

THE FATE OF ANGATHIA



SPACE
1889



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"The signiority of Emden shall be mine!"

—Christopher Marlowe

The Fate of Angahiaa

An Earthly Foreword

The discovery of extraterrestrial civilizations fundamentally changed Earth's knowledge of the universe and its perception of its own significance. While natural scientists and inventors are especially delighted by the remnants of the lost advanced technology on Mars, other fields of science are also developing an interest in the new worlds. It is not surprising that many evolutionary scientists and followers of the various race theories seek to search Mars for new clues and confirmations of their hypotheses. Even the young science of economy is intrigued by the new observable forms of economics and social order. Amongst others, this led Gustav Schmoller, the employer of the player characters, to Mars. He was in fact a real leader of science and social politics in Germany at the end of the 19th century. His background as presented here is largely accurate, and a research trip to Mars would likely have been tempting for the real Schmoller. The Academy of Sciences was also real and conducted various scientific endeavors. It is not unreasonable that expeditions to other planets would have been among these projects.

The occasional antagonist of Schmoller, Carl Menger, was also real and did in fact argue with Schmoller about theory and scientific observations. He did eventually retire to a private life, as suggested here, but not until 1903, and not on Mars, of course. Unlike these two scientists, the diplomat Friedrich Vitzthum von Eckstädt is only based on a real person in name and personal history up until 1889. The real Vitzthum took the office of President of the 1st Chamber of the Saxon Parliament in the end, as well as the honorary rank of First Hofmarschall, and was likely somewhat more likeable than the non-player character described here. All other described characters are purely fictional.

The adventure before you offers many exciting situations to the players and their characters, as well as opportunities to get to know the Martian culture outside of scientific meticulousness and to make friends and allies in a canal city. Thus, it can also serve as a starting point for further adventures on Mars if desired.

The Adventure in one sentence: As part of a trade delegation of the German Empire, the player characters are granted access to the high society of local politics in Angahiaa (Eng./Ger.: Emden) and will thus play an important role in the upcoming struggle for power in the city-state.

Location: Angahiaa lies in the north west of *Meridiani Sinus*, a region east of the Tossian Empire, where several small canal cities are located. In the northeast, a dried-up canal reaches towards *Ismenilus*, while another stretches to the northwest towards *Thymiamata* in the Tossian Empire. Two water-carrying canals lead to the inner *Meridiani Sinus*, connecting Angahiaa with the cities of *Argus* to the south and *Airy* to the southwest. The city also features a respectable mining economy and a very influential goldsmiths' guild.

Date: Any. The reference point for the ages and positions of the mentioned historical persons and events on Earth is the year 1889.

Keywords for the Adventure: Open setting, Martian power politics, interplanetary trade agreement, religious foundation of government, worker rights

Recommendations

Nationalities: All terrestrial; particularly German, Canal and Hill Martians are possible.

Player Characters: Any; in particular Adventurers, Archeologists, Doctors, Guides, Scholars, Scientists.

Notes: This adventure is suited as an introduction to the Martian culture and can be used as a starting point for further Mars-based adventures.

1889

Introduction

Plot

The player characters will reach Angahiaa (Eng./Ger.: Emden) as part of a German delegation from the Academy of Sciences under the leadership of the economist Gustav Schmoller, officially to study a typical Martian economy. The true motive of the host Canal Prince Plookrihaa is, however, to sign a trade treaty with the German Empire to strengthen his political position in Angahiaa. The German Foreign Ministry thus decided to use this scientific mission to negotiate for access to liftwood and for a German presence inside Angahiaa. Schmoller is aware of this and must compose with the diplomatic advisor assigned to him, Friedrich Vitzthum von Eckstädt. As a part of this delegation, the player characters will quickly get involved in a number of political schemes and can gain decisive influence over the future of this city-state, for it is not only the Prince who seeks to thwart the influence of the Golden Guild, the association of the highly-respected goldsmiths of the city. High House Goonavala has also been waiting for centuries for an opportunity to seize power in the city-state. Even the secret of the three parts of the Arina Stone may end up shifting the balance of power in Angahiaa. But to solve it, the player characters must dare to enter a place holy to the Martians, deep inside the old mines. On top of that, French advisors are active in Angahiaa, as in most cities on Mars, and could end up being the player character's allies or antagonists in the workers' struggle for more rights and better pay.

