



JOCULAR JUDGEMENTS

Foremost in our thoughts this past month, has been the apology we owe our august Guildmembers! Note that we have enclosed in this installment a Wizard's Guide and Construction Cost Ready Ref Sheet. It was ready on time, printed on time, and could have been enclosed in Installment K. We simply forgot to inform our dedicated workers that it was to be included in addition to our normal 20 pages of material. We sent a copy by first class mail to anyone requesting it until this installment and now intend to rectify the situation by enclosing it in this installment. While it will be included in the back installment K, it will not be included in the Tegel Manor expansion kit to be sold in hobby shops. We promise to review the contents of each new installment with those who assemble it, henceforth.

We hope you enjoy the new format of the newsletter. In Jocular Judgements, we intend to provide you with news items of particular interest to fantasy role playing, answer questions of a general nature pertaining to guideline interpretations, and pass on ideas submitted by you. Scrolls From the Archives is intended to allow you to pass on interesting background material from your campaign related to one central character. Shrewd Slants attempts to provide advise for the novice DM, explain the reasoning behind certain guidelines, and drop a hint or two on upcoming releases. Tips from the Tower explains what we are doing, gives product information, and advances fresh ideas for advanced DMs. Omniscient Opinions provides a format for the more ambitious. Hosts of the Hallowed Halls to advance their viewpoints in article length. This section will be given the latitude to be controversial within reasonable limits. Derogatory statements about particular games or persons will be edited. Contributors are urged to be positive by offering alternatives in lieu of outright criticism. Other features; cartoons, drawings, serials, etc.; will be added as interest develops.

In all, we will do our utmost to provide integrity and imagination. Occasional references to campaign titles (Durthangians, etc.) are not intended to slight other readers by 'inside jokes'. Rather, they will be used sparingly to draw the attention of those interested in information which they have expressed interest in or to compliment those individuals.

Some have alluded to our awful alliteration. It is used to keep our comments light hearted and emphasize the end result of fantasy role playing—Enjoyment. Role playing is not a zero-sum system of games...everyone can win. Sure there should be some competition between players; yes, the judge is a sinister 100 hit point Spectre with an armor class of -9; yeah, the characters can meet an ignoble end devoid honor; but where else are the victories grander, the suspense more intense, the ideals clearer the heroics more glorious, or the villains more vile than in a well done campaign. Lets not take ourselves too seriously. *Bob Bledsaw*

SHREWD SLANTS FROM THE SAGACIOUS SAGE

Know, O Princes of Perpetuity, that while the politics of the City State are medieveal in many respects, the climate is much milder than that of northern Europe. The statistics on food production are drawn from scholarly studies. An article (replete with footnotes) will be included in the next installment to explain more completely the exciting (ho-hum) details.

The Grand Marshal of Majestic Metaphysics, Gary Gyax, has - pointed out that the "% In Lair" on page 3 of Volume 2 - 'Monsters & Treasure' - in addition to its normal function - serves as a guideline to determine if an encounter in the wilderness has happened in the lair of the monster.

OMNISCIENT OPINIONS

In pursuit of that illusive quality called objectivity, we herewith present an article which you may find controversial. It is an experienced judge's opinion but not necessarily ours. However much of the following may give you ideas that you might wish to follow up on, that's the beauty of the fantasy system- that is, the flexibility to work your ideas together how and when you see fit, and in the meantime be playing the game!

SETTING UP A D & D CAMPAIGN BY TOM HOLSINGER

Many D & D referees have been tempted to set up campaign games to link together the dungeon adventures of themselves and their friends, for the variation of outdoor adventures, and to create scenarios for fantasy minatures battles.

