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Designing a Quasi-Medieval Society for D&D
by Paul Vemon

PART I: THE ECONOMY - WORKERS AND CRAFTSMEN

The best players of D&D (or any other medieval FRP variant) are those who most skillfully and consistently manipulate any given situation to their best advantage. To be manipulated, a situation must be understood to some extent, and to be understandable it must have some degree of internal consistency. It will be the aim of this series to give some guidance about the design of reasonable urban areas; areas with NPCs who seem to have lives of their own to lead, and don't just magically animate when characters appear. To be credible, an NPC must conform to one's expectations of what he claims to be, as indeed must the urban area as a whole. How much money an NPC has coming in will dictate his dress, type of dwelling, available pleasures, how much he has saved for an enterprising thief to relieve him of, etc. It can also be a saw-utility guide to age and hit dice points. This isn't to say that the dashing young prince should just leap to his eyelash at the money-lender's, or that the uninspiring stabbyman shouldn't really be the deft assassin who bumped-off the Baron waiting for the heat to cool, but those should be the exceptions to the norm.

Economics and the Ale Standard
It is essential, therefore, that any 'realistic' urban area be firmly rooted in a consistent monetary system. Unfortunately, in AD&D socio-economics is not a strong point, due largely to the vagueness surrounding the true value of gold.

To cite but one example - by the time the sun is sinking, you would expect the beaver who has painstakingly carried your pack all day to have built up a raging thirst, drinkable only by a couple of pints. Unfortunately for the beaver, two pints of small beer would leave him nothing out of the tap that the King's Mossier's Guide says he should be paid for the day; in fact he is expected to provide his own food and beer from this surrended!! With wages as depressed as this, your beaver is likely to slip away with your pack and join Robin Hood's Merry Men at the first opportunity!

To solve this and similar anomalies, a financial yardstick is needed to base a consistent economy on, and so we come to the Ale Standard. Although it's difficult to gauge how much plate mail would cost these days, beer is simplicity itself. The price for a pint of small beer is 5p, while at the local you'd pay about 5p. This works out rather nicely: 1lwp = 10p, 1wp = 1s, 1s = 6d, 1d = 1p = 1p = 1/100lwp. The fits in quite well with the prices in the PHB, which is all to the good, or for the sake of simplicity. There are still some anomalies - children seem cheap at 30d, and at £20, lanterns seem very pricey, for example - but there is nothing too outrageous. (Remember that the D&D economy is an inflationary one - gold is cheap). If you keep the Ale Standard in mind when seeing prices for unlimited items, you should be able to keep them consistent, and not do things like charging a nightly rent of 1000g (20000) for the great at the Golden Gargoyle.

The Urban Economy - Workers and Craftsmen
Most towns and villages will be unremarkable Level types, mainly concerned with going about their ordinary, everyday affairs, not retired adventurers. As for an adventuring type, very few will know their ore from their elbow. This isn't so say that they won't have various snippets of interest to visiting parties, or that they won't be interesting characters in themselves. What it does mean is that the community will be tailored to their needs, not to those of possible adventurers. Player characters, at least initially, will merely be another group of travellers, the like of which have been seen before and will no doubt be seen again. They should be incidental to the everyday life of the place itself.

To 'realise' the community in this way we must first know how long the purses of labourers, artisans, small craftsmen and tradesmen can be expected to last.

To return to your disgruntled (and thirsty) beaver, if you want to prevent him from abandoning with your pack, you will have to pay him a decent wage. Now beavers, and labourers generally, will be at the bottom of the labour market. Since there are pre-industrial, pre-truck union times, wages will not be high in any event, in fact the only trade organisations of any kind, the guilds, will be doing their best to keep wages as low as possible.

Thus, by day for labourers should stave off a Jacqueline for a year or two. So for a 6-day week, your beaver can expect to earn 30p. Thus for a 52-week working year in full employment, he would earn 1500p. From this, however, he would have to pay for his own food and beer; if this were included, he would be willing to work for two-thirds of the above amount.

Now, what about the entreprenurship with a keen nose for finding work, as a result of which 5-10 beaver leaders have latched onto him as a sort of unofficial foreman? Prosperous employers know that he keeps his lads from pillage too much, and makes sure that they work hard. Because of this, when employing him to say they pay the beavers standard rates while a sum equal to half the total pay of his men is given to the 'master beaver'. The stew would hold for the more official foremen of a road-building gang or dockers. With food and board included, master labourers would have 375p/500p/year, depending on the number of the men they were responsible for.

Labourers, being a cut above your average labourer, would get about 100p/day plus food and board. They will usually be employed on a permanent basis with food and board thrown in, but in the event of long-term unemployment, they would be paid as though it weren't. 'Master labourers' would again receive half the total pay of their underlings - a husband with 3 wives and 2 children would thus get 3250p/year, for example. Of course, the Chief Steward of a Duke's Household (probably a minor noble) with a constant source of underlings could expect to be considerably more.

Villages are a rather special case, rarely more than one working for the same employer. They would receive a daily wage of about 10p plus board, though if their employer is particularly wealthy, they would expect more. A gold piece for a job well done, or at least meeting expectations would be easier to bribe as to the lascivious of his master's treasure than would a well paid one.

For craftsmen and tradesmen, things are slightly different. It will be useful to subdivide the workers in a craft into four categories - apprentices, journeymen, masters and craftsmen. In medieval times, the families of apprentices often had master craftsmen to take them on and train them in the craft. They lived under the master's roof, ate at his table, and often slept on the
shop floor, obtaining the need for guard dogs. As far as we've been concerned, they were probably worse off than labourers.

Journeymen also lived with their masters. They were fully trained in their craft, but going through a probationary period before being given full craftsman status. They were paid, though if they were to do anything so considered as to make life too easy off them before they were fully qualified, their pay was probably cut in half. Craftsmen are designated as fully qualified in their craft but still working under a master craftsman, not for themselves. They will be paid somewhat more than journeymen and will only live off the shop. Should they wish to do so, however, nothing will be wrested from their wages for food and lodging.

Master craftsmen are qualified craftsmen with their own premises and a "veen" of 1-3 apprentices and 0.5 journeymen/craftsmen working for them in the order apprentice-journeyman-craftsman-apprentice etc. To calculate a master craftsman's earning per year, we need to find the number of full-time craftsmen/year. The master craftsman would make 1TC + 1/2 for each apprentice plus 1/3 for each journeyman/craftsman in his employ. Thus:

G x (1 + x (no of apprentices) + 0.5 x (no of journeymen/craftsmen)) sar/year

For example, consider a relatively busy workshop, that of leatherworking. The goods produced are fairly inexpensive and the occupation not regarded particularly highly, so the average journeyman wouldn't be making much more than a labourer, say 300s/p week or 150s/year. A qualified craftsman would then get about 450s/year or 225s/year for leather working G=225.

According to the formula, the lowest master craftsman (one journeyman and one apprentice) would earn 225x (1 x 1 + 1/2) = 450s/year. Whereas a well-established master with 3 apprentices, 1 journeyman, and 2 craftsmen would earn 225x (1 x 3 + 1/2) = 1,125s/year. A man of substance, indeed!

As shown in the following table, the same methods can be applied to all the standard hireings in the game. We take the list above, making up a table of monthly cost, equating it to a journeyman's weekly wage, and proceeding from there, though a few changes have been made.

<table>
<thead>
<tr>
<th>Occupation</th>
<th>Daily</th>
<th>Per Year</th>
<th>Weekly Income</th>
<th>Yearly Income</th>
<th>Master In Year</th>
<th>Value/Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>Labourer</td>
<td>5%</td>
<td>20</td>
<td>2000</td>
<td>2000</td>
<td>750</td>
<td>2000-7500</td>
</tr>
<tr>
<td>Latchman</td>
<td>3%</td>
<td>15</td>
<td>2500</td>
<td>2500</td>
<td>1150</td>
<td>600-1150</td>
</tr>
<tr>
<td>Leather</td>
<td>7%</td>
<td>20</td>
<td>2500</td>
<td>2500</td>
<td>1400-1125</td>
<td>300-1400</td>
</tr>
<tr>
<td>Worker</td>
<td>3%</td>
<td>15</td>
<td>2500</td>
<td>2500</td>
<td>1400-1125</td>
<td>600-1400</td>
</tr>
<tr>
<td>Pickleman</td>
<td>10%</td>
<td>40</td>
<td>3000</td>
<td>3000</td>
<td>1500-1400</td>
<td>1200-1500</td>
</tr>
<tr>
<td>Tailor</td>
<td>3%</td>
<td>15</td>
<td>2500</td>
<td>2500</td>
<td>1400-1125</td>
<td>500-1400</td>
</tr>
<tr>
<td>Carpenter</td>
<td>10%</td>
<td>40</td>
<td>3000</td>
<td>3000</td>
<td>1800-1300</td>
<td>1200-1800</td>
</tr>
<tr>
<td>Tannier</td>
<td>3%</td>
<td>15</td>
<td>2500</td>
<td>2500</td>
<td>1400-1125</td>
<td>500-1400</td>
</tr>
<tr>
<td>Weaver</td>
<td>15%</td>
<td>60</td>
<td>3000</td>
<td>3000</td>
<td>1500-1400</td>
<td>1200-1500</td>
</tr>
<tr>
<td>Lumber</td>
<td>3%</td>
<td>15</td>
<td>2500</td>
<td>2500</td>
<td>1400-1125</td>
<td>500-1400</td>
</tr>
<tr>
<td>Lineman</td>
<td>3%</td>
<td>15</td>
<td>2500</td>
<td>2500</td>
<td>1400-1125</td>
<td>500-1400</td>
</tr>
<tr>
<td>Millman</td>
<td>10%</td>
<td>40</td>
<td>3000</td>
<td>3000</td>
<td>1800-1300</td>
<td>1200-1800</td>
</tr>
<tr>
<td>Blacksmith</td>
<td>3%</td>
<td>15</td>
<td>2500</td>
<td>2500</td>
<td>1400-1125</td>
<td>500-1400</td>
</tr>
<tr>
<td>Coachman</td>
<td>10%</td>
<td>40</td>
<td>3000</td>
<td>3000</td>
<td>1800-1300</td>
<td>1200-1800</td>
</tr>
</tbody>
</table>

Problems can arise, but most trades can be accommodated without undue difficulty. One group which does cause considerable headaches, however, are smiths, armourers and weapon-makers.

Smiths, Armourers & Weapon-makers

Smokers were recognized as necessary to the moral social community, so much so that in more barbaric areas they were sometimes hamstrung to prevent them from leaving the village. In the DMG, the recommended monthly salaries of blacksmiths and armourers are 300s and 100s respectively, or 7200s and 2400os per year. If these figures are considered to be the craftsman grouping, then the richest master craftsmen would get five times these amounts.

For the blacksmith this is about right. The average village smith, a master craftsman with one apprentice, would earn 14,400s per year according to the formula. With this he would expect to be a man of consequence in the village, eclipsed only by notables and one or two of the richer farmers.

The figure for the armourer isn't really satisfactory, though. As stands, the master armourer would earn 25 times the income of a master tailor. Also, does this figure refer to the perfectionist who crafts plate mail for the nobility? Or to the bungler who has four plates out of his town militia?

The best way of resolving this is to look at what the various types of armourer could make in a year and then value the items made, beginning with the best armourer making the best items.