Archetypes

For a science expedition, Scholars and Scientists are of course the obvious choices. Their profession will be of use when interacting with Gustav Schmoller, and of course at other points in the adventure. Even so, the tasks for the player characters in this adventure are varied, so those skilled in martial, secretive, and technical skills will also have their occasions to shine.

Explicit enemies of the German Empire will most likely have a hard time engaging with the framing plot of the trade negotiations between the Martian city and Germany. In such cases, these events should be left to non-player characters, or the player characters should be granted the opportunity to sabotage the negotiations, which might require adapting the descriptions of events to suit the group.

The German Delegation

The journey to Mars occurs officially as a scientific endeavor by the *Königlich-Preußische Akademie der Wissenschaften* (Prussian Royal Academy of Sciences), and as such the inclusion of academic or scientific player characters is particularly easy. Besides scientific merit, experience on other planets or with other unusual expeditions is also desired, allowing for player characters other than academics. The upcoming journey planned by the

Academy can be learned from the newspapers, while visiting a public lecture, or through private contacts. An expression of interest can be lodged with the Secretariat of the Academy and, only days later, the player characters will be received by the head of the expedition, the respected national economist and Prussian state councilor *Prof. Gustav Schmoller*.

Mission Briefing in Berlin

Schmoller will briefly explain the task to the player characters—basically, watching his back at all times during the mission. A journey to Mars carries many risks and dangers. It is difficult to exactly predict the nature and severity of the problems ahead. Thus, Schmoller will appreciate skills other than in academic fields being present in the party. Even better if these expedition members have already worked with a trusted colleague of his or have been to Mars before. Schmoller will also indicate that he plans to leave a major portion of the diplomatic work to the player characters. As payment, Schmoller offers 1,000 to 2,000 Marks (depending on qualifications as well as Status or appropriate Leadership and Social Edges of the player character) plus expenses as well as a free trip to Mars.

During the briefing, *Friedrich Vitzthum von Eckstädt*, the diplomatic advisor of Schmoller on this mission, will also arrive to assess the player characters. He will be less than enthused with Schmoller's choices. He will simply feel superior to anyone not both German and noble, and should such a person be present amongst the player characters, they will be seen as competition, and thus treated more politely, but just as dismissively. It is easy to notice tension between Schmoller and Vitzthum, but in the question of who to hire for the expedition, Schmoller's word is final. So, whether German or otherwise, scientist or adventurer, the player characters will be heading to Mars as part of the delegation.

Mission Briefing on Mars

Should the characters already be on Mars, they can be hired there instead. In this case, *Ferdinand Bergen* will approach them. He is 37, an aging officer in the German Army, and resides in Angahiaa where he acts as a semi-official contact person for the German Empire. His tension and stiffness will fade away during the conversation and he will become warmer in tone. He will hire them to receive a delegation of the Academy of Sciences on Mars, specifically in Emden, and to act as their guide with his experience on Mars. All further details will be discussed with Schmoller immediately after his arrival, as already presented above.

Gustav Schmoller

In his early 50s, Schmoller is a respected scientist and economist in Berlin. He has held a teaching position at the Friedrich-Wilhelms-University and is also a member of the Prussian Royal Academy

of Sciences. His field of study is, however, social politics as opposed to economic politics or diplomacy, especially of any interplanetary kind. Even so, it was a clever move by the Foreign Ministry to assign this mission to Schmoller, as no one in the Empire doubts his integrity, and a scientific mission to Mars is all too plausible, perfect cover for secret negotiations to increase the German presence on Mars. Schmoller is fully aware of this, and is not enthused. However, his sense of duty and his great curiosity have forced him to accept his part in this maneuver.