There is an excellent D & D-based campaign game on the market, Empire of the Petal Throne by M.A.R. Barker, but as its author freely admits, it is definitely not D & D. EPT is based upon Eastern mythology and Barker developed his own monsters and fantasy world. D & D is based upon Western mythology, chiefly Tolkiens's Middle Earth with large dollops of Howard's Hyborean Age (Conan) and general Graeco-Roman fantasy. Most D & D referees and players want a campaign game based on the rules, monsters and magic items they are familiar with and EPT is not an acceptable substitute.

The problem is that would be campaign referees have no idea of the extent and kind of work they are letting themselves in for. The purpose of this article is to lay out a framework upon which a D & D campaign can be created. A well-organized approach to the problem, is half the battle.

There are a number of major areas which must be dealt with to a greater or lesser extent in creating a campaign game. In order, these are: 1) a unifying theme, 2) demography (somebody has to grow the food), 3) religion and the justification for magic, 4) economics and technology, 5) details, how to get started and scenarios. There are many details with which I am not familiar or which deserve separate articles of their own and hopefully some of you readers will send in further articles on this subject.

UNIFYING THEME

The most important element of any fantasy role-playing campaign is the unifying theme. A lot of people will be tempted to throw in a mish-mash of cultures and societies from history and fantasy fiction but it won't work. You have to start at the bottom and work up, with each succeeding part growing out of what has gone before. This is easier than it sounds.

The starting point for all D & D-based campaigns is the necessity for numerous cycles of the rise and fall of civilizations, to provide a reason for the countryside's being littered with ruined cities, dungeons and underworlds, all those magic items lying around, mysterious artifacts, myths and legends surrounding the lost civilizations, etc.

EPT does a marvelous job of this. Barker started with a mighty insterstellar civilization based upon technology, sent a solar system with sun into another dimension where magic works, and then based his campaign upon the history of the disintegration of that advanced technological civilization and the development of new civilizations based upon magic. And on top of that,

he came up with a periodic practice of urban renewal whereby underworlds are created beneath existing inhabited cities. There are lots of old technological items lying around, as well as magic ones from a previous magical civilization and quite a few non-human races, most descended from other space-faring races and three indigenous sapient races.

You need not have so elaborate a background and unifying theme for your campaign. My own is based simply upon an eternal struggle between the forces of good and evil, with the weaker forces of neutrality holding the balance of power. The forces of neutrality shift their support back and forth between good and evil to prevent either from ever gaining a final victory. Civilizations rise and fall in the swings of these cycles and there have been many of them. The background of every race, nation, adventurer's profession and culture is based upon their role in these cycles of mine and this has saved me an immense amount of work in developing justifications for their existence. And because the justification for each society grows out of the same theme, they are all related to each other in a coordinated fashion rather than being an incoherent mixture.

That is exactly what a unifying theme is supposed to do. You can always come up with a supernatural justification for something (It's done this way because the gods want it that way) but use that power sparingly. It's almost as easy and much preferable if the justification for a given society grows out of your campaign theme.

DEMOGRAPHY SOMEONE HAS TO GROW THE FOOD

Demography is the statistical study of populations and it is of importance to campaign games because of the totally unrealistic effects if it is ignored. Also because it can provide a lot of the background information which you need in order to handle the military aspects of the game.

Too many fantasy game players and fantasy writers overlook the fact that someone has to grow the food. The Rings Trilogy of Tolkien mentions that the dwarves of Moria withstood a siege by the forces of Mordor lasting hundreds of years. No mention is made of the food supply in their underground halls and one must suppose that dwarves can subsist upon rock. The distribution of food is as important as growing it, and as little understood, but that subject will be discussed in the Economics and Technology section of this article.

If you are going to seriously get into the military aspects of a fantasy campaign, whether for a miniatures scenario or a board wargame, you will need a lot of information concerning orders of battle. What most differentiates a fantasy battle from medieval miniatures is the presence of magic, monsters and VIP's such as superheroes and some sort of system is needed whereby a referee can determine the relative numbers and effectiveness of these. How many soldiers and a duchy of 90,000 people put into the field? How many of those would be spell-casters? How many other super-powerful individuals would be present? What kinds of and how many magic items would normally be present? Developing a proper demographic background for your campaign will enable you to answer these questions.

