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An 1889 Crystal Sphere

Her Majesty's 1st Giff Infantry (The Grays)

by Timothy B. Brown

GDW's SPACE: 1889 universe, with its Martian sky galleons, Venusian lizard-men, and competing Earthly colonial powers makes a fabulous new crystal sphere for any SPELLJAMMER™ campaign. This two-part article explores that possibility, assuming limited contact from beyond Sol's crystal sphere during the time of the Second Unhuman War. Rules are presented for converting all *SPACE: 1889* mechanics and concepts to the AD&D® 2nd Edition game.

Initial Contact

IN LIGHT OF RECENT EVENTS HAVE ABANDONED FURTHER ELECTRICAL RESEARCH. STOP. MAY HAVE CAST FIRST SPELL YESTERDAY BUT RESULTS INCONCLUSIVE. STOP. WILL INFORM. STOP. P.S. HEARING PROBLEM CLEARED UP BY SOMETHING CALLED A HEAL SPELL. STOP. WHY DIDN'T YOU TELL ME ETHER PROPELLER SO LOUD? STOP.

Orbital Heliograph message from Thomas Edison (London) to Jack Armstrong (Syrtis Major), 1889.

In September of 1886 (by Earth reckoning), the elven Men-o-war *Starrival* and *Lady Ellyndyl* entered the Sol crystal sphere. Fleeing a goblin flotilla, the pair put to orbit around the fourth inner planet to affect repairs. All navigational records indicated the native life forms of the second, third, and fourth planets in the system to be without magic or spacefaring ships—accordingly, Admiral Kayvyan expected no trouble. When his chief engineering officer insisted he needed a large supply of wood to rebuild the *Lady's* forward bridge, Kayvyan authorized an expedition to the surface.

"The party returned with fascinating information," Kayvyan later entered into his log. "The natives here have mastered the use of a magnificent variety of wood, one that rises against a gravity plane. They command huge floating navies, the ships built from this amazing wood. The men collected some for themselves. Second, it appears that the humans of the third planet have

somehow mastered a rather gnomish, mechanical means of interplanetary travel. Further investigation of the sphere should be undertaken, but our crew is exhausted and time is short."

An official investigation by the elven navy was never launched, but news of the Earthly humans, with their mechanical space ships and incredible weapons, and the valuable Martian liftwood leaked out.

Characters

Converting a *SPACE: 1889* character to AD&D 2nd Edition game terms is a simple task. When creating NPCs who are native to the Sol crystal sphere, use *SPACE: 1889* for their initial generation, then convert them using these guidelines.

Abilities and Ability Scores: *SPACE: 1889* characters have Strength, Agility, Endurance, Intellect, Charisma, and Social Level attributes ranging from 1 to 6. Five of these attributes correspond directly to AD&D game abilities.

SPACE: 1889 Attribute
Strength
Agility
Endurance
Intellect
—
Charisma
Social Level

SPACE: 1889 Score

1
2
3
4
5
6

AD&D game Ability
Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma
—

AD&D game Score (Die)

3,4 (1d2 + 2)
5,6,7 (1d3 + 4)
8,9,10 (1d3 + 7)
11,12,13 (1d3 + 10)
14,15,16 (1d3 + 13)
17,18 (1d2 + 16)

Converting Attribute Scores to Ability Scores: The *SPACE: 1889* character's attribute scores dictate the possible range of his corresponding AD&D game ability scores, as shown on the table above. The possible ability scores are listed with the type of die and modifier to pinpoint it. An attribute score of 3, for example, could translate to an ability score of 8, 9, or 10; roll a

single d3 and add 7 to determine the exact ability score.

Wisdom: There is no *SPACE: 1889* equivalent for the Wisdom ability. A new Wisdom score must be rolled (3d6) for every translated character.

Social Level: There is no AD&D game equivalent for the Social Level attribute. Note the character's original Social Level score and its corresponding social class (working class, tradesman, middle class, gentry, wealthy gentry, or aristocracy). It still can have a profound influence over relations with other natives of the Sol sphere, but, of course, it means nearly nothing in the rest of Wildspace.

Races: The Sol sphere contains three separate player character races: Humans, Martians (including the high, hill, and canal varieties), and Venusian lizard-men. There are no minimum or maximum ability scores or racial ability adjustments for these races.

Class Restrictions and Level Limits: All information is given on the Racial Class and Level Limits Table.

Languages: The Sol sphere has a variety of unique languages.

Sol Sphere Languages Table

Venus	Earth	Mars
Lizard Man	English	High Oenotrian
Low Lizard Man	Dutch	Parhooni
	German	Koline
Luna	French	Umbran
Moon Man	Japanese	High Martian
	Russian	Hellan
	Chinese	Noachan
	Bantu	Khallan

Humans: All Earth-born humans are subject to the restrictions and benefits of their race per the AD&D rules. While their initial classes are restricted, as outlined below, Earthly humans can elect to become dual classed in any of the new professions coming in from outside their sphere, specifically the priest and wizard classes.

Earthly humans speak the language of their native country (English, Japanese, etc.). He can speak one or more additional languages, including Martian languages, as determined by his linguistics skill in *SPACE: 1889* character generation.

Martians: Martian natives are demi-humans, subject to their normal restrictions and benefits. Martian characters, too, are restricted to their initial class, but can begin their careers anew or become multi-classed. Differences between the three varieties of Martian (high, hill, and canal) are given in the compendium entry on Martians.

Lizard Men: The Venusian variety is a more primitive ancestor of the species more common to Wildspace. Though technologically stunted in the eyes of their Earthly neighbors, the Venusian lizard men can easily adapt to life in Wildspace. Venusian lizard men can become multi-classed.