Schmoller always dresses properly and bears the full beard common to academia. He is an experienced speaker and likes to fall into a print-friendly, though somewhat elaborate lecturing style. His demeanor is strict and disciplined, as should be expected of a Prussian protestant.

He cannot stand his appointed diplomatic advisor Friedrich Vitzthum von Eckstädt. For one, Vitzthum is to blame for the reckless rush of these negotiations, and also, he belongs to the rural nobility, whose members Schmoller does not like as they all too often don't share his political goals and, of particular nuisance to Schmoller, refuse to accept his scientific arguments in these disputes. In short, Schmoller considers Vitzthum to be shallow and reckless, and would thus rather see the negotiations in the hands of the player characters than in those of his diplomatic advisor.

At the same time, he will not sign or approve of anything that he did not personally and diligently check. The economist's main purpose is to allow the player characters easy access to the high society's local politics. He himself will then retreat to the archive to pursue his own studies. As per his usual style, Schmoller has made sure to gain solid skills in speaking Koline before the journey

begins. Besides German, he speaks good French and English, as is expected in science, and of course Latin and Ancient Greek.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d8, Investigation d8, Knowledge (Bureaucracy) d8, Knowledge (Linguistics) d8+2, Knowledge (Political Science) d10+2, Notice d10, Persuasion d8+2, Shooting d4

Charisma: 2; **Status:** 3; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious

Edges: Noble, Scholar

Languages: Ancient Greek, English, French, German, Koline, Latin

Gear: Pocket revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1)

Friedrich Vitzthum von Eckstädt

This Saxon man in his forties with the full name Otto Friedrich Hermann Günther Count Vitzthum von Eckstädt can boast a successful career as a diplomat for the German Empire. He has been working in the diplomatic service in the USA for several years as well as a legation secretary in Paris and London, where he qualified for higher profile assignments. Now a legation counselor, this important mission has been assigned to him and success here could significantly boost his career.

To him, the scientific aspect of the mission is indeed just a pretense, which is why Schmoller's stubborn work in the archives annoys him, as does the fact that Schmoller is leaving the important negotiations to the player characters, who are absolutely unqualified in Vitzthum's eyes.

Friedrich Vitzthum von Eckstädt can take on several roles in this adventure. Most likely he will act as an internal enemy of the player characters, who does not consider them capable and who would rather be tasked by Schmoller to conduct the negotiations himself. In this case, he will take drastic measures near the end of the negotiations (in the section *Side Quest: Traitor to the Empire*, p. 58). Should the players not enjoy the negotiations, or be unsuited to conduct them, they can appoint Vitzthum as an advisor to the player characters, or let him take over the negotiations entirely. The player characters would then be able to focus on the tasks resulting from this.

Eckstädt has good command of the French and English languages, but does not see the point in learning Martian languages. He sees his future back on Earth.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Bureaucracy) d8, Notice d8, Persuasion d8+4, Riding d6, Shooting d6, Taunt d6