Given a medieval to early Renaissance level of technology, the overwhelming majority of a population must be engaged in the production of food. Many more will be engaged solely in providing the food-producers with direct essential services, meaning local millers, smiths, tanners, etc. My guess is that this would encompass about 90% of any given population, leaving only 10% to populate all the towns and cities, engage in commerce and trade, oppress the populace, sell beer & bodies, wage war and massacre monsters. Furthermore, only about 1/4 of that 10% would be mature males and given the wretched living conditions of this level of technology only about 1/5 would truly be able-bodied males. This means that a population of 100,000 could spare only about 2000 adult males from the vital task of producing food. And of this 2000, only about 600 would be merchant seamen, full-time soldiers and adventurers.

An important element of a D & D campaign is the possibility of setting up your own barony and these dismal statistics seem to indicate that a small newly formed barony just wouldn't have the trained manpower to defend itself against the perils of the wilderness, especially against bandits and nomads. Fortunately, a referee can invoke the supernatural to overcome an unpleasant fact and this situation calls for a judicious application of that power. I suggest a "Green Thumb" spell, usable by 7th level clerics and magi, which basically doubles agricultural productivity. The evil reverse spell would be "Crop Blight" naturally. My campaign uses this spell to reduce the proportion of food-producers in a given population and increase the proportion of those groups important to a D & D campaign, such as soldiers, nobles, loose women, etc.

For those of you who don't want to go to the trouble of figuring out the relative proportions of social classes/occupational groups in your campaigns, here are the figures for mine: 2% Nobility, 6% Bourgeoisie, 18% Proletariat & Artisans, 5% Yeomanry, 11% Seamen & Soldiers, 58% Peasants. The nobility own most of the land and provide military services for their vassals (the Peasants). The bourgeoisie include everyone with more than a little education or money. The proletariat & artisans include all the poorer town & city dwellers plus the great bulk of the skilled workers (master craftsmen who own their shops are bourgeoisie). The yeomanry are those common food-producers who own their own farms or fishing vessels and defend themselves (with longbows and pikes, often poisoned). Peasants are sharecroppers working the lands of the nobility or fisherfolk who share their catch with a noble in exchange for protection. Seamen & soldiers are just that, including all mercenaries, private guards, etc.

The seamen & soldiers class does not include officers, who are either nobles or bourgeoisie as are all adventurers. Adventurers are born to all classes, though proportionately more are born among the noble and bourgeois classes.

One important matter which you must decide upon and develop yourself is how much magic and how many spell-casters you want in your campaign. The designers of D & D and EPT assert that a good campaign strictly limits the amount of magic items and the number of spell-casters and it is my experience that this is indeed necessary. The problem is that the tables given in both D & D and EPT swarm with magic items and spell-casters and the use of those tables will introduce too many of those into your campaign. This is a great flaw in D & D and EPT and all you would-be campaign designers should realize that you are going to have to draw up your own tables for everything.

The easiest way to start is simply to decide how many spell-casters you want relative to the total number of soldiers. M.A.R. Barker had about 2% spell-casters on each side in his Battle of Channis article in the Dragon #4. This is one spell-caster for every 50 soldiers. My campaign has one for every 20 soldiers (5%). I developed the total number of active spell-casters in my campaign simply by dividing the total number of able-bodied males in my Seamen & Soldiers class (11% divided by 5 is 2.2%) by 20, to get 0.11% spell-casters in any given population.

The next thing to do is develop a reason why there are so few spell-casters. My solution is taken from EPT, a die roll for psychic potential. Only those characters with a high psychic potential can use magic. For various reasons, I also decided to limit the total number of adventurers, to about 3 times the number of spell-casters. Adventurers in my campaign are the only types with any psychic potential, which enables them to use magic items (including weapons) and advance in experience levels. Non-psychics can be fighters and thieves, but never higher than the 3rd experience level and the vast majority are level 0. This gives me a justification for lots of female adventurers, their psychic potential is too valuable to be wasted by sexism.