Average Height And Weight

Race	Height in Inches		Weight in Pounds	
	M/F Base	Mod.	M/F Base	Mod.
Lizard Man,				
Venusian	58/58	2d8	140/140	6d10
Martian,				
Canal	80/78	1d8	180/120	5d10
Martian,				
High	71/68	1d6	170/130	4d10
Martian,				
Hill	75/73	1d10	180/110	4d12

Age In Years

Race	Starting		Max.	
	Base	Variable	Base	Variable
Human,				
Earth	15	1d4	60	+2d20
Lizard				
Man	10	1d6	50	+2d10
Martian,				
Canal	20	1d8	90	+3d8
Martian,				
High	15	1d6	80	+3d10
Martian,				
Hill	15	1d4	70	+2d10

Aging Effects

Race	Mid. Age	Old Age	Venerable
Human,			
Earth	30	40	60
Lizard Man,			
Venusian	25	37	50
Martian,			
Canal	45	60	90
Martian,			
High	40	53	80
Martian,			
Hill	35	46	70

Racial Class and Level Limits

Character Class	Character Race				
	Human	Lizard Man	Canal	Martian High	Hill
Bard	U	—	16	—	—
Cleric	U	12	18	14	16
Druid	U	—	—	—	14
Fighter	U	14	14	16	16
Illusionist	U	—	12	10	8
Mage	U	—	14	12	10
Paladin	U	—	—	—	—
Ranger	U	12	—	10	14
Thief	U	10	16	8	12

Careers and Classes: A character's career or occupation can translate directly to one of the AD&D® game character classes.

The warrior occupations are not unknown within the crystal sphere. Among humans, all characters with army or navy careers are in fact fighters, as are the big game hunter and explorer. On Mars, all hill Martian kings and their warriors are fighters, as are all canal Martian soldiers, mercenary soldiers, and cloud sailors. All hill Martians are fighters. On Venus, all lizard man warriors are fighters; those who have adopted a more sedentary lifestyle are not. Variations within the warrior group are possible: scouts and skirmishers might actually be rangers. There are no paladins native to the Sol crystal sphere.

When considering the rogue group of character classes, there is no shortage of careers that qualify. For humans, all criminal careers class them as thieves, as does the foreign office-agent career. On Mars, some canal Martian ruffians and merchants also could be thieves. Only the human career actor can convert directly to the bard character class, and then only at the DM's discretion. There are no rogues native to Venus.

Despite the wide range of Earthly religions and their representatives, there are no priest character classes among the so-called civilized humans, since none of them pray to a deity in order to cast spells. However, there are a variety of "primitive" holy men who qualify as priests—witch doctors and shamen from darkest Africa, Central and South America, the seemingly endless Pacific Islands, and the vast unexplored interior of the Martian wilderness. These figures are usually little understood and greatly feared. While some may be druids, most are clerics of a somewhat savage, tribal

nature.

There are no wizards native to the Sol sphere. All other natives to the crystal sphere are counted as 0-level characters when converting to a SPELLJAMMER™ campaign.

Level: Any character who converts directly to a character class must also have a level. A newly generated NPC or player character is 1st level. For NPCs who have had extended careers prior to play, add an additional level beyond first for every two years of active service, with a maximum level of fifth. A canal Martian mercenary soldier who has been active for five years would be a third level fighter. Optionally, a character's level may be reduced for years spent in more administrative roles.

Skills and Proficiencies:

Fisticuffs: The punching and wrestling system is available to all AD&D game characters, but those who had fisticuffs skill gain a bonus to their attack and damage rolls. Add one to each for every three levels (or part thereof) of fisticuff skill.

Throwing: A character who had throwing skill is considered to be proficient with all thrown weapons. He also gains the *rope use* proficiency. If the character has level three or higher in throwing, he is specialized in the use of a single thrown weapon.

Close Combat: This cascade skill is divided into edged weapons, pole arms, and bashing weapons. When converting the character for SPELLJAMMER game play, each level of skill counts as a proficiency slot in a single weapon appropriate to the category—one level grants proficiency, two or more levels grants specialization in that weapon. Refer to the AD&D game equipment lists on pages 68-69 of the *Player's Handbook*. All weapons listed under polearm qualify as pole arms, all weapons listed as slashing qualify as edged weapons, and all weapons listed as bludgeoning qualify as bashing weapons.

Trimsman: There is no trimsman equivalent in Wildspace—it is a skill unique to the humans and Martians who operate liftwood vessels. In SPELLJAMMER™ game campaigns, trimsman is a new proficiency; outsiders can learn to operate liftwood vessels if they so desire.

Stealth: Having this skill grants the character the thief abilities *move silently* and *hide in shadows*, regardless of his

character class. Every level of stealth skill equates to 15% in both skills. If the character is a thief, this gives an additional 15% in both skills.

Marksmanship: This cascade skill is divided into pistol, rifle, and bow weapons. In conversion to AD&D® game play, each level of skill counts as a proficiency slot in a single weapon appropriate to the category—one or two levels grants a specialization in that weapon. Refer to the Equipment Lists for bows; all weapons listed under bow qualify. Refer to the weapons list in the *SPACE: 1889* rulebook, pages 56-57, for pistols and rifles. All rifles, carbines, and shotguns qualify as rifles for marksmanship skill.

Mechanics: The construction, use, and operation of machines is unique to Earth society. In SPELLJAMMER game campaigns, mechanics is a new proficiency open to any character who is exposed to the steam, electronic, and mechanical devices of Earth. Mechanics proficiency grants no insight into gnomish machinery.

Crime: This cascade skill covers the unsavory skills of lock picking, pick-pocketing, and forgery. For the former two, the character gains the thief abilities *open locks* and *pick pockets*, regardless of his character class. Every level of crime skill becomes 15% in both skills. If the character is a thief, this is an additional 15% in both skills. For the latter skill, any level of crime skill gives the character the forgery proficiency in SPELLJAMMER campaign play.

Wilderness Travel: With every skill level in wilderness travel, the character can “buy” one of the following proficiencies: *hunting*, *mountaineering*, or *set snares*.

Fieldcraft: With every skill level in fieldcraft, the character can “buy” one of the following proficiencies: *direction sense*, *endurance*, or *navigation*.

Tracking: Any level of skill in tracking gives the character the *tracking* proficiency.

Swimming: Any level of skill in swimming gives the character the *swimming* proficiency.

Observation: Any level of skill in observation gives the character the *observation* proficiency from the *Complete Thief's Handbook*.

Engineering: Any level of skill in engineering grants the character the *engineering* proficiency. Also, every level of skill in engineering, regardless of how it is split among the cascade

skills, can be used to “buy” any one of the following proficiencies: *blacksmithing*, *carpentry*, *mining*, *stonemasonry*, or *weaponsmithing*.

Science: Science is all but unheard of in Wildspace. Use science as a new proficiency in crossover games.