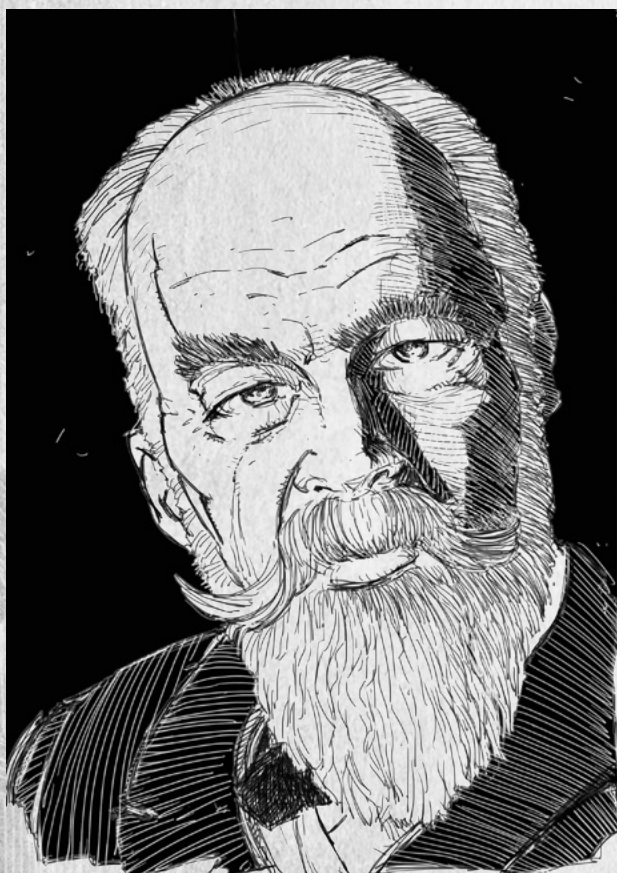
Charisma: 4; **Status:** 4; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Arrogant

Edges: Charismatic, Noble, Quick Draw

Languages: English, French, German

Gear: Rapier (Str+d4), Pocket revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), wired listening device (Vitzthum brought it along from the unofficial stocks of the Foreign Ministry,



which he will either install in Schmoller's quarters or in those of one of the player characters. This allows him to listen in on conversations in the next room, though he cannot record them)

Farewell to Earth

The ether zeppelin *ÄZ 140 "Andromeda"* awaits at the Tempelhof Airfield for a direct flight to Angahiaa, also known as Emden. A small marching band and a group of representatives from the Academy of Sciences and the head of the Mars department of the Foreign Ministry stand ready to wish the departing members of the mission a proper goodbye. Schmoller is surrounded by numerous colleagues who wish him all the best for the journey. Well-meaning advice on ether travel and working on Mars is given, and jokes are made about Martian food and the condition of the archives there. A few students swarm their professor and patiently wait for a moment of his attention, and there are even two reporters questioning Schmoller on his research goals and the importance of the potential findings. Schmoller remains clear-headed, knows to make a few amusing anecdotes himself, offers thanks for the many friendly gestures, and promises the reporters to supply them with many interesting reports on his return.

Vitzthum spends most of his time at the side of the expedition leader, grinding his teeth and watching the spectacle with a grumpy expression. One can tell by looking at him that he resents this event and would rather be the center of attention himself.

Depending on the background, profession and status of the player characters, they will be viewed with suspicion, ignored, or also bombarded with small talk by the dignitaries and interviewed by the reporters.

The Flight

The flight itself experiences neither technical difficulties nor unexpected events. There is an opportunity, however, to get to

know Schmoller and Vitzthum better. In particular, Schmoller will take this opportunity, at the latest, to inform the player characters of the unofficial goal of this delegation. It is unfortunately not just an expedition to research the canal economies, but rather an acceptance of the invitation of a Canal Prince to negotiate a trade agreement. The Foreign Ministry has completed most of the work already, but a few details still need to be negotiated and the traditional ceremony, required for a proper conclusion of the deal, must still be performed. The other Earth powers that are present on Mars should only become aware of this attempt to expand German influence at the very last possible moment. However, secrecy will not be an issue once the delegation arrives in Angahiaa.

Schmoller does not like being a mere distraction. He takes the scientific mission very seriously and indeed wants to conduct a thorough investigation into the city archives. This will come easier to him if he believes there are honorable and scholarly personalities amongst the player characters. In that case, he will happily task them with negotiating with the Canal Prince. Away from Vitzthum, Schmoller will admit that he does not view him as capable of succeeding in these negotiations.

