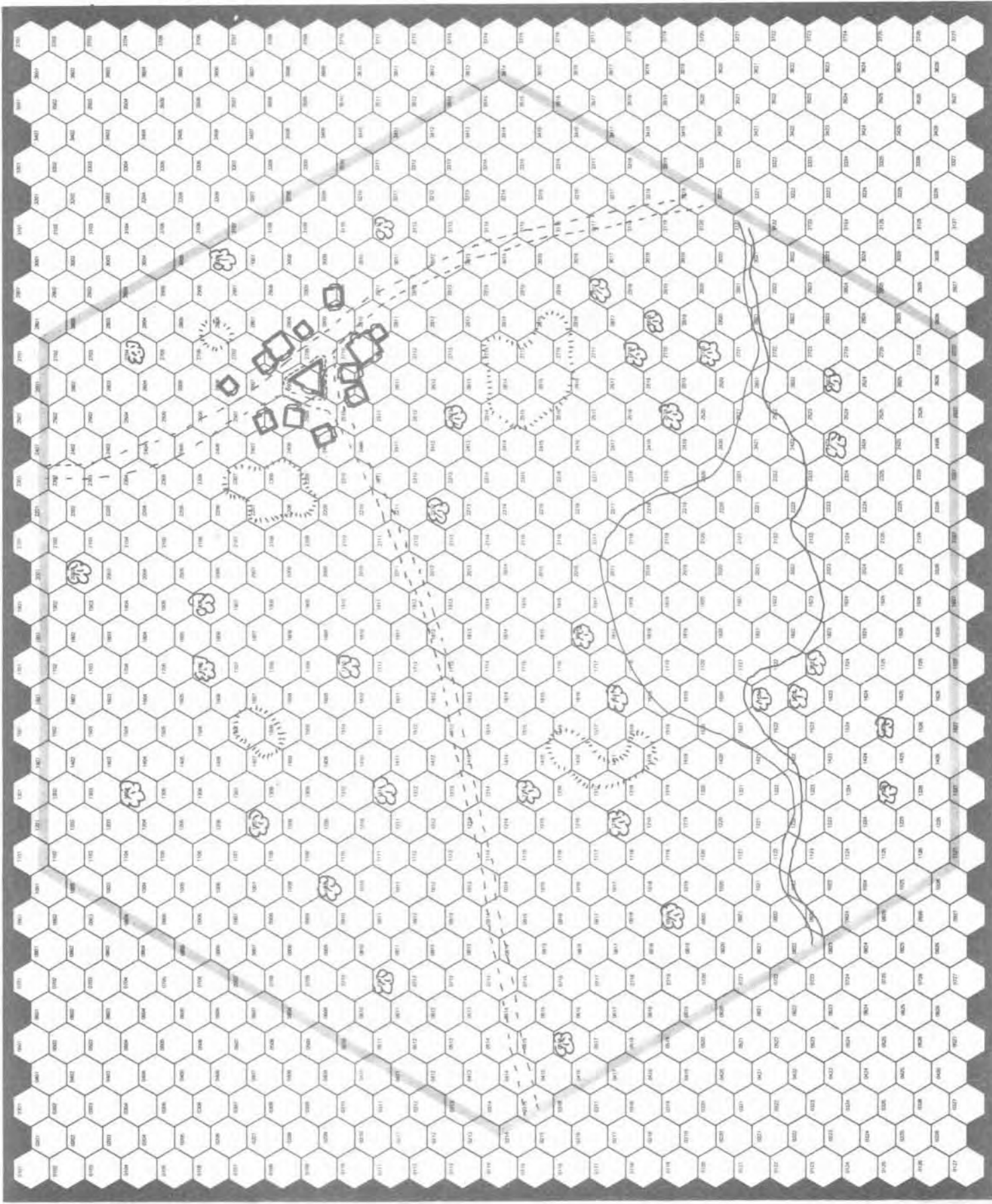


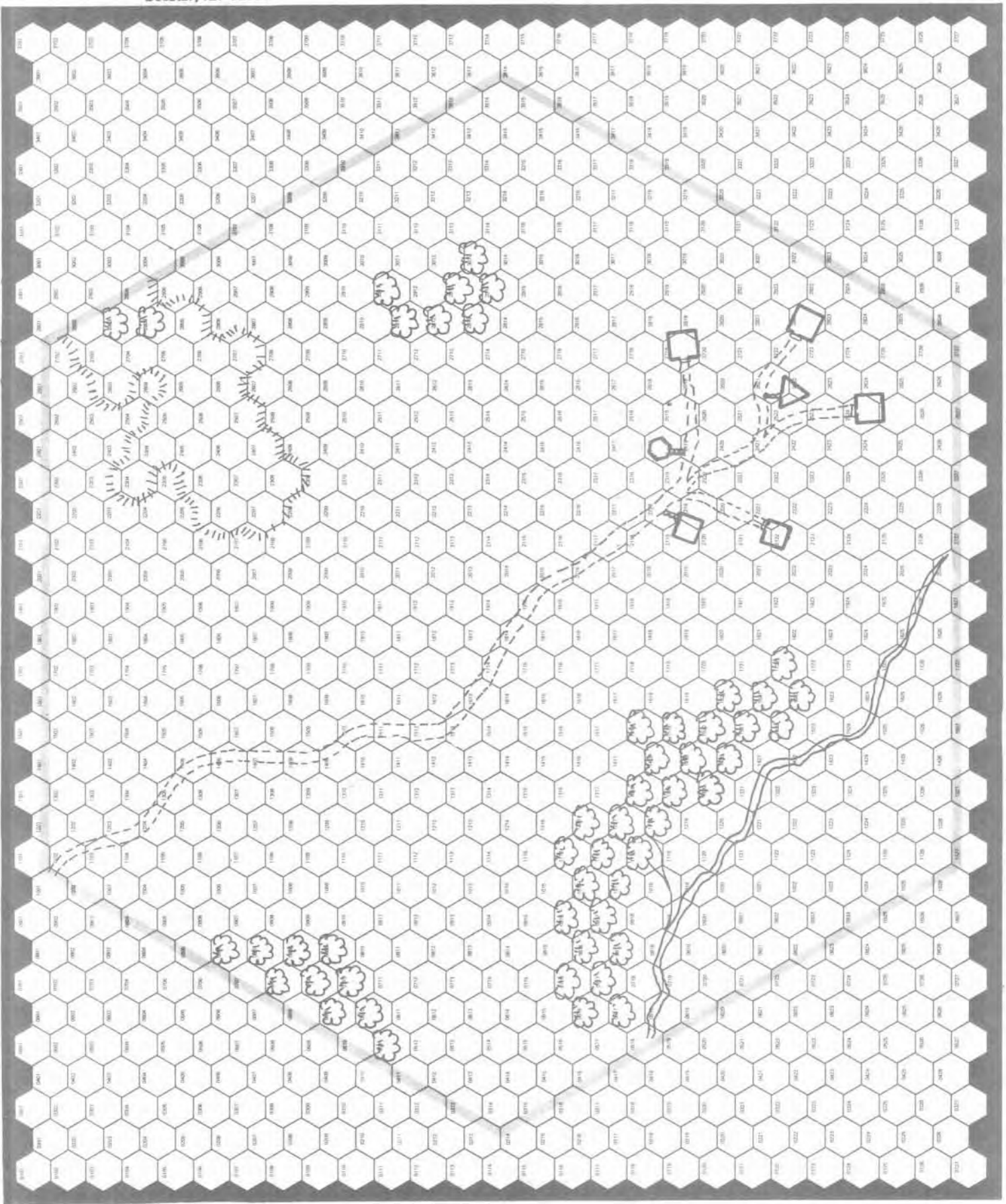




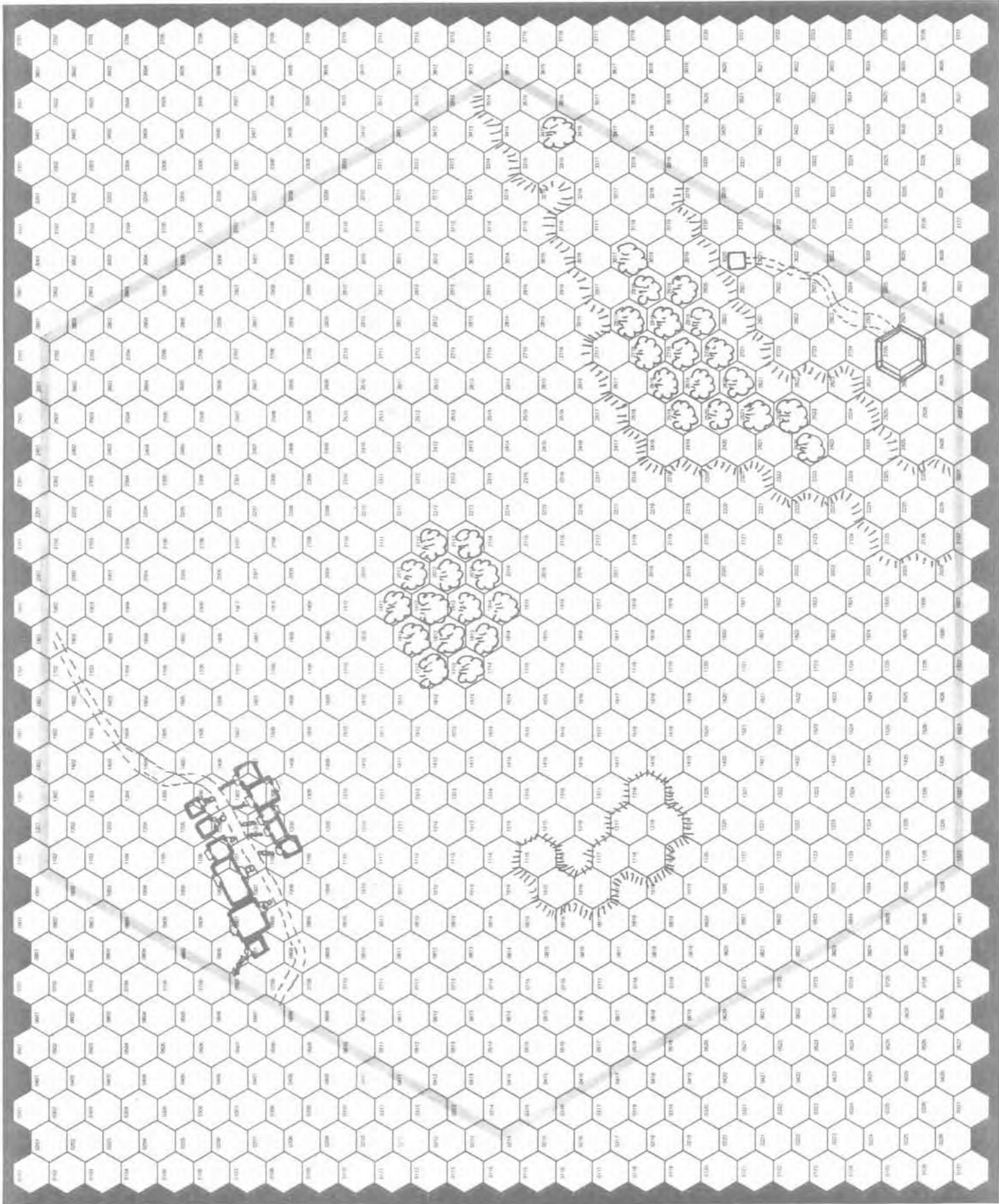


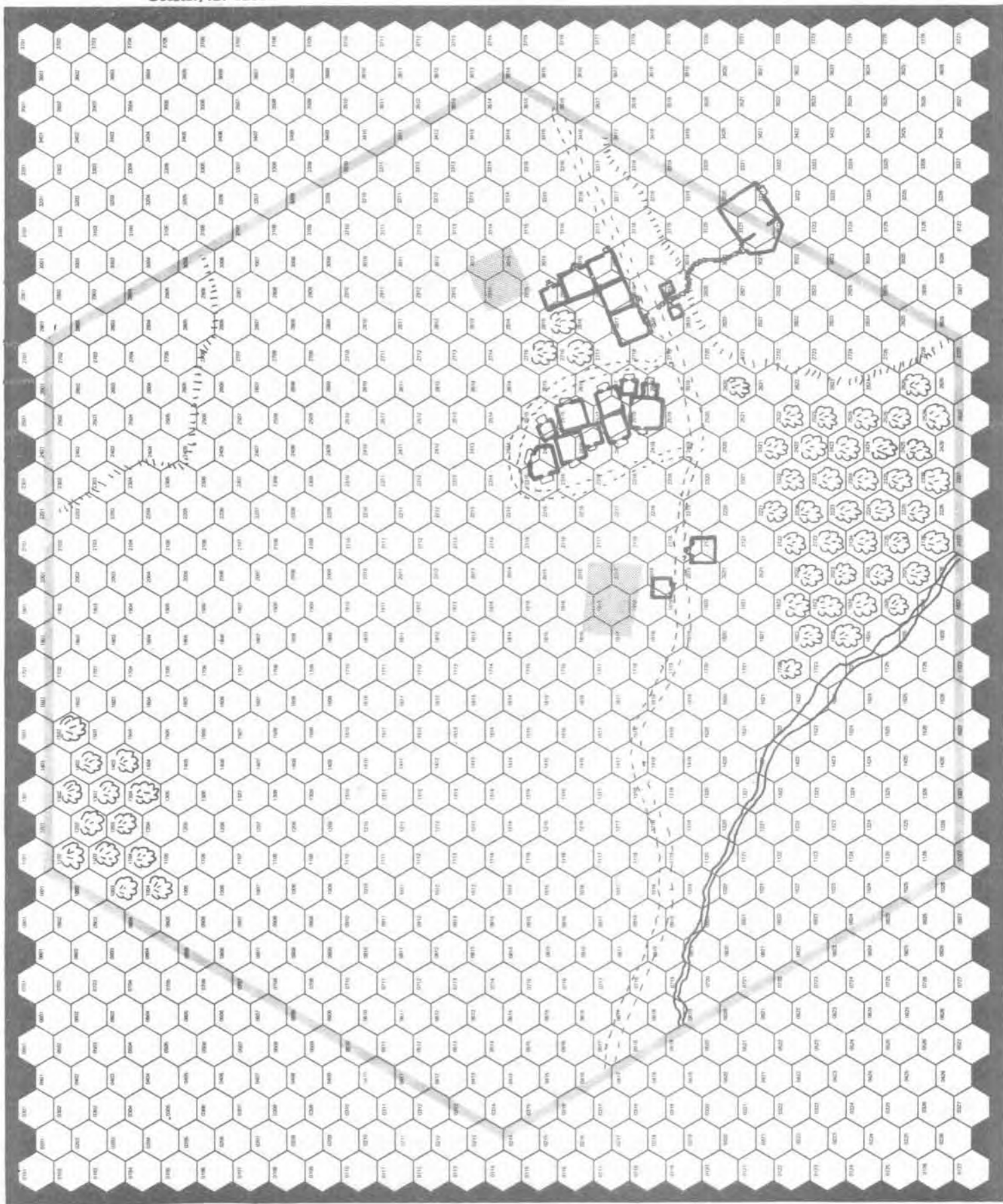






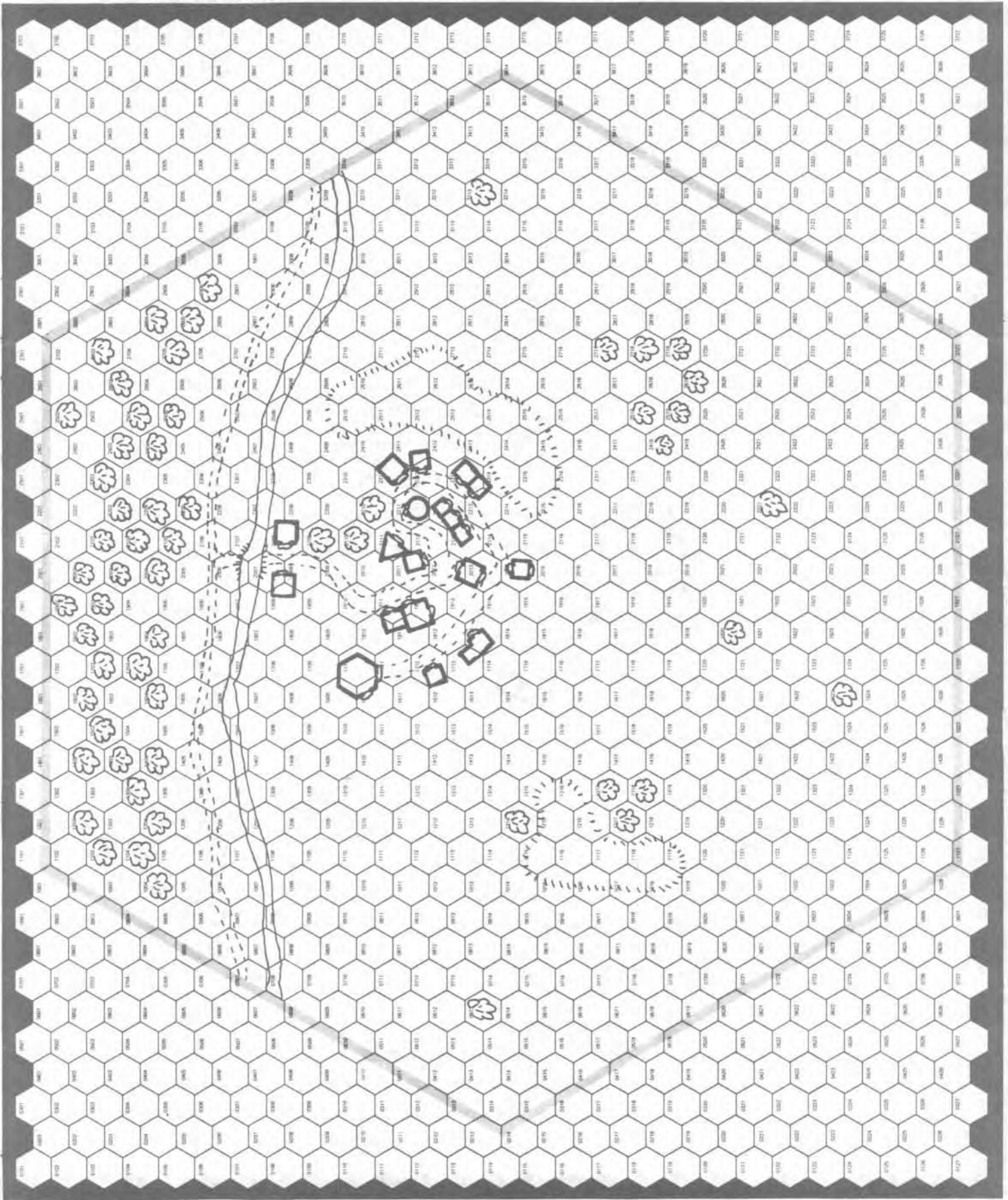




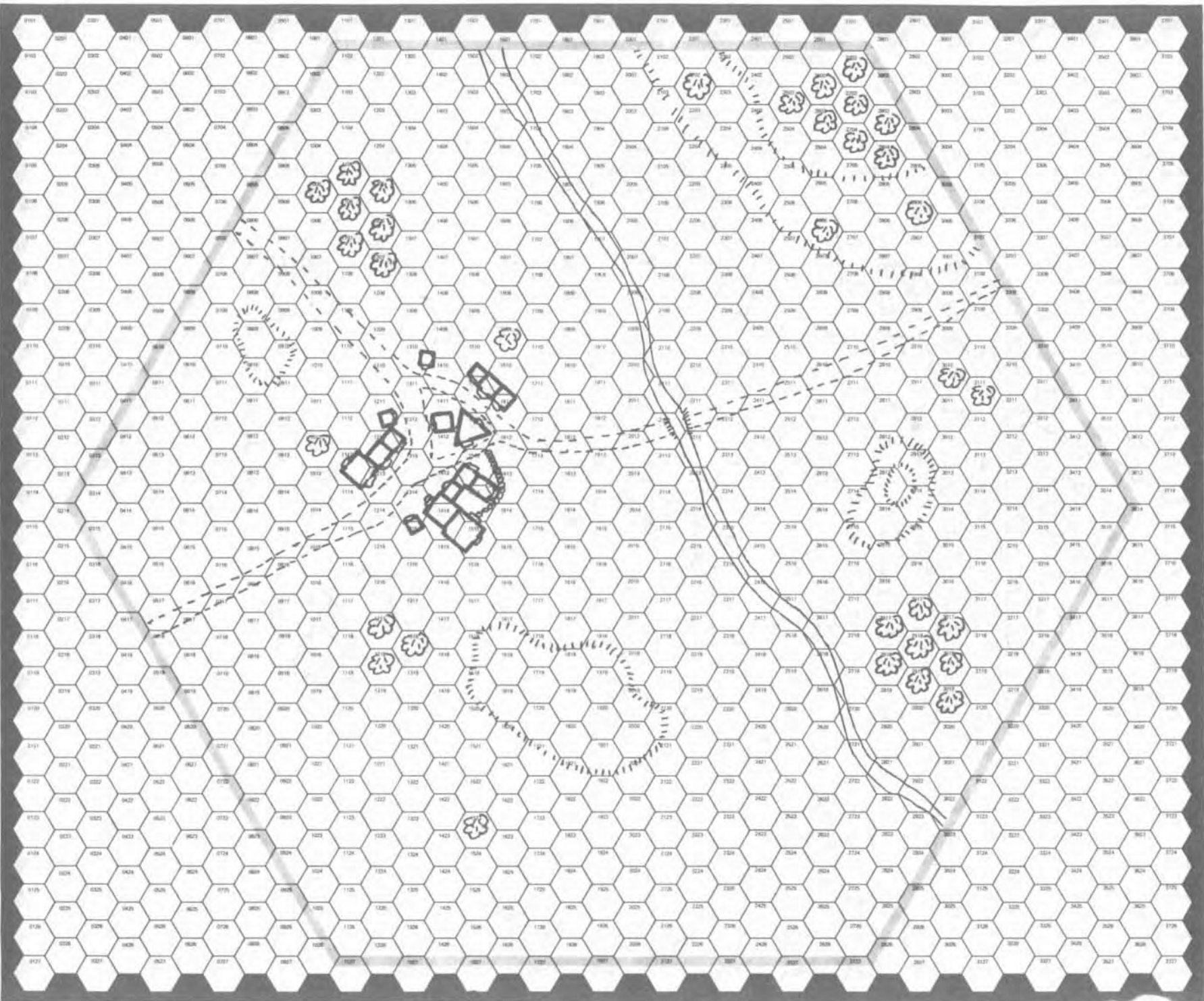




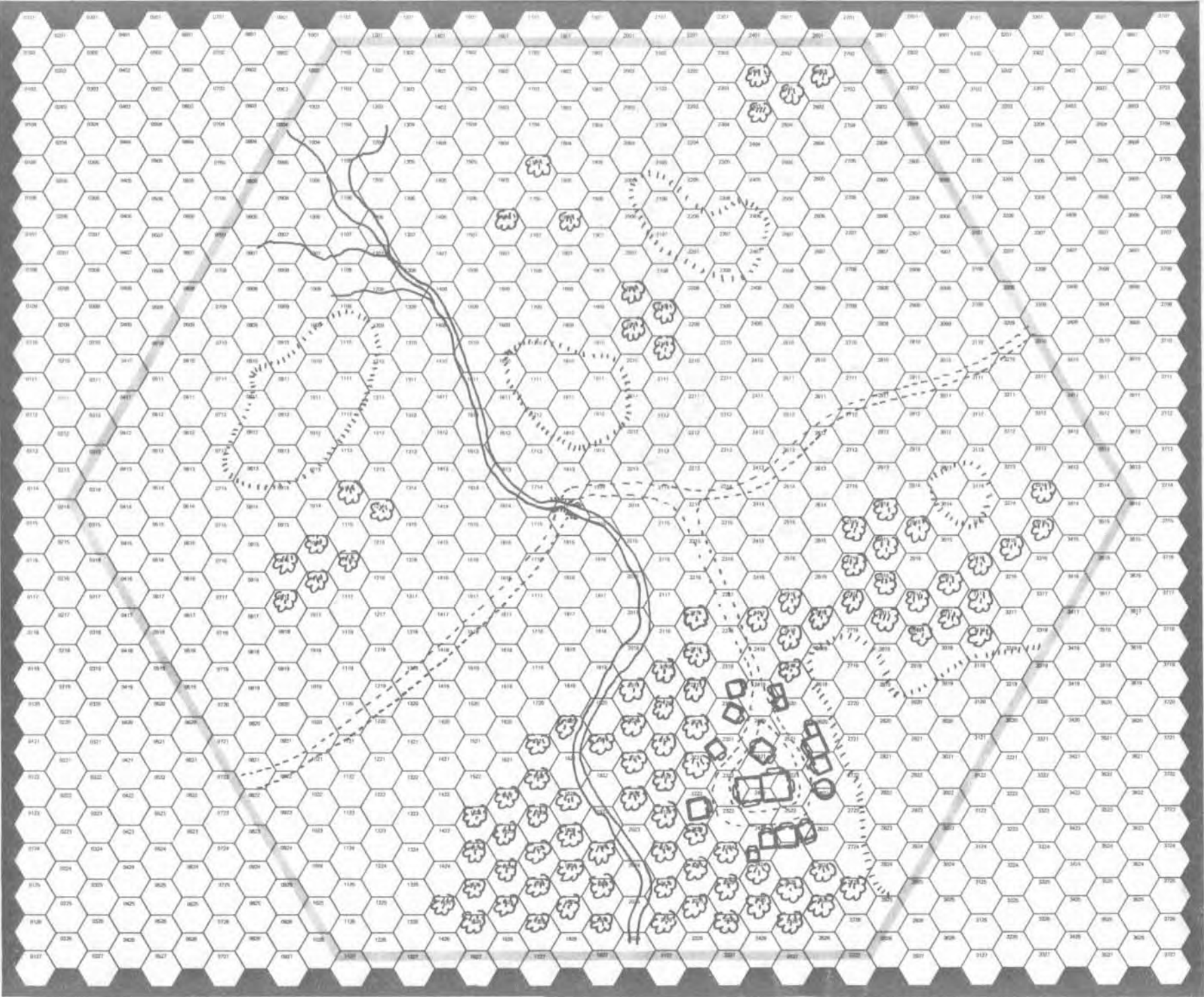




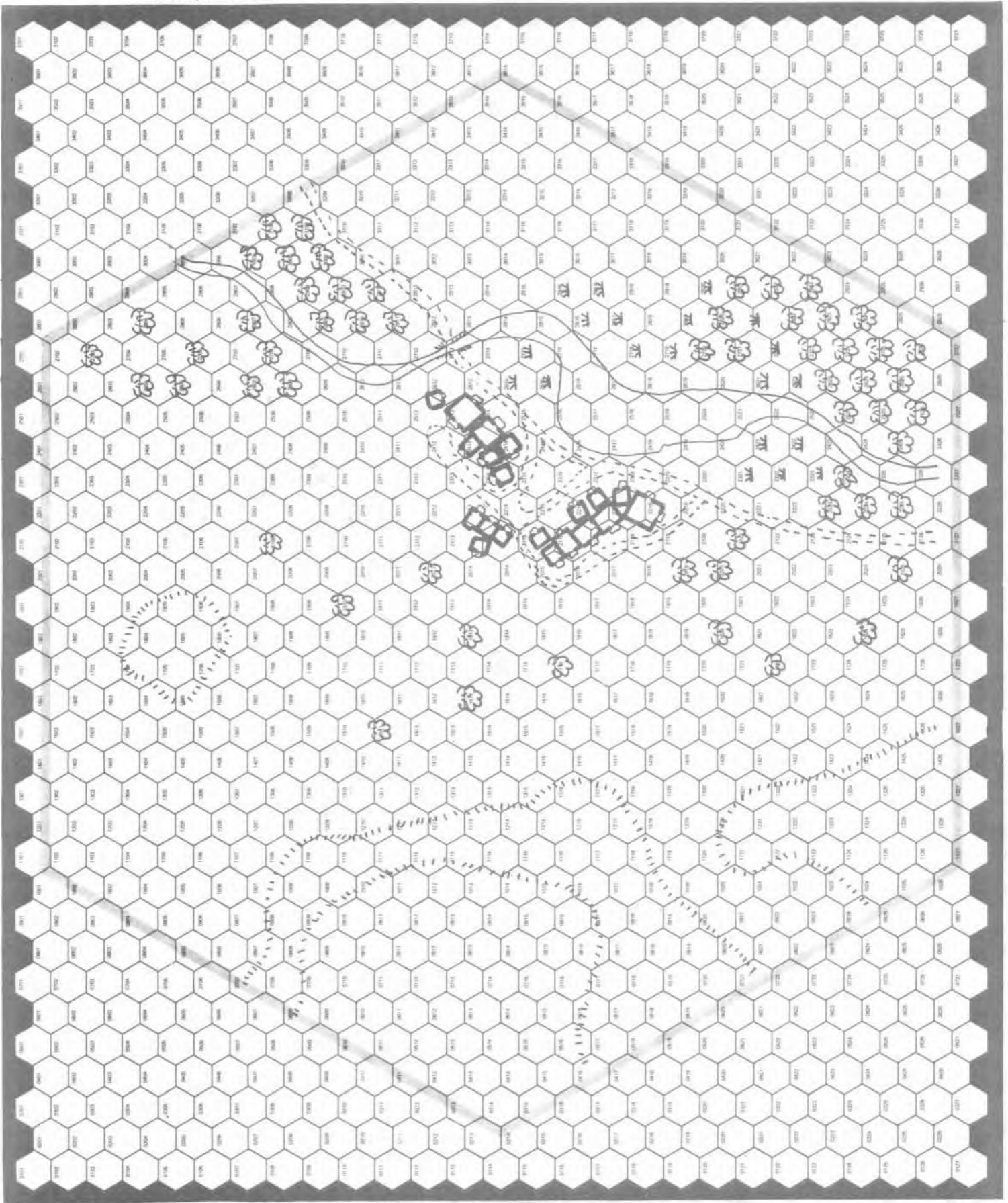




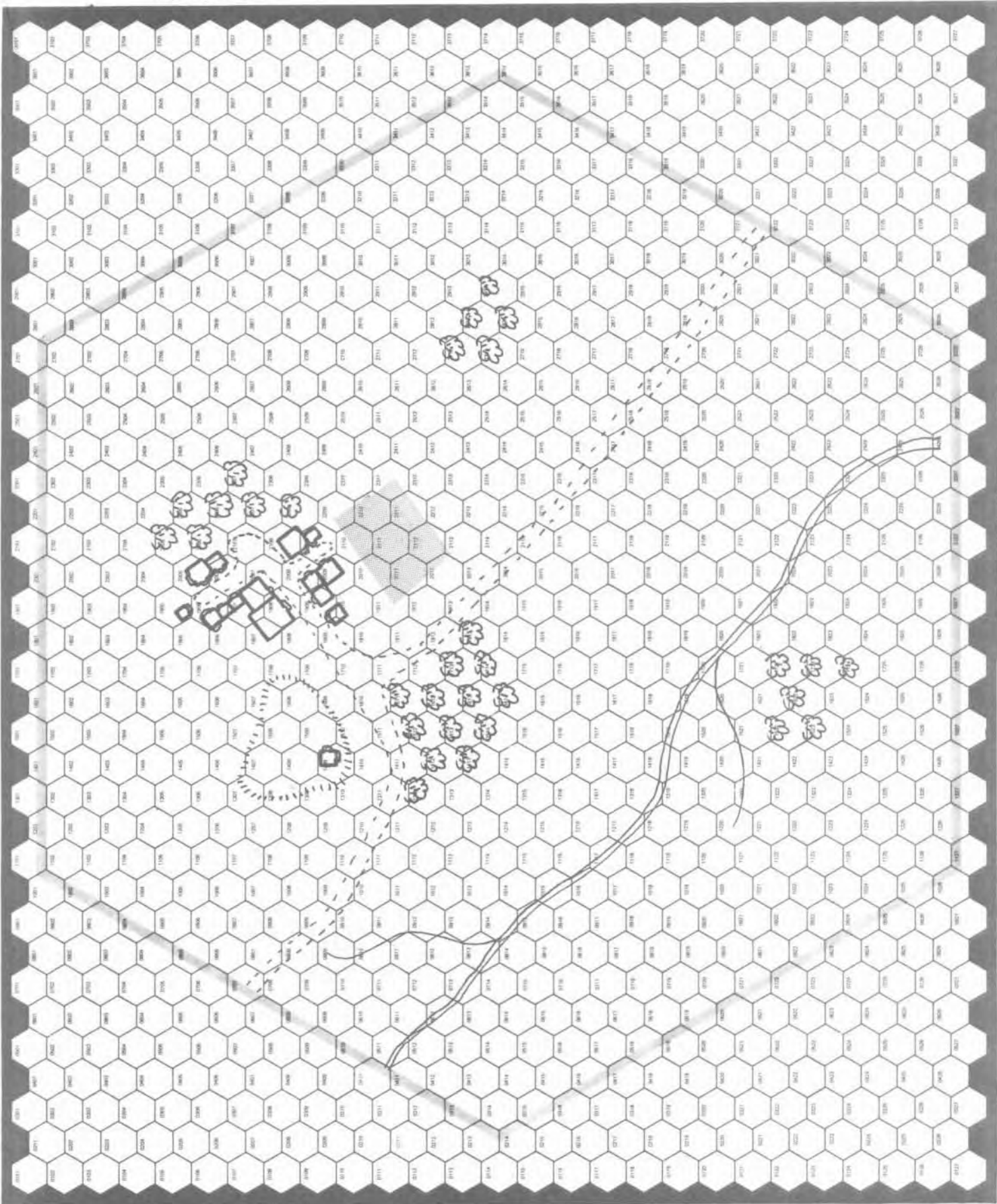


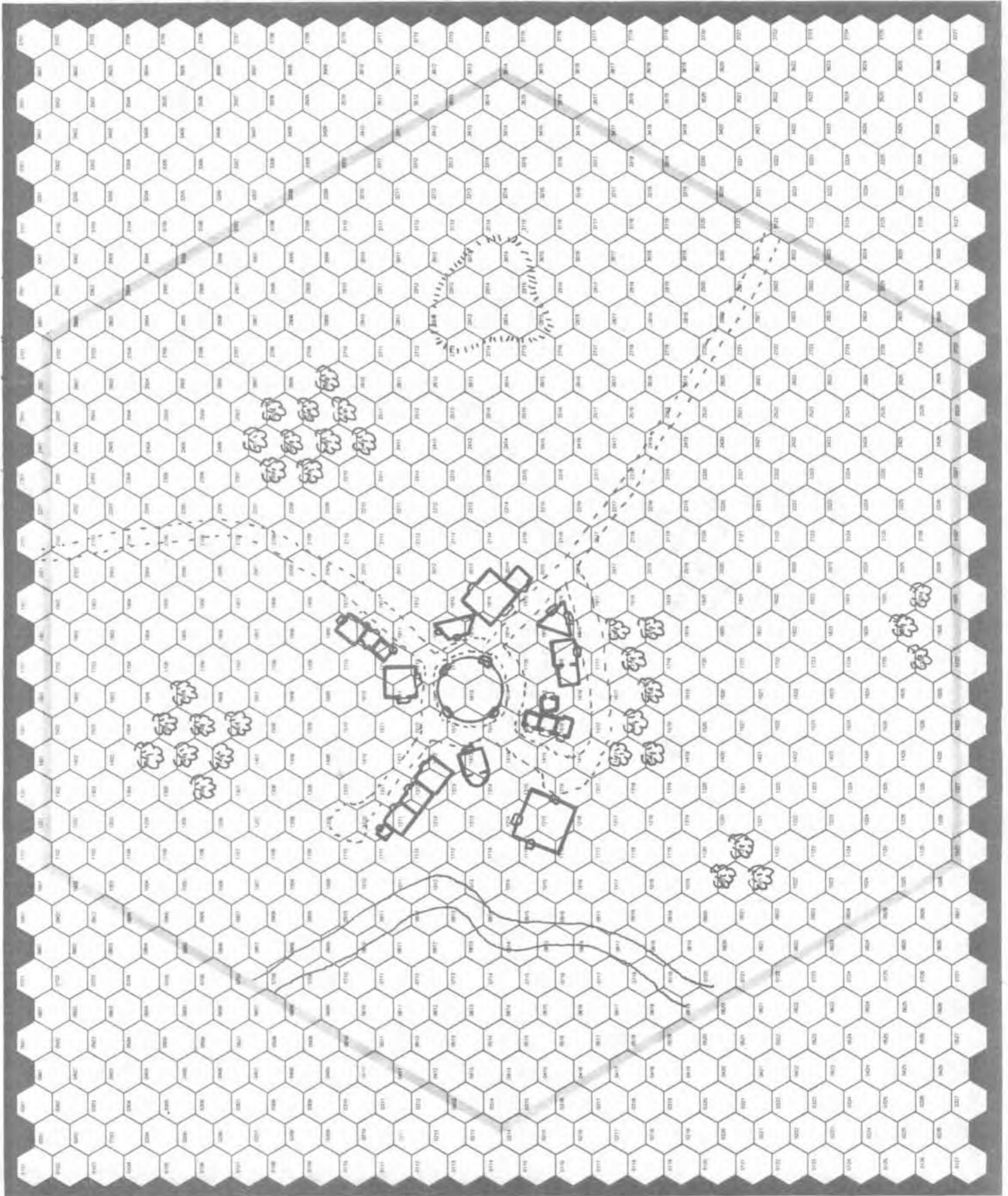


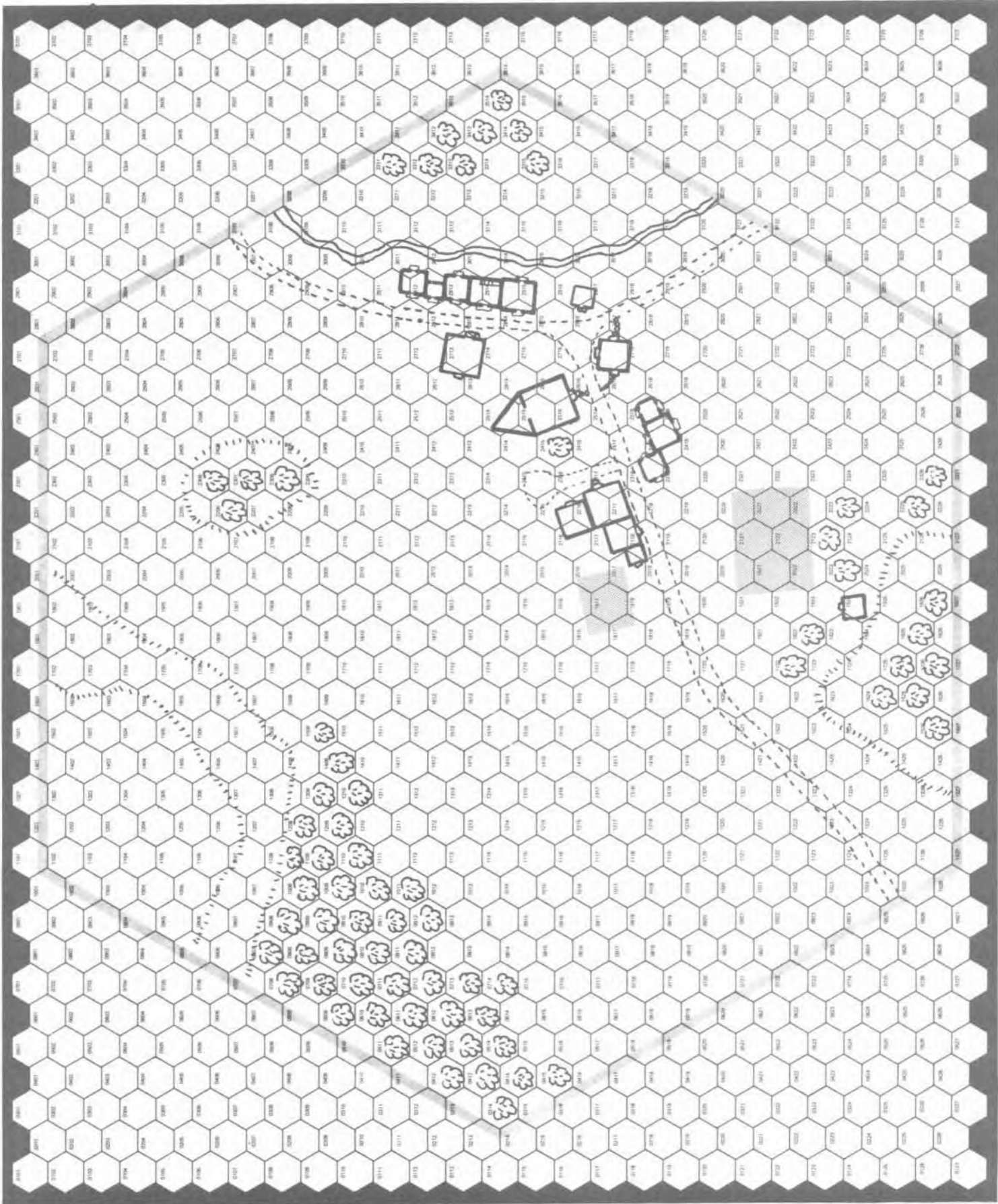




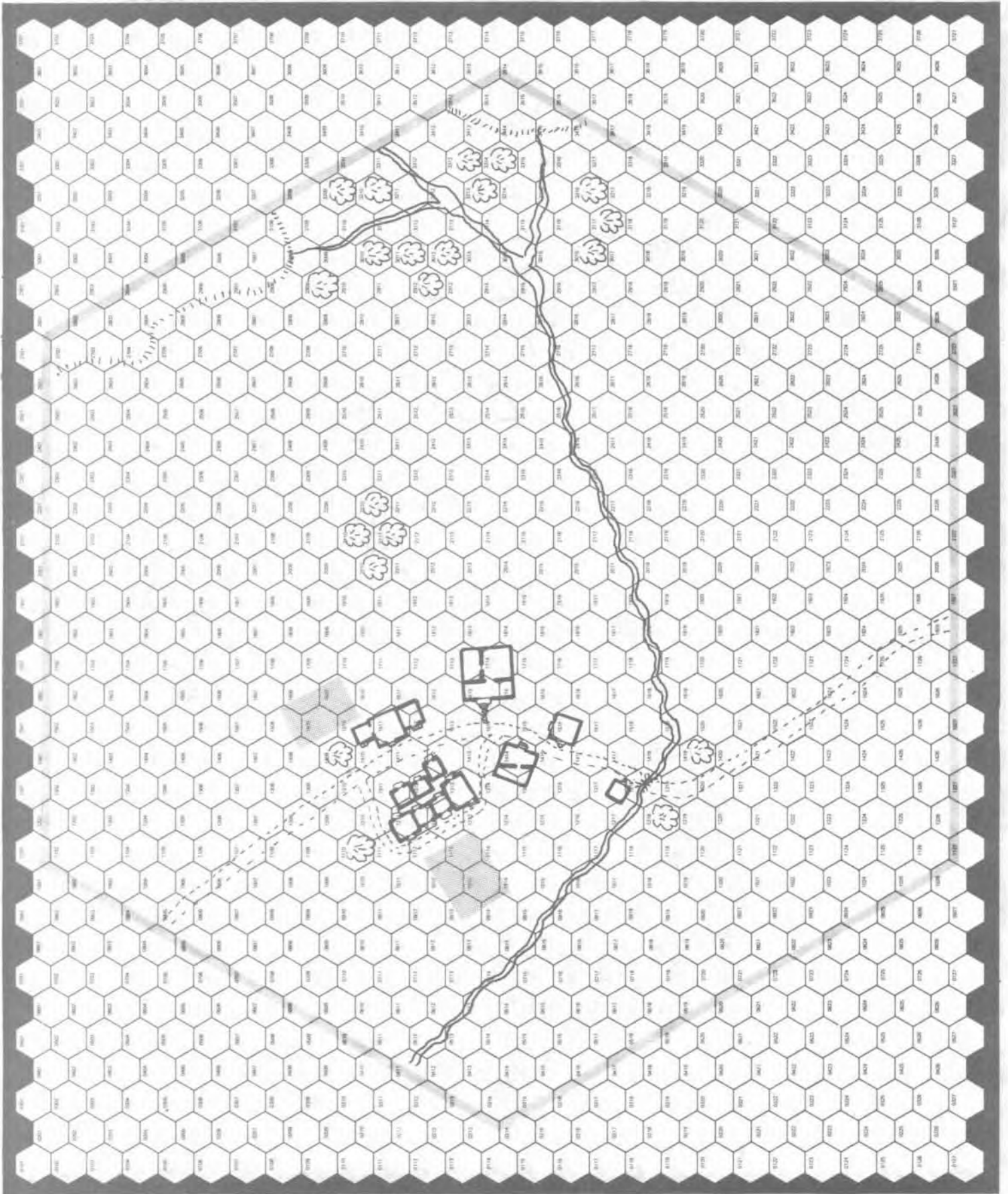




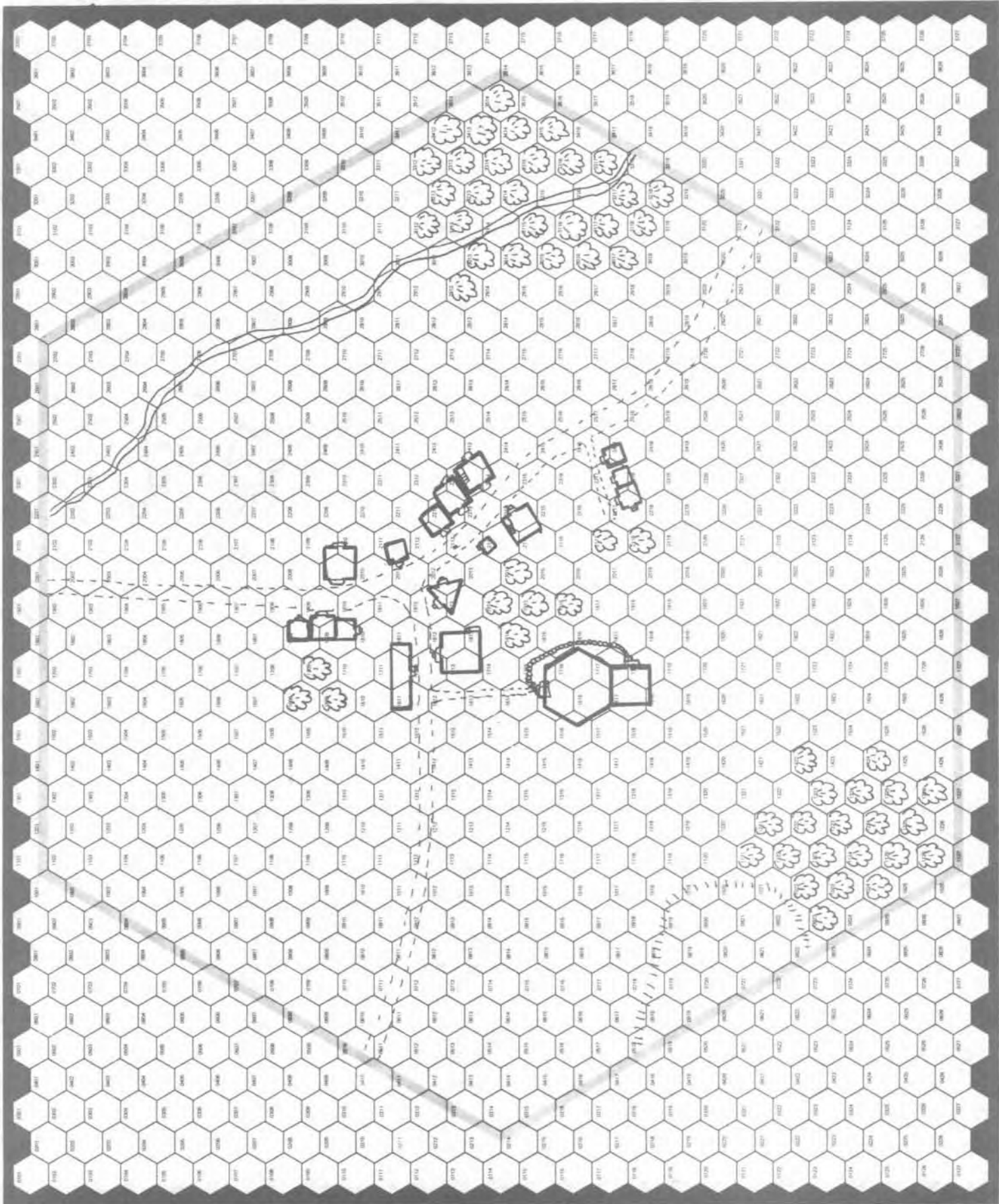


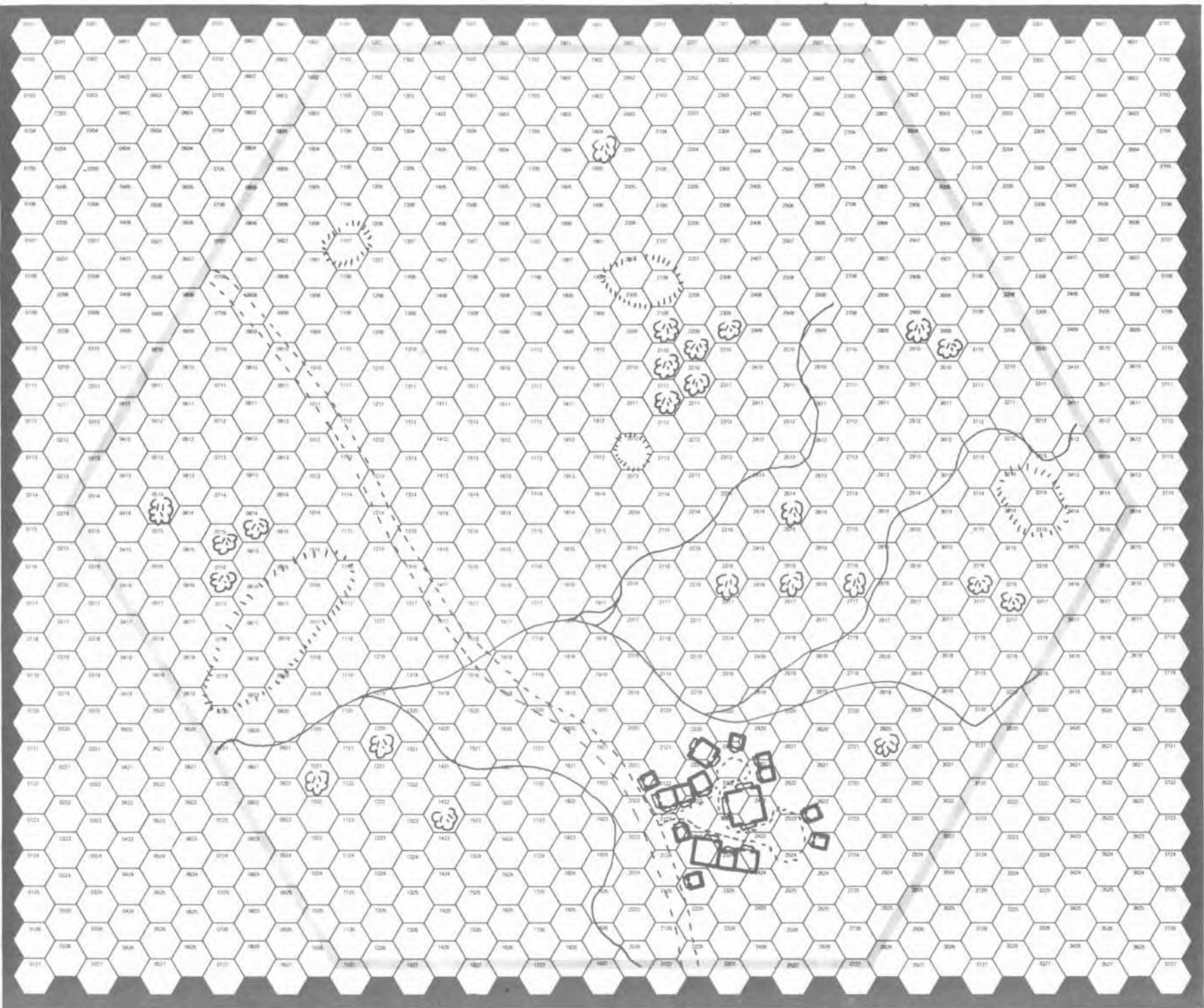


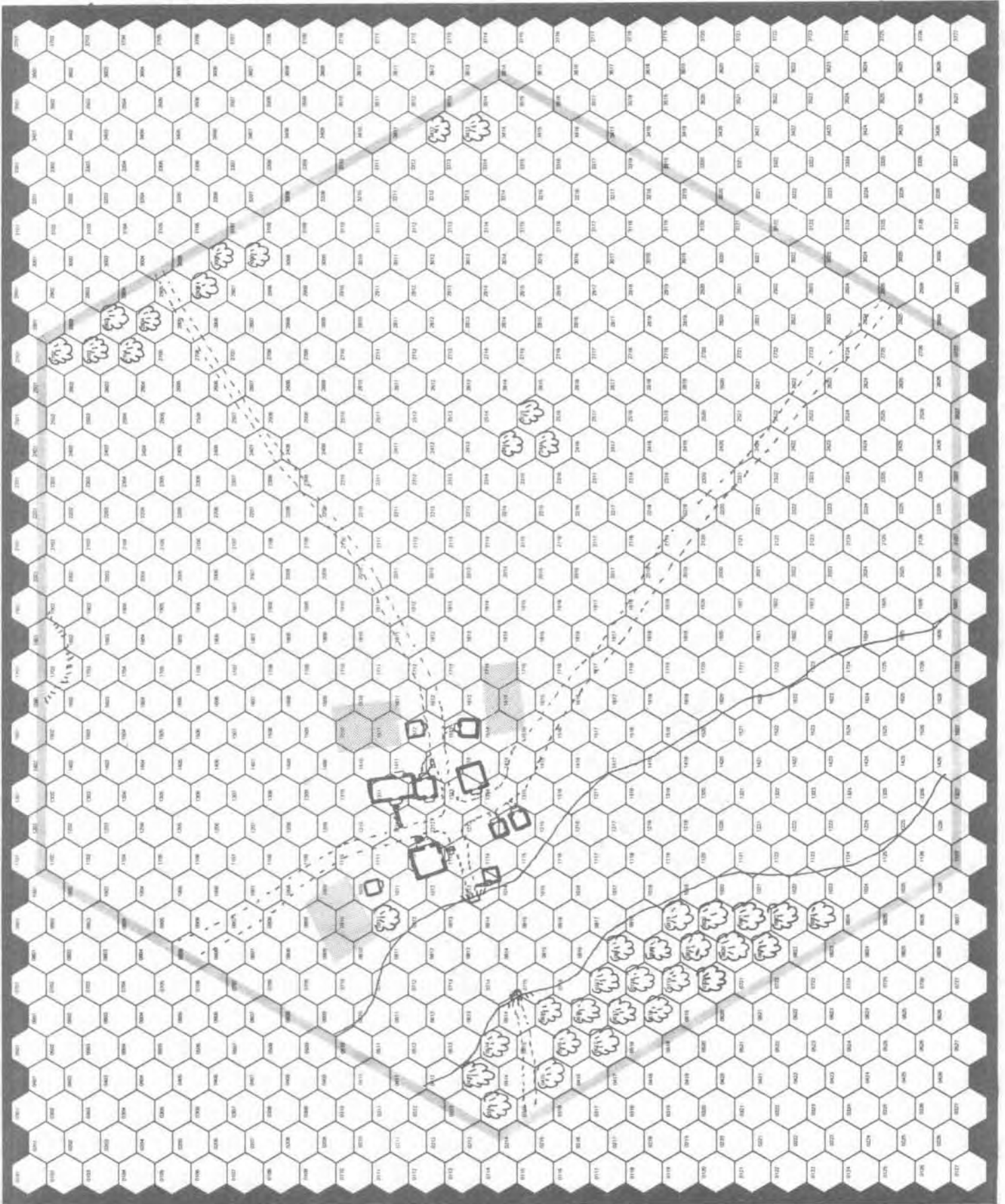




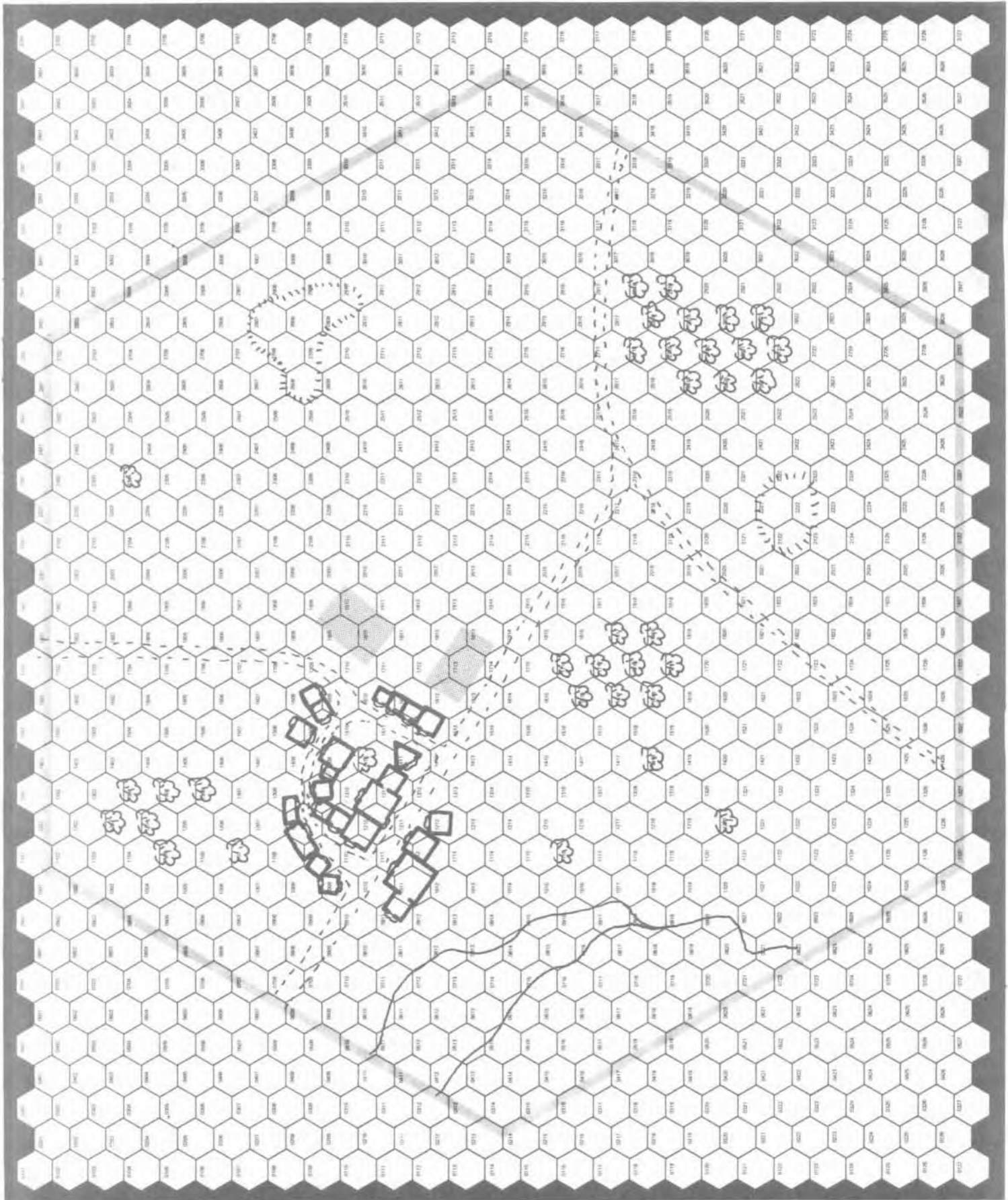


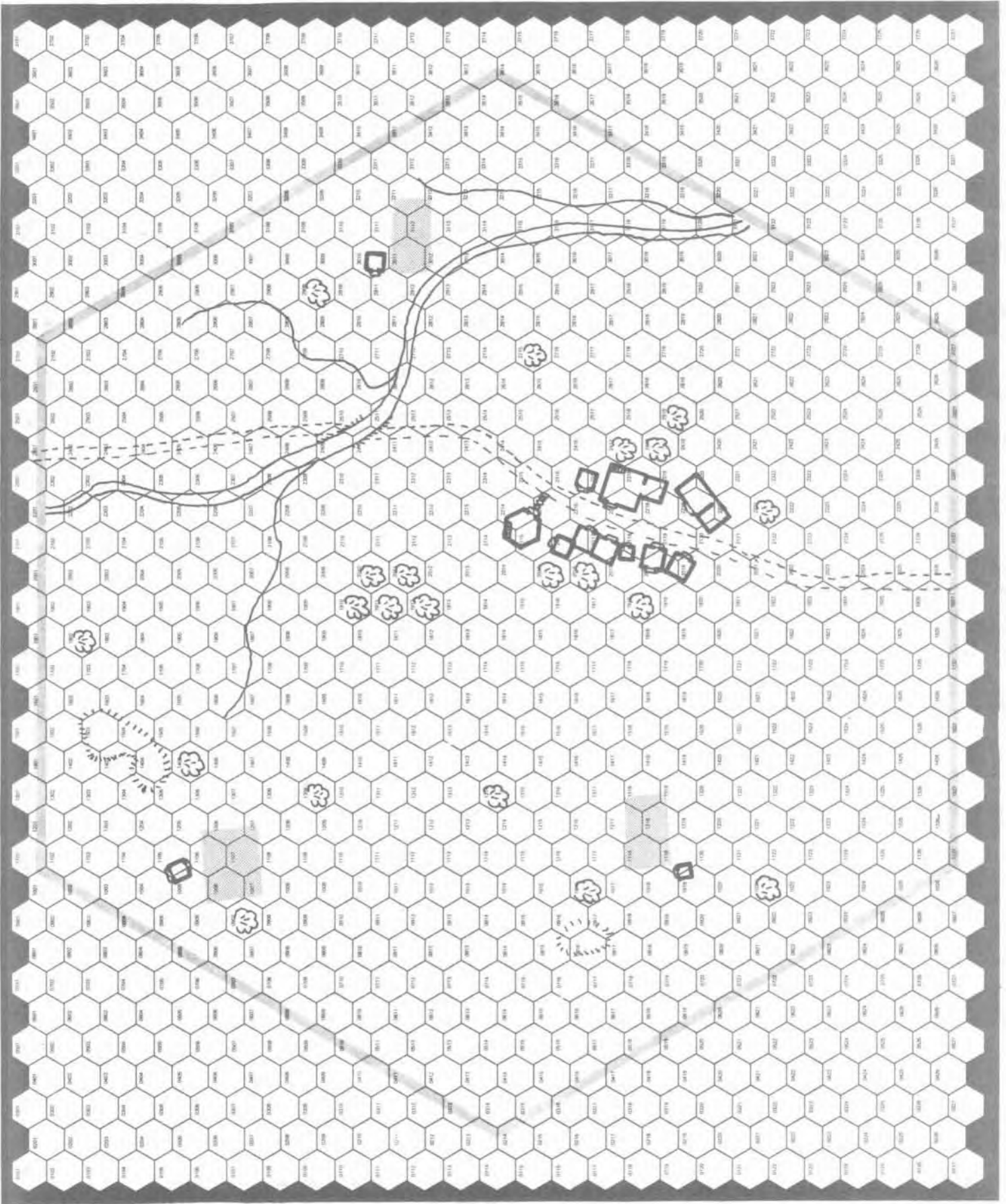


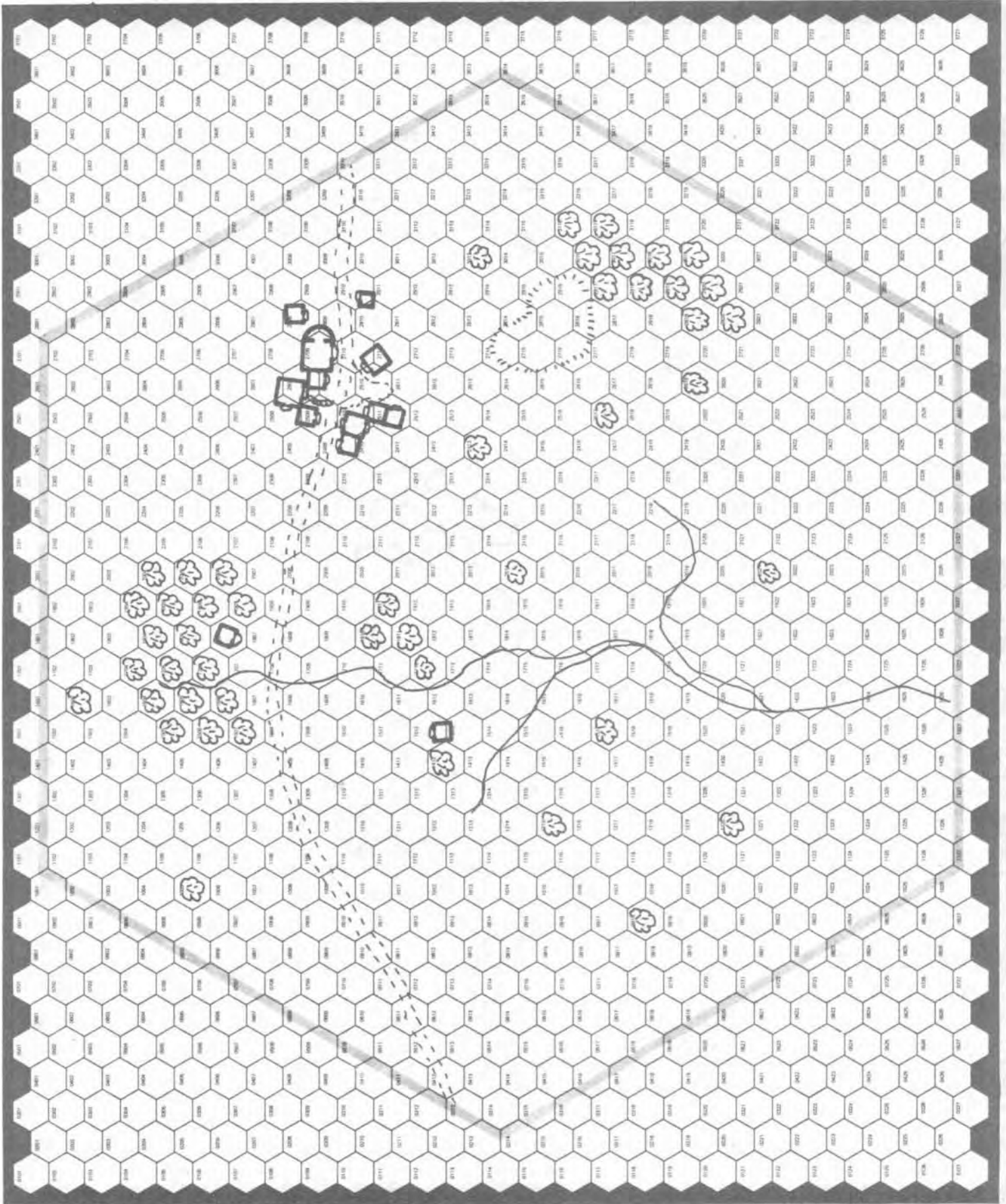




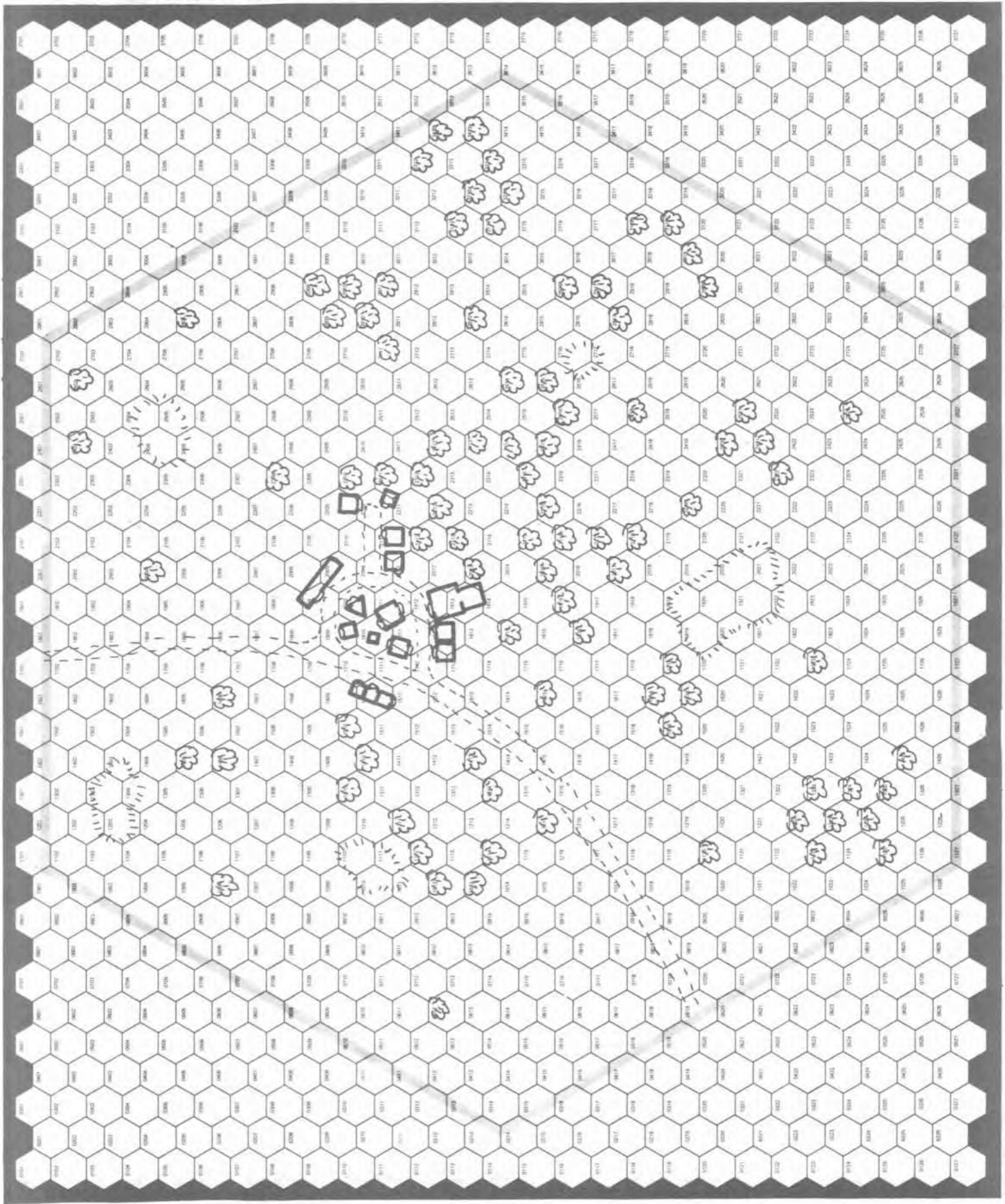


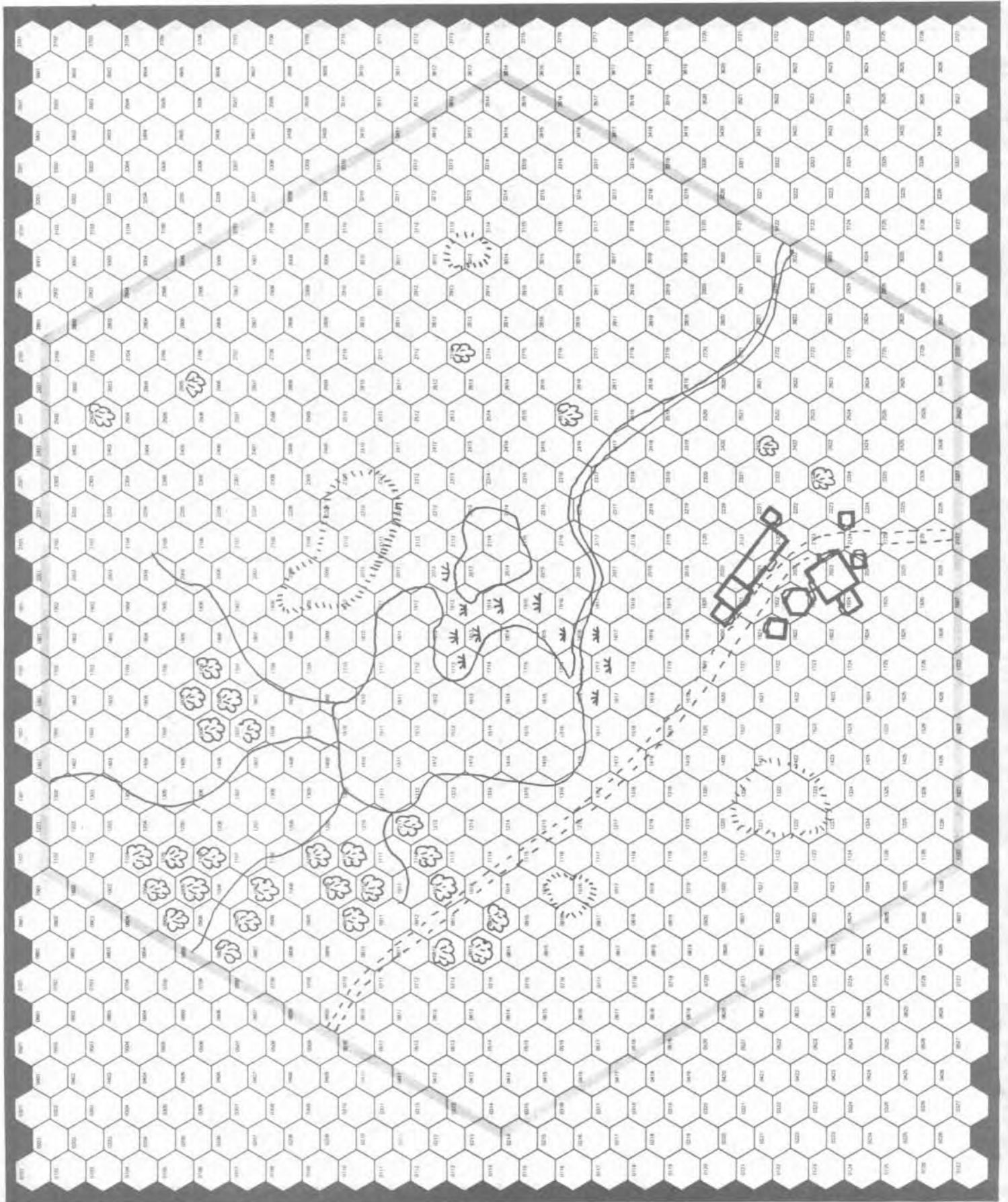


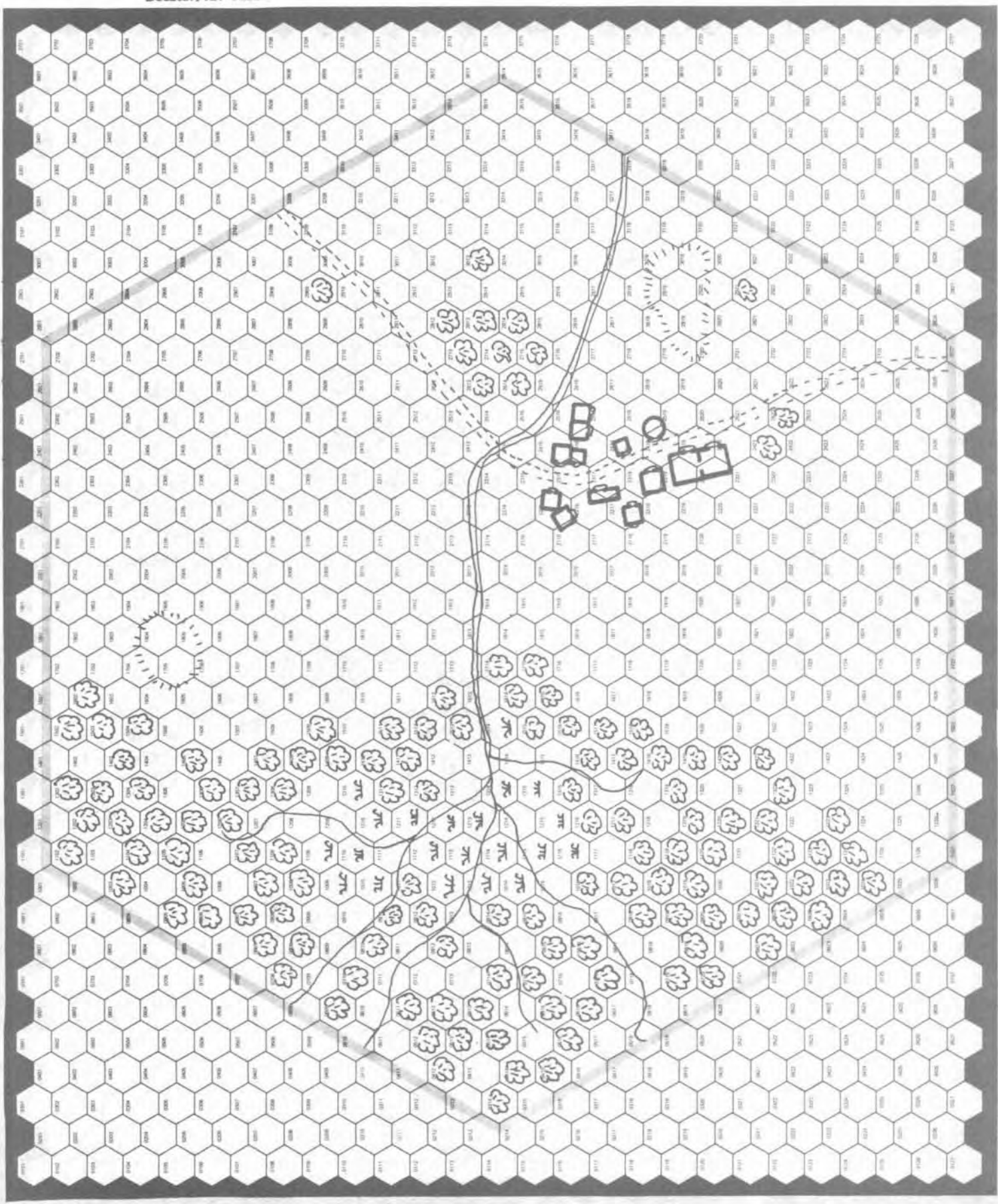




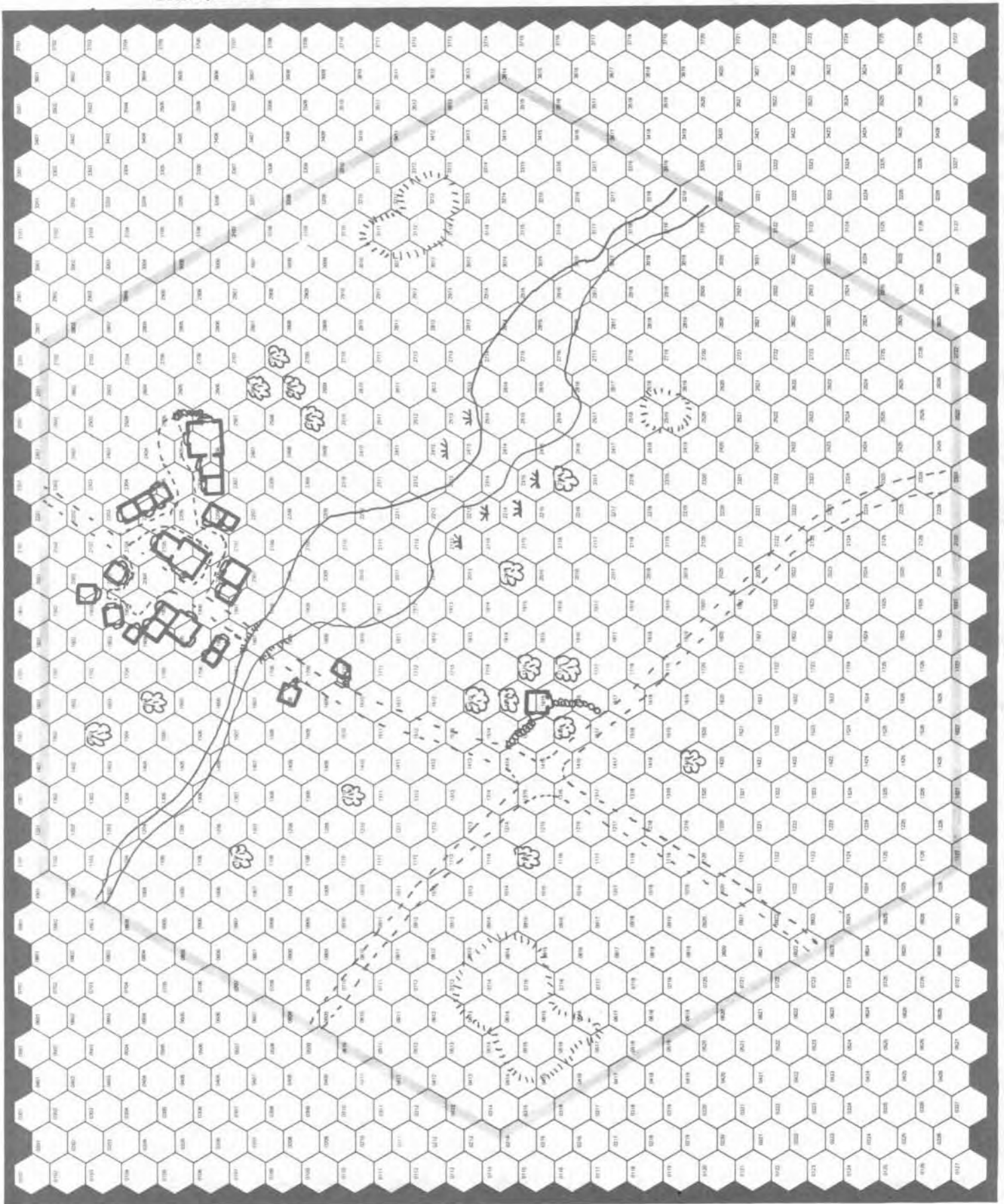


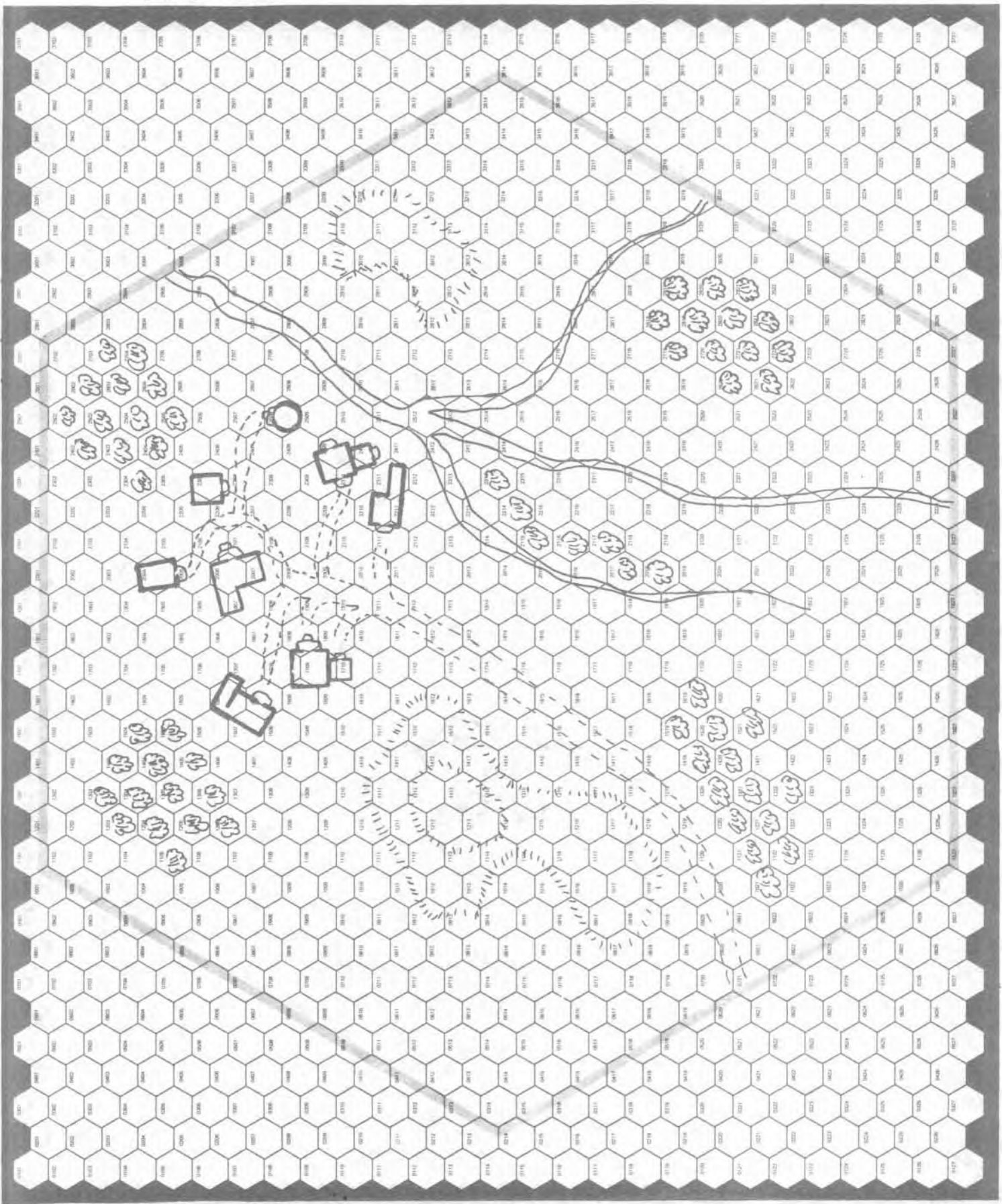


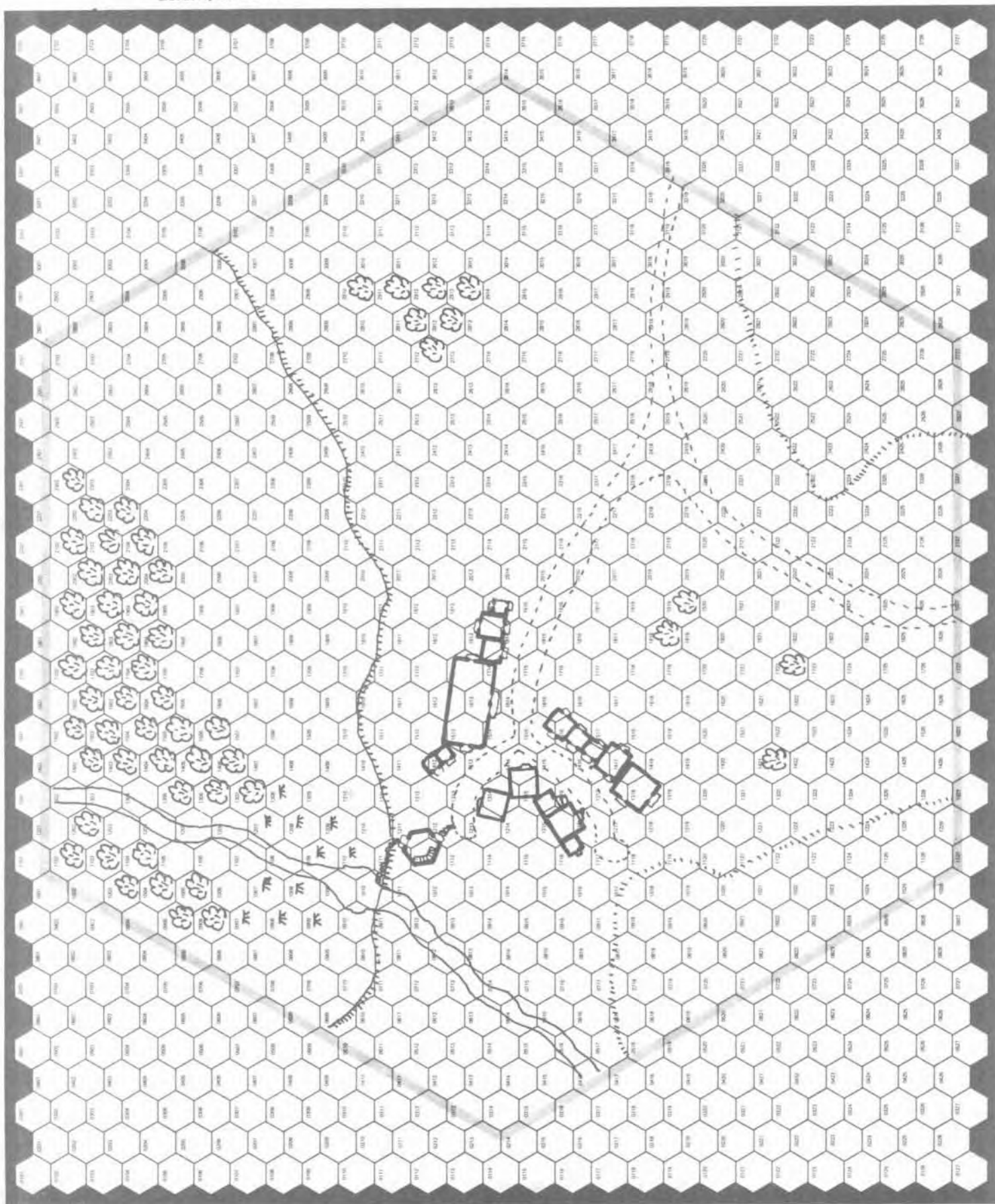




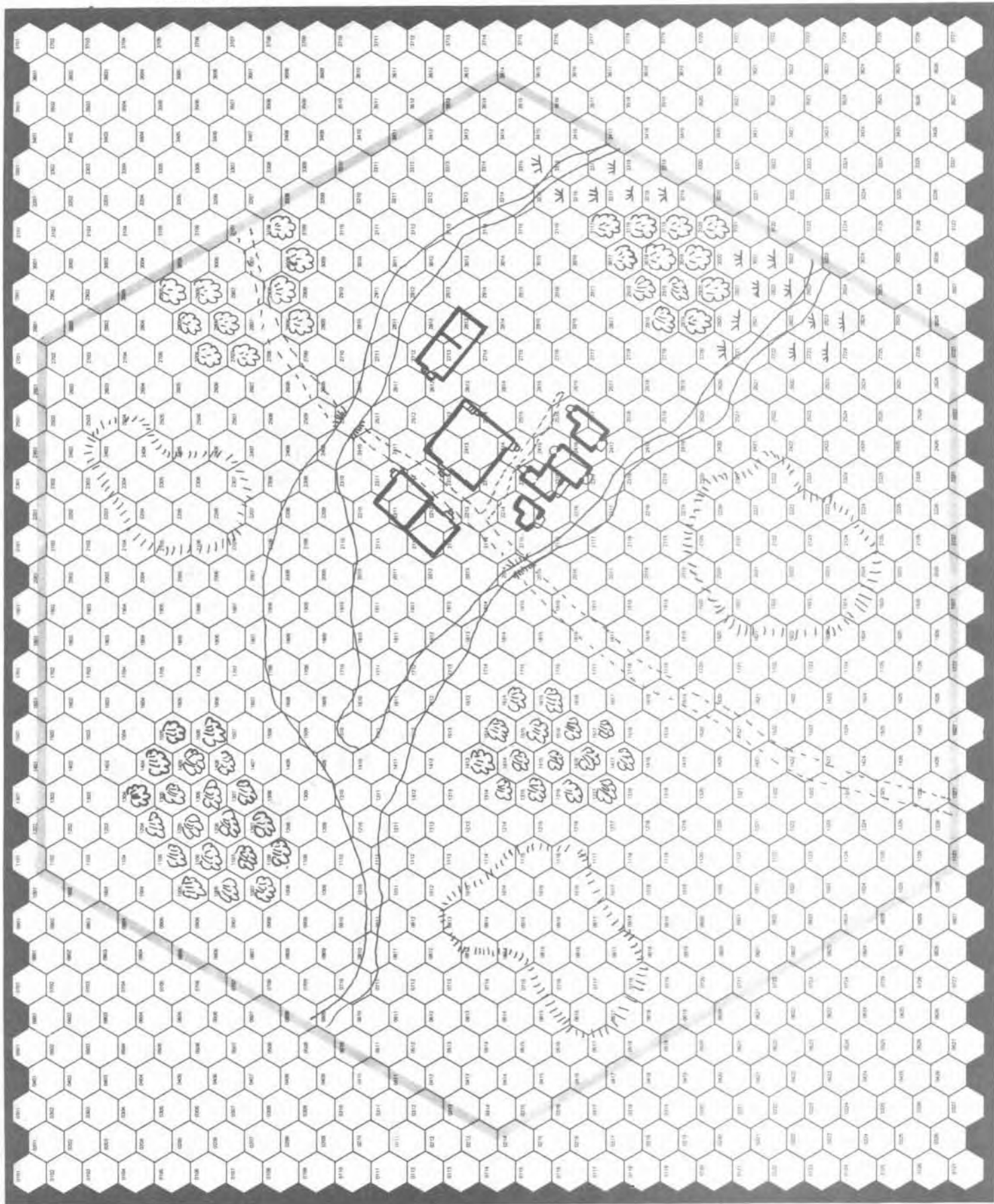


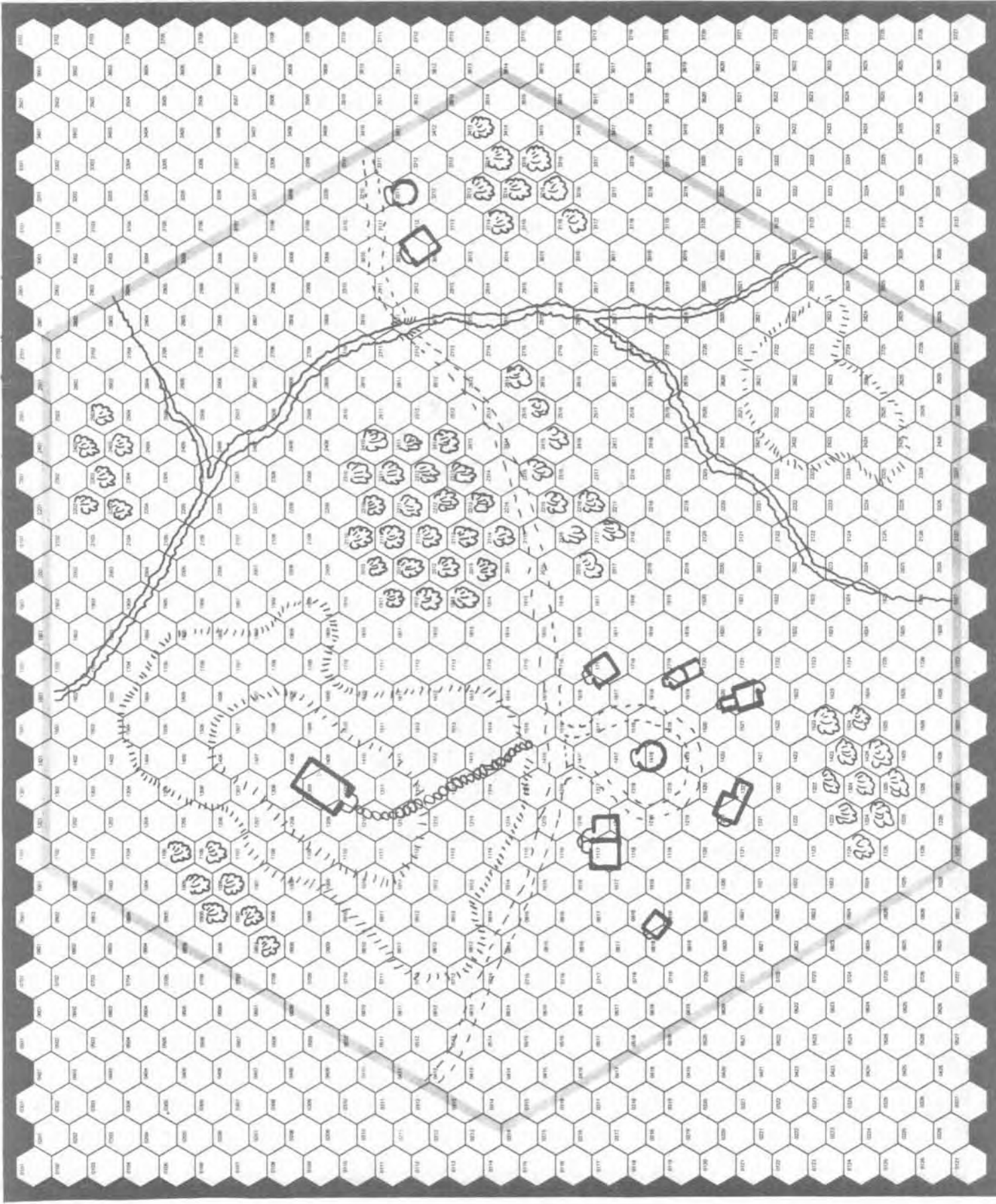


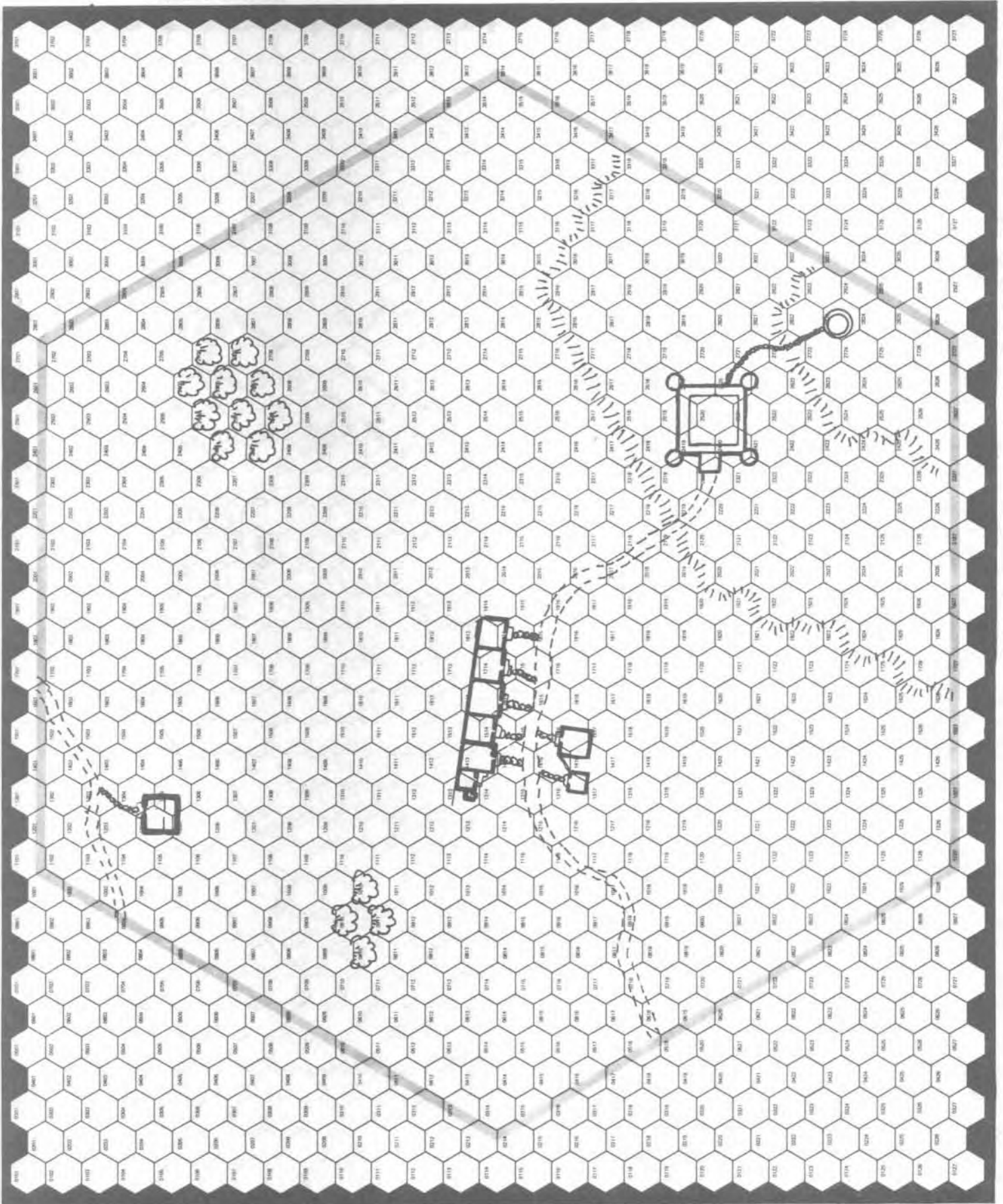




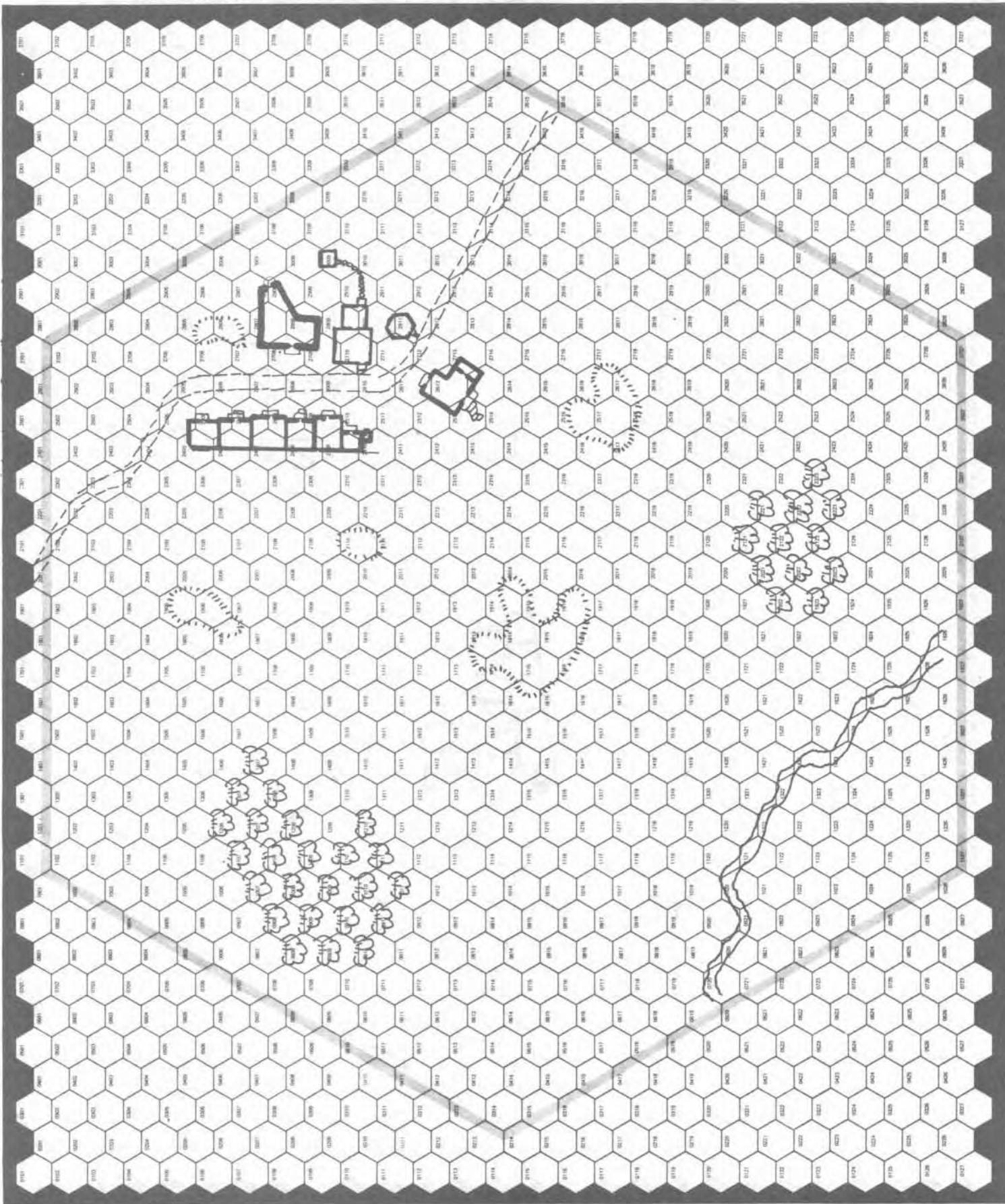


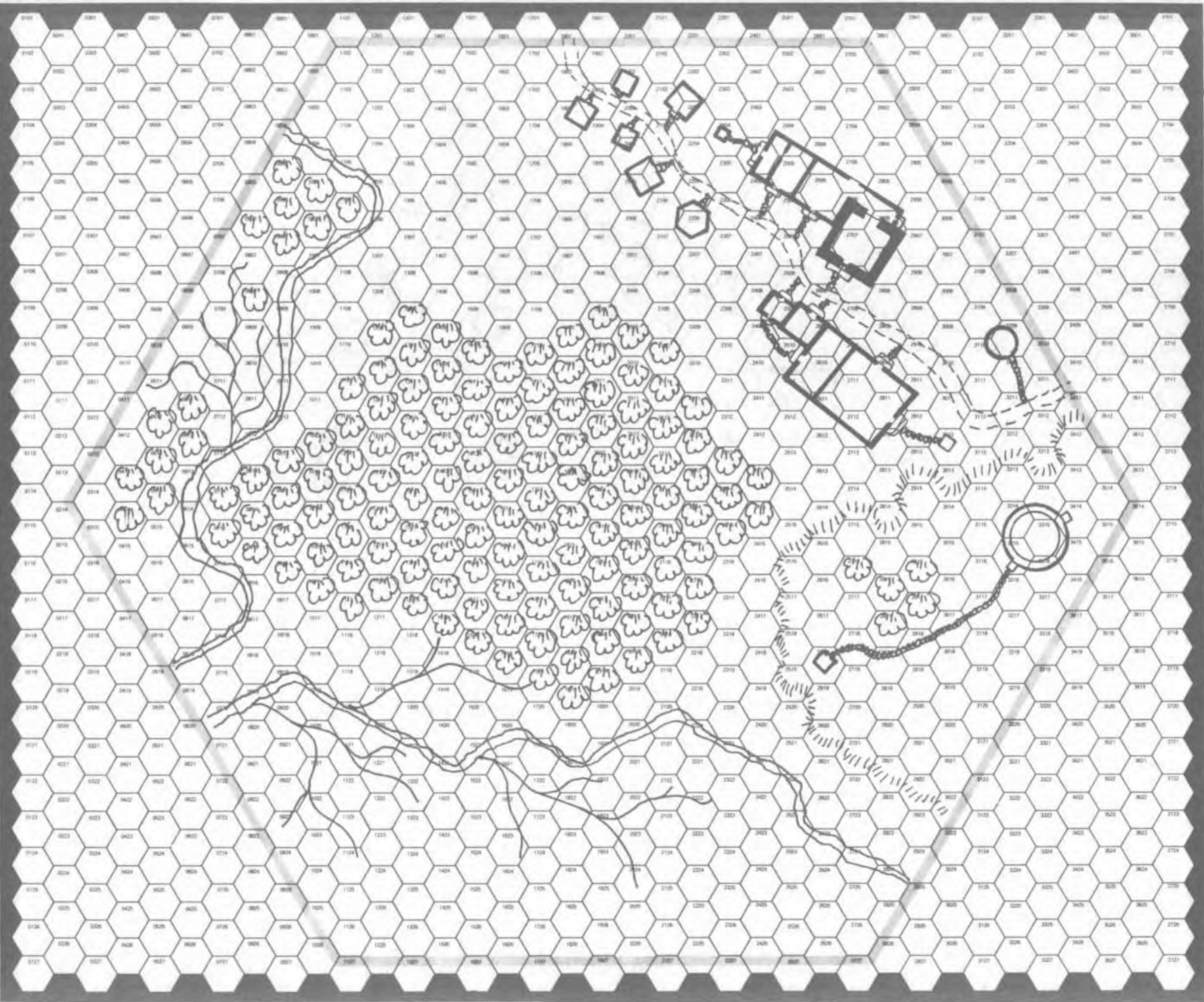


