JOCULAR JUDGEMENTS

All the material contained herein is intended to spark your imagination, O Magus Mediator, so take what you want and leave what you don't want in your campaign. This material is designed to broaden the scope of your campaign, and build your campaign upon orderly increase of fantasy-filled fun. Don't attempt to sketch out the plot of your format in one adventure. Let the players discover it for themselves- they'll appreciate it more. Do try to allow your players as much freedom as possible without wasting preparation time. If you let them choose between N number of adventures, you might waste N-1 number of hours. Nothing is more frustrating than to create a well thought out creative game and find the players think it's too scary to play because of the spooky details you let drop in a rumor.

Above all don't be a Monte Hall judge from the beginning and it won't destroy your campaign later. If players are hungry enough (chibbings are two things per hour you will jump at the prospect of 100 GP each. Also, be careful that their 'social level' does not increase. To play fun- fraught D & D is the goal. To judge same (and enjoy it) be choosy and unfriendly. Yep, you'll be glad you did! The action is fun and the magic the kicker, but no player wants to be put out of action game after game, night after night. Kill if the rules (or common sense) says you should... but not because you can. Any judge can do that- the rules give you carte-blanche control- even god!

SCROLLS FROM THE ARCHIVES by Chancellor Seneschal, Archive Archon

As archon, my position frequently brings me to the attention of adventurers chronicles of valor and barbaric spectacle. With considerable editing to shorten the tale, I will present them here. Should you, o masterful judge of adventurers, find such a record- forward it to me with permission to edit and publish here. Perhaps I can persuade our scribes to immortalize it.

However, this lately been a hectic month and I cannot find any tales worth immortalizing. Just the same, a few minor rumors have come my way.

First, it is rumored that the noted sage, Naed Naktastorak, has been going around with the unlikely alias of Bob Bledsaw, presumed age 33. With this guise, he has posed as an expert designer of artifacts for a certain General Electrik. With similarly obscure purpose, this same alias has appeared on the roll of a local university, where he is said to have married, a visit to apartments often finds some of his three offspring cavorting with various magical items; it is suggested that the visitor to the Naed Naktastorak guard his most treasured belongings. While his 20 years of gaming experience are yet confirmed, unquestionably, many dooms have seen numerous warhorses tied outside his quarters wherein can be heard the clatter of 'bones'.

Second, a visit to the blue marble splendor of Llangwellem's (pronounced hlangwellem) town produced the alarming news. The existence of a simulacrum of 'LL'. This 22 year old animated iceman is reportedly one and the same, Bill Owen, local travel agent specializing in teleporting clients to the north pole (he advises taking a warm sweater). In fact, some people report to have seen him in the balsy cruise to exotic islands and balmy experiences aboard slave ships fighting off wild natives. This hundred battle veteran of the 'Traktik' wars, now mostly directs hostilities at ICD chapter of the Lancers' Club from his latern. The commoner's be alert newcomers to the city-state, for it is rumored, that he has even more titanic 'package tours' in the offing.

SHREWD SLANTS FROM THE SAGACIOUS SAGE (Naed Naktastorak)

As astutely pointed out by the halcyon heroes of the north (TSR) out artist-scribe took considerable artistic license in depicting the weapons on our Tac Guide. It's just a new deck (with many unusual weapons) is being designed accurately... else our pen pusher will run the expectorate gauntlet with his drafting table tied to his ears!

Vikings relace- a literal Valhall-a full of hyboreans have joined magnificent order of magus meditators. Welcome aboard Canadian legions and may bigfoot never step on your dicing hands!

I never thought it would happen- but it did! GenCon IX brought to our wizard's eye the new enthusiasm for Swords & Sorcery. Touching the well spring of chivalry too long missing in the bustling pace of our technocratic society, who knows where it will end. To the nethermost with impending doom, legend, heroes & mystics the way we need. Each adventurer should be an episode in a greater drama. Today Mars- tomorrow the stars!

ITEM! An awesome original poison chart will be published in next issue along with car- tels of magical ingredients. And a bit of babbleary, but be patient or restless one- we already exceeded our promises to date by badly fraying our balrog whip!

ITEM! O.K. People, now you can get out of the cheering sectionand back to your papers. Do you want a letter page? Commuting has done me little good and Llangwellem has ordered a new pair of specs from the Sorcerer's Supply House after his eye-popping crystal ball session. In any event, we intend to keep you abreast of the action and to make you as proud to be a first subscriber as we are proud to produce this service.

ITEM! Speaking of pride, tune up your clairvoyance and gaze into our fable-fraught fortress. Paneled, carpeted, air conditioned, newly rented and filled with frantic fans gathered around our two humungous felt covered miniature tables. Before you ogle your orbs, remember its only two titanic rooms (would you believe large)

ADVICE COLUMN Be careful with the novice dunegoner. It is usually advantageous to take a Tol- kienian attitude with beginners and allow 'provendence' to lend a hand when the character is play- ed to meet alignment/circumstantial expectations. Thus guiding the player-character until he is strong (in the sense of alignment choices) to stand on his own decisions. Bad judgement at this stage of development should meet with disastrous results. Certainly no rule should be broken to aid a player no matter how low level. Players enjoy the orderly progression of a character and this adds a logical dimension to any campaign. Never short circuit the experience points earned, unless you want a short-lived campaign with little to show for the hours of preparation you put into its development.
ITEM! If this introductory package mangled your mind, keep your peppers poised for the following installments. Llangewelen is floating over the lists of thousands and one ways for players to spend their gold and our pet ogre keeps drooling on the potions' ingredients list. Never fear, my universe scanning peers, I have carefully hidden away the other glorious goodies still to top secret to mention now.