Armourers can be subdivided into four classes, as in the DMG:

1. Chain IV - make platemail, banded mail, and any armour made by the other classes. Class IV can make chainmail and any armour made by classes III and IV. Class IV can make splintmail, large helms, large shields, and any armour made by class IV. Class IV can make scalemail, ringmail, studded leather, leather, small helms and small shields.

In the DMG, a suit of platemail takes 90 days to make. Therefore, assuming a six-day week, 50 years, an armourer could make 30 suits/year. If, for a given year, a master armourer works hammer and tongs making platemail, and his two craftsmen and three journeymen do likewise, class II by the end of the year he should have 20 suits grading his workshop. The apprentices would naturally be occupied with minor tasks (fetching, carrying, trips to the local ale-house for bevils, etc) to allow others the free to get on with the real work.

Twenty suits of platemail would realise 160,000s (8000gp), but by no means would all this find its way into the master armourer's pocket. Raw materials would account for 10%, leaving 14,400s for the stuff that must be paid out, of course.

From the formula, this master armourer would make five times as much as an ordinary craftsman, so if the above amount would go to the master and the rest would be divided equally between the other two, Admittedly, three of them are journeymen and would not be paid as much as craftsmen, but it's presumed that the extra is taken up by various running expenses - beer money for the apprentices, paying a scribe to do the accounts, etc.

So, for Class IV armourers, the annual incomes are: journeysmen - 9600s, craftsmen - 14,400s, and masters - 28,800-72000s.

One thing to remember is that a Class I master armourer will ensure that anything made in his shop will be as profitable as platemail, otherwise it would not be worth his while. Thus the price of anything in his shop will be 80% the number of times it takes to make. A suit of scalemail, for example, would cost 1360s from a Class I armourer - considerably more than the 45sp charged by a Class IV armourer.

Using the same procedure for a Class IV armourer, using scalemail as a base, yields a figure of 4800s for a craftsman's yearly income. This is about right - he would be working for less wealthy nobles, not catering for nobles personally.

Unfortunately, adhering to the manufacturing times in the DMG causes problems with Class IV armours. Class II would earn only slightly more than Class IV, while Class IV would be almost as wealthy as Class I. To make sense economically, the manufacture times have been altered on the above table (please refer to 11
<table>
<thead>
<tr>
<th>Jewellers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since the DMG lists five different levels of jeweller skill and seven types of jeweller, giving 35 permutations, a formula is needed to determine the income of any type of jeweller at any skill level. First, decide the type of jeweller made, for example, a jeweller who makes only rings. Secondly, take the DMG value of the base type of jeweller and calculate the average increase in value his work brings about on the material he uses — our goldsmith is expected to inflate the price of his product by 100%. Third, decide on the skill level of the jeweller and calculate the average increase in value in his work brings about on the material he uses — our goldsmith is expected to inflate the price of his product by 100%. Fourth, determine the percentage of the price of any item made which is due to this increase (in profit). Do this by dividing 10,000 by the &quot;increase in value&quot; percentage plus 100. Subtract the result from 100. For the superior goldsmith, this is: 100 - 10,000 / (increase in value) * 100 = 18.03%. Find this percentage of the value of the ring mentioned earlier (in ap) and multiply by 50 to determine the wealth made by the jeweller in a year — 54,080,000 in the case of the superlor goldsmith. jewellers would get 60% and the largest masters (with 5 journeymen/craftsmen) 80% — 21,036,654, 25,244,654 and 62,270,287 respectively for this superior goldsmith. This assumes that all the jewellers in a workshop are of the same skill level. Different skill levels in the same shop simply means more calculations! Jewellers are also assumed to work as smiths (hence their higher incomes) and will be found in equipage workshops. The silversmiths and gims &amp; platinum workers in the table below are also assumed to be superior.</td>
</tr>
<tr>
<td>Professionals, e.g. scribes, engineers, alchemists, etc., can generally be treated as craftsmen. Master scribes, for example, could own bookshops employing a number of scribes. The DMG figures have been altered where appropriate. Specialist scribes, e.g. lawyers and cartographers, will earn 2-5 times the amount on the table below, depending on how effective/well respected they are in their profession. Engineer-sappers/miners and engineer-architects are slightly different in that once they have attained craftsman status, they don't need to purchase any plant in order to set upon their own. Freelance engineers of these types will, therefore, have a maximum income (which is likely to vary with their employment) and if they are master engineers or mine-owners in addition, they are the same as smiths plus mine-owners in addition.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Occupation</th>
<th>Daily Pay</th>
<th>Weekly Pay</th>
<th>Yearly Income</th>
<th>Values/Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jeweller I</td>
<td>16,000</td>
<td>112,000</td>
<td>3,080,000</td>
<td>150/1,000</td>
</tr>
<tr>
<td>Jeweller II</td>
<td>15,100</td>
<td>105,700</td>
<td>3,012,000</td>
<td>148/980</td>
</tr>
<tr>
<td>Jeweller III</td>
<td>14,200</td>
<td>99,400</td>
<td>2,944,000</td>
<td>146/960</td>
</tr>
<tr>
<td>Jeweller IV</td>
<td>13,300</td>
<td>93,100</td>
<td>2,876,000</td>
<td>144/940</td>
</tr>
<tr>
<td>Jeweller V</td>
<td>12,400</td>
<td>86,800</td>
<td>2,808,000</td>
<td>142/920</td>
</tr>
<tr>
<td>Jeweller VI</td>
<td>11,500</td>
<td>80,500</td>
<td>2,740,000</td>
<td>140/900</td>
</tr>
<tr>
<td>Jeweller VII</td>
<td>10,600</td>
<td>74,200</td>
<td>2,672,000</td>
<td>138/880</td>
</tr>
<tr>
<td>Jeweller VIII</td>
<td>9,700</td>
<td>67,900</td>
<td>2,604,000</td>
<td>136/860</td>
</tr>
<tr>
<td>Jeweller IX</td>
<td>8,800</td>
<td>61,600</td>
<td>2,536,000</td>
<td>134/840</td>
</tr>
<tr>
<td>Jeweller X</td>
<td>8,000</td>
<td>55,300</td>
<td>2,468,000</td>
<td>132/820</td>
</tr>
<tr>
<td>Jeweller XI</td>
<td>7,200</td>
<td>49,000</td>
<td>2,398,000</td>
<td>130/800</td>
</tr>
<tr>
<td>Jeweller XII</td>
<td>6,400</td>
<td>42,700</td>
<td>2,328,000</td>
<td>128/780</td>
</tr>
<tr>
<td>Jeweller XIII</td>
<td>5,600</td>
<td>36,400</td>
<td>2,256,000</td>
<td>126/760</td>
</tr>
<tr>
<td>Jeweller XIV</td>
<td>4,800</td>
<td>30,100</td>
<td>2,184,000</td>
<td>124/740</td>
</tr>
<tr>
<td>Jeweller XV</td>
<td>4,000</td>
<td>23,800</td>
<td>2,112,000</td>
<td>122/720</td>
</tr>
<tr>
<td>Jeweller XVI</td>
<td>3,200</td>
<td>17,500</td>
<td>2,036,000</td>
<td>120/700</td>
</tr>
<tr>
<td>Jeweller XVII</td>
<td>2,400</td>
<td>11,200</td>
<td>1,958,000</td>
<td>118/680</td>
</tr>
<tr>
<td>Jeweller XVIII</td>
<td>1,600</td>
<td>4,900</td>
<td>1,876,000</td>
<td>116/660</td>
</tr>
<tr>
<td>Jeweller XIX</td>
<td>800</td>
<td>2,600</td>
<td>1,792,000</td>
<td>114/640</td>
</tr>
<tr>
<td>Jeweller XX</td>
<td>0</td>
<td>0</td>
<td>1,704,000</td>
<td>112/620</td>
</tr>
</tbody>
</table>

Note: All the figures in this article are flexible to a certain extent. A small town would earn much more than a maker of leather buckles, for example. Also note that, yet in Table 1, we have listed "other workshops". Superior craftsmen (at least according in them and their prices) would be found in larger cities, and the upper limits would be exceeded in a number of cases, for here you would find the taking maker of plate and the finer who paints the royal portraits. None of the These are the same as that for a master, only reduced by the number of workers. The workshops are explained so that they may be used to plug some of the gaps and to prevent accusations that the figures have been pulled from a hat.

Next Issue — Recreations, Resource Owners and Influence.
Lucky Eddi

by Oliver Dickinson

I come on a nice warm morning in Earth Season, and I am standing beside the twenty-fifth batch of Orlant Adventurers, thinking about the way that one day I will have to take care of someone, and I almost laugh at the thought. I do not think that I will ever have to worry about someone like a Thal or a Quark, because nobody will ever worry about them. I do not need to be worried about them, because we are all the same, and we all have the same needs.

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Fifth Frontier War
Game Designer's Workshop £1.95

Poised around the edge of the Spinnward Marches be the forces of a new Outward Coalition — the Vargr, the Sword Worlds and the Zhodani, their fleets ready to strike fast and deep into Imperial space.

The last five times before the last five hundred years have they attacked. This will be the Fifth Frontier War.

This game is based in the subsector of Jeewal, Rowlar, Lanth, Vilis and the surrounding areas of G'Dwa's Traveler universe, and represents the powers struggle for control over the important regions of the Spinnward Marches. It comes boxed with a 56 by 71 cm map showing the 148 star systems, a set of rules (note that you do not need any other Traveller material to play), 600 counter, game charts, and two dice. Printing quality and presentation could be described as reasonable.

The first few pages of the rules give selected items from the Traveller News Service over the two years previous to this war, setting the tone of increasing tension. The rules themselves show many imaginative features — squadrons can only move (jump) if contained in an established fleet. The fleet moves as a single unit, on a one week per turn basis (the minimum time for interstellar travel), constraint by the power of its constituent engines, (jump number) and the availability of fuel. Before the game was released I was wondering how the communication time lag between fleets would be represented. I find the resulting system extremely successful. An Admiral has a plotting factor, representing the number of rooms ahead he must plan the moves of his fleet. Some of a player's Admira have a plotting factor of 0, representing supreme strategic skill. For other Admira the player must prove the war's position in three or four weeks time. It might sound clumsy, but it works quite well.

There are several different types of combat — squadron against squadron, system defence boat against squadron, surface bombing and surface combat. Each has its own system and is affected by factors such as technological level, atmosphere type and the tactical skill of Admira (different from the plotting factors). All these systems work well and further interest is added by guerrillas, Zhodani praetorian troops, jump troops, linked globe squadron and the Zhodani secret base.

On the bottom of the box it claims it is playable in 4 to 6 hours, and usually be finished in an evening of play. But to set up the game takes about an hour and a half hours work, if it is going to be done properly. From my own experience of play, with a war I would describe as short (14 weeks), it took 17 hours to complete (not counting writing up), if I'm not knock- ing the game for being too long, I'm just saying don't believe what you read.

However, I have one major complaint. These are the victory conditions, as they stand the number of victory points you get for a planet is equal to its tech level. It does not matter if a world has a population of three billion or three trillion. It says, equal technology, equal points. As a result the vast invading fleets head straight for the low population, high tech level worlds, and steer clear of the important but highly defended high population worlds. Hence the Zhodani achieve the victory conditions with ease by dominating only a small population of the Marches and before the Imperial ships start having their tiny forces reinforced. As it stands they win every time. In the future I'm changing these rules to force the Zhodani to actually attack important worlds and have a harder time.