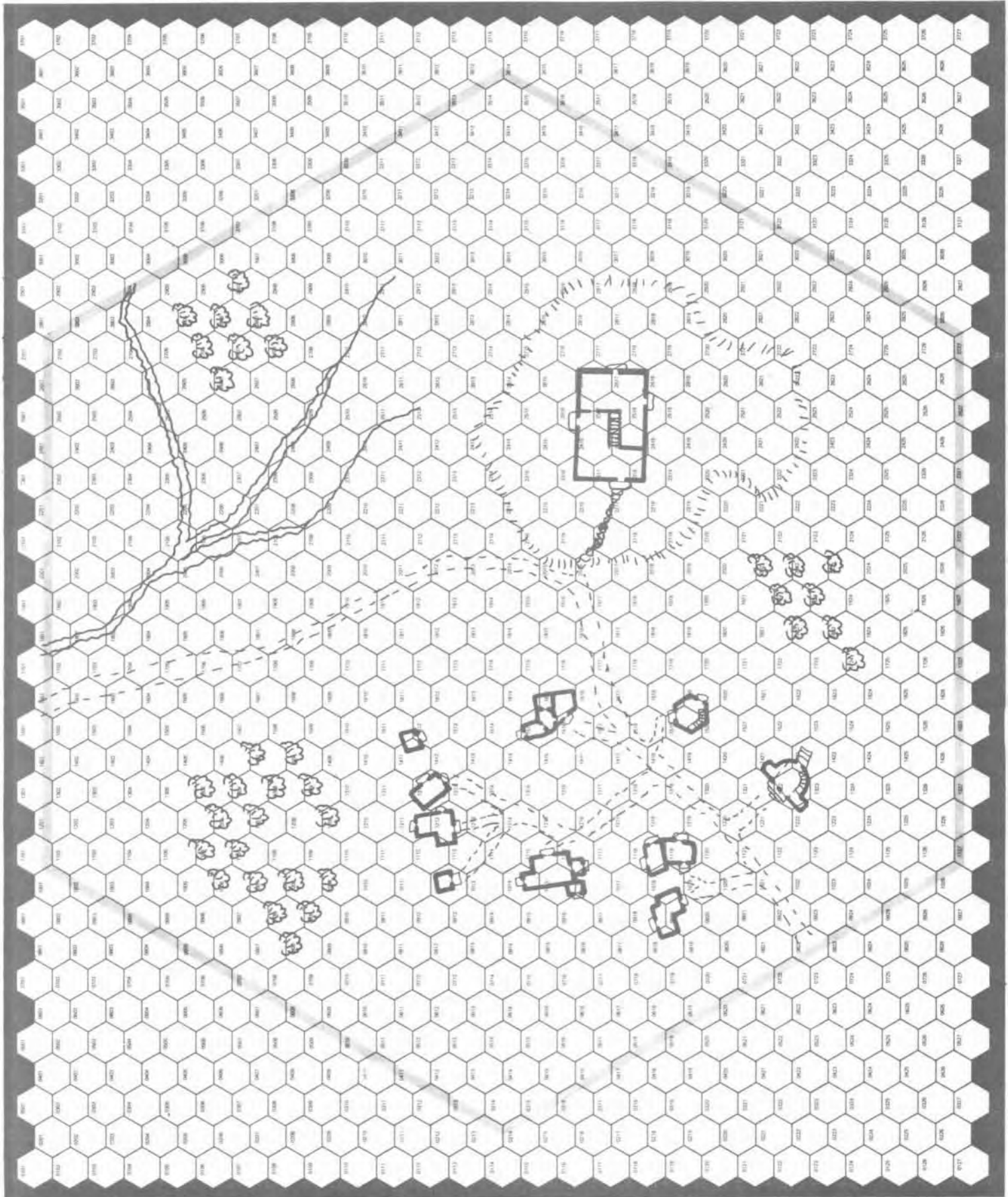




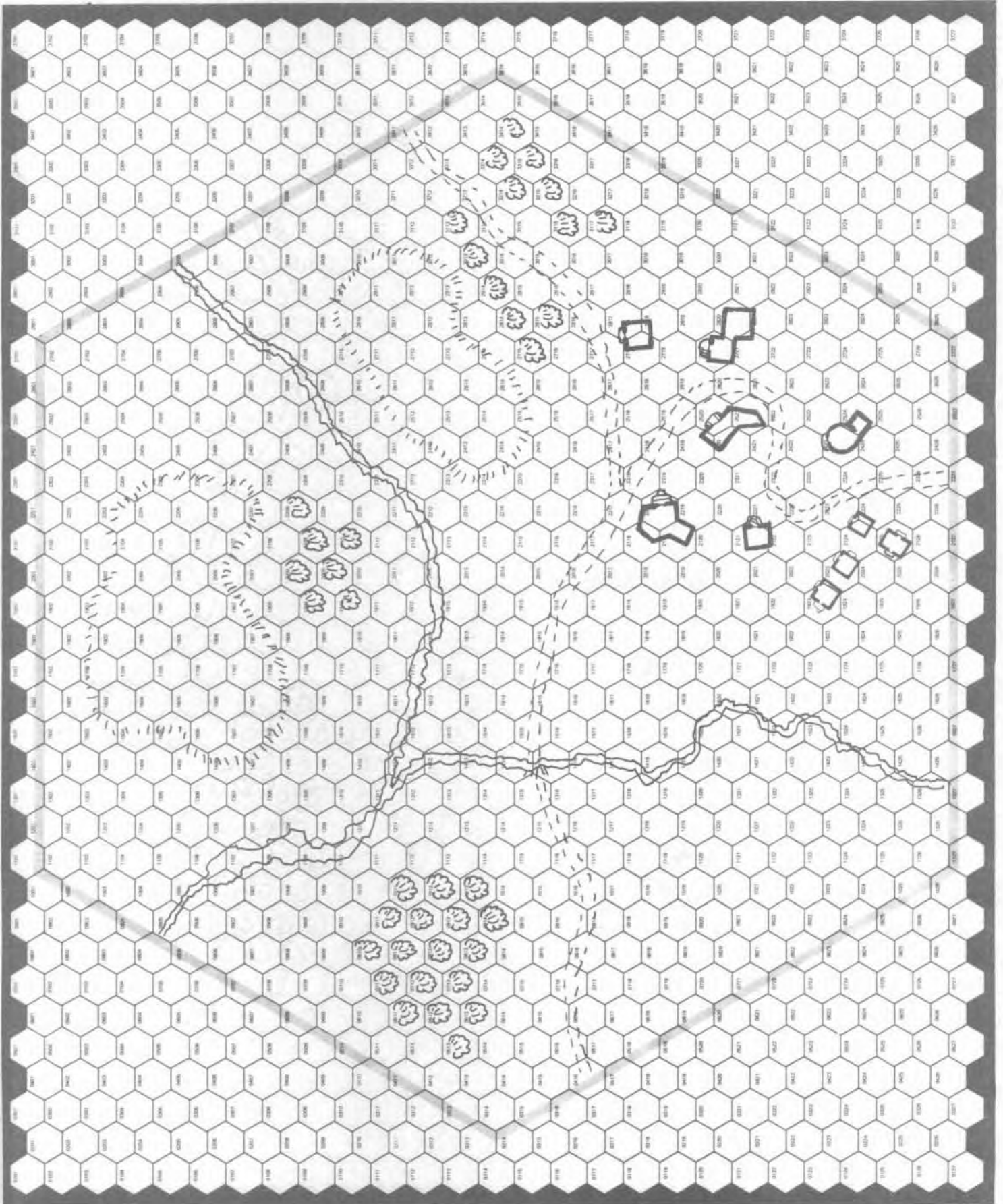


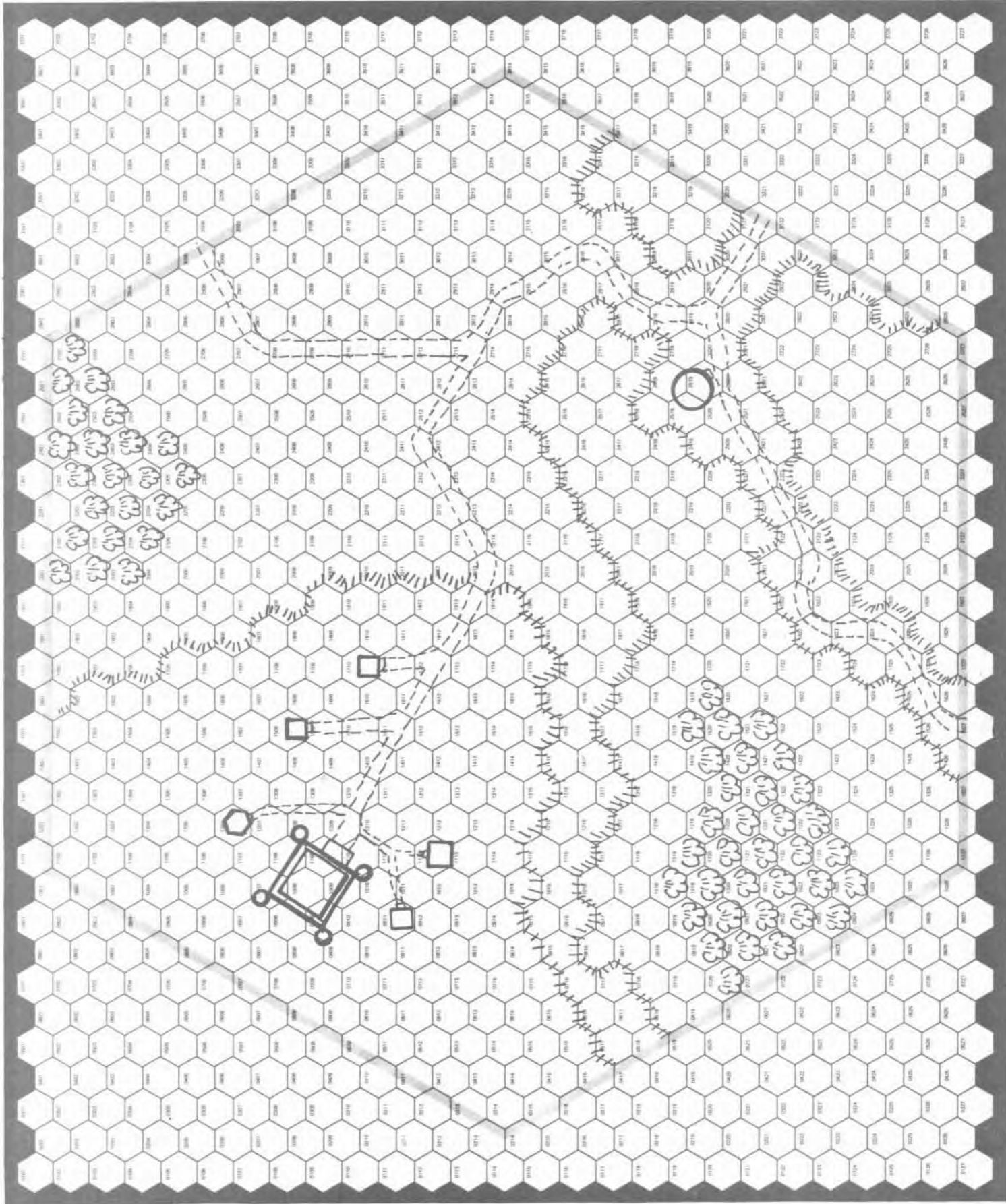


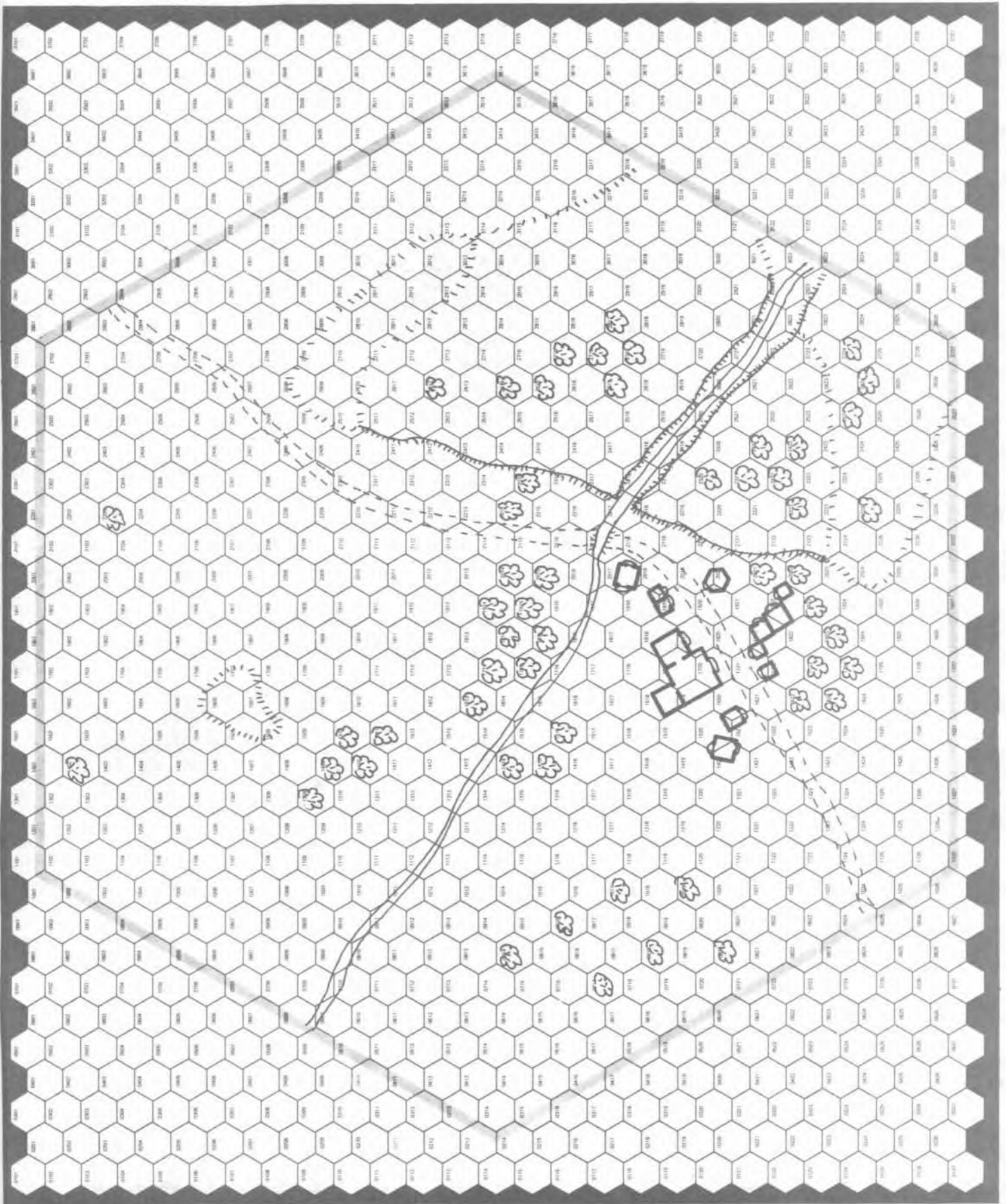




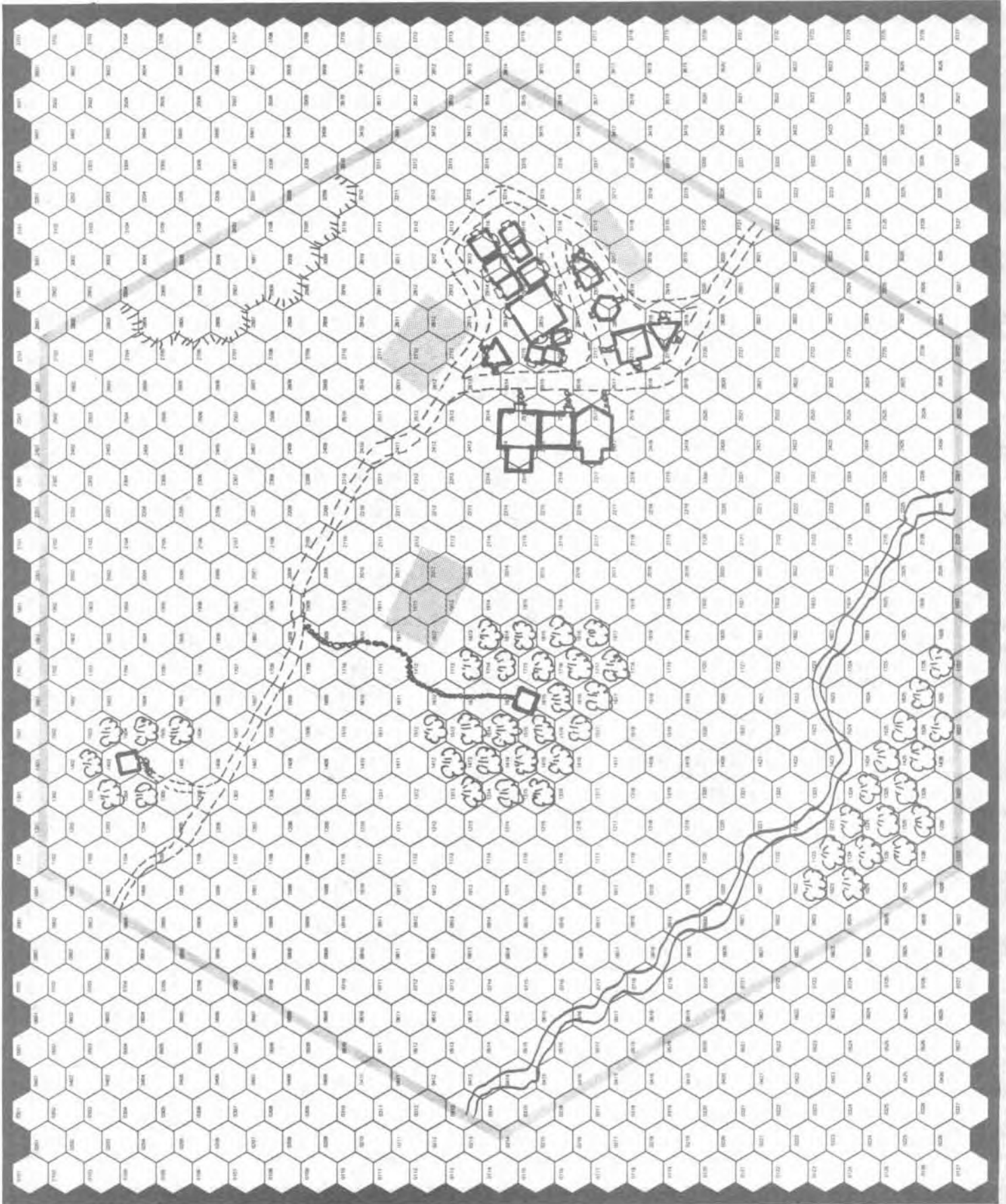


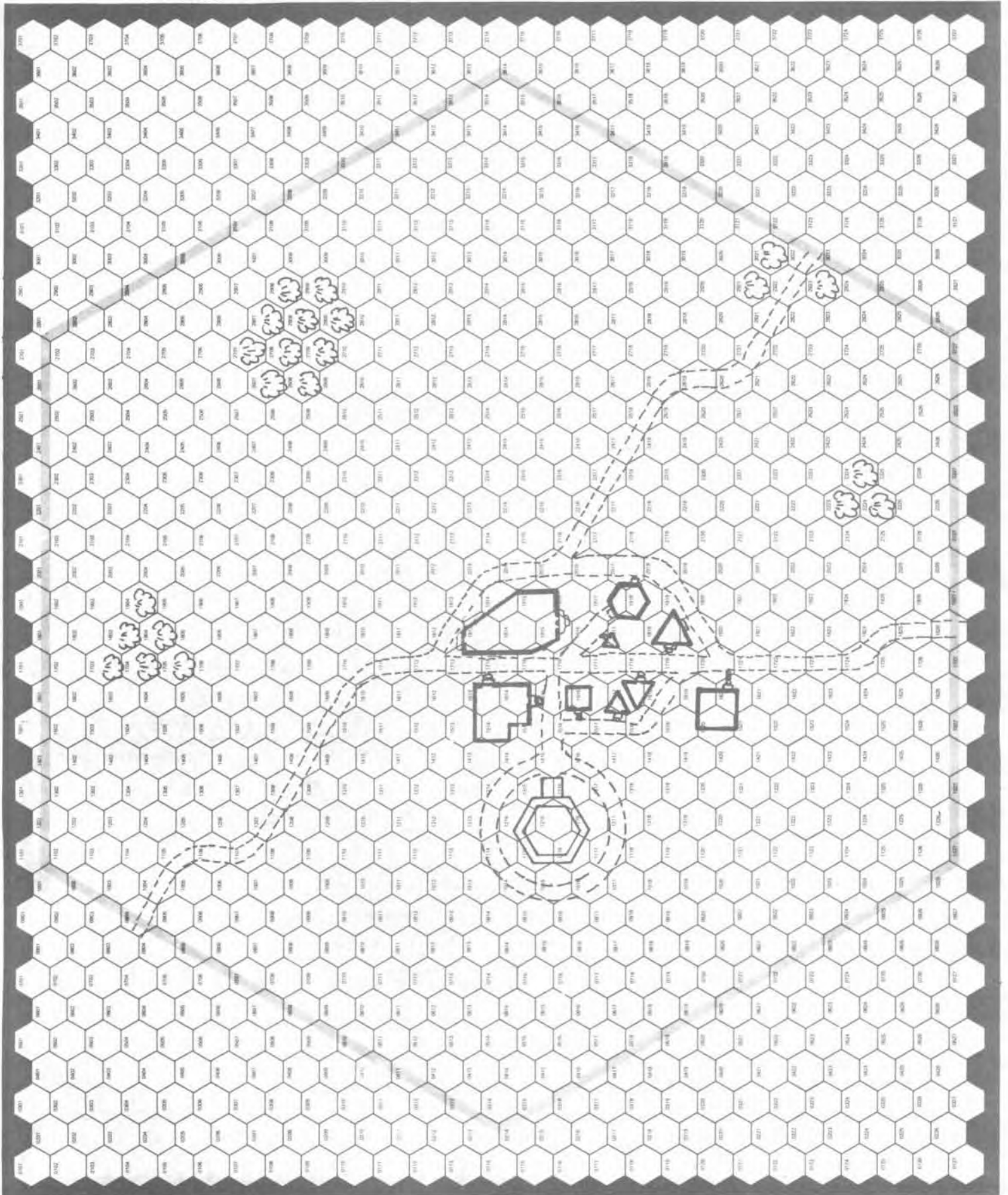


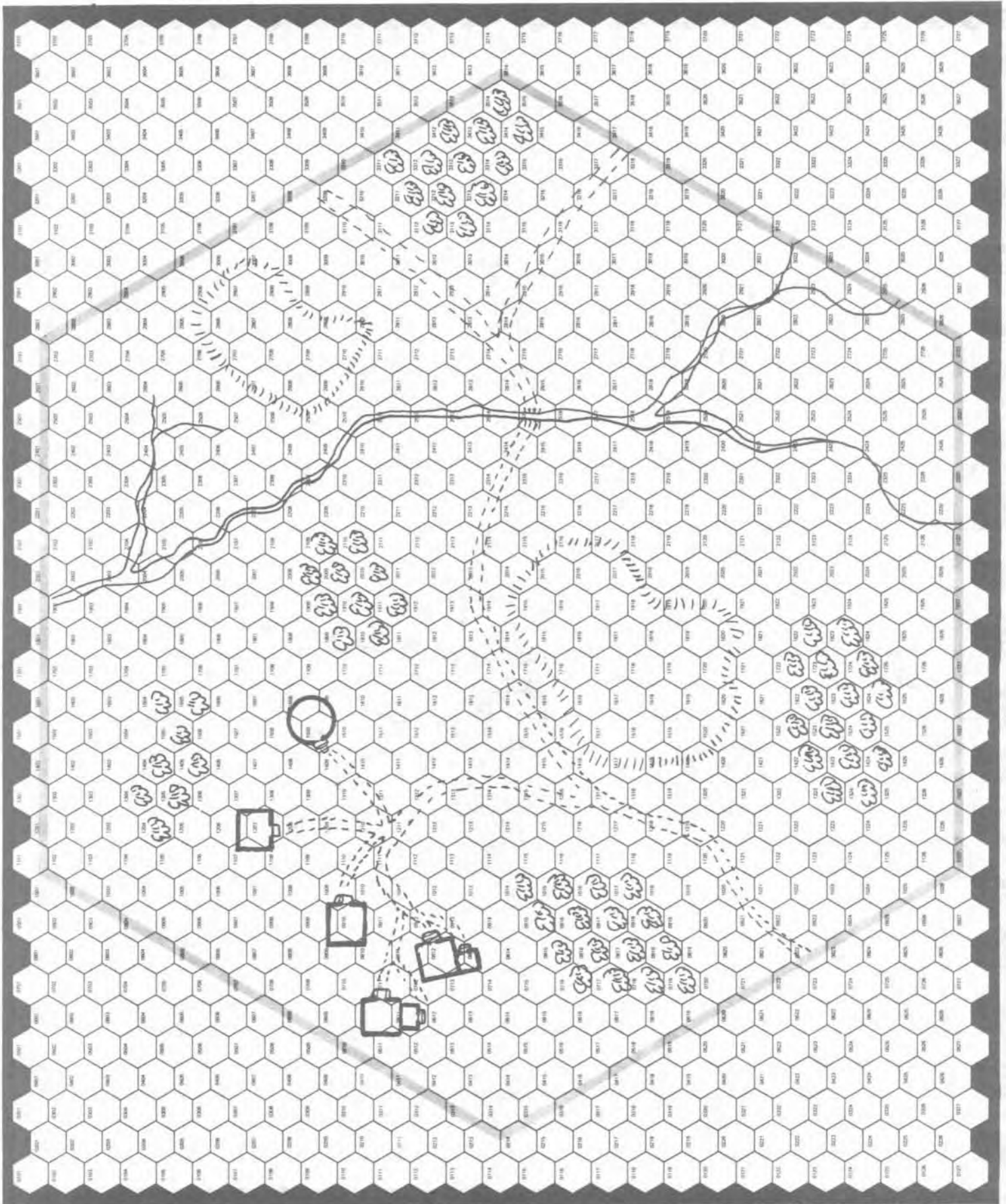














## MAGAZINE SUBSCRIPTIONS

Judges Guild Journal

The Dungeoneer

Now there are two FRP magazines available for your pleasure from Judges Guild. They are the original *The Judges Guild Journal* and *The Dungeoneer*. Both are bi-monthly and they come out on alternate months from each other. Subscribe to one or, better yet, double your pleasure and subscribe to both. *The Dungeoneer* subscription includes 6 issues of the number 1 fanzine, now a heaping 68 pages with full-color covers and color inside, too! *This is the magazine which originated the 'dungeon in every issue'* and it has expanded its coverage to all FRP games. *The Guildmember* subscription includes *The Judges Guild Journal* and installment material. You get 6 issues a year and six installments. The installments are items like *Thieves of Badabaskor* or *The Wilderlands of the Magic Realm* (part I was an installment as was part II). Not all retail products were