

Judges' Guild

INSTALLMENT K - FEB/MAR 1977

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JOCULAR JUDGEMENTS

Durthangians, ex all. The adamantite and mithril listed on the armor and weapon table, in the last installment, is not the high grade material required for enchantment to +5 and +4. The Wizard's guide reflects this additional component forging cost. In addition, the fact that an item is worth 'X' gold pieces is not indicative of the cost of an item purchased nor that the item will be for sale. Sellers and buyers of high priced items are very difficult to come by. The component forging cost reflects the cost of all components required for enchantment. The guidelines in Booklet J represent the cost of simply making the arms and armor out of unpurified and unenchanted metals. The adjustments for hit probability are indications of strength and hardness, not enchantment. No player should be permitted to simply 'buy' enchanted arms or armor because he has the coins. A 'seller' must be found (at the judge's discretion). Never tip the player that he has found a magical gem. 'Detect magic' should be cast on each and every gem to discover the magical one. Note that the percentage chance to discover anything beyond a Mammoth Sapphire (5000 GP) is not included. Gems beyond that category are of such value that only the judge should sprinkle them about - Sparingly. Nothing can unbalance your game quicker than too much magic or too much gold or too much boredom.

Pack up, Masters of Mystic Mayhem, and join us at Illinois Central College - April 1 & 2 on Friday and Saturday - in East Peoria, Illinois. The Library Administration Building should resound with shouts of victory and curses of defeat as the annual Regional Wargaming Fair opens at 10:00 every morning.

A little of the touch of Medieval Mapmakers is possible. Rascally Rick Krebs, a DM of renown, has reinforced the sections of the map with vinyl shelf paper and added ancient appearance by dabbing the map face with a discarded tea bag. The map is rolled up, stored in a Christmas wrapping paper tube and labeled. A leather pouch full of 100 CP has been added to your account - Rick.

A Monolith of Mail has come our way - but still no response on a letters' page. We are sorely tempted to publish some (they are 99.8% complimentary). The few complaints centered about the delay on 'Thunderhold', the overrun problems on 'Guide to the City State', a few packaging errors, and the desire for more materials (space, paper, time, etc.) than the sub allows. The delays resulted in much higher quality and quantity. The packaging errors, less than 01% of volume, instituted a triple check system. The last complaint we are attempting to fill by providing expansion kits.

The Hoary Hosts of the Soceror Supreme cannot prevent the upcoming expansion kit presenting 5 different Campaign Maps repleat with villages and sensational strategic combat rules and a menge of NPC's. Watch for this blockbuster next month - it should be available at your favorite hobby store or directly from us!

Stay tuned for our Rampaging Rendition of Tegel Manor. An off-beat epic featuring the dauntless personage of Sir Runic Rump and his inherited fief...our grandest, goofiest, and greatest NPC yet! Your players will foray into the frantic family fortress...Tegel Manor...a genuine Superhero Saga of Stunning Swords and Sorcery.

A Subspace Message Printout from the Communications Division of the USS Enterprise/NCC 1701 was delivered this morning by a pointy eared elf. Fifteen scribes and two sages cannot decipher the cryptic writings thereon. Ten silvers are promised the interpreter by Llangwellan.

King Kevin of Fortune has informed us of a philter of healing (1-4 pips) which varies in effectiveness. Add the character's strength and constitution...add 1-6 for 'State of Mind'...and divide total by 3. The result yields the percent chance of working on the table below:

3-05%	7-25%	11-45%	15-65%
4-10%	8-30%	12-50%	16-70%
5-15%	9-35%	13-55%	17-75%
6-20%	10-40%	14-60%	18-80%

Kevin has Konvinced us - your 100 Kopper Koins are Kredited!

Harken, ye land lubbers and seadogs! While wandering the hinterlands of Tegel, your noble heros will saunder on to Modron and naval adventures repleat with menacing adversaries. The rules presented will tighten the existing ones and provide uniquely new rules for your Valiant Vikings.

An awesome 170 bushels per year is produced on ten acres without a heavy plough. Heavy ploughs (permitting draft horses instead of oxen) and field rotation will raise this total 20-120%. A family (with animals) will require 64 bushels...based on an average family of five. The village density of our Campaign map is less than one for every 300 square miles...indeed a wilderness. In highly settled areas; the villages should be 3-8 miles apart, hamlets (800 Max.) about 10 miles, towns (1500 max.) 20 miles, and cities 100 miles apart.

Many ideas are being considered for publication for \$1.00 credit. Please include permission to publish your fantastic ideas when they are submitted. Some submitted material is delayed because additional work is necessary (inking of levels, etc.) - so don't become disenchanting. This forum of fantastic projections will become a real boon if enough DM's participate.