The game also comes with suggestions of how to base a Traveller role-playing campaign about the war. This site is an excellent one and could provide you with interesting situations.

I think up an excellent game, but spoiled by those victory conditions. Overall: 8

John Roberts

SORAG
Paranoia Press £1.96

(Printed in the UK by Games Workshop Ltd.)

SORAG is a civilian Zhodani organisation set up for the purpose of the promotion of new associations of emerging interstellar societies, primarily by the interception of civilian transmissions.

SORAG is also an approved release with Traveller books, presenting a space character, a good deal of new gadgets and whatnot for the complete Traveller. Short history of the organisation is given, together with a brief outline of the character, its aims and a brief history of the organisation.

This character generally itself, in standard Mercury/High Guard format, is straightforward enough, with only three deviations from the normal form. The first of these is in the assignment procedure; even after the yearly assignment is selected, the character may not be qualified to complete the mission. He or she may be transferred to a clerical or recruitment assignment, with the rolls for survival and so forth being made on one of those tables, rather than that of the original assignment.

Be warned, this happens rather often, especially to those characters in the Operations Branch, though the situation improves with time. The second departure is in the survival rolls: a character who fails his or her survival roll is not necessarily dead, she may have been transferred to another world, and may have quit SORAG, with subsequent loss of muster-out benefits. The final weakness is that DIIs are applied to the skills' 'tox', on the basis of skills already received, which is quite strange.

Eight new skills are available to mem- bers of SORAG, including such exotic calls as Cryptography (codes and cipher) and Investigation (research, examination and identification). Finally, a short list of nineteen SORAG characters is given, with notes, for your use in a hurry.

Following the character generator is the Equipment section, which is almost north the cost of the booklet itself. It is divided into three parts: Drugs, Weapons, and Vehicles. This drug allows includes kill-kits, a pills must be taken before a brainwash; weapons include the throwing knives, the option or personalized firearms, while the Vehicles section con- tains my favourite piece of clutter: the Modjupuppy, a kind of two-metre A.T.V.

I feel SORAG is the best thing to come out of Paranoia Press, so far, and hard to top it with the next addition, the way of giving SORAG a mark of 10. The first is the fact that seven skills are presented without any more explanation than "see Scouted & Assessed" or "see Merchants & Merchandisers". So if you haven't seen one already, you must fork out another £4 to make full use of SORAG. The second is not a fault. The lookbook is prominently labelled "VIVEREY -" rightly, for there is information from the backlist which should not be revealed casually to players, SORAG should be bought only by referees, not players. Overall than that I can only recommend SORAG.

Overall: 9 (if Referees) Nelson Cunningham
BARBARIAN PRINCE
Dwarfstar Minigames £4.50

Barbarian Prince is a real, well produced, solitary fantasy game based on the pre-programmed event system with which solo dungeonmers will already be familiar.

Assuming the role of the Barbarian Prince, the player begins on the Northern edge of the mapboard, alone and penniless. His task is to acquire five hundred gold pieces inside ten weeks which will enable him to purchase a force to crush the unruly and rebellious Eastern Kingdom. The Barbarian Prince is a strong and powerful warrior but remains particularly vulnerable until he can gather enough gold to attract followers.

A number of civilians are open to the player at the beginning of each day. If he chooses to travel, every time the Prince enters a new hex, the player must roll to see if he gets lost and to discover whether a travel event occurs. A simple but effective matrix, used in conjunction with a compact events booklet, determines the nature of that event. Special rules govern actions in ruins, temples, town and castle areas. This and the variety of monsters and magic provide variety and detail enough to prevent the Barbarian Prince from fresh anxieties and encounters every time.

The rules of the game are easily picked up and include some interesting considerations for the player concerning such matters as food, hunting, lodging and true love. During encounters, the player generally has the option of talking, evading or fighting. Combat involves a basic die roll with modifiers according to skill and endurance. A character’s endurance factor represents the number of wounds he can take. The combat system is rather bloodthirsty, inflicting many wounds on both sides. I have two main reservations about the game as it stands now. My first criticism (it may be my own bumbling ineptitude) is that in thirty odd attempts I have not once met the victory conditions. No doubt, some will praise the virtues of good, demanding game design but I reduce most players will want to redress the balance somewhat in their own favour, only to avoid getting too frustrated. The Barbarian Prince bites the dust yet again.

Secondly, there are a number of rather inclining anomalies and gaps in both the rules and the events booklet. However, this problem is nothing that a brief errata and addenda sheet shouldn’t resolve.

In all, Barbarian Prince is a colourful and absorbing package, indeed, a solitary game, does not get bogged down in the mechanics of play. Finally, my advice to any potential Barbian Prince is that, to come out on top, you will need to be a bit of the old Charlie Prince and a lot more of the rampaging Barbarian.

Overall: 8
Bill Skirrow

STORMBRINGER
Chaosium £14.95

Stormbringer is the first of a number of projects from the Chaosium concerned with adapting literary works for fantasy gaming. This one is a complex role-playing game based, for those unfamiliar with the sordid sword of the title, on the Elric books of Michael Moorcock.

The presentation of this game, from the box artwork to the organisation of text, is excellent through out. A large, clear map of the Young Kingdoms is provided, as are sample character sheets and a set of quick reference sheets. The ample rulebook opens with a clear introduction to FRP gaming and an in-depth overview of the Elric saga and its background. This, as all the background material, is concise and accurate. Stormbringer’s authors, Ken St Andre and Steve Perrin, have obviously consulted with Moorcock about it. Evidently obviously they have filled it a lot themselves, though the game as published bears an endorsement from Moorcock. Character creation and game mechanics for combat and other skills follow. They are presented very simply and even a newcomer to the hobby would have no difficulty in picking up how things work. Those familiar with RuneQuest or Basic Role Playing, will find much that is similar, though there is a lot of new, and perhaps better material.

Sorcery comes next, consisting of the summoning and commanding of elementals and demons. Elementals come in the four standard flavours complemented by six differing kinds of demons. The demons are only as good as their summoner, in one sense, and separately dealing with them, bar, warding, knowledge, transport, with, full possession and possession. Elementals have appropriate powers, most of which seem to do very little, except for those off few, which we found it necessary to tone down. Commanding elementals may be a bit of a hit and miss business. Demons are howling cholics, so those of lawful persuasion have access to Virtues. It should be noted that the ad of these beings makes fights very one-sided, and rules seem to allow the possibility to newly rolled sorcerers are non-existent.

The following chapter covering the Chaosium does not have the readable thoroughness and attention to characterisation.

Monsters, in the form of animals and creatures from Moorcock’s books, are thoroughly handled and some good ideas on general new-chaos monsters are included. The book winds us with a chapter of hints for the games masters, including a sample scenario, and a set of useful appendices, wherein resides the expected list of stats for characters from the books and the infamous Stormbringer itself.

Despite aiming in the right direction with excellent background material, good presentation and game mechanics based on (though by no means identical to) the highly successful RuneQuest system, Stormbringer did not seem to hit the target. Is playing it, several annoying loopholes in the magic system came to light. While none of them were catastrophic, they called for decisions on the part of the master, which he should not have made to. GMs generally have enough to do in interpreting the rules that do exist without having to add those that should exist. The magic is very pow erful making a sorcerer noticeably more powerful than his companions. This would not be so upsetting if the requirement for being a sorcerer plus the use of character origin did not ensure that any character capable of sorcery is almost certainly a good fighter as well. This basic inequality of beginning characters was a source of some confusion. In general, I think I had a good character). I do not think I have sacrificed some campaign playability in order to achieve the true atmosphere of Moorcock’s books. The trouble is that unless you are an Elric, inglorious death is remarkably easy to come by and this is reflected in the rules too. Nobody wants to play a character that does not have at least the potential to be a hero. So if you want to have single death or glory adventures in the Young Kingdoms, Stormbringer will give you them, but to get a continuing campaign underway will take a certain amount of rewriting and expenditure of imagination.

Overall: 7
Murray Wristle
A MULTI-TERRAIN VEHICLE
by Dryden Badenoch

Starfish is a regular department devoted to readers' ideas for Traveller, edited by Bob Matthews.

Construction
The original design for the 160-ton Multi-Terrain Vehicle was produced by CN Dubaria, the Commercial Transport division of Monark Transat. The first model was sold in 627 and, though production ceased in 607, MultiSkippers remain in service throughout the Imperium to this day. Several inferior models have since been produced by pirate manufacturers in the outlying regions.

Specifications
The standard Transat MultiSkips has a crew of three (pilot, co-pilot and technician), with a passenger capacity of seventy and a cargo capacity of twenty tons. On most journeys, four stowaways are also carried. The MultiSkips is capable of three modes of travel: aquatic (subsea and surface), cross-country and acro. If weaponry is required, hangpoints left two autocannons are fitted as standard, though these may be adapted for RMF auto-launchers for subsea use. The hull is fully artsitc, and may be used in vacuum or at sea depths of up to 250m due to the strength of the hull armour.

Performance
The fusion reactor gives a MultiSkips almost unlimited endurance, but standard operational range is set at 10,000km, and onboard facilities in their basic form are not designed to cope with a journey of more than 12 hours, being only limited facilities for the preparation of meals. The reliability of the Transat's 5,000 reactor is almost legendary, so the MultiSkips can operate on the minimum of maintenance (throw 111 for a breakdown to occur, DM -1 if the technician has Engineering-2 or Mechanise-2 (cumulative) and -1 per month without a maintenance per-0). Throw monthly for Transat models, and weekly for others.

The cruising velocity of the MultiSkips in each mode over various terrains is shown below:
- Crawler: 50km/h Road; 30km/h Rough; 20km/h Cross-country.
- Floater: 25km/h Surface; 30km/h Submerged.
- Skimmer: 75km/h Ice; 50km/h Snow.

Suggestions for Use
Base price for the MultiSkips is MCX10 at TL9, so it is unlikely that any Traveller player should wish to own one, unless he has at his disposal a ship large enough to transport the craft from world to world. The standard MultiSkips is obviously a replacement for an armoured vehicle, but one can imagine a cargo carrier, where the second-class section has been removed to enlarge the cargo bay, and a long-range version in which the seating is replaced by staterooms.

Due to their low TL, MultiSkips will be encountered mostly on frontier worlds as explorers and transports, though planet-bound mercenaries or armies may invest in the vehicles as command ships. The possibilities are endless, but remember to use common-sense: a MultiSkips will rarely be found in situations where a standard vehicle would be less expensive, faster and/or more suited to the task.

Interior Details
The Semi-First Class Passenger Seating. Cramped seating for 50 passengers; seats incorporate video screens and control units for use during the journey. Relevant survival apparatus - one per seat.