installments but many were. You get 6 issues of the (currently) 36 page Journal plus the installment material all for the same price in the Guildmember subscription. (Neither are available as separate subscriptions at this time.) How much does all this cost? New subscribers pay \$15 for 1 year (6 issues) or \$29 for 2 years or \$43 for 3 years. Renewing subscribers pay only \$14 for 1 year or \$26 for 2 years or \$35 for three years. Lifetime subscriptions are \$150. If getting only *The Guildmember* sub or *The Dungeoneer* sub is not enough, you can subscribe to both—simply add the two amounts together and get a new FRP zine every month! Subscriptions are mailed out the first full week of the month, usually, and go BULK RATE. If you wish 1st class service, or if you live in a foreign country, include extra postage as follows: U.S. 1st class-\$4.50; Canada 1st class (air)-\$4.50; Canada 3rd class \$3.80; All Other Foreign countries via air-\$14.50 or via surface-\$5.20. Postage charges are PER YEAR PER SUBSCRIPTION. Lifetime subs should include 7 years worth of applicable postage (except for U.S. Bulk Rate). DO NOT SEND CASH. NO FOREIGN CURRENCY OR CHECKS ACCEPTED. All checks or money orders should be made out to Judges Guild, with foreign money orders made out in U. S. currency. Be sure to SPECIFY which sub(s) you want. Back issues of the Journal are available separately or as the Guildmember Installment. Back issues of *The Dungeoneer* are available, too. See the Booty List.

Now what does all this mean? That's easy! With the *Guildmember* subscription you get about 96 pages of Journal a year plus 2 to 6 retail products which normally run \$3 to \$10 each, all for \$15. With *The Dungeoneer* you get 408 pages of FRP-related material a year for the same, low \$15. If you are truly interested in FRP gaming, you can't afford to pass this up!

### WHAT IS A BOOTY LIST?

It is a listing of fantasy and science fiction games and accessories that you can order from Judges Guild. More than 80% of our mail-orders are shipped the same day it is received! Orders go out via 1st Class U.S. Mail or via United Parcel, whichever is the most economical for the size and weight. Holders of P.O. Boxes—please give us your street address in case your order must be shipped via UPS. If you have any questions about orders or our order processing please write. We attempt to answer all questions as quickly as possible.

### MINIMUM ORDERS

Effective June 1, 1979 we will have *no minimum order*.