The Wandering Warlock, Holsinger of Belmont, has suggested modularization of our dungeon levels, etc. What preference do you have 0 Magus Mediators? Shall we change from the format of Sunstone Caverns? Do you prefer modules and universal keys? Woody shattered Llangwellan's crystal ball on the noggin of a tresspassing troll. A little advise would be helpful (it is out of our Sage's category).

Amazons take note - Hits To Kill is very crude slang for Hit Points...Woody will have to stand in the corner during his lunch hour!

While climbing the heights of perfection, we are inspired by the increasing ranks of collegic scholars, military geniuses, historical heroes, and international subscribers. From howling Hiedelburg to wailing Woolongong, fantastic-worlds are ringing a note of triumph!

SCROLLS FROM THE ARCHIVES by Chancellor Seneschal, Archive Archon

The Celestial Codex of the Amber Proverb denotes reference to a Dwarf. King of the Wilderland Mountains...one Brawny Balin of the Burley Banner. Power beyond measure is his reputed boast - and indeed nothing is noted that detracts from the legend surrounding this miniature marauder. With a handful of allies and a small band of mercenaries, he laid claim to an area extending 40 miles from the base of the monstrous mountain and soon

confirm his hold by capturing the three villages and walled town in the area. The dauntless dwarf then turned his might against the mountain stronghold (a city in a huge cavern...19 levels below) of 'Yazhill' the Evil High Priest of Demigorgon. Space does not permit further discourse but suffice it to say 'Demigorgon' will return to despatch the tiny master of mayhem should he still exist.

SHREWD SLANTS FROM THE SAGACIOUS SAGE

Rest assured, Guardians of the Grotesque, we have noted your desires for more dungeon level description. For those who like the openness of 'Sunstone Caverns' for your own inputs...we can only say that squeaking hinges get oiled first. Our mail has run 2x1 for more descriptions although we have received many compliments on the open format. We included more in the initial package because most of the DM's we originally talked to didn't want them at the expense of other fabulous features. Enough lamenting! We shall bend with the Eternal Winds. A special thanks is due Zyskowski the Sea-Going Dungeon Master for the glowing luckstone...May the Sahuagin never cross your prow and the green slime ever avoid your head.

We regret the necessity of using bulk rate for our installment mailings...the sinister slow spell. It remains, however, a very effective way of keeping the price of the subscription reasonable.

While perusing the latest tome of "Galaxy" March 1977, what should my wandering eyes perceive but a goodly article by Dr. Pournelle (page 119) about our favorite madness - D&D fever. This science fiction milestone is worthwhile reading for DM's desire an element of the bizarre. Colonel John Christion Falkenberg's 42nd Legion of mercenaries has his regimental armorer "casting silver bullets and filling Flit guns with carboic acid". Surely these ultimatem utterings will not go unnoticed by the awesome avengers of the underworld. The arch enemy has been identified...arise "Creatures of the Night" !!!

It should be noted, Cosmic Constables; the special encounter roll unique to each street is only rolled if a 'regular' encounter (6 on a six-sided die) is rolled first...then the percentage chance is rolled. Thus the occurrence of a special street encounter requires two affirmative encounter rolls...one with a 6 sided die and one with the percentage dice. Bashful Bill has relented his 'sinister street stance' so you won't have to keep switching dice and tone down the viscious urchins of the suburbs. The traffic indicated is actually within 60' of the character - not the whole street as implied before.

ITEM! A genuinely fantastic scribe calling himself, Snaga, the Educated Orc, is staying at the Cup and Dragon. Evidently, this slave orc has unusual artistic ability!

ADVISE COLUMN The dungeon levels supplied are not meant to be unchangeable as granite. Add doors, passages, teleports, traps, statues, inscriptions, remains, mold, cobwebs, cracked walls, dripping ceilings, miniature dungeons in rat holes, slides to levels unknown, magic mouthed portals, confusing sounds, wandering flashes of light, carved corridors, secret niches, living passages with groping stone claws, stench, perfume, mouldering heads, beautiful prisoners, mirage doors, disinterested ghosts, screams of panic, and cryptic messages from scraps of parchment. In other words; change, delete, add, shift, enlarge, shrink, color, and enrich the dungeons to suit your campaign and the level of the adventurers. Every dungeon should possess an element of real danger...none should be the penultimate death trap. Although exciting for a time, an endless maze which never permits the players to return is a short-sighted concept of fantasy role playing - doom to extinction for lack of interest...eventually.

TIPS FROM THE TOWER

In the small space left from Byzantine Bob's eloquution, I'd like to bring all up to date on our latest exploits. First, we have left our besieged bunker and moved to lofty heights, while small compared to my tower, it is more than enough for the boxes and boxes of books, maps and other booty. Our retail products have been well received by the following famed companies to date- Gambit Game Store in San Francisco & Berkeley, Balboa Game Company of Long Beach, The Articles of War and doubtlessly more to come.