Gunnery: This cascade skill is divided into muzzle-loading cannon, breech-loading cannon, machinegun/rotary cannon, and exotic weaponry, none of which have counterparts outside this crystal sphere. In conversion to AD&D game play, each level of skill counts as a proficiency slot in a single weapon appropriate to the category—one or two levels grants a proficiency, three or more levels grants a specialization in that weapon. Refer to the weapons lists in the *SPACE: 1889* rulebook, pages 60-61, for appropriate weapons.

Eloquence: Any level of skill in eloquence gives the character the *etiquette* proficiency.

Theatrics: Every skill level in theatrics can be used to “buy” one of the following proficiencies: *dancing*, *disguise*, *musical instrument*, or *singing*.

Bargaining: With no equivalent among the AD&D game proficiencies, this becomes a new proficiency for crossover campaigns.

Linguistics: Every level of linguistics skill allows the character to speak one language beyond his native tongue.

Riding: Any level of skill gives the character the riding, land-based, proficiency. If the character has riding skill in flying skill, he also gains the riding, airborne proficiency.

Piloting: The single cascade skill sailing vessel gives the character the *seamanship* proficiency. The remaining cascade elements have no equivalent in Wildspace, so are a new proficiency for crossover campaigns.

Leadership: Every level of leadership skill improves the character's maximum number of henchmen and their loyalty base as if his Charisma score were one point better. Note this difference on the character sheet.

Medicine: Any level of skill in medicine gives the character the *healing* proficiency.

New Proficiencies: The five new proficiencies cover aspects of *SPACE: 1889* that simply don't occur elsewhere in Wildspace. Each is already explained within the *SPACE: 1889* rulebook, at least in sufficient depth to be used as a new proficiency. (If you don't have *The Complete Thief's Handbook*, the *SPACE: 1889* book can be helpful creating an

observation proficiency.) The details of each new proficiency are given on the table below.

New General Nonweapon Proficiencies

Proficiency	# of Slots Req.	Relevant Ability	Check Modifier
Bargaining	1	Charisma	-1
Mechanics	2	Dexterity	-2
Observation	1	Intelligence	0
Piloting	2	Dexterity	-1
Science	2	Intelligence	-2
Trimsman	2	Strength	0

Note that the total weapon proficiencies, nonweapon proficiencies, and assignment of skills (especially thief skills) may not add up properly for converted characters—don't worry about it. This is a crossover campaign and minor variations are certainly allowed.

Gold Pieces and Pounds Sterling

AD&D game coins are defined as weighing $\frac{1}{50}$ of a pound (50 coins weigh one pound) and are of presumably pure metals. Therefore, one gold piece weighs 0.02 pounds, or 0.32 ounces, and 3.125 gold pieces (equivalent to 3 gp, 1 sp, 2 $\frac{1}{2}$ cp) weigh one ounce. In *SPACE: 1889*, gold was valued at \$20, or £5 per ounce. However, silver was only valued at \$1, or 2 shillings per ounce. Platinum is actually worth very little to the inhabitants of the Sol system, but electrum is nearly as valuable as gold.

Currency Conversion Table

	CP	SP	EP	GP	PP
Penny	1	8	240	384	120
Shilling	—	—	20	32	10
Pound	—	—	1	1.6	0.5

In the Sol system, English currency is measured in pounds. There are 20 shillings to the pound and 12 pennies to the shilling. American currency is measured in dollars. The exchange rate is \$5 to the pound. Sol paper currency is, of course, worth nothing outside that crystal sphere.

Many items listed for sale have widely disparate prices between the two systems. In the AD&D® game, a knife costs five sp (equivalent to about three shillings), and in *SPACE: 1889* a knife costs one shilling. A hatchet or hand axe is

listed at one gp (384 pennies), but only costs six pennies in *SPACE: 1889*. Use the equipment list prices in *SPACE: 1889* when in the Sol system, but continue to use the AD&D game prices when outside the crystal sphere.

Gems and Objects of Art: Gems have the same relative value in the Sol system as they have beyond it. Convert all gem prices to their equivalent in gold pieces for exchange.

Objects of art, on the other hand, can have a markedly increased value in the Sol system due to their alien origins. Collectors will pay 0-50% (1d6-1 × 10) more than the object is normally worth on any other world in Wildspace.

Equipment

Much of the equipment available in the Sol sphere needs further explanation when used in a *SPELLJAMMER™* campaign.

Scientific Equipment and Reference Materials: Binoculars and telescopes purchased in the Sol sphere can bring a great profit when sold outside. The electrical items need an accompanying power source or they won't function. *Conklin's Atlas*, *Edison's Encyclopedia*, *Robb's Medical Companion* and the *Millwright's Companion* will find ready readership among sages, clerics, and craftsmen outside the sphere, and draw a correspondingly high price.

Tools: The photographic lab is useless without intensive instructions and a supply of chemicals.

Traveling Gear: The camera also requires intensive instruction and a supply of film. The watch and gramophone would fetch a great price in Wildspace.

Fuel: All the fuels listed are in abundant supply within the Sol sphere. Outside it, recreation will require the aid of an alchemist.

Explosives: As with ammunition, the explosives here are chemical, not magical like smokepowder. Smokepowder and gunpowder are not interchangeable. Again, Sol explosives would be very valuable in Wildspace.

Firearms: All of the firearms listed are available for sale along with their ammunition. Characters will be unable to manufacture more ammunition on their own—the machining required and the gunpowder are only available on Earth, making the arms merchants there very happy indeed.

Combat

All *SPACE: 1889* characters converted for a *SPELLJAMMER* campaign have a THAC0 based on their new class and level. They are subject to all the AD&D game combat rules, including weapon proficiencies or lack thereof.

Hit Points: Converted *SPACE: 1889* characters must roll hit points according to their new class and level. 0-level characters roll 1d6 for hit points.

Small Arms and Machinegun Fire

Shots become ROF: Referring to the Personal Combat Tables of *SPACE: 1889*, shots is equivalent to ROF; a light revolver can be fired three times per round. For machineguns that have two listings, the first is the "safe" rate of fire, the second entails a risk of jamming the weapon. In a round where the machinegun is fired more than the safe number, any attack roll of 1, 2, or 3 indicates the weapon has jammed.

Jammed machineguns can be repaired with a successful Strength check, provided the operator performs no other action that round.

Range: The range listed in the Personal Combat Tables is the weapon's short range. Double that number is its medium range, and triple it is its long range.