Schmoller does not expect to need to further entice the player characters. Should the prospect of concluding a trade deal with a Martian noble not be an attractive enough opportunity, and the alternative of having to escort Schmoller through the dusty and famously vast archives of a Martian city not be off putting enough, the player characters might be motivated by the prospect of the negotiations falling entirely into the purview of the unsympathetic Vitzthum otherwise. Should the characters demand additional payment or prove to be expert negotiators against Schmoller (win an opposed *Persuasion* roll against him), or should the players turn out to be generally difficult to motivate without the lure of money, an additional reward of 50 Marks can be offered by Schmoller.

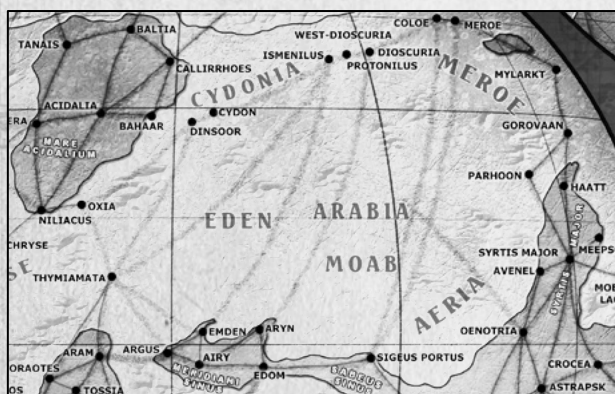
For some general information on Mars and less academic chats, the crew of the "*Andromeda*" is available, including Captain *Albert Stern* (44, impressive physique, sideburns, usually chews on tobacco) and his daughter *Eleonore* (17, brash and confident, likes to hang out where her father forbids her to go).



Arrival on Mars

There are no regularly used interplanetary spaceports in Emden, so a space was cleared in Old-Emden, just between the canal port and the cliffs of the Meridiani Sinus. On the side towards Old-Emden, the view of the ruins was blocked with generously distributed flag poles, bunting and colorful pennants, so that the player characters' view is almost forced onto the city directly beneath them—the impressive, sleek skyscrapers of the city center, the domed roofs and the temple spheres, as well as the excavation towers in the distant Fog Banks.

The delegation will be personally received by *Prince Piookrihaa Purimin II* and then the group will take the prince's screw galley straight to the high city. Here, the player characters will come face to face with many technological achievements. From the airport, an elevator will take the group twenty stories up and onto a plateau, from where they will board a wagon that hangs from a single rail at this breathtaking height. This princely sky rail will take the delegation and the Canal Prince to the High Palace, where the humans will be shown to their quarters, so that they might recuperate from their journey.



The Guest Quarters

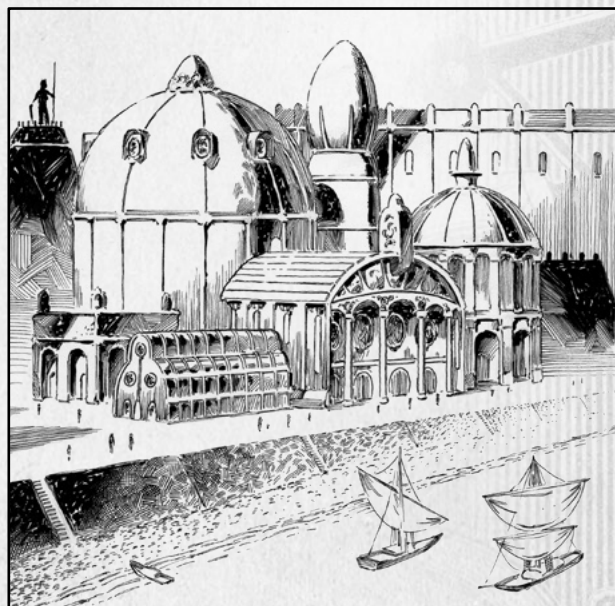
As part of the German delegation, the player characters will be assigned generously sized and well-furnished single bedrooms. Additionally, they may move about the building freely, giving them access to various cafeterias and lounges, where staff stands ready to try and fulfill any request. The private chambers of the Canal Prince and other palace residents, as well as the studies and presentation rooms are, of course, locked and usually also guarded. A rotating staff of servants is available to the delegation. All servants are secretly tasked to report to the Prince on the behavior and activities of the player characters.