ITEM! I have been exorbitantly outraged by the preposterous suggestion that I have been going around with the inscrutable Seneschal, the pious Archon Moody, our pet ogre, is at this moment delivering my justifiable slander suit to the most expensive legal trickster to assure at least that he has just been delivered by the specter of Gauntlet!

TIPS FROM THE TOWER (Llangewelen the Blue)

While expounding on beneficial rays obtained by pouring putrid ooze from the swamp into a crystal skull once asked why all the street lamps were sixty feet apart. Before changing his to a hangman on our pet ogre’s big toe, I explained how dungeonies might leave their slide rules at home in figuring their moves.

Still, looking down from my two hundred foot tower, I stared in wonderment of the fact. Long ago, when Judges Guild was bubbling to the surface, many things were different. At first, we were to publish a (smelly gray manuscript) of this giant city and mass of misplaced loose leaf sheets. But the moral (and financial) boost we got at GenCon was to set our gnomes feverishly to work on a new, more practical format. While the super-detailed city had since been tastefully trimmed and cleaned up, the piles of notebook paper waste, we were forced into a handy offset-reduced booklet. This, and the hundreds of bits of paper to be pasted on the Tac Cards, delayed our mailing deadline by exactly six days. But, at no higher cost to you, we think you’ll agree it’s well worth the wait.

The Tac Cards are an innovation, that can be a big boost to any game system. While most of the actions are self-explanatory (and optional), it might not be first apparent that players desire to strike merely hold their Weapon card face up; there is no strike card. Likewise, to perform an action, orient the particular side face up. Generally, it should take one full round to perform any of the activities listed. Likewise, change weapon (they should put the weapon they are carrying to next under), load weapon (or more, perhaps?). While the players will still have to write down what they’re carrying, the main value of the cards is to tie down the more slyly players and to experiment with simultaneous turn sequences, for example. Notice that you got more swords than anything else, that’s so you can mark them up with ‘el’s and fancy names and so on. There’s six action card sets (3 per set) and six of the most commonly used weapons. Also, note that the dice & lance are back to back, since a player would never use them together; the wand/staff card is relatively blank to let you customize them.

One of our big puzzles is not coming up with material to give you, but how to get it all out to you. Just the city-state’s shops & taverns is humongous, it will last dozens of games. We could only fit seven pages this time, so rather than give you a little at a time, we’re going to publish a 40 page booklet, available December lst. This way you can get it all at once, and we can print details pertinent to the castles, villages & manors to be published in the upcoming installments.

WHAT YOU HAVE PURCHASED

You have purchased a subscription entitling you the starter package, five bimonthly supplements and our newsletter, A Guild membership, costing $12, is good for one year. It is renewable after one year with a one dollar discount, if renewed before expiration of current membership. We look forward to any comments and criticisms you may have.

However, it would be most effective to submit an example of any improvement to support the criticisms. Which brings us to our offer, to publish your D & D related rules extrapolations, levels etc. You can expect us to carefully consider your submitted material for publication but we reserve the right to decide if it is of suitable quality. This is, when it is cut to a length of one page in our production schedule. Also, we reserve the right to redraft or make changes; please make sure copies are dark enough. They are material that is published earns you $1 credit per page. We do not maintain files for our members so feel free to send us ideas. We welcome visitors, there just isn’t room nor does membership entitle you to sit in on current games. Any place place Classified Ads or Notices in this newsletter - $5 per word for Guildmembers and $10 per word for all others. At this time, all other products listed below are available separately only to Guildmembers.

ACKNOWLEDGEMENTS

Our personal thanks to Dave Megarry, Tim Kask, Dave Arneson, Rob Kurtz and the TSR legions for the encouragement and blessing given the founding of the Judges Guild. We’d like to help GenCon IX levitate us 30’ above the launching pad... GenCon is a virtual saga with S & S fans en masse, it was good talking with many of you there. We won’t have to wait until next August as rumors have been flying about GenCon being another January 8-9th! Get your carpool ready, the Winter Fantasy Gaming Convention is being mobilized already, another great event for fantasy fans! We’d like to point out that Judges Guild services etc. is designed as players’ aids for D & D, not a replacement. Judges Guild charts are no longer reprinted from DUNGEONS 

The Bottom Line

Please order by number and our pet ogre will be able to figure out your order more easily. And most important, include 50c postage & handling charge with each order.

#1. 34x44" City Map (4 sections) - $4.50
#2. 135 Dungeon Tac Cards - 3.50
#3. Tactical Guidelines Booklet '1' (16 pages) - 2.00
#4. 17x22" Players' City Map (with names blanked out, four sections) - .50
#5. Six charts- (5) Men Attacking & (1) Monsters Attacking - .50
#6. Six charts- (5) Charnails & (1) Monstert Attacking - .50
#7. Six Monsters Attacking Charts - .50
#8. Dungeon Levels 1-5 - .50
#9. 17x22" Judge's Map (with maps) - .50
#10. Guide to the City State (50 page booklet jammed full of more legends, more NPC's, more from neighboring counties & countries) - 1.50

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