Wounds become Damage: The Wnd value listed for every weapon translates to a damage die according to this table.

Wnd	Damage
1-2	1d2
2	1d4
3	1d6
4	1d8
1D/2	1d4
1D	2d6

Magazines and Reloading: The magazine listing tells how many rounds can be carried in the weapon. Once these have all been fired, the weapon must be reloaded. Ignore parenthetical entries on the Personal Combat Tables. The reload entry gives the number of rounds necessary to reload (parenthetical listings take one round). The reloader cannot perform any other action during those rounds, and cannot fire until the round following.

Required Strength and Save: Ignore these in *SPELLJAMMER* campaigns.

Selection of Targets: Small arms with a ROF greater than one can pick any visible targets in the round, switching from one to another at will. Machineguns can do the same, but unintentional targets within the arc between one target and the next must save versus petrification or also be hit, taking appropriate damage.

Heavy Weapons

ROF: Rates of fire for British field guns and Martian cannons are given on the Personal Combat Tables. Most require a number of rounds to reload after each firing.

Range: The range listed in the Personal Combat Tables is the weapon's short range. Double that number is its medium range, and quadruple it is its long range.

Deviation: Shots that miss their intended target may deviate. Deviation is checked and administered as explained under combat (page 99, *SPACE: 1889* rulebook).

Burst: The burst area of a heavy weapon depends upon the type of ammunition fired. Calculate the burst area as described in *SPACE: 1889*.

Attacks from Heavy Weapons: Every character within the blast area of a heavy weapon shot must make a saving throw versus petrification. Those who fail are attacked by the shot: THAC0 17, Damage depends on the target's size. Tiny or small targets take 1d4 damage, man-sized targets take 1d8 damage, large targets take 2d8 damage, huge targets take 3d8 damage, and gargantuan targets take 4d8 points of damage.

A Note on Ammunition: The number of shots listed in the *SPACE: 1889* Personal Combat Tables is not a one-to-one correlation with the amount of ammunition expended.

Small Arms	1 round/shot
Machineguns	10 rounds/shot
Heavy Weapons	1 round/shot

Morale

Convert *SPACE: 1889* NPC experience levels to AD&D® game morale ratings as follows:

<i>SPACE: 1889</i>	AD&D game
Green	Unsteady (5-7)
Trained	Average (8-10)
Experienced	Steady (11-12)
Veteran	Elite (13-14)
Elite	Champion (15-16)

Armor Equivalents

The armor listed in *SPACE: 1889* protect the torso only. Two armor class values are given—for torso only and for complete suits (these would have to be manufactured specially).

Armor	Torso	Complete
Doublet	8	6
Mail	7	5
Breast Plate	6	3

Shoulder scales offer some protection, but not enough to warrant an adjustment to a character's armor class. Helmets and shields purchased in the Sol crystal sphere function normally.

Gunboats, Etherflyers, and Spelljammers

In the physics of the *SPELLJAMMER* game, etherflyers are primitive ships that use a nonmagical device to push against the ethereal plane to propel the vessel slowly through space. Gunboats and other liftwood vessels are not even capable of this, restricted to the atmospheres of worlds. Compared to magical Spelljamming, both these types of ships are, to say the least, primitive. However, the propensity for putting enormous gunpowder weapons on their ships makes human and Martian vessels quite dangerous.

Interaction within an Atmosphere: Spelljamming vessels move 500 yards

per minute for every point of ship's rating, or roughly 17 miles per hour or 400 miles per day. Liftwood ships move 200 yards per movement point per 30-second turn, or 400 yards per movement point per minute. Kites move at the mercy of the wind.

Interaction in Space: A commercial space liner travels 2.5 million miles per day. A commercial cargo carrier travels 2 million miles per day. A spelljammer travels 100 million miles per day regardless of rating. 50 times faster. In tactical terms, an etherflyer is effectively stationary while spelljamming vessels move around it.

In Part Two we'll look at ships, ship weapons, worlds, and races.

Letters

Continued from page 5

of the system for your own use. In short, you're already doing everything that can be done for that particular "orphaned" system. The best thing that I can do through the "Living Galaxy" column is to cover more general topics on improving the running and playing of science fiction role playing campaigns.

I'm sure this sounds like a cop-out, but I want the column to appeal to as many gamers and GMs as possible, and there is an enormous amount of material that can be covered that is applicable to many game systems at once. Besides, you are far more aware of whatever flaws that game system has than I am. (I'd like to hear what flaws bother you in particular, as those might be flaws shared by other games and could be covered in a more generic fashion in a future column.)

I've enjoyed writing the Living Galaxy column for several years now, and I appreciate all the feedback I can get on it. From reading the mail that Jean and Skip give me, I know that some readers don't like the column because they don't play science fiction games, but I hope it's good for everyone else.

The column got started because I felt like there was a real need for support for the game masters of science fiction role playing games. Maybe the company producing a game publishes lots of background material for a particular campaign universe, but few adventures. Maybe it publishes adventures but has no larger setting in which to place them. Maybe the adventures seem uninspired,

though the game mechanics are fun to use. Maybe the adventures are a blast, but the mechanics bog down the play. Maybe you can't afford to buy new adventures or supplements, or you dislike or can't use those already in print. Maybe (and this is the worst) your game has been orphaned, dropped from further production, and you and your gamers are completely on your own.

Players and game masters have their own built-in limitations. You may be a college student or in the military and thus have some free time, but you eventually have to study and work, too. If you have a family or a "significant other," your gaming time is further limited. You need to make the best use of the time you put into designing adventures and running your game so that what you get out of it is worth what you put in. It's been my experience, too, that a lot of game masters for science fiction role playing games—and many other role playing games as well—find it difficult to come up with the ideas they need to assemble their adventures, or they aren't sure how to use the ideas they do get.

I believe the key to solving all of these problems at once can be summed up in one word: creativity. A lot of people don't think they have it, but they're wrong. Everyone does. If you can read these words, you are capable of showing enormous creativity in your gaming, as well as in any other endeavor you choose. With that and some work and patience, you can overcome anything.

Creativity is learned. It can even be taught to dolphins. Once you get the hang of seeing the world in a more crea-

tive fashion—questioning and analyzing and learning to change your perspective—you can be as creative as you like.