### POSTAGE, SHIPPING, AND HANDLING

Effective June 1, 1979 there will be a flat \$1.00 charge for postage and handling on all orders, regardless of size, for orders in the U.S., Canada, FPO and APO. The exception is on posters where the charge is \$1.00 for each order of 1 - 6 posters. Foreign orders should include \$3 postage for each \$5 ordered for Air Mail OR \$3 postage for surface mail. Excess postage will be refunded.

### ILLINOIS SALES TAX

Illinois residents must include 5% Illinois sales tax on the total retail amount (not including the shipping).

### HOW TO SEND PAYMENT

Please do not send cash through the mails. Make out all checks or money order to Judges Guild. *No Foreign currency or checks accepted!* Foreign orders should have an international money order made out in U.S. currency. Master-Charge and Visa/Bank Americard are both accepted. If using your charge card be sure to send in your name, card number, expiration date, and bank code number, if applicable. Sign the charge authorization. *Do Not Send your charge card!*

### PRICE CHANGES

Prices of other manufacturers' products are subject to change without notice.

### BACK ORDERS AND DISCONTINUED ITEMS

On items which are in production but which we are temporarily out of stock on: we will back-order all rules books, magazines, games, etc. On miniatures, however, we will not back-order unless the total amount of back-ordered items in your order is \$10 or more. In cases where we do not back-order, credit will be issued. A cash refund will be given instead of credit if requested. Discontinued items, items which are listed and which manufacturers decide to produce no longer, we will give credit on.

### JUDGES GUILD FANTASY GAME AIDS

We produce game aids for added depth of play for *Dungeons & Dragons* Reg. App. For. and useable for other fantasy game systems. Most of our retail game aids found in stores are made up of previous Guildmember subscription issues. Since many have asked for a description of what has been published, we have provided such—with the numbers of the issues that made them up.



# TREASURE VAULT

## Judges Guild

37	FIRST FANTASY CAMPAIGN	\$7.98
46	WILDERLANDS HEX SHEETS	\$3.00
66	SEA STEEDS & WAVE RIDERS	\$6.50
68	WAR CRY	\$4.00
69	FLOTILLA ONE	\$5.00
96	TREASURY OF ARCHAIC NAMES	\$4.95
104	CASTLE BOOK II	\$3.00
240	THE FANTASY CARTOGRAPHER'S FIELD BOOK	\$3.98
360	LASER TANK	\$1.50
410	THE ASTROGATORS CHART BOOK	\$3.98
440	TEMPLE BOOK I	\$3.00
530	RAVENS CRAG	\$10.00
550	THE FIELD GUIDE TO ENCOUNTERS	\$12.00