3. Freighter.
4. Equipment Locker. Tools, medical supplies and survival equipment relevant to the planet on which the MultiSkips is operating.
5. Galley. Designed for the passengers during long journeys (over two hours), the galley consists mainly of a cold store and a series of microwave ovens for the preparation of freeze-packed meals. Lift to upper deck.
7. Cargo bay. Twenty tons of cargo space, accessible by an armoured cargo door.
8. Outboard Pod. A stabilizer/floater for the ship when in float mode, incorporating ballast tanks and aquapads for use in submarine operations. Also contained are remotely deployable skis and track-wheels, and remote firing systems for the auto-cannon turrets.
9. First-class Lounge. A luxury lounge area seating twenty, with a bar and other facilities for first-class passengers only.
10. Freighter.
14. Freighter.
16. Cockpit. Control consoles for the pilot, co-pilot and engineer. The pilot's console is on a raised desk to allow a view through the plated porthole, which can be covered in seconds with an armoured shield. The vessel may be piloted by remote camera and instrumentation instead. The area includes the onboard computer, which is equivalent to a Model/3 for programming and combat purposes. It provides complete autopilot facilities, as well as a library service for the passengers. In practice, most commercial journeys are made on automatic, the crew handling manual control only in the event of emergencies.
Time Travel in AD&D® by Marcus L Rowland

It's hardly surprising that time travel has received limited attention in AD&D® and other FRP games. Arguments about the feasibility and effects of time travel tend to give their participants blindness, except in some of the later works. This article discusses most theoretical objections and concentrates on the nature of time (in five different varieties), a few methods for accomplishing time travel, and methods for determining the results of time travelers' actions.

Be warned - Incorporating time travel into an AD&D® campaign can be incredibly complicated. As an initial step it's vital to work out the history of your universe in a fair amount of detail, and also essential to record every action of player characters, monsters, and miscellaneous NPCs. It can even be necessary to keep track of minutiae such as weather, the songs birds sing, and the flies the players swat.

The Nature of Time

I: Linear Time (Immutable): This variety of time is best characterized by the phrase 'The moving finger writeth, and having writ runneth on'. It is totally impossible for players to cause any change, however minor, in the course of events, but possible for them to take advantage of recorded history by causing its events and gathering such unsuspected trifles as might fall their way. If travelers inadvertently cause any change in history they immediately 'snap back' to their base time, losing all accumulated loot and experience and possibly invoking divine anger for their presumption. The change will not really happen since the party will 'never' have left.

II: Linear Time (Variable): There are three subcategories of this sort of time, in all of which it is possible to cause changes in events.

IIa: Awakened Time: In universes functioning by this system even the slightest action can 'snowball' to have a significant effect years or millennia later. There is no tendency for events to revert to their original course without additional tampering.

IIb: Elatic Time: In this system there is a basic 'stretchiness' in the fabric of history making it possible to cause changes in one era with little or no effect on later events. Killing a man's ancestor will not kill him since he is descended from the total gene pool of the population. Similarly, if a dictator is killed he may be replaced by another man with very similar methods and goals.

IIc: Conserved Time: In this system it is very difficult to cause any change in events. Men killed at the wrong moment will spontaneously resurrect or become zombies performing pre-determined roles, and those kept alive when they should die may suffer spontaneous heart attacks, be strangled by meteorites, or otherwise meet their predestined end. Any change in history is made with fantastic difficulty but is not absolutely impossible, and will tend to correct itself over very short periods unless further alterations are made.

In universes functioning by variable linear time there will generally be one or more temporal police agencies dedicated to maintaining the status quo. It is also possible for there to be 'two or more rival organizations trying to turn history to different courses, all of which claim to be from 'original' timelines.

If time-travelers in variable linear universes succeed in making significant changes there is a possibility that they will change their own basis in time, to such an extent that they themselves might cease to exist. The chance of this happening can be found on the following table:

<table>
<thead>
<tr>
<th>Time Since</th>
<th>Minor Alteration</th>
<th>Medium Alteration</th>
<th>Major Alteration</th>
<th>Awakened Time</th>
<th>Elastic Time</th>
<th>Conserved Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-30min</td>
<td>-5%</td>
<td>1%</td>
<td>10%</td>
<td>5%</td>
<td>-5%</td>
<td>0%</td>
</tr>
<tr>
<td>1-10 hrs</td>
<td>15%</td>
<td>30%</td>
<td>50%</td>
<td>15%</td>
<td>15%</td>
<td>0%</td>
</tr>
<tr>
<td>10-20 yrs</td>
<td>25%</td>
<td>40%</td>
<td>60%</td>
<td>25%</td>
<td>25%</td>
<td>0%</td>
</tr>
<tr>
<td>100-500 yrs</td>
<td>35%</td>
<td>50%</td>
<td>65%</td>
<td>35%</td>
<td>35%</td>
<td>0%</td>
</tr>
<tr>
<td>1000+ yrs</td>
<td>45%</td>
<td>60%</td>
<td>75%</td>
<td>45%</td>
<td>45%</td>
<td>0%</td>
</tr>
</tbody>
</table>

In the above table a minor change is an event such as killing a dog or robbing a peasant, a medium event is such as killing or saving the life of an unimportant man, and a major change is an event such as killing or saving the life of a King, major cleric, or other important figure. DMs may wish to modify this roll in cases where the change takes place a long way from the characters' homes, where special care is taken to prevent (or encourage) such an event, and in the case of unimportant people who are the ancestors of major historical figures. In all rolls on the above chart the combined total reached by adding the types of change and time should not be more than 99% or less than 1%.

If characters do eliminate themselves from history the DM can handle the outcome in several different ways:

1: Eliminated party members return to a changed history as strangers to all except the party.
2: The party members cease to exist (no resurrection possible) as soon as the change becomes established.
3: As soon as the change is made the party enters a closed temporal loop a few minutes long (see below) which prevents them to manage to alter events.
4: As soon as the event becomes established the entire party 'snap back' to their base time, losing all loot and experience but recovering any party member who may have been killed during the change.
5: The party experience time reversal, back to the moment they made the change.

Party members may also cause changes to an extent sufficient to alter their personal financial status, social standing, or experience level, without deleting themselves from history. In such cases the DM should recompute the effects on return to their own era.

Finally, while it is possible for a character to become his own grandparent or distant ancestor on variable linear timelines it is impossible for characters to become their own parents without causing self-annihilation, since sheer genetics makes this impossible.

IV: Branched Time: In this system the timeline forks at various significant events, each branch leading to a separate future with different historical events. Depending on the structure of the universe, branches might occur only at key points in history or with much greater frequency, every time an event with more than one possible outcome occurred. The ease or difficulty of making an historical change and thus entering a new branch is similar to that found in the various types of variable linear time, except that original timelines are not annullable by changes.

Similarly, the effect of deleting Player Characters from the new branch's history is that they will not be known on their new timeline. If duplicates of Player Characters do exist on the new branch they will probably not welcome the arrival of such interlopers, and may have very different social status, skills, and other characteristics from their 'originals'.

V: Parallel Time: In this system there are an infinite number of universes functioning by immutable linear time. If characters travel into the past to alter history, they actually enter another timeline in which their activities are already recorded history. It is impossible for characters in such universes to eliminate themselves from history but they can remove an alternate version of themselves. If duplicates do exist on the new timelines they might not make their 'originals' welcome.

V: Looped Time: In this system, past and future link to form a continuous cycle usually lasting hundreds of years but sometimes only a single lifetime or even a few hours or minutes. Short
Time Travel – Methods

A: Time Machines: These are technological or magical devices/methods moving themselves and one or more people through time. They are not firmly linked to any particular moment or place.

Time machines may be of any size, from a ring or belt carrying a single person to a machine large enough to carry the size of a small castle. In the latter case DVs may find it convenient to keep the main mechanism outside normal spacetime with entry by a small manipulation module (for some reason these modules usually take the form of blue boxes). Time machines can be divided into four groups in terms of mobility, range, and reliability:

1. Range: 1-100 days, spatial mobility-nil; minimum journey-1 day; accuracy ±12%; down time, 12 hours between journeys; failure probability 20%.
2. Range: 1-12 years, spatial mobility-100 miles minimum journey-12 days; accuracy ±10%; ±1 mile; down time, 12 hours; failure probability 10%.
3. Range: 1-100 years, spatial mobility-planetary; minimum journey-10 days; accuracy ±8%; ±1 mile; down time, 6 hours; failure probability 5%.
4. Range: 1-1000 years, spatial mobility-interplanetary; minimum journey-12 days; accuracy ±7%; ± 1000 miles; down time, 5 hours; failure probability 5%.

If machines with more advanced capabilities are introduced they must not be made available to Player Characters. In all cases, time machines will be kept under extremely strict guard with many safeguards against theft and other illegal use, and cannot be played by Player Characters.

If a time machine malfunction occurs there are several possible results on percentile dice: 01-30: Machine does not travel, and cannot be reactivated until its downtime has elapsed. 31-45: Machine travels forwards instead of back in time, or vice versa. 46-70: Machine is trapped in a time loop 1-6 rounds long, and can only leave loop if control cases to a random destination. 71-80: Machine travels only half the distance set in time and space. 81-90: Machine travels backwards in time and space. 91-00: Machine travels to destination then suffers permanent breakdown.

A skill is available to mages/characters, which allows them to travel through time in this type of time machine, talking with him a number of associations equals to the number of LV of spells he can cast in a day. The spell will also move 100 lv of inanimate matter per level above the 17th of the magic-user. To cast this spell another three magic-users of LV 5 or better, who do not travel in time, must help with an elaborate ritual which drains their spell-casting ability for that day. Material components are four stiffs, three made of silver and gems which stay with the magic-users' assistants (value 500 gp each) and one made of jewelled platinum (value 2500 gp) which travels with the spell-caster, a quartz hourglass which Explodes the ritual is completed, and a 50 gp silver bugle for each traveller (none for LV 5 or better). The spell is available to any LV 5 or better. A variant on the conventional time machine is the track jumper which can travel from one branch to another in branched time or one line to another in parallel time. These machines are not usually capable of normal time travel. An equivalent effect can be achieved by a modified plane shifter spell cast as a LV 6 clerical spell.

Time Tunnels: These are natural or constructed systems in which movement through space along the tunnel's length causes a movement in time. Time experienced in these tunnels is not directly related to normal time. Exact details of these tunnels are subject to considerable variation, but they usually have exits unconnected to normal space a few weeks or months wide at intervals of several hundreds of years. These entrances are normally extremely well concealed, and usually guarded in several ways. It is possible to make short time journeys by entering tunnels and moving from one exit of an exit to the other. A typical tunnel length/time ratio is 0.08 per year, with a total tunnel length of 1-6000 years. Controlled tunnels may link different branches or timelines in appropriate universes.

B: Time Gates: These are controlled opening through spacetime operated from one particular place. While travellers can use the gate to visit a particular place and time the gate itself remains fixed at a particular location, aging normally. There are four different classes of time gate comparable to the different types of normal time machine in spatial and temporal range. A new type of gate will open for 1-6 melee rounds then cannot be used for a period equivalent to the down time of a normal time machine. Time gates are as likely to malfunction as time machines, their failure modes are, on percentile dice:

01-40: Gate does not open. 41-50: Travellers move to future or past as in caste vs. caste. 51-60: Travellers are moved 10-200% of desired journey. 61-00: Travellers are moved to their destination and there is a permanent breakdown.

Most forms of time gate are kept under heavy guard in secure concealed locations and boobytrapped or locked against unauthorized use. Like time machines and tunnels some gate opens to different branches or parallel timelines rather than giving access to other futures or eras in appropriate universes. The effect of a normal time gate can be duplicated as a LV 9 magic-user spell in some universes.

Time Gate Location Area of Effect: 17 Components: V, S, M, M
Duration: 1-4 rounds Casting Time: 6 turns Saving Throw: None

This spell allows a magic-user to open a gate of time or space. This spell can open a ‘hole’ in time through which his party can travel to the past or future. The maximum range of this spell is 100 days, with an accuracy of 12% and a minimum journey of one day. To cast this spell the magic-user must assemble a square of 10’5 rods, between the walls of the gate, at least 100 years old, gilded, and fitted with silver and gold rings to a value of 300 gp per pole, then write various symbols on the ground around it, adorn the frame with aromatic herbs, and finally soak it with oil and set fire to it. As it burns, a black wall will fill the frame which is a portal to the past or future. After burning, the black frame will be destroyed and the gate disappear. All parts of the frame including the oil and herbs must then be cast in as components.