The whole purpose of this column is to show ways to expand the creative skills you have and to point out resources for new ideas that you can use in gaming. This column is meant to challenge your mind. The more often you use creative thinking, the more natural it becomes, until you simply do it all the time. The only secret to becoming creative and original is to practice.

I count on you to let me know if this column is living up to everyone's expectations, whatever game you use. Your comments are always welcome.

P.S. Weather control is interesting. Let me think on that one.

Roger Moore

Fluffy Answers

Here are the answers to issue #71's trivia contest. The winner will be announced in a future issue.

1 D, 2 B, 3 A, 4 D, 5 C, 6 C, 7 B, 8 A, 9 C, 10 D.

AUGUST

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NEWSZINE



K. WARD '92

A New Crystal Sphere

Combat, Planets, And The Aliens of Sol

by Timothy B. Brown

Space: 1889 ships fighting spelljamming vessels, the Earth as a new world, and Sol residents as AD&D® game creatures complete the new crystal sphere with this issue.

Battles between spelljammers and liftwood vessels in an atmosphere should be played using the SPELLJAMMER™ rules or the *War Captain's Companion* rules, on the 500-yard hex grid. All liftwood vessels, including kites, have a maneuverability rating of D. Kites must move with or against the wind, as described in the Aerial Combat section of the *SPACE: 1889* rules book (page 103).

To convert *SPACE: 1889* ships for SPELLJAMMER game use, reference the following material.

Built By: Earthmen or Martians

Used Primarily By: Same

Tonnage: Divide the listed tonnage by 10 to find the tonnage in SPELLJAMMER game terms.

Hull Points: For most ships, this is equal to the tonnage value. However, for British gunboats with heavy metal armor (such as the Steam Launch and the *Aphid*-class ships), hull points are double the tonnage value.

Crew: As determined for each ship in *SPACE: 1889*.

Maneuverability Class: D for all liftwood ships.

Landing—Land or Water: As determined for each ship in *SPACE: 1889*. Generally yes for land, no for water.

Armor Rating: The liftwood vessels on Mars and Earth are sturdy. To find their armor rating for the SPELLJAMMER setting, use a base value of 6 and subtract the vessel's *SPACE: 1889* armor value.

Saves As: Martian vessels save as thick wood. Earth vessels save as metal.

Power Type: List the appropriate power source: steam engine, screw, kite, etc.

Ship's Rating: For tactical movement, a liftwood vessel receives one point of SR for every 500 yards it can move in one minute. The formula is Movement Rating x 0.8, rounded to the

SPACE: 1889 Ship Weaponry

Weapon	Range	Hull Damage	Personal Damage	ROF	#Per	THACO	CH
Maxim	0	1-3	4-40	4/1	1	8	—
Gardner	0	1-3	3-30	3/1	1	8	—
Nordenfelt	0	1-3	4-40	4/1	1	8	—
1-pdr	1	1-4	1-8	4/1	1	12	20
3-pdr	1	1-6	1-12	4/1	1	10	20
6-pdr	2	2-8	2-16	4/1	2	10	19+
4" short	2	2-8	2-16	2/1	2	10	19+
4" long	3	2-12	2-20	2/1	2	8	19+
5"	3	2-16	2-24	2/1	2	8	18+
6"	4	2-20	3-30	2/1	2	8	18+
8"	4	3-24	3-36	1/1	2	8	17+
10"	5	3-30	4-40	1/1	3	8	16+
12"	6	4-32	4-40	1/1	3	8	15+
14"	7	4-40	6-60	1/1	4	8	13+
16"	8	5-50	6-72	1/1	4	8	11+
Sweeper	0	0	2-16	3/1	1	10	—
Light	0	1-3	1-8	2/1	1	14	20
Rod Gun	1	1-6	1-6	1/1	2	12	19+
Heavy	1	2-8	2-16	2/1	2	12	19+
Rogue	1	2-12	2-16	1/1	3	10	19+
Lob Gun	1	2-16	2-20	1/1	3	16	16+

nearest whole number. Here are the SR equivalents for liftwood vessels. For kites, the SR is one plus the roll of 1d4, rolled at the beginning of each turn.

Hullcutter Screw Galley	2
Small Bird Screw Galley	2
Aerial Steam Launch	4
Zeppelin	5
<i>Aphid</i> -class Aerial Gunboat	5

Standard Armament: List all the weapons and crews detailed in *SPACE: 1889*.

Cargo: Unless otherwise noted in the original *SPACE: 1889* source, liftwood vessels have a cargo capacity equal to ¼ their SPELLJAMMER game tonnage.

Keel and Beam Length: As determined from the *SPACE: 1889* source.

As an example, we present the *Aphid*-class Aerial Gunboat, statted out for SPELLJAMMER™ game play.

The *Aphid*-class Aerial Gunboat

Built By: Earthmen, specifically British Earthmen

Used Primarily By: Earthmen

Tonnage: 16 tons

Hull Points: 32

Crew: 15

Maneuverability Class: D

Landing—Land: Yes

Landing—Water: No

Armor Rating: 4

Saves As: Metal

Power Type: Steam engine and propeller

Ship's Rating: 5

Standard Armament:

1 4" short gun

Crew: 2

2 Hotchkiss 1-pounder cannons

Crew: 1 each

2 5-barrel Nordenfelt machineguns

Crew: 1 each

Cargo: 4 tons

Keel Length: 72 feet

Beam Length: 18 feet

Special Considerations: Liftwood vessels can suffer a loss of trim, as described in the *SPACE: 1889* rules book. Determine the altitude of battles within an atmosphere before play begins. Liftwood ships cannot climb higher than 24,000 feet above the surface of a planet—spelljammers have no such restriction. Ether flyers do not have an air envelope, due in part to their ether drive system.

Putting a Helm on a Gunboat or Etherflyer: It's an easy task to put a helm onto a liftwood vessel or an ether flyer. Using the tonnage calculated, a minor helm can move a ship of up to 50 tons. A major helm can move a ship of up to 100 tons. Special helms also can be fitted to these ships, according to the rules presented in the *Concordance of Arcane Space*. The ship's rating changes according to the helm type and level of the spellcaster. With a helm, each ship gains an air envelope and gravity plane as for other spelljammers.

Putting a Cannon on Spelljamming Vessels: The lethality and accuracy of Earthman and Martian weapons makes them ideal for spelljammers. New weapons must replace old ones or else eat into the ship's available cargo space, one ton per additional weapon. Ammunition for these guns takes up one ton per 1,000 rounds (or 10,000 rounds for machine guns).