Besides the servants, the delegation will also receive the service of the interpreter *Sirkiis*, whom the player characters can call upon at any time, even for activities in the city. Sirkiis (27, very tall, accommodating) does not speak German well, but can be of great value when dealing with the many Martians who speak

no Earth languages at all. She is fascinated by the Earth and humans, voraciously reads Martian literature about Earth, and would even be interested in a dalliance with one of the player characters. Such advances, depending on the player character's approach, can be rejected with outrage over the base crudeness, or accepted with great interest. Of course, Sirkiis is also sworn to report to the Prince. Should a player character engage in an affair with her, then aside from erotic joys, they will learn of this duty to report and might be able to gain further insights into the information gathering policies of the Prince and his competitors (see also *Spies Everywhere* on p. 30).

Environmental Conditions on Mars

Mars has just under 90% of Earth's gravity, so that humans will occasionally feel a bit weightless, but do not require any general adaptation for moving or breathing. The day-night cycle is also almost the same: a Mars day is 37 minutes longer than an Earth day. The most notable difference is the climate. In the steady, dry warmth, only the infrequent winds offer cooling, and there is no rain on Mars. The horizon is much closer to the viewer on Mars (it is 73% of the Earth horizon value), which can on occasion cause a very strange sensation.



Emden - The Golden Pearl of Meridiani Sinus

In the following section, the city-state that the adventure is set in will generally be referred to as Emden, as per the colonialist policies of the Earth powers on Mars, even though the representatives of the city will of course use the Martian, or more precisely, the Meridiani-Umbran name Angahiaa. The German name was given by Lieutenant *Herman Paulsen*, who, on the orders of Baron *Hasso von Gruber*, sought out the Martian cities in West-Dioscuria that were reachable by canal, and then named the first one he came upon—Angahiaa—after his hometown. Thus, the name *Emden* made its way into the maps of Mars, at least the German ones.

The city lies in the northwest of **Meridiani Sinus**, a large valley just south of the equator, where the canals still carry water and, besides Emden, directly connect the cities of **Argus** and **Airy**, and through **Airy**, also **Aryn** and **Edom**. The cities maintain the usual trade connections, but are also in direct competition for the trade route between the *Tossian Empire* in the southwest and **Sigeus Portus** in the East, including the cities beyond it and finally the *Oenotrian Empire*. A dried-up canal runs several thousand miles northeast from Emden to Dioscuria, namely to the city of **Ismenilus**, and to the northwest an equally dry canal leads to **Thymiamata** in the *Tossian Empire*. These routes are only rarely used for trade. Only the fact that halfway to Ismenilus highly coveted liftwood can be found sends many caravans heading that way. While there is a much closer region to the southwest where liftwood can be found, that area is claimed by the *Tossian Empire* and also the cities of **Argus** and **Airy**, making Angahiaa exploitation impossible.

A Brief History of Emden

About 25,000 years ago, in the Brifanoon, the Age of Water, an industrial complex grew in the north of the city. In its workshops and factories, a vast variety of different technical devices were built, repaired, and recycled. Over the millennia, the required technologies were forgotten or lost during wars and conflicts, however. Step by step, the industrial complex became a junk yard with only a few recycling plants left. Finally, the subterranean parts of the complex collapsed and the entire region became a sink hole and was destroyed. All sorts of steams and gases rose from the destroyed factories as a result, and several toxins and diseases spread amongst the inhabitants—the origin of Emden's legends of the fog spirits.