There is a 20% probability on each casting that the spell will malfunction and form a gate to another plane, to the past instead of the future or vice versa, or to a random point anywhere in the multiverse. The spell can only be cast once per day (subject to GM discretion).

D: Time Holes: These are apparently random natural openings between eras, appearing as gates or holes a few feet wide or high for periods of 5-10 seconds. The exit from these holes is usually 10.20’ above ground level, and it is impossible to know where the hole leads without entering it. Many of these openings appear unique but some are cyclical, repeating at regular intervals. It is possible for a series of different time holes to appear at a single place, giving the illusion of a single cyclical hole. Very rarely they will exist for longer periods, in larger sizes, or as a two-way hole allowing travel in both directions. Uncontrolled openings containing time holes have the following spell is sometimes available to magic-users and druids, and detectives (i.e. 24):

Locate time hole (Occlusion) Level: 4

Area of Effect: Special Components: V, S, M, M
Magic-user: 5 Duration: 4
Detective: 4

Time: Casting Time: 2 rounds
Range: 1 mile Duration: Special

When this spell is cast the material component, a quart disc,
emits a pulsing blue light if it is within 1 mile and 8 hours of the appearance of a tune hole. As the hole’s appearance point is approached the disc will glow more brightly, and at the moment for it to arrive the pulsation rate will increase, event-
ually becoming a steady bright glow as the hole approaches. This glow will also illuminate the borders of the hole, which is other-
wise invisible. One segment before it closes, the light will go out.

Time before hole materialisation is related to pulsation rate as follows:
48 hours = 1 flash/segment; 1-4 hours = 2 flashes/segment; 1 turn = 5 flashes/segment; 1 round = 3 flashes/segment; 0.5 round = 5 flashes/segment, increasing as moment approaches.

The pulsations are brightest on the side of the disc nearest the hole. Once it disappears the disc must be recharged to find another. If there is no hole in range the spell is lost.

A permanency spell can cast an energized disc, allowing them to be used repeatedly without casting the spell each time. There is a 10% chance that this spell will be lost each time the disc is taken through a time hole, and a 10% chance rising by 5% for each week the disc does not detect a hole that such discs will lose half their physical and temporal detection range.

Sequence of Play
How you play time travel is a matter for individual DMs. In the simple example following the subjective experience of the player characters is made the basis of all sequences of play, with the more experienced persons of each character being controlled by players and their simpler selves controlled at least partially by the DM. In this example the universal functions by conservative variable linear time, although players do not know this initially:
Day 1: Characters A, B and C have stumbled across a huge solid idol. They decide to bury it until they can reunite with a wagon, and tear their map of its location into three pieces so that they cannot find it without operation.
Day 2: They run into a wandering red dragon which kills A, B and C eventually kill it but then they can’t recover the idol without A’s part, which has been burned.
Day 3: While hunting the idol B and C stumble across type B life form, and seek to read the operating instructions after some study. They decide to try to intercept themselves before A is killed, or at least to save his part of the map.
Day 4: B and C arrive a day later than planned, due to the gate’s inaccuracy, but reach their relatives just as the dragon attacks them. The dragon and B’s machine arrive. The dragon turns its head towards them but away from A. A is so surprised to see duplicates of his friends appear that he trips over his own feet, unexpectedly falling straight into the dragon’s flame, and is killed. The earlier B and C also notice their arrival, which distracts them so much that the dragon is able to take them off giant.

DM notes: The player characters have succeeded in anti-
hibiting themselves and so fail to see what effect this will have on time. A’s decision is the closest temporal key will form from the moment their earlier selves were killed back to the moment they left the time gate. The later characters thus lose all few will and perform their earlier selves’ escape in every detail, killing the dragon, fruitlessly hunting the idol, finding the time gate, and travelling back to day 3. On arriving at day 3 they remove free will and can try again. Their actions on their first trip are cancelled out.

Things can get much more complex if larger parties are in-
volved, or if part of the group has made a different time journey to the rest.

If this article inspires two or more DMs to try time travel I hope not too many players will want to learn me. The list of books, stories, films and TV programmes which follows might be of use to both sides. After each title I have given a Roman number to show the type of time (as experienced above) and a letter for the type of time travel involved. If a letter is unclear a question mark must be substituted. In some cases that do not readily fit the models of time in this article I have inserted a asterisk instead.

Isaac Asimov
Paul Anderson
Barrington J Bayley
John Brunner
Ray Bradbury
David Gerrold
Fred Hoyle
Keith Laumer
Larry Niven
Jim Pierson
H G Wells
Roger Zelazny
Fims, TV, etc
The End of Eternity
Guards of Time
The Corridors of Time
There Will Be Time
Collision with Chromos
Tames without Number
A Sound of Thunder (story)
The Man who Folded Himself
October the First is Too Late
Orca Seashare
Worlds of the Imperium
The day Time
Try and Change the Past (story)
Bring the Jubilee
All the Myriad Ways (story)
Shade of the Moon
Theory & Practice of Time
Travel (article)
Gumpsword God
The Time Machine
Roadwheels
The Amber Series
Tunes Bandits (Handmade Films)
Dr Who (BBC)
"The American" (American, 1959)
The City on the Edge of Forever (Star Trek)
Tomorrow is Yesterday
The Hitch hiker’s Guide to the Galaxy episadoes: The Restaurant at the End of the Universe

1, Various
1, A
1, B
1, A
1, A
1, A
1, A
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1, A
1, A
THE PIRATE BASE

2nd floor

3rd floor

1st floor

TRAVELLER PLAN (Cave stations only)

Scale 1 square = 1.5 metres

Referent's Map

Introduction (Players and Refugees)

Vinorion/Rhylianor (0701) is a medium sized world, largely covered by water. The atmosphere is heavily tainted with chlorine, which occasionally creates a green mist just above the surface of the seas, and which dissolves in the water forming very dilute hydrochloric acid. On the surface of the sea grows a kind of seaweed, unique on Vinorion, which can be used to make honeydew drugs. The monopoly for this trade is currently held by Lindor-Chemtechnics Ltd. The population of just over one million are mostly company employees, and live in Lindport, a large domed city some two kilometres from the starport. The starport is on pales and stands twelve metres above the surface of the sea, but Lindport itself is beneath the sea, on a plateaux. The seas are warm, but the land masses are arid and support very little animal or plant life.

When the players land on Vinorion, they are forced to wait while their papers are updated. During the delay, a Lindar executive recognizes them as travellers, who he supposes might be interested in earning the price of a passage off. Lindar. He treats his superior, a major of mercenaries, who is in charge of security. This man makes a proposition:

Lately drugs have appeared on the market, on Rhylianor and other worlds, which appear to have been produced from this weed, but which were marketed by a rival company. This prompted an investigation, and the drugs produced under Lindar's production by a considerable amount, and the company's profits were threatened. The investigation showed that large amounts of weed were being harvested, by an unknown agency. Obviously Lindar wishes to put a stop to this, but is unable to use force because that would seriously damage its already shaky public relations. If, however, some off-worlders were to find out how the pirates operated, as by accident, and render their traders useless, then Lindar could not possibly be conned. Any measure the players deem necessary could be used. The action did not harm the weed crop or appear to be connected with Lindar. Lindar-Chemtechnics would provide equipment for the operation: navigation, anchorage, and oxygen tanks for each man, along with a CO2 harpoon gun and knives. Lindar would also arrange for the hiring of a minisub, with undersea equipment handling gear and micro-torpedo tubes. The pay for a successful mission, which would require the immobilisation of whatever the pirate group is using to harvest the weed, would be Ca 50,000 per man, and possibly some little gift from the firm if the mission was carried out particularly well.

Minisubs

Displacement: 5 tons.
Dimensions: 11 x 2 x 2 metres.
(Note: Hull is cylindrical.)
Speed: 30 kph submersed/25 kph surfaced.
Passengers or crew: Max 6.
Range: Powered by a nuclear micropropulsion system, 4000 km or four days.
Depth limit: 300 m.

Prices

Submersible: Ca 1,000,000, Micro-torpedo:
Ca 5000; Equipment pack - Workunit: Ca 10,000; Dive pack: Ca 20,000.

Range Matrix

Clear Short Medium Long Very Long Damage

-2 -1 0 -6

Armour Matrix

Cr +3 Cloth Reflex Abilit Battle

-2 -1 -2 +1

Weaponry Requirements

Rug DEX DM Adx DEX DM

0 3 1 +4

Weights and Prices

Stop

Weight Bolt Canister Price Bolt Canister

4000g 500g 1000g Ca 900 Ca 50 Ca 100

Key to Minisub

Bridge: At the bow of the submersible is the bridge, a small space with one chair and controls (simple, fistic for the pilot. The bow portion of the bridge is made of reinforced glass, and searchlights mount as in the bridge includes sonar, image intensification and controls for the equipment mounted on the pylons. The back doors may be controlled from here.

Forewarning: This narrow corridor is flanked by equipment lockers and the
bow steering motors. The lockers have space for fuel, water, and oxygen tanks, with a little other equipment, and there are two in the forward passage. On the rear of the passage is a glassed-in shower.

3. Cargo bay/sleeping area: This area is a cargo bay holding one ton of cargo. It can alternatively be used as a sleeping area, and beds are fitted, behind metal panels in the hold. There are four beds.

4. Aft corridor: This narrow corridor is similar to the fore corridor (2), but there is now glass flooring.

5. Lounge: The so-called lounge is a small area about the size of the bridge, but without any control panels. There are two chairs in place, and the roof of the area is glassed. The rear is the aftlock door. There are controls for the aftlock one above the seats, activated by a wire mesh cover which must be raised before the buttons can be pressed. The panel includes a warning light for each door, to show whether it is open. Another light indicates whether the aftlock contains air/venting or water (red).

6. Airlock: When the airlock controls are operated, the inner door folds up into the ceiling of the lock. When this happens a louder sound is heard in the bridge. There is a control in the airlock, which, when pressed once closes the inner door. If pressed again it opens it, and opens the outer door after a thirty-second delay. If, with in that delay period the button is pressed again, the outer door opening process is aborted, and the inner door opens. The outer door is controlled by a stud on its surface, and will open with the outer door if the inner door is closed. Each time the outer door is opened, there is a pressure equalisation period during which time the lock is filled with water. The airlock does not function below one hundred and fifty metres depth.

7. Steering jets: These jets are the main driving force of the submarine. They are controlled by the steering console of the submarine. It is powered by water jets, which are fitted at bow and stern, and can be turned, mounted so as to be able to rotate, thus allowing for steering in any direction. The work of the waterjets is assisted by hydroplanes mounted on the fins.

8. Equipment pylons: These pylons are mounted on the sides of the sub, and are intended for carrying weapons or equipment. These pylons can also be used for universal lining. Alternatively, equipment may be chained to the pylons, and there are shackles onto which the chains may be connected. These chains may be used as part of the sub's equipment in a battle.

9. Work deck: This equipment unit contains grates and wrenches, powered by an internal electric motor, and controlled from the bridge. The cameras mounted on the port and starboard sides of the bridge allow remarkably accurate control.