680	TOWER OF INDOMITABLE CIRCUMSTANCE	\$4.98
690	MASTERS OF MIND	\$7.98
700	RESTORMEL	\$5.98

### APPROVED FOR USE WITH D&D tm

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

### APPROVED FOR USE WITH AD&D tm

87	CHARACTER CODEX	\$4.50
88	DARKSOWER	\$5.50
109	OPERATION OGRE	\$3.25
114	MALTESE CLUE	\$4.00
117	TEMPLE OF RA ACCURSED BY SET	\$2.00
124	ESCAPE FROM ASTIGAR'S LAIR	\$2.00
190	THE TREASURE VAULTS OF LINDORAN	\$4.00
210	INFERNQ	\$5.98
260	PORTALS OF TORSH	\$3.98
460	BOOK OF RUINS	\$4.00
560	PORTALS OF IRONTOOTH	\$3.98
570	THE QUEST FOR LARA'S TOWER	\$3.00
630	DRAGON'S HALL	\$3.50
650	TRIAL BY FIRE	\$4.00
660	ZIENTECK	\$3.50
670	HOUSE ON HANGMAN'S HILL	\$3.95
680	TOWER OF INDOMITABLE CIRCUMSTANCE	\$4.98
750	THE ILLHIEDRIN BOOK	\$3.95

### APPROVED FOR USE WITH TRAVELLER tm

75	TRAVELLER REFEREE SCREEN	\$2.50
78	TRAVELLER LOG BOOK	\$3.50
89	STARSHIP & SPACECRAFT FOR TRAVELLER	\$5.50
105	DRA'K'NE STATION	\$4.95
330	TANCRED	\$5.98
340	LEY SECTOR	\$4.98
350	DARTHANON QUEEN	\$3.50
480	50 STARBASES	\$5.98
490	GLIMMERDRIFT REACHES	\$4.98
500	DOOM OF THE SINGING STAR	\$11.98
520	NAVIGATOR'S STARCHARTS	\$4.98
590	CRUCIS MARGIN	\$5.98
640	GHOSTRING	\$5.98
710	AMYCUS PROBE	\$5.98
720	ROGUE MOON OF SPINSTORME	\$5.98