About 5,000 years ago, Nirab IV ruled in Angahiaa as the steward for Seldon II. The Fog Bank areas were not seen as important at this point, being infertile and traditionally avoided. The old factories and the possibly remaining metals, specifically the gold, were by now forgotten in Emden.

2,000 years ago, Nirab XLI surrendered his rule to three nobles, known as the Three Heroes. These are **Piookrihaa**, a daring aerial flyer captain, **Goonavala**, a smart engineer, and **Sebituus**, a brave warrior. Their families rose to become the High Houses, the three most important noble houses in the city. Like many Martian cities, Emden also possessed an Arina Stone (see sidebar), considered to be the key stone of the city and worshipped. Nirab XLI had this stone divided and each Hero received a shard of the Arina Stone of Emden. The heroine Piookrihaa was appointed the first **Uuqqam**

Religion

If there is one thing that the Canal Martians have plenty of, it is religions. The diversity of the various religious beliefs is just as wide as that on Earth. Almost every city-state has its own state religion, mystery cults, and sects. Nevertheless, there are certain basic features that all of the Canal Martian religions have in common, the most obvious one being the mystical worship of 'Arina Stones'. Almost every city has a so-called 'Arina Stone' which is considered to be the keystone of the city and is regarded as being particularly sacred. Size, form, and degree of worship of the stone varies from one city to the next. In Moeris Lacus, for example, the Arina Stone is 15 feet high and weighs 30 tons. Only the city fathers are allowed to look at it; to normal mortals, this is forbidden under penalty of death. The Arina Stone of the city Alclyon, on the other hand, is a small piece of art which easily fits into a glass cabinet and has recently been borrowed by a British research institute with the permission of the canal prince.

of Emden, a local variant of a monarch whom the humans always refer to, with a certain disdain, as Canal Prince or Princess. The **High Council** was created, initially only consisting of the Three Heroes. There are many stories from this time concerning the virtues of the Three Heroes and their sibling rule of the city. The office of Canal Prince rotated between the families in later centuries.

600 years ago, the Fog Banks were rediscovered as a source for minerals of all kinds. With the aid of mining technologies recovered from the archives of the Goonavala, the exploitation of the ancient waste began; slowly at first, as even the reconstruction of the schematics in the archives took decades. And even then, the techniques and procedures needed to be relearned and tested. This caused the rise of the family of the Hero Goonavala as the masters of the archives on the one hand, and that of the Golden Guild on the other. The High Council was expanded with two seats, that of the Golden Guild and that of the Mining Guild. The new High Council elected a Goonavala to be the new Prince of Emden.

500 years ago, the renewed work in the Fog Banks caused toxic and hallucinogenic gases to escape, which led to some frightening events. The worst case of all, the *Curse of the Dead Eyes*, became a legend and was noted down in the archives. A severe affliction of the brain caused alternating bouts of apathy and high aggression in the victims. Sikum III, a descendant of the Hero Sebituus, brought the Arina Shard of his family to the Mine of the Thousand Sins and broke the curse. The Piookrihaas and the Goonavalas honored this heroism by almost exterminating the remnants of High House Sebituus through clever marriage arrangements, bribery, and even assassination. The last heirs relinquished all claims, though they did found the Temple of the Third Hero. The **Priests' Assembly** replaced the family on the

Emden

Population: About 70,000, a few hundred Hill Martians, particularly in the nearby villages. Additionally, about 150 humans, about half of them business people and representatives of the Earth governments, the rest adventurers and soldiers of fortune.

Government: Canal Prince Piookrihaa Purimin II, though his power is in some circumstances dependent on approval by the **High Council**. Further institutions are the **Priests' Assembly**, which consists of representatives of the different churches and cults and which has a seat on the **High Council**; the **Guild Council**, which deals with matters between the Guilds; as well as the **Canal Council**, which is made up of representatives of the lesser noble families and some citizens, but which doesn't actually hold any true power.