10. Micro-torpedo: This air-assisted torpedo, powered by compressed oxygen, is an internal system used to fire from a torpedo. The images are related to the submarine which fired it, and the torpedo is controlled by the pilot. The explosive charge carried is sufficient to chase off most sea creatures, and can possibly damage some mammals.

11. Drive pod: This equipment unit contains extra, independent motor units which can increase the speed of a submarine carrying them by some 2.5% for each one carried. As there are two pylons, a submarine’s speed can be increased by a maximum of five kilometres per hour.

The Mission (Referee)
The players are flown by aircraft to Valarus, a small traditional college near the scene of the trouble. There, their submarine has been beached. They will start out at once, searching to the south, but will check the various small hamlets for any clues. The three nearest colonies are LC-261, LC-43 and GA-2372. This last is a special deep-water base, on the sea floor, which is about three hundred metres deep at this point, approaching the depth limit of the submarines. Each has on the map representing a line map, thus allowing the submarine to cover the distance in a fairly short time. However at each of the small clusters of houses they must stop each, after which they must pick up the operator and be a辖区内 waiting journalist.

Rumour (105, 106)
1. The pirates are based at Valarus.
2. The pirate base is due south of Valarus.
3. The pirates use submarine trawlers.
4. A man called here lately—he was selling weeded-derived drugs, but was not a Lindar employee. He left in a mini-sub.
5. A submarine was destroyed last week, by a Gummi skater—a kind of giant flatfish.
7. A man purchased some illegal explosives from the distributor at Valarus only last week.
8. A tolerate pilot reports seeing a gigantic blue/brown bathtub on the surface in a weed patch. It dived at once, and he thinks that it must have been some kind of a submarine, as it let out a blast of air and water as it went under.
9. A fisherman in a weed-clear area heard powerful submarine drives running on the surface at night, but saw nothing. The report was forwarded to the college of the south of the sea.
10. The pirates are based at LC-261.
11. A coastguard saw a submarine land at night in the sea to the south.

Encounters/Events (Referee)
10. Don’t seek contacts before an event or encounter, then 26E for type.
2. Graznakke. This large gazer is not intentionally dangerous, but if attacked it will fight back on a throw of 5-20 on 2d6. See submarine for description.

Graznakke, 36,000 kg, A10/FB/53. Hits: 2/14. Damage: 5-10. Thresher. They are small, fast, and have no rudder control. Each time the throw is failed, roll 5D for the submarine to be damaged. If the submarine is currently at 300m or near the floor of the sea, add 4 to the chance to be damaged. If it is damaged roll on the hit table under submarine combat.
4. Mechanical failure. Some piece of equipment fails. Roll randomly on the damage 20-25 to determine what part of the submarine is affected, then decide which particular piece of equipment is affected. The failure may not be noticed until the equipment comes to be used.

6. Snax fish石化. The curious nature of the water cause a conical snax to appear 1-6 hexes away from the submarine. The echo vanishes, and when the submarine arrives there is nothing to be seen.
8. Weed trailer. A legitimate weed trailer passes by, forcing the submarine to dive if it is on the surface or at a shallower depth.
7. Submarine. Another mini-sub is encountered—roll on the random encounter players encounter table (book 8) to find out who the occupants are. Dice also for a rumour to be available, if the crew of the two subs talk with each other. Use common sense. Choose which of the two encounter tables for the next 1-6 hexes, and vision is reduced to just over 100 metres.
9. Surface forest. A dense tangle of weed appears unexpectedly. Roll 8D for 4D to avoid the entanglement. If the sub is entangled it must be steered by the crew. 2-4D man hours of work will be needed, and during the time roll every 6 hours for an animal encounter: On 2D6, 2D6, and for the Animal Encounters Maritime locations in Supplement 2: the referee chooses which table is most suitable. An event should also be rolled for on these tables.
10. Seaplane. A small seaplane occurs. Roll 8D for the submarine to be damaged, taking 1-3 hits, and 1D6 damage to each passenger in the submarine.
11. Shell. If the submarine is near the seabed, an unexpected shell occurs; roll 1D6 for 2D6 damage. The water is cleared of debris for the next 1-6 hexes, and vision is reduced to just over 100 metres.
12. Pirates. Real pirates, as opposed to weed pirates. They will either have torpedoes of lethal capability and order the submarine to either leave the area or they may try to board the ship by either pretending to be in need of help or simply inviting the players aboard their own ship.
weapons were used of two types: (1) Micro-
torpedoes — intended to scare off animals,
but sometimes effective against submarine-
lines; (2) Torpedoes — the illegal weapons
used by phcenix. They consist of two or
three micro-torpedoes welded together,
with the warheads replaced by mixing
explosives with contact fuses. The basic
roll of B2 applies for the to hit roll: DMs
are: target’s Submersible skill + gunner’s
Gunnery skill.

If a hit is scored roll on the table
below to see where the hit occurred.
The number in parenthesis is the number
which must be rolled on 206 for a micro-
torpedo to do damage.

<table>
<thead>
<tr>
<th>Location</th>
<th>Damage</th>
</tr>
</thead>
</table>
| Airluck | 5x | 1:3 damage to anyone in the hangar, and blow
the roof off in <0, flooding the sub-
machine, and doing another 1:8 damage
to anyone in the hangar. |
| Aft corridor/all sub tanks | 1:1 | Hit here will incapacitate the aft ballast tanks
and slow the submarine. It will also
do 2:66 damage to anyone in the corridor.
| Cargo hold | 1:1 | A hit here will burst the cargo doors
on 0, but otherwise will only
make equipment off wall racks,
and do 1:8 damage to anyone in the hold.
| Cargo room | 8 | |
| Fore corridor/all sub tanks | 1:1 | A hit here will have the same effect as in
area B. It will also burst the cargo on 0,
flooding the submachine.
| Equipment pylab. | 1:1 | A hit here will
| cargo or equipment pylons only. | 
| Aft corridor | 1:1 | A hit here will do 2:66
| damage in the hangar, destroy
| the sonar (1:3), pyro control (4) or
| sub controls (3) or 2 of the previously
| mentioned (2), and also
| flood the bridge and the
| rest of the ship on 0. Any dam-
| age message may be repaired on 0,
| DM of expertly trained. Running take
| 3-13 minutes — expertise level (20)
| skill level (4). |
| Hull | 1:1 | A hit on the hull may
| cause the submachine to open on 0. If a hull
| hit occurs, the submarine is totally
| wrecked, with crew taking 1:366 damage,
| and drowning if they cannot find breathing
gear and get out. |
| Airluck | 1:1 | A hit here does 1:8
| damage to anyone in the open sea; a micro-
hit here does 2:66 damage.

The Pirate Base (Refer to earlier)

2/3: At the surface peak, just below
the surface of the water. There are two
miniatures of one of which will receive
torpedoes and will be out. There is
a small dome, and two large submachine
- vehicles: submarine travelers. These are
very large submarines, and are known
to run on very long and large distances.
They are parked on the hill too. There
are various men swimming nearby, or in the vehicles.

Sighting of the Base, and Beginning of Adventure
When the player is first sighted, the pirates
will already have detected the mini-sub on
the sonar. The patrol mini-sub will detached
from patrol and sent in to destroy the in-
truder. Meanwhile the guards will
take torpedoes from the ammunition, and
plot out the second sub for best. A patrol
crew which will take some of or 1:1:4
minutes. If the patrol subs fails to report
back with proof of a hit, the second sub
will be sent out. If neither submarine re-
turns the base will go to full alert. While
the submarines are in action, one man
will be sent into the glass dome on top
of the Seadrome, while the other four
guards will watch in the airlock. If an ap-
proaching submarine is sighted, they will
send out two men, who will wait in the
skylooms near the lock and attract
any men in the water. The others will wait
just down the passage from the airlock,
ready to fire with their harpoon guns
at sniper points. The guards will almost
always be in this position when the players arrive,
unless the players take special action, in
stirring up sand to hide their approach,
covering behind other submarines, or
approaching submarine. The men will be
in their vehicles, the others at their posts.

Location Key to Pirate Base
Note of explanation: The Seadrome is
made of reinforced plastic, and is likely
to be punctured in a prolonged shoot out.
The walls can take 16 points of damage
from a single shot, or a total of one hun-
dred points. If the wall is punctured, the
room will fill with water in 3:7 minutes.
The sub travelers have much smaller walls.
the glass forward view ports can take 30
points from a single shot, or a total of
225. The steel hull can take a total of
300 points.

1/4: Airluck: This automatic door opens
automatically whenever you open the gate,
and doesn’t close until you close it.
2/3: Airluck: This automatic door opens
automatically whenever you open the gate,
and doesn’t close until you close it.
3: Central Shaft: The Seadrome is built
around a central ladderwell, which goes
from the bottom of the observation area
at the top. There are exits at each
floor, with doors, which open as you
move up.
4: Lower Control Room and Sleeping Area: This
is a large room with two sub-machine guns
for the basic control systems. The control
systems include television screens showing all
the areas of the base, the glass domes and
areas of surrounding sea. In this room will
be the breathing gear and exuimkins
for the oxygen, and command personal.

4/5: Dressing Room: This room provides sleep-
ing quarters for the guards and wainscots.
There are simple beds, lockers and over-
head lighting. There is nothing of partic-
ular value or interest in the room.

5: Power Maintenance Area: This small
area is in the centre of the dome’s life-
support systems. It has various controls,
including a large switch marked on/off.
Nearby are buttons, with green lights
showing above them labelled turning on, air,
conero, rack, scan. Lighting shuts down all lighting in the dome, air will stop
the air circulating if pressed, oomoo will cut
power from the dome’s communication
link, will make the air lock operative, scan will cut the power to the internal
and external television systems, and the
sonar. The oomoo switch, if moved from
on to off, will cut off all these functions.
Pressing this button again will restore the
green light, and make the function work
again.

6: Central Control Area: This large cen-
tral room contains command gear, television
screens showing the inside and outside of
the dome, sonar and hydrophone equip-
ment, computers and automatic analysis
machinery. There are seats loosely scatter-
ed around the control room.
7: Armory: This room contains two
harpoon guns, each with five bolts, and
ten shots. There are also two two-paddles
chained up one wall. The paddlocks on the
chains prevent removal of the torpedos
without the keys, which are carried by
the security officer.

0: Mcorcnownaissance Corridor: This
corridor runs between two minor gen-
eral, allowing their room and mainte-
nance. The generators are protected from
the corridor by wire mesh screens.
8: Qtralock: This device allows the in-
structions sent to the various parts, which
will then be received by gears to pass from
the side of the dome. Using a remote
control panel we can by it, the weapon
is made to fire in a vise over is side of the
dome. The weapon in question is a heavy
gun as normal + 1, 4d11 damage.

10: Observation Area: This glass clear
submachine deck allows vision in a 300’area.
The glass is one-way glass, which does
not let light out from the inside, but allows
light in outside to penetrate. A wire on
the ladder shaft holds a pair of light inten-
se refraction lenses, and a pair of
“mirrors”.