Science Versus Magic

Though magic poor, the worlds of the Sol crystal sphere exist within the magical universe. Magic, alchemy, and the true nature of the planes have been skirted around by inventive humans for centuries. However, introduction to the realities of the universe will change the human outlook toward technology forever.

Physics Versus SPELLJAMMER™ Setting Physics: Human beings have had Newtonian physics right all along, but their theories about the macroverse have been wrong for some time. Exactly what lies between the planets and the crystal spheres never has been discovered nor accurately predicted. Only recently, through exploration using ether flyers, have humans begun to piece together the gravitation puzzle—objects have their own gravity planes based upon their geometric shape with a universal level of attraction (one Earth gravity).

Chemical Versus Alchemical: Similarly, both humans and Martians have mistakenly interpreted the evidence regarding the microverse. The ancient cultures of the Earth, such as the Greeks, Mayans, and Chinese, developed the basis of the correct four elemental nature of the microverse, but their groundwork was abandoned by “more enlightened” civilizations. Notions of the atom have been, for the most part, inaccurate, but they have been correct enough for humans to

stumble on electricity and its applications. All matter is made up of mixtures of the four elements.

Gunpowder Versus Smokepowder: Though similar in effect, these two products are vastly different. Gunpowder is an alchemical powder with a large portion of fire locked within it—introduction of an outside source of fire releases the gunpowder's fire suddenly and violently. Smokepowder is also an alchemical compound that contains fire, but it is set off magically. The two are not interchangeable. British weapons, for instance, cannot be loaded with smokepowder ammunition. Gunpowder is a new creation in Wildspace, and it will be some time before alchemists have developed the means to make it themselves. In the meantime, the only source of gunpowder is the Sol crystal sphere.

Spelljamming Versus Ether Propellers: Ether propellers work by creating a temporary interface between the Prime Material and the Ethereal planes. An electrical field allows the blades of the propeller to “push” against the border Ethereal, creating motion on the Prime Material. Spelljammers are powered by the magic of spellcasters.

Electricity Versus Magical Enchantment: Electricity works in the four elemental universe. Its exact nature is unclear, but apparently has something to do with moving elemental fire along an unbroken series of earth particles. Alchemists in Wildspace will study the principles for years before beginning to understand them.

The Worlds of the Sol Sphere

Published materials for *SPACE: 1889* provide a wealth of materials for SPELLJAMMER™ campaigns. Each world is addressed in different products, and each world presents its own assets and problems for conversion.

Earth

The many countries and cities of Earth will beckon spelljammers of all sorts. Trade of gold and magic for technology will spawn a new age for the mother planet of the Earthmen. *Conklin's Atlas of the Worlds* gives maps and detailed information about Earth for a *SPACE: 1889*/SPELLJAMMER game crossover campaign. Read the boxed set carefully—Victorian scholars might show great interest in AD&D® game

characters and creatures, but panic may easily engulf the common folk.

Luna

The surface of Luna is a barren, airless place. The planet's natives, the Selenites and Moon Men, live underground in the caverns of their honeycombed world. Spelljammers visiting Luna easily can take part in the *Luna* adventure from the *SPACE: 1889* rules book, encountering the selenites and the mad Russian inventor Vladimir Tereshkova in the great canyon on the moon's dark side. They could then continue with the *River of Life* adventure presented in *Tales From the Ether*, where they will discover the moon men themselves. Since these adventures are exploratory, they require little modification for the SPELLJAMMER setting.

Mars

Mars is, by far, the best explored world in the *SPACE: 1889* universe. Adventures and campaign materials for Mars are presented in the original rules book, *Tales From the Ether*, *More Tales From the Ether*, *Beastmen of Mars*, *Canal Priests of Mars*, *Caravans of Mars*, *Cloud Captains of Mars*, and *Steppe-lords of Mars*. The boardgame *Temple of the Beastmen* also makes a fine adventure possibility. Of course, all of these adventures presume exploration by pistol-armed Earthmen, not magical sword-wielding spelljammers. Some care must be taken to modify the situations and reactions before play can begin.

Mercury

Touched upon only briefly, Mercury's Twilight Zone is an interesting place to visit, described in the adventure “The Burning Desert” in *Tales From the Ether*.

Venus

The Venusian lizard men are, in fact, a lost tribe of AD&D® game lizard men fallen into relative barbarism. While no true adventure is presented in the *SPACE: 1889* rules book for Venus, there is source material. The adventure “Drums Along the Border” in *Tales From the Ether* takes place on Venus, presenting a situation ideal for spelljammers. Venusian animals are dinosaurs; use the Dinosaur entries from *Monstrous Compendium 3*, *Forgotten Realms Appendix* for Venusian monster statistics.

Human, Earthman

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Solitary/Nation
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi-to Genius (3-18)
TREASURE:	—
ALIGNMENT:	Any
NO. APPEARING:	1 (1-20)
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon
SPECIAL ATTACKS:	Concentrated Fire
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Unreliable to Fearless (2-20)
XP VALUE:	35

Earthmen are, technologically speaking, the most advanced race in the Sol crystal sphere. On the other hand, when it comes to magic, they are the least sophisticated.

Earthmen are indistinguishable from other humans in Wildspace. An Earthman's specific land of origin can be determined by his dress, speech, and ethnicity. Earthman males tend to wear rugged clothing suited to their occupations, though females, especially those from Europe or America, tend to wear far less functional clothing in favor of tradition and style.

Earthmen speak a variety of languages, including all those found on the Languages of the Sol Sphere table. None of these languages is spoken elsewhere in Wildspace. Spelljammers wishing to make contact will most often have to use magical or psionic means of communication.

Combat: Individually, Earthmen are unremarkable warriors. Many aren't even trained in the use of melee weapons, relying instead upon firearms. Earthmen from the Colonial powers (Britain, America, Japan, Russia, etc.) are generally armed with firearms. Earthmen from non-Colonial powers may have firearms, but the majority are more likely to wield melee weapons.

In organized groups, Earthmen with firearms can coordinate their fire to achieve greater results. Under the direction of an officer (who does not fire

his own weapon), any group of 10 or more Earthman soldiers gains a +1 bonus to their attack rolls and morale checks. Also, opponents suffer a -1 penalty to their morale checks, since they are coming under devastating volley fire. If the officer is killed or leaves the vicinity, the modifiers are lost.