This has helped immensely in setting up the military aspects of my campaign because it makes high-level types of any profession quite scarce. I can write up special rules for the use of high-level types in battle while conducting the great majority of combats according to simple standard rules. Any special weapons, based upon magic or the technological "eyes" of EPT, can only be used by the small number of adventurers who are easily kept track of.

There are other demographic details which you should consider. Slavery is an essential element of EPT and my uneducated guess is that maybe 15% of the population of the key Tsolyani Empire are slaves. If you are going to have large numbers of slaves in your campaign, you should break the slave class down into occupational lines such as agriculture, commerce (galley slaves, porters, etc.), administration (bourgeois slaves) just as the normal population is broken down. Don't simply deduct the % of slaves from the % of peasants (as an example) because not all slaves will be food-producers.

Some thought should be given to the relative size of the urban population in your campaign. About 10% of the population in my campaign reside in cities of 10,000 and larger, though only 63% are food-producers (58% peasants and 5% yeomanry). A lot of the non-food-producers would live in rural areas and towns, not just in the cities. On the other hand, a coastal duchy would have a larger than average proportion of fisherman as food-producers and this would result in a relatively larger urban population, especially as a coastal duchy would be very exposed to sea-raiders. More of the population would live in walled towns and cities simply for protection.

Another problem with which you will have to deal is the longer life-span of the friendly D & D non-human races, which results in a larger proportion of able-bodied adults and soldiers with far fewer food-producers. Hobbits have a 50% greater life-span than the human average of 60 years, coming of age at 33 instead of 21 and reaching their peak mental and physical powers at 50 instead of 30-35. Dwarves live about 200-250 years and elves are immortal.

My guesses are that, including adventurers, and officers, their equivalent Seamen & Soldiers class of able-bodied adults (remember that only 1/5 of the 11% in the human S & S class are able-bodied males) are: Hobbits -5%, Dwarves -10%, and Elves -25%. Because the wilderness is so dangerous, I allow hobbits and dwarves to have spell-casters just as humans, but only among their own kind. The Adventuring class (proportion of which are spell-casters) of nonhumans in my campaign is: Hobbits -0.8% (1/5), Dwarves -1% (2/15), Elves -2.5% (4/5). You should use your own guesstimated figures. It would be wise to keep the non-human population low because such a higher proportion of them are adventurers and spell-casters. When I first bothered to figure all this out, I was appalled to discover that there were more elvish spell-casters than human ones in my campaign and had to hastily double the human population.

Finally, you will have to decide the scale of your campaign game. Empire of the Petal Throne is vast, about 5600 miles by 5000 miles and heavily populated. My own campaign map is about 3000 by 42000 miles and lightly populated. My strategic map hexes are 60 miles across, EPT's are about 83 miles across.

I don't know what the population of the principal EPT nation, the Tsolyani Empire is, but my guess is that it has at least 60 million people and probably closer to 100 million in the good and neutral civilized areas, 2.5 million in the evil civilized areas and 1.5-2.5 million barbarian humans and assorted colonies of orcs, goblins, etc.

You should realize that the larger a nation state is, the more complicated its culture and politics will be. M.A.R. Barker is a professor specializing in the field of linguistics and ancient cultures and he has been creating the world of EPT since he was a child. The background information given with EPT is fascinating and it still isn't enough. I wait eagerly for an EPT novel.

Don't overestimate your capabilities, stick to small kingdoms and city states just large enough to field adequate armies and navies for minatures battles. The largest kingdom in my campaign has 1 million people and most average about 400,000. Most of the action takes place in duchies and baronies varying from 10,000 to 100,000 people. More to come next time!