11: Subtractor Control Deck: This
control deck contains the highly complex
equipment necessary for the running of a
subtractor. At the front we have the submarine
controls, on the right we have the control
desk, on the left is the airlock and drive
control desk, and the rear of the deck is
given over to the eave’s beds. The rear
wall is a panel covering the essential
central control system, below this there
will be a handle for the main power, further
controls cannot be repaired on this
world.
### Pirates

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<tr>
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The numbers below the pirate's number indicate which particular pieces of equipment he has on him. If the number is in brackets it indicates that the pirate possesses the equipment, but is not wearing it. The guards for instance, have cloth armament in their quarters, but as it is rather uncomfortable, they do not wear it until necessary. The crew of the station all have swimming equipment, but in the relatively safe environment of the Sea- dane they have abandoned it. The sub-marines and crew wear swimming gear, handling such items as flippers by their belts, and rocking their oxygen tanks as the guards wear their swimming equipment, and carry their oxygen tanks while on duty. The second minilad pilot possesses a harpoon gun; it is in his sub, parked close to the dome.

### Notes on Play (Referee)

The essential part of this scenario is the sub-orbital pirate base, and it is important that the players should be able to cripple both sub-marinists. For that reason, the two travelers are at the base, when it might reasonably be expected that they would be out traveling. Optionally, you might be traveling and the players would have to set a trap. The travelers are currently floundering in an estimated value of around 2,000,000, and if this is not destroyed the players could expect to increase its size. In any case, the travelers will almost certainly give some bonus to the players, at the referee's option, if the players have thought their problems out well. Examples of good play are caution (but not paranoia), ingenious and plausible solutions to problems, careful planning and so on. The bonuses might be a packet of rare drugs, or some small item to lead them into another adventure, or an introduction to a non-player character who could be useful to them.

Using one's imagination to solve the problems presented is important to the scenario. A micro-torpedo could be used to detonate an approaching torpedo. A work pack could do the work of four men if the submarine became trapped in seaweed (Event 8). If the players come up with any other solutions in this line, the referee should view them favorably. He must of course not support them himself, but if the players do think of them, they should be suitably rewarded.

Fighting in the water may pose considerable problems. The nearest equivalent is fighting in zero gravity, and the procedure for zero-gravity combat outlined in Mercenary should be used, with the following notes: A CO2 harpoon gun is a low recoil weapon. As water is slightly easier to hold than air, it is used in vacuum, especially while wearing flippers, the throat to avoid losing control, and to reorient oneself should be reduced to 1+.
It is possible for a Dragon Master, on a limited basis, to allow gray elves (faerie) and Sylvan elves as Player Characters in his campaign. The Monster Manual states these types of elves are generally very reclusive and avoid contact with any races other than elves, campaign circumstances may dictate otherwise.

Both types possess the same abilities that high elves have as regards powers with bow and sword, invisibility, surprise capability, finding secret or concealed doors, and sleep and charm resistance. However, the characteristics and class progression are different. Variations in physical appearance and lifespan are as described in the Monster Manual. Player Characters who are of this sort should avoid disclosing the location of their home lair to any non-elf.

Only elves retain the same languages as do high elves, and may learn up to four extra languages, for each intelligence level over 16. Magicians of this race may work up to Wizard (12th level) if they have an intelligence of 19. Fighters must choose either a shortsword or a longsword as one of their weapons, from the start of play. There are no assassin class gray elves, and thieves are extremely rare.

Sylvan or wood elves speak the common tongue, their alignmen tone, the Sylvan dialect of elven, trant, centaur, satyr, sprite, pixie, dryad, giant fancy, and giant oat. Depending on their intelligence, they may learn one or two extra languages.

Because of their lesser intelligence, they may work up to 10th level as magic-users, but their greater strength allows them to reach Superhero (5th level) if their strength is 18 (76) or higher. Thief-class Sylvan elves are not too uncommon, but there are extremely few assassins among their ranks, this being seen as a "pollution" from previous human contacts.

Both types of elves may mix classes as do high elves, when allowed. If high-elf cleric classes are not allowed as Player Characters in your campaign, then neither should you allow gray or Sylvan elf cleric classes. Half-elves of faerie stock are virtually unknown, and those with a Sylvan elf parent are basically more common. Half-elves of either type should be played as half-elves in the Players Handbook, with some changes in known languages for the 'half-elfs' option as in the DM's option.

Sylvan and gray elves will much prefer to go on adventures with each other, in complete ignorance of other elves. Half-elves, Trolls, half-faeries, and gnomes will be well-received, humans and other sorts of hobbits will be seen naturally dwarves will be disliking (particularly by gray elves, with some exceptions), and half-elves don't have much of a chance, if any. Sylvan elves will accept ranges and rituals in their company of any race.:

**Bonuses and Penalties to Characteristics**

**High Elves**

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Strength</th>
<th>Str</th>
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<th>Constitution</th>
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**Sylvan Elves**

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**High Elves**

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**Sylvan Elves**

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**Adaptions**

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Their lifespans is about 290 years.

**Racial Preference**

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<th>Antagonistic</th>
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Dear WD,

I could hardly believe my eyes when I saw Space Travel in A&D introduced in one of your recent issues. How could you make such a show of it and we knights of ye rounde merchant space ship, riding valiantly to battle on the trusty anti-gravity sword, nobly adorned in alchemic backpacks and brandishing a weapons is hardly the spirit of A&D.

I don't think I should be accused of playing God in my AD&D campaign. I do think that the adventuring system doesn't fit in with the grandeur intended by the creator of the game. The challenge of the AD&D campaign/event is having a little knowledge of the terrain and people at the outset and using the opportunities your situation gives you to gain knowledge of the environment or achieve a specific objective. Having such a vast view of stars and planets rains through space, easy access to large areas of the world (and universe) is a modern conception, and well captured in the game Traveller.

Perhaps if the author feels he needs a change from ordinary AD&D - insinuated thereby is to call it A&D ordinary - he should play Traveller instead.

Yours sincerely,
J.P. Hanstein, Boston

Dear WD,

I have to agree with Simon Miller's position on the importance of role-playing in any role-playing game (the one present in a letter published in WD20). In any RPG, it is the role-playing that interests players, one would hope, rather than the simple desire to hack and slay and acquire imaginary power.

Granted, there is one cause for an interest in gaming, but this is the role reason for playing, a simulation or a good time of games has about the same effect. If one chooses to play a role-playing game, it should be role-playing.

The matter of choosing a game system in which to play is a little more complex than Mr. Miller implies. Reading and involvement involves a fair bit of thought and reasoning.

The most important step in this process is the discovery of a playing style. Naturally, this is no easy thing, and will involve a lot of trial and error. The player will make significant choices easier and more accurate. The player should play in as many game systems as possible in different roles and styles. This will provide a good base of experience, from which making a judgment on preferred styles will be easier. It is only by gaining a wide knowledge of what is available that a player will be able to make informed decisions.

The player will become aware of his role-playing ability, and the degree to which he prefers one or another system. This will narrow the choice of game systems considerably. A player more interested in hacking and playing creatures and accumulating gold than in playing a role will naturally want an option that emphasizes this (or that can be perverted to emphasize the player's strengths. Players who thrive on rules and play a highly technical game will enjoy most a game that regulates everything. And players who are interested in role-playing more than anything else will want a system with a minimum of rules and a maximum of freedom to act individually and independently. Simple guidelines will be of little interest.

But of course, by the time a decision has been made on a personal playing style, the player will have an idea of what systems interest him the most. If, as seems to be the case with Mr. Miller, a player falls into the category, then you are there. The less we're superstitious about the player's choice of the game (the reason that they seem to reflect from the playing of the game. But to another player who prefers a technical, highly defined game (most gamers seem to fall into this category), the same rules may be the better game. It becomes for this group (and the companies) as well as the players, to get their answer.

A role-playing enthusiast like Mr. Miller need pay no attention.

Sincerely,
Andrew Dower, Canada

Dear WD,

It always surprises me how steadfastly D&D stick to using magic items taken directly from the Dungeon Masters Guide. Can any player honestly say that he has not had a good time with the magic items in the Guide? I've found that a good way to fox players is to change the items around slightly. A Cap of Insufficiency, for instance, instead of a Ring of Insufficiency (rings are one of the first things players look for on a dead guy, in my experience), or Socks of Silence, instead of Boots of Elvenkind, are just two examples. After all, wizards constructing items would not all think of the same things upon which to cast their spells, surely.

Yours,
Russ Smith, Cleveland

Dear WD,

Ray Modison's series The Dungeon Architect remains excellent, but the last (WD27)? Well, that was a bit of a shock really - no errors of fact. Firstly, a giant can beat a gargoyle easily. I refer to the Dungeon Masters Guide, page 75, on Grenades. Look at only one. This book is fallible. Just like the DM who wrote about his vampire player. Roger also notes the power of oathed burglars to damage infravision attacks but not to the fire-bombs wielded by adventurers. True - except that we aren't immune to straight-forward hacking. Look again in the Monster Manual. The level 300 orc is an ogre.

The DM was the latest thing. Of course, D&h, are welcome to retain the old version of the game, but it might be easier of them to warn players (and, nonetheless, I found Roger's comments highly acceptable - particularly those on Dungeon ecology. Personally, I find a 'rabidly, ecologically-minded' dungeon far more interesting to play or run. [Albie Flore's L'hirondelle is a personal favourite of mine, in that it gives adventures an overall objective - to find out what the-fashioned is on round here].

Anyhow, all the best and keep up the good work.

Yours,
Phil Masters, Herts.

Dear WD,

I was very pleased to see the Gamer advert on page 7 of issue 20. It is about time that you, as the main British glossy RPG magazine, started to make the British fantasy gamer more aware of home computers. In that vein, perhaps you could do an article on home computers and their applications in Fantasy/Science Fiction gaming. The Dragon has a regular column on this topic (The Electric Eye which started nearly two years ago in Jan 1980) and, considering the wide range of applications that home computers can be put to it is about time that White Dwarf made some offering on the subject.

If you do take note of the Gamer advert then concentrate on the affordable micro-computers - the Acorn Atom, the Vic 20, the 77 and 80 etc but, don't ignore the Sinclair ZX81: c 69.95 it's the most affordable micro-computer available (it's so good we are selling it to the Japanese, a real turner instead).

Yours sincerely,
Nick Middleton, Aven.  

- You will be glad to hear that we are in the process of doing more than just print an article on the subject of micro-computers: we're currently working on a department devoted to the subject for mid '92 to be edited by Mike Costello. So if there's any one out there with F3F computer related material, please send it in! -

Ed
The party, while skirting the edge of a desert area, notice a bright light some distance away in the desert. The light is visible even in daylight. On approaching, it can be seen that the light shines from the top of a tower half buried in the sands. En route to the tower, the party are likely to encounter a...

GIANT SANDCRAB
by Roger E Moore

No. Appearing: 1–3
Armour Class: 3
Movement: 9'
Hit Dice: 6+6 + 4
Treasure: E
Attack: 2 claws for 6+4 each plus poison
Alignment: Neutral
Intelligence: Animal
Monstermark: 516 (level X in 12 levels)

Giant sandcrabs are well adapted to a desert-dwelling environment devoid of water. They have eight legs long, and the body is a flattened oval, about 5 in diameter, covered in a thick sheen. The four eyespots can be extended up to 2' from the body. The two 6'C'pierces arms terminate with a claw similar to a normal crab's except for a third claw which can inject a weak poison into any victim hit by that pincer. A saving throw vs poison at 10 on the dice must be made or the victim will lose consciousness and die in 2-5 turns unless cured by a spell. These monsters can bury themselves in sand, usually near wargas routes or cities, so that only their eyestalks project above the sand. This is effective since there is a high chance of detecting a hidden sandcrab at 50' or less. Major spells or devices that detect enemies or hidden things will reveal their presence. If any victim comes within 50' or less of a sandcrab, it will rise immediately to its full height (surprising on a 1-4 on d6) and attack. Giant sandcrabs will be encountered in this fashion 80% of the time; otherwise they will be found scurrying across the sands in search of prey. A sandcrab can only be surprised 5% of the time because of its acute visual senses.