### APPROVED FOR USE WITH RUNEQUEST GATEWAY tm

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

### APPROVED FOR USE WITH CHIVALRY & SORCERY tm

250	C & S SHIELD	\$3.00
-----	--------------	--------

### APPROVED FOR USE WITH TUNNELS & TROLLS tm

400	THE TOUGHEST DUNGEON IN THE WORLD	\$4.00
-----	-----------------------------------	--------

### APPROVED FOR USE WITH SUPERHERO 2044 tm

430	HAZARD	\$2.00
-----	--------	--------

### APPROVED FOR USE WITH EMPIRE OF THE PETAL THRONE tm

540	NIGHTMARE MAZE OF JIGRESH	\$2.00
-----	---------------------------	--------

### APPROVED FOR USE WITH VILLIANS & VIGILANTES tm

580	BREAK IN AT THREE KILOMETER ISLAND	\$3.00
-----	------------------------------------	--------

### PEGASUS

\$3.00 per Issue

### THE DUNGEONEER JOURNAL

Back Issues Available  
\$2.80 per Issue

### THE JUDGES GUILD JOURNAL

Back Issues Available  
\$2.80 per Issue

### THE DUNGEONEER

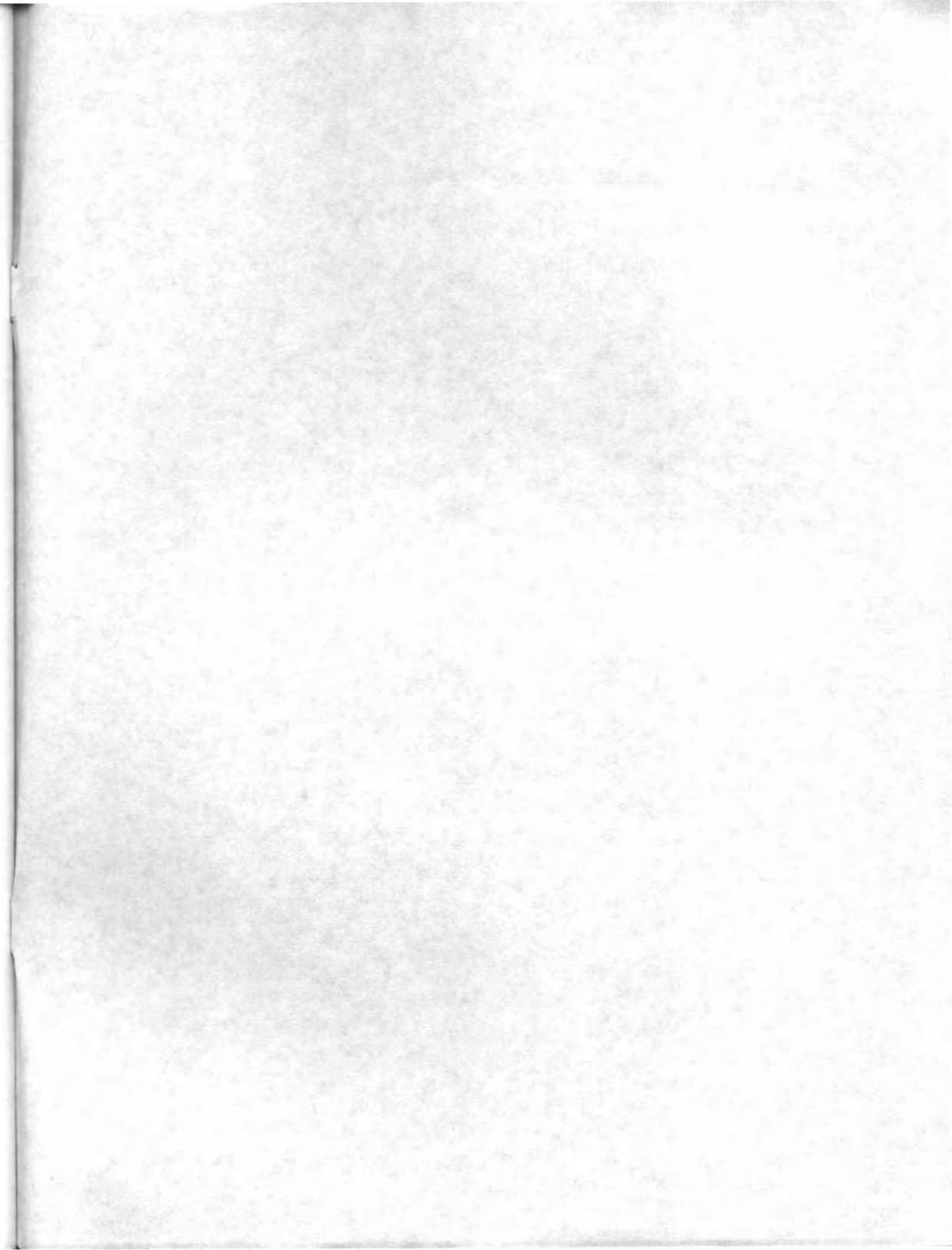
Back Issues Available  
\$2.80 per Issue

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

Are these other fine products available from your Dealer?

If not, ask why and have him contact us for full details.

Judges Guild, Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522





YEH VARILY



HAVE YOU SUBSCRIBED ?