TIPS FROM THE TOWER

For all who wanted much specific material on one subject, Tegel Manor should more than fill the bill. Of course, we've left room for your personalizing and, as always, you're welcome to push things around to suit your particular campaign. One area left sparse, was the placement of treasure; this area requires the DM's selection. Tegel Manor was a lot of fun in our campaign and we hope it will be in yours too.

Our mail has indicated to main desires- one for more dungeon levels & description and the other for more campaign/strategic material. What we plan to do is try to hit both areas, alternating the emphasis in each installment. Accordingly, our next installment will explore the castle of Modron plus water adventures.

Many have asked what happened when they resub'ed... would they have to get the initial package again, etc. Our answer is to establish what we call the Associate Guildmembership- this sub option is also \$12 and includes our new Judges Shield, six installments and no initial package. Current guildmembers may get a \$1 discount if they send in (or have postmarked) by the following date: If your last installment is- (shown by the letter next to your name)

N	September 15...	incidentally, your first installment was	J
O	November 15	"	K
P	January 15	"	L
Q	March 15	"	M
R	May 15	"	N
S	July 15	"	O

The above should show what you should have gotten so far and when to re-sub by. The Associate Guildmembership is merely a name for the sub option that gives you no initial package, but instead a Judges Shield and six installments; this option is also intended for those who have purchased the City State Play Aid (Item #12) and desire a sub, but do not want to duplicate many of the items found in the Initial Package and the City State Play Aid.

If you've missed a few installments, you can now bring yourself back up to date by taking advantage of our following offer, you can get any two installments for \$6.75 or any three for \$9.75; this may be in any combination i.e. one each, all the same and so on. We cannot 'backdate' subscriptions, so once the installment is mailed, it becomes a back issue.

Postage, or where the men in grey get their gold pieces: all orders from U.S. & Canada, off of the Booty List, are sent postage-free. We fill your order the same day it's received and by first class for the lighter ones (thru 8 ounces) or United Parcel for the heavier (APO & FPO are considered U.S.). Foreign air mail, for Booty List items, costs \$3.00 for every \$5.00 of items ordered; however an order for \$9.99 would still require \$3.00. This the only workable guideline for air mail, and we will credit you if you overpay.

You may now get your installments sent First Class Mail (instead of the present bulk mail), IF you send in the amount with a new sub or when you re-sub. Because of the complexity of the record keeping, we will only accept it in full-year increments. So, this means that all U.S. subbers (including APO & FPO) can get First Class by sending in \$2.50 extra on their re-sub requests. Canadians now have a choice between Third Class, \$14 per year, or First Class \$15.50. Foreigners are unaffected by this change, as they already had a choice, namely by Sea- \$15, or by Air- \$23.

Whether or not you take this ad'nal postage cost option when you sub (or re-sub), the Initial Package (or Judges Shield, if an A-Sub) will be sent by UP or First Class. The added cost is for the installments; To Recap- for U.S./APO/FPO

	Canada	Foreign	Remember- for	
Bulk Mail-	\$12.00	\$14.00 (3rd)	\$15.00 (Sea)	re-subs and new
First Class-	\$14.50	\$15.50 (1st)	\$23.00 (Air)	subs only!

Change of Address should be sent in as soon as possible and with the following info- when effective and your old address. This is important because bulk mail will not be forwarded and because it takes two to three weeks to get to you.