The tower can be entered via balconies 15' above the ground or through buried window openings. Stairs lead up, the route descending being blocked by sand which has poured in the openings. At the top of the tower is a diaphract above a narrow hole running down through the center of the tower. The light comes up the hole and shines out via the diaphract. There is also a trapdoor below which is another flight of stairs running down along the light 'chimney' to end as a 10' drop some distance below the sand level outside. The stairs and door are obviously still in use. Behind the door are various chambers now inhabited by a family of...

ANUBI
by Andy Woudhiam

No. Appearing: 1–4
Armour Class: 4
Movement: 12'
Hit Dice: 6+6 + 3
Treasure: A, E and Z
Attack: 2 claws for 6+4 each, and 1 bite for 3+8
Alignment: Lawful good - 50%; chaotic good - 10%; lawful evil - 30%; chaotic evil - 10%
Intelligence: Exceptional - genius
Monstermark: 270 (level VIII in 12 levels)

Anubi, though rare, are most commonly encountered in warm and arid areas. They may be encountered above or below ground as they usually enjoy walking in daylight or darkness (60' invisibility).

They are an extremely powerful spellcaster, with strength ranging from 14-18 (20). They know the use of weapons (preferring their natural weaponry) and armor, though they will wear items that they consider to be of a decorative nature. They are unaffected by sleep or charm spells. Fear is such an alien concept to them that they are also unaffected by fear based spells. They are 25% resistant to all other types of magic spells.

Some anubi (25%) are capable of magic use and can use 2x1st level, 2x2nd level, and 1x3rd level spells once per day, doing so at the 10th level of mastery. They consider the use of magic in combat against a non-magic using opponent to be cowardly.

Anubi are 9' tall, have dog-like heads and large hands with clawed fingers. They are completely covered with a light fur, usually brown though it can be white or silvery blue.

If encountered in their lair, they will normally be 1-4 males, 1-2 females and 1-8 young of varying maturity. As anubi do not mate with their young, the chances of encountering a family of anubi are extremely low.

Anubi speak their own tongue - a series of clicks and whistles, and are usually 80% capable of speaking common.

There is also a subgroup of the species:

KAIL
by Andy Woudham

No. Appearing: 1–2
Armour Class: 3
Movement: 12'
Hit Dice: 6+6 + 4
Treasure: A, E and Z
Attack: 2 claws for 6+4 each and 1 bite for 3+6
Alignment: Lawful good - 50%; lawful evil - 50%
Intelligence: Exceptional - genius
Monstermark: 270 (level VIII in 12 levels)
Kari are members of the anubi species born infrequently to normal anubi parents and are thus very rarely encountered. They are the same as anubi in all respects except their strength is phenomenal, ranging from 18–1800, and sometimes higher; their magic resilience is 30%, and they are larger (10‘+4) and have jet black fur. Once contact has begun, they neither give nor accept quarters.

The anubi occupy the middle floor of the building, their usual lair. The lowest level are two empty chambers, out in the one directly under the tower are...

SHIM-SHARI

No. Appearing: 3–24
Armour Class: 9
Hit Dice: 4d8 + 1
Treasure: Nil
Alignment: Loyal neutral
Intelligence: Low
Monstrermark: 93 (level V in 12 levels)

These rare creatures appear as large, powerful humanoids without heads or orifices. Their skin is a uniform tan colour with a texture like sandpaper. Their bodies are in fact made of sand, and with their eyes open, an extensive system of ant-like tunnels running throughout the body is revealed. A shim-shari's sensory perception is via sonic vibration through this system. Thus any creature or object moving without sound (even heartbeat are detectable) will be invisible to shim-shari, while any form of visual or scent related attack or defence will be useless against them. This is in common to the effects of such spells as mirror image, invisibility, phantasmal force, etc and skunk, wither-stitch, and cloud kill type attacks. Deafnen will cause them to be 'blinded' (radial attacks at -10 on hit) while blink and audible silence will confuse them causing an additional -2 to hit.

Due to their elemental origins, every elemental attack against them do triple damage. Motor and rock to mud, and stone shape can all be used to destroy shim-shari, but finger of death is useless as they have no heart. Finally, shim-shari are singularly unperturbed by all self-preservation instincts; all charm, suggestion and fear type spells have no effect on them.

When attacking, shim-shari (desert tongue for 'skull-dealer') use large polearms (70% halberd, 30% others). If disarmed, they must pass their hands for 'tongue' and their strength is always 18/00 with the bonuses of +1 to hit and +3 damage. In melee, they like to face each opponent individually, doing on their opponents' flanks if they do not do the same.

Shim-shari are created by the use of a magical Tome similar to the Tome of Despair. Such a Tome can only be found in treasure or libraries of desert origin or large. The minimum cost to create such a tome is 2,000 gp each. Cost usually run much higher though. Thus they are usually found under the control of another more powerful creature and are very rarely used as guards or caravan raiders. They usually use the least violence necessary to achieve their limited instructions (i.e. they will only attack caravan guards or those opposing them, not innocents). They can also be instructed to subdue and capture. Desert raiders (WD 12) have perfected a method of disguising their movement so that sham-shari cannot detect them.

The shim-shari guard the chamber containing the light source (which is simply an orb with a permanent light spell cast on it) and it was used as a directional beacon by the brigands who once used the building but were driven out by the anubi and the treasurers chamber which leads from it. The treasure comprises booby-trapped caravans, a Tome for creating shim-shari and a chest containing gold, gems, and...

ARGORIAN WORMKIN

by Barney Sloane

No. Appearing: 2–8
Armour Class: 5
Movement: 12
Hit Dice: Tthat +1
Treasure: Special
Attack: Bites for 1-4d6 plus nausea
Alignment: Neutral evil
Intelligence: Non
Monstrermark: Suggest level IV in 12 levels

These long creatures were the product of a cunning cleric/assassin from Argor to protect his caches. These nosy worm-like creatures are reddish pink and sport a sucker-like rasping mouth, with which they rasp flesh and armour. They also inject, on a successful hit, a nauseating fluid which, unless a save vs poison is made, causes the victim to vomit violently and be unable to do anything for 1–8 rounds.

Their peculiarity is that they cannot be killed unless the damage done, including magical, can remove all the creature's original hit points in one go. Otherwise the creature splits into two halves, each with the hits and 'split' ability of the original. Its 'treasure' is whatever it is guarding.

Notes to the Referee: The building has 3 floors, all below sand level. The top floor had openings through which sand has blown to fill it. Any attempt to go up from the middle floor (anubi lair) will find a barred door which, if opened, will allow sand to pour through and begin filling the middle floor. The middle floor has no openings in the external walls. The lowest floor (where the shim-shari are in the underground hall and has large barred portals in the external walls. All are under pressure from outside. If unbarred, the doors will burst open and sand will pour in, beginning to fill the building as though it were a flood of water. Treat accordingly if characters are engulfed in the sand, but no swimming!

FIEND FACTORY POLL RESULTS

TOP TEN
1: Shade Gobblins (WD 26) by Barney Sloane
2: Dream Demon (WD 25) by Phil Masters
3: Mandrake People (WD 6B) by Glenn Goddard
4: Cyclopi (WD 21) by Allie Foris
5: Incubus (WD 26) by Roger E Moore
6: Russian Doll Monster (WD 15) by Roger Ferguson
7: Forest Giant (WD 20) by M Newton and O Haxley
8: Jinn (WD 29) by Crispy Hithcock
9: Pheng (WD 18) by Simon Tilbrook
10: Winer Kobold (WD 28) by Jonathan Hardwick

WORST FIVE
1: Ungollant (WD 22) by Peter Cockburn
2: Dagon Master (WD 24) by Malory Nye
3: Crystal Golem (WD 21) by Robert Olson
4: Bonecone (WD 24) by David Taylor
5: Wreke (WD 18) by Andrew Hilds

Congratulations to all those whose monsters were voted into the top ten, and commiserations to those who invented the worst five, with the compissing ishout that each of the worst five also received a vote in the poll for the best monsters.
Talismans and amulets, derived respectively from Arabic and Roman traditions, often play a part in medieval fantasy but are rarely seen in D&D. Technically, an amulet is a passive defensive device while a talisman confers some power or ability. In either case only the wearer benefits from the magic. Anyone may wear an amulet or use a talisman provided he knows the magic command word.

In D&D an amulet provides protection against a particular spell, while a talisman enables the wearer to use a particular spell even if he is not a spellcaster. A given amulet or talisman may be "tuned" to only one spell, but an individual may wear any number of such charms at one time. Sometimes the amulet or talisman will fail to operate, and each time it is used there is a chance that it will disintegrate after use. A method is provided below to enable spellcasters to construct these charms, but their primary function should be as minor magic treasure items where a more powerful item is not justified.

The determining factor in creation, operation, and disintegration of charms is the level of mastery of the creator, that is, the number of experience levels he has advanced counting from the level before he became eligible to construct charms of the order in question. Only a character class which can cast the spell can create the amulet or talisman — for example, a cleric cannot make a fireball amulet. The caster must be of sufficient level to create the object, as shown:

<table>
<thead>
<tr>
<th>Charm Order</th>
<th>Class</th>
<th>MU/Illusionist</th>
<th>Cleric/Druid</th>
<th>Level</th>
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</tbody>
</table>

For example, a magic-user must be at least ninth level to make a second order amulet or talisman. The sorcerer would be at third level of mastery for first order charms, first level of mastery for second order.

Amulets

Each amulet takes two weeks per order number to make, and uses the order number squared, times 100 gp. Time and cost are as assessed even if the amulet is a failure.

The chance of successfully creating an amulet is 10 times the level of mastery of the creator, plus 20%. The chance of successful operation of the amulet when the specified spell is cast at the wearer is 10% times the level of mastery of the creator, plus 10%. If failure results, the amulet has no effect. If it operates, it gives an additional saving throw versus the spell, or a save against a spell that normally allows no save. (If two saves are successful against spells which may do half damage, such as fireball, they do quarter damage.)

When an amulet operates, there is a chance that it will disintegrate after operation. This is 100% divided by one plus the creator's level of mastery.

For example, a level-twelfth level) makes a second order amulet. Cost is 400 gp and four weeks' work. Chance of success is 10 x 3 = 30 - 50%. If the wizard succeeds, the amulet will work 10 x 3 = 30% of the time. When it works it will disintegrate on a roll of 1-25 (100 divided by [1+3] = 25%).

Talismans

A talisman takes two times the spell level of weeks to make, and costs 1,000 gp times order level. Costs apply even if the creation fails.

Chance of successful creation: 5% times creator's level of mastery, -20%. Chance of operation: 5% times creator's level of mastery, -10%. Chance of disintegration is 10% times spell level, rolling after the wearer attempts to operate the talisman even if he is incautious.

When the talisman operates treat it as though the wearer has cast a spell of the specified type.

The following tables list all spells for which amulets or talismans can be created. The number and letter following the spell name indicate spell level and class (C = cleric, D = druid, I = Illusionist, M = mage/wizard).
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