Habitat/Society: Spelljammers are most likely to come into contact with Earthmen from the Colonial powers where Victorian values dictate behavior. Essays on the Victorian age can be found in the *SPACE: 1889* rules book.

There are also countless other cultures of Earthmen among the non-Colonial powers. Some of these practice rudimentary magic (both clerical and wizardly).

Ecology: Because of their technological muscle, Earthmen to this date have been the dominant race of their own planet and begun colonization of Mars, Mercury, and Venus. They are the driving force behind an economic and military family (albeit a bickering family) of nations and colonies that extends through the system. The introduction of magic into this comfortably humming machine may indeed be disastrous.

Lizard Man, Venusian

CLIMATE/TERRAIN:	Swamps, water
FREQUENCY:	Common (on Venus)
ORGANIZATION:	Family/clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi-to Very (2-12)
TREASURE:	Nil
ALIGNMENT:	Any
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	9, Sw 12
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6')
MORALE:	Elite (13-14)
XP VALUE:	15

Venusian lizard men are an offshoot of the more common lizard man race of Wildspace.

The Venusian lizard man is relatively short, standing between five and six

feet in height. His feet are three-toed and webbed, but his hands are quite intricate, having three fingers and an opposable thumb. The Venusian lizard man's long tail and webbed feet assist him in swimming. When running, the Venusian lizard man prefers to use all four limbs, sliding along on his belly across the damp ground. The skin on his back is dark green or gray-brown, and his belly is usually a lighter shade.

Venusian lizard men speak a primitive version of their original language known as Low Lizard Man. Communication between speakers of the lizard man language and those speaking Low Lizard Man is possible, but the possibility of miscommunication is everpresent.

Combat: Venusian lizard men fashion their native weapons from the oma jolima, a reed-like plant of their native world. Javelins, harpoons, spears, arrows, clubs, axes, and maces can be made from the plant. Some Venusian lizard men have acquired firearms from the colonizing Earthmen, though ammunition is in short supply.

The oma jolima plant can also be formed into helmets and other armor. A Venusian lizard man so armored has an effective AC of 3.

Venusian lizard men are particularly adept at water combat. By absorbing oxygen through the belly skin one can stay submerged for as long as an hour.

Habitat/Society: Venusian lizard men live in simple family and clan groups, working as hunters and gatherers in their vast swamps. Some of them have begun to improve their lives, using primitive agriculture to feed themselves, settling into villages with more specialized occupations, but this is still the exception and not the rule.

Earthman colonists, especially those from Germany, have taken steps to tame Venus and its lizard man natives. Some Venusian lizard men have adopted the ways of the Colonials, abandoning their primitive lifestyles for the values and material possessions of the Earthmen.

Ecology: Venusian lizard men are eager to trade their stone and reed items for valuable metal tools and items that won't corrode in the constant rain of their swampy homes.

Martian, High

CLIMATE/TERRAIN:	Mountains, kraags
FREQUENCY:	Uncommon
ORGANIZATION:	Monarchy/clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi-to Genius (2-18)
TREASURE:	Varies
ALIGNMENT:	Neutral Evil
NO. APPEARING:	2-8
ARMOR CLASS:	10
MOVEMENT:	12, Fl 18 (B)
HIT DICE:	1 + 1
THAC0:	19
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Champion (15-16)
XP VALUE:	35

High Martians are the original stock from which the other two Martian races descended. High Martians are savage raiders who terrorize their world from their mountain fastnesses.

High Martians are upright bipeds that can grow to six feet in height. Their hands and feet are all three-toed, grasping appendages, and wing membranes extend from their backs to either arm. High Martians have thick, black hair that covers their head, back, and shoulders. High Martians wear a simple loincloth and may decorate their bodies with other ornamentation.

High Martians have their own language. Many speak other martian languages, particularly Koline (the trade language) or the languages of the Earthmen. Every High Martian monarch has interpreters.

Combat: High Martians have a lifting gland that supports them in flight; their wings are used mostly for balance and maneuvering. When in flight, a high martian can attack twice with his hands, inflicting 1d6 points of damage each, or he may wield up to two weapons, attacking with each once per round. While standing, a high martian can only attack once per round, either with hands or weapons.

Habitat/Society: A number of High Martian families form clans, and a number of clans organize themselves behind a single monarch. The monarch is usually tested in personal combat by

all comers—a High Martian king is often the most able warrior in the clans.

High Martians survive by raiding. They raid canal Martians and Earthmen at will, striking from the air whenever possible. They are also free to attack liftwood vessels in flight, swarming them to seize both ship and cargo.

High Martians have, on occasion, been known to trade, particularly in valuable liftwood and slaves taken in raids.

Ecology: When a High Martian dies, its lifting gland quickly loses its valuable properties.

Canal Martian: Canal Martians are taller and larger than High Martians, attaining seven feet in height. Canal Martians have no lifting gland or wings, so they cannot fly, and their feet have lost the ability to grasp objects, so they are limited to a single attack per round. The canal Martians have lighter coloration than their high Martian cousins. Canal martians dress in a style similar to that of ancient Egypt. There are a number of vanal Martian languages, including High Oenotrian, Parhooni, Koline, and Umbran.

Canal Martians live in the canal cities of their own making. Their civilization, while once the most elaborate and successful on Mars, is most definitely in decline.

Hill Martian: A hill Martian is for the most part a wilderness version of a canal Martian; hill Martians cannot fly and don't have grasping feet. They are darker than canal martians, with brown, black, or even deep red hair that grows over most of their bodies. They dress mainly in the skins of animals and similar, primitive garb, though those in contact with canal Martians often adopt their dress. Hill Martians speak a variety of languages particular to their many cultures.

Hill Martians have a variety of cultures, all beyond the reach of the canal princes and their power. They are frontiersmen, living by various means in the wildernesses of their world.

Moon Man

CLIMATE/TERRAIN:	Lunar caverns
FREQUENCY:	Uncommon
ORGANIZATION:	Theocracy
ACTIVITY CYCLE:	Any
DIET:	Omnivore

INTELLIGENCE:	Average to Genius (8-18)
TREASURE:	Varies
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1 (2-12)
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Average (8-10)
XP VALUE:	15

Moon men are the survivors of an advanced technological civilization. In fact, they are not native to Luna, having escaped to the moon from the planet Vulcan before it exploded to create the present asteroid belt beyond Mars.