The Ready Ref Sheets Package contains all of our RR sheets published so far plus the Character Checklist to be included in the next installment. The Character Checklist, in addition to places to record the usual player data on strength, level etc., includes our unique Alignment system for pinpointing and changing players' alignment. Each RR Package includes 5 Men Attacking, 5 Chainmail, 2 Monsters Attacking, 2 Phantasmal Forces/Encounters, 2 Wizards Guide, 2 Construction Costs and 2 Character Cklists.

Our repackaging of the various subscription items, in the form of the City State of the Invincible Overlord Playing Aid has been very successful. Really, a fantasy world on the order of Empire of the Petal Throne, costing much less. So much so, that Dave Arneson has endorsed it, writing a complimentary commentary in the introductory notes. As many of you know the Guide to the City State (which is available separately or as a part of the City State Play Aid) ran over 40% of the promised size at no increase in price! Much background, NPCs, plus the following rules - Boons & Duties, Wills, Proclamations, a two page rule on Women and more!

BOOTY LIST Minimum order is \$1.00. We Pay Postage (For Foreign Air Mail, you must include \$3 postage for every \$5 of items ordered). Orders from Illinois must include 5% sales tax.

Subscription Items are items originally sent out as a part of the Guildmember's subscription. Non-Subscription Items are optional and must be ordered separately.

SUBSCRIPTION ITEMS:

#1. 34x44" City Map (4 Sections)	\$4.50	14. Ready Ref Sheets Package- 20	Construction Costs	2.25
2. 135 Dungeon Tac Cards	3.95	pages of seven different charts	Campaign Installment items 18-20	4.50
3. Initial GL Book I (16 pages)	2.00	published through Installment L	GAMES AVAILABLE THROUGH JUDGES GUILD:	
4. 17x22" Players Map (1 Section)	.50		Dungeons & Dragons (3 Volumes)	10.00
5. 6 Charts- 5 Men/1 Monster Attk.	.50	SUBSCRIPTION ITEMS:	Greyhawk (Sup. I)	5.00
6. 6 Charts- 5 Chain/1 Monster At.	.50	15. Thunderhold/Sunstone Caverns	Blackmoor (Sup. II)	5.00
7. 6 Charts- 6 Monster Attacking	.50	11x17" & Players Map of Thunder-	Elridge Wizardry (Sup. III)	5.00
8. Dungeon Levels I 1-5	.50	hold	Gods, Demi-Gods & Heroes (Sup. IV)	5.00
Initial Package- everything you got in		16. GL Booklet J (12 Pages) & Ready	Sword & Spells Miniature Rules	5.00
your initial package	7.00	Ref Chart J-5	Chainmail Miniature Rules	5.00
NON SUBSCRIPTION ITEMS:		17. Dungeon Levels J 1-4	Empire of the Petal Throne	25.00
9. 17x22" Judges Map (1 Section)	.50	Thunderhold Installment- items	Metamorphosis Alpha	5.00
10. Guide to the City State (56pg)	3.50	15-17	Dungeon Geomorphs- Basic Set I	New Geomorphs
11. Special Starter Package- D&D PLUS		18. 17x22" City State Campaign Map	morphic dungeon sections	2.49
Guildmember Subscription	20.00	One with All Names Shown	War of the Wizards	7.50
12. City State of the Invincible		19. 17x22" City State Campaign Map	Siege!	5.00
Overlord Playing Aid	9.00	One without names showing for	Multi Sided Dice Set	2.50
13. Deluxe Fantasy Package- City State		the players	Percentage Dice Set	1.50
Play Aid (#12), D&D PLUS Multi-		20. GL Booklet K (12 Pages) & Ready	Boothill- Wild west roleplaying game	5.00
Sided Dice Set	19.95	Ref Charts on Wizards Guide and		

GUILDMEMBER SUBSCRIPTIONS include Initial Package as your first item and five bimonthly installments- \$12.00 per year, \$14.00 from Canada, \$23.00 from other Foreign countries by Air (or \$15 for initial package by Air & Instlmnts by sea).

Similarity in names of persons or things, living or dead, to those in Judges Guild material is purely coincidental.

ACKNOWLEDGEMENTS

We would like to acknowledge TSR's help and encouragement. Our Judges Guild service provides playing aids and ideas to the D&D system. With TSR's permission, some Judges Guild charts have been reprinted from DUNGEONS & DRAGONS Copyright c 1974 Tactical Studies Rules.

We would like to again give credit to Simulations Publications, publishers of Strategy & Tactics Magazine, for the Hex Grid Numbering System used both in Campaign Maps and Castle.

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