Our 'Wishes' guideline (K-12) was intended purely as a guideline and not a hard and fast rule. Just the same, we didn't explain how it worked very fully, so here goes. Either the General Guideline or the G.P. guideline can be used to determine how 'big' a wish is being asked for, so if the wish can't be priced then it probably will fit into a General GL. Now, note that the wish 'mode' i.e. ring or deck of many things may preclude the chance of too big of a wish being granted e.g. asking for a staff is above and beyond the capability of a wishing well. However, there's bound to be many exceptions, e.g. a blacksmith demi-god is likely to allow a roll for magic armor etc. Now, whether or not the wish is granted, you still roll for the Reprocussion chance- the disease listed is merely a guideline of how bad the repocussion should be or the Damage column might be rolled instead. The splash relates to other possible benefiteres of the wish, i.e. if Reprocussion does happen, then roll the chance under splash for each possible benefiter, to determine whether the same has happened to them. Lastly, wishing for life merely gives you a limited time to go and try to find some magical means, such as a raise dead spell, to keep you alive. Note that Greyhawk has already noted that a person wished back to life doesn't receive the constitution subtraction.

Many have asked for exactly what sort of material we can use. Speaking generally, anything unique, useful and complete. We may have to redraw (and almost certainly have to ink it properly), edit and otherwise change. For anything taking up one page or less (possibly a small picture or idea) we will give you name recognition and \$1 credit. For larger projects such as a multi-page rule system, description of a religious order or large drawing of a castle, village, town, complete set of dungeon levels- a \$1 per page and name recognition. If the castle or town is already cleanly inked (with no more than light blue guidelines) then \$5 to 10 per project or more will be in order; drawing should not be on hexes as we have to use a separate hex overlay for the hexes. Suggestions- a complete army with unit names, leaders etc., a monastic order with a map of same (and how about some extrapolations on the monk subject- beyond Kung Fu), an island 'society' and so on.



By Robt. Bledsaw Jr.

So you'll know what was supposed to be in the mailing of this installment, here's a list- 17x22" Judge's map of the Manor and area, 11x17" Players' map of the Manor and area, 24 page Booklet 'L', Character Checklist, Wizard's Guide and 4 page newsletter. The Wizard's Guide will only be found in Installment K after this mailing.

This installment will be on sale in hobby shops (without the newsletter), along with the aforementioned Judges Shield. The Judges Shield is three pieces of cardboard, printed on both sides with various reference material. It is intended to be taped together and put up in front of the and his secret material. Along with our previously published ready-ref charts, there will be a 'Monster Compendium' listing all of the D&D monsters published so far with all of their specs in a tight listing. This Monster Compendium will be in your next installment, also. It really is a lot of help, it just took as a while to catch up on the newest monsters.

I'd like to thank all who have written such nice letters so far, it's good to hear from you. Needless to say, much behind the scenes work goes into the whole project, so we appreciate hearing your compliments and views. *Bill Owen*

ACKNOWLEDGEMENTS

We would like to acknowledge TSR's help, encouragement and permission to reprint certain charts from DUNGEONS & DRAGONS Copyright c 1974 Tactical Studies Rules. Our Judges Guild service provides playing aids and ideas to the D&D system. We'd like to recommend TSR's very fine Dragon magazine.

We would like to give credit to Simulations Publications, publishers of Strategy & Tactics magazine, for the hex grid numbering system used in the area maps.

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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 Basic Guildmember Subscription (Associate GM Sub only includes installments and Judges Shield- sent upon receipt of order). Non-Subscription Items are optional and must be ordered separately.

SUBSCRIPTION ITEMS:

- #1. 34x44" City Map (4 sections) \$4.50
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5. 6 charts- 5 Men/1 Monster Attk .50
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10. Guide to the City State (56pg) 3.50
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13. Deluxe Fantasy Package- City State Play Aid (#12), D&D PLUS Multi Sided Dice Set 19.95
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19. 17x22" City State Campaign Map One without names showing 1.50
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21. Newsletters I, J & K .25
22. Newsletter L .30
23. 17x22" Manor and Area map 2.00
24. 11x17" Manor and Area map 1.00
25. GL Booklet L (24 pages) and Characters Checklist (1 sheet) 2.50
27. Tegel Manor Installment Items 22-25 4.50

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28. Judges Shield- cardboard screen with Ready Ref material printed on both sides 1.98
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