Moon men are vaguely humanoid, and of approximately the same size. Their arms are quite long, ending in three-fingered hands, and their legs are comparatively small, sporting two-toed feet. Their skin color is pale blue, revealing blood vessels and muscles beneath its thin surface. Moon men wear a variety of clothing depending on their position within society.

Moon men speak their own language.

Combat: Moon men aren't particularly effective unarmed fighters. However, they can be armed with knives (1d4 damage), spears (1d6 damage), clubs (1d6 damage), sabers (1d8 damage), or even electric rifles. Electric rifles have a short range of 50 yards, medium range of 100 yards, and long range of 150 yards, and they inflict 1d8 points of damage. A single weapon has 1d100 shots remaining before it must be recharged. Magical protection from electricity or lightning may nullify the damage inflicted by an electric rifle. On any attack roll of 1 an electric rifle is jammed and must be repaired.

Habitat/Society: The moon men are governed by the science priests, councilors who protect the ancient tomes of technology and preach from them.

Ecology: The moon men have great electrical technology locked up in their manuals of knowledge, if they can be wrested from the science priests.

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The Living City

Continued from page 10

Nonweapon Proficiencies: Forgery (12), cooking (14), etiquette (12), appraisal (14), read/write Common.

Magic Items: *Ring of protection* +2, *ring of sustenance*

Sorduel was born and raised in the Damaran capital of Heliogabalus, where his parents ran a catering service for the more well-to-do citizens of the city. After a brief schooling (all they could afford at the time), Sorduel's parents brought him into their business, and his knack for preparing excellent meals became known. At one time, when the catering service was gaining many rich, new clients, Sorduel was left in charge of preparing a banquet for a local estate's upcoming party. Tahlard, a visiting noble from the north, was in attendance and was at the time searching for a new cook to complement his staff. The meal made a favorable impression with him.

The young Sorduel was brought to Tahlard's estate and made assistant to the mansion's head cook.

Events unfolded rather nicely at first, but Sorduel grew to dislike both his superiors (Tahlard and the head cook) and his life as estate servant—despite

the generous pay. He got into frequent arguments with co-workers and alienated most of the other servants and members of the Tahlard family. Eventually he began pilfering from the estate, usually in the wake of large parties; this approach covered his actions and kept Tahlard from becoming suspicious of his own staff.

Sorduel brought the pilfered items to an old friend in Heliogabalus, a thief able to sell high-profile stolen goods. This fence explained to Sorduel that he had a network of contacts who could make the sale of the stolen merchandise far from the site of the thefts. What the unhappy cook brought him usually made its way to a city farther south called Ravens Bluff.

More years of discontentment followed. When the Witch-King's armies became active on Damaran soil, Lord Tahlard insisted that his family and employees learn to defend themselves and his home. Hence, Sorduel became trained as a fighter.

But when the less-than-loyal cook's chance at a new life came, he took it. As word of Tahlard's demise and the decimation of the local militia reached the mansion, Sorduel began looting the estate while his peers prepared to defend it with their lives. Remembering Ravens Bluff as a prime underground

market for his rather conspicuous booty, he and Toddle made their way to the city. The former caterer sold a choice few items and invested the money in a legitimate business, the Ill Eagle Inn. After several months of poor management and an incident with a half-elven city official that resulted in a steep increase in his property taxes and mortgage payments, Sorduel's cash base dwindled.

It became necessary to re-open his contacts with the fences of Ravens Bluff. All Sorduel has managed to retain from his raid of the besieged estate is an armorial seal with the Tahlard family crest and a piece of jewelry that Tahlard had bought to give to his mistress before the fateful battle.

The combination of advancing years, a secure flow of income and the company of his soon-to-be wife, Stenda, has resulted in a smoothing of Sorduel's temper and a softening of his once mercenary outlook on life. As bartender Tib has been heard to comment, "He's almost pleasant to be around now." His black hair is graying at the temples, and there is no longer a permanent scowl etched across his features. Much to Stenda's happiness, he is even thinking of giving up his life of crime and deceit. Someday. □

A New Crystal Sphere

Continued from page 24

Adventuring Ideas

The boxed sections below can be presented to players as newspaper clippings.

Her Majesty's Government kindly seeks the services of otherworldly priests and wizards to assist Colonial efforts in New Zealand. Positions available immediately with outstanding pay.

A Maori medicine man has conjured an entire army of outer planar creatures that have gone on a rampage over Southeast Asia. With no real idea of the danger involved, the Colonial Office is likely to accept the first priests and wizards who happen along, assuming any spellcaster can deal with tanar'ri or baatezu.

Magical items purchased. Sages and wizards wanted for indepth interview. Apply in person. Box 112, Boston.

Thomas Edison is beginning his own production-line research into spells and all magic. He is assembling all the knowledge he can, but is inviting spellcasters into something of a trap—the citizens of Massachusetts are being whipped into a fervor by a local minister who is organizing a modern-day witch hunt.

Guides to Wildspace wanted. Good Pay and Benefits. Consult the Royal Society, London.

The London Zoo is sponsoring a competition through the Royal Society. A cash reward of £10,000 is being offered for the most exotic addition to the zoo from beyond the crystal sphere brought back by the end of the year. A zoologist and several Earthman adventurers will head up the expedition.

Halfling Spacetravelers with Tales of Wildspace. Reply by post, Box 1312, Middlesex.

Halflings, who have lived in the En-

glish countryside since the Middle Ages, just out of sight of the bungling humans around them, are curious about their brethren in Wildspace. A halfling adventurer might find himself the spiritual leader of a whole community of halflings now ready to acknowledge their own existence on Earth. Elves wanted for Reforestation Project. Please apply in person. Flyers Gate, Parhoon, Mars. This is actually a ruse set up by high Martian King Hattabranx of Kraag Barrovaar. Having heard Martians compared to mythical elves for years, Hattabranx wants to capture one to make a comparison. His agents will meet and kidnap any elves who respond to his advertisement and take them to his kraag. After examination, during which the king will be thoroughly unimpressed, he will try to ransom the elves or, failing that, lash them to the screws of one of his liftwood galleys. □