Corruption: Without the approval of the two high families, Piookrihaa and Goonavala, or the Golden Guild, nothing important will happen in Emden. However, both families are happy to support the interests of their subjects, should they show themselves to be grateful in advance, as well as afterwards. Even in smaller matters, patronage and corruption are ever present.

Economy: The economy of the city relies on the gold deposits of the Fog Banks and the creations of the goldsmiths. Especially in the last few centuries, a notable upturn in Emden's economy has been recorded, with most of the profits landing in the hands of the nobles and the Golden Guild, of course. This will probably continue for decades, yet, possibly even longer, but in the end,

the gold in the Fog Banks is finite and it remains to be seen how well the economy will react once the gold mines slow down. The currency is the so called Pikk, issued as specially colored glass coins laced with gold strands. Pikk's are usually traded for Marks at an exchange rate of about 3:1, though these rates do fluctuate significantly.

Military: Emden possesses an appropriately large army: 15 units of infantry, 8 of cavalry, and 10 of artillery. General training levels are rather low, so most of the military operations are left to the two battalions of the local mercenary group "Two-suns", which are far better trained.

Fleet: Four small war kites of the Bloodrunner class, with one each stationed at the canal port and in Old-Emden, and the other two at the airport, very close to the skyscraper of High House Piookrihaa. Additionally, two screw galleys of the Small Bird class are in active service, as is the Prince's airship. The training levels of the air captains and their crews are also not especially high. Only Piookrihaa Paarimun VII, cousin of the Prince and commander of the fleet, is an experienced captain. She is, however, only rarely present in the city.

Attitude towards humans: Generally, neither interested nor resentful. The humans have, however, managed to gain a very poor reputation in a very short time, as far as the gold trade is concerned: The Martians find it bizarre that absolutely anyone on Earth is allowed to sell precious materials like gold and fear that this "disturbing custom" will take hold here in the city as well.

Council. The newly formed Council chose the representative of the Piookrihaas to be the new Canal Prince, much to the surprise of the Goonavalas.

100 years ago, the Golden Guild began to finally separate itself from the Goonavalas, mostly because no new technological advances had been recovered from the archives for decades. The dominant economic position of the Golden Guild and the notorious tensions between the high families left the Guild as the most important power player in the city.

Canal Martian Culture in Emden

The Martians of the canal cities are the heirs of the Martian civilization whose prime passed millennia ago. Alongside the technological and material decline due to the countless wars, other achievements of their civilization in the areas of culture and social development have also been lost. Thus, Emden today is a strange mix of feudalism and equal rights for all genders, of aerial flyers and slave labor, of evolutionary theory and superstitious beliefs. In particular, the equal treatment of the genders might confuse and surprise some humans, possibly even anger them. Though the status of men and women in the rich cities of Mars can vary at times, women in Emden hold jobs just as the men do and basically enjoy the same rights, though there are some differences as well.

For example, few women can be found in the civic administration, but many are found in the merchant halls. In the arts, women tend to focus on music, while painting is seen as the province of the males. And while most of the crafting jobs are done by both women and men, there are still only a handful of women amongst the truly respected goldsmiths. In matters of sexuality, prevailing views are about as conservative as on Earth. And of course, few humans meet the beauty standards of a Martian.

The language of Emden is a rhythmic dialect of Umbran, the so-called Meridiani-Umbran. It is not as beautiful as pure Umbran and is strongly influenced by Koline, but can be readily understood, and even spoken after a few days' practice, by both speakers of Umbran and of Koline. Other languages of Mars such as Parhooni or Gaaryani and high Oenotrian are barely spoken. Basic communication in these languages is still possible, however. Most inhabitants of Emden speak, if any, only a little bit of English and German. Nobles and merchants might know a bit more of one or two of the languages.

Daily Life

Daily life in Emden is quite comparable with that of an Earth city. After sunrise, the streets and bridges of the city quickly fill with Martians on their way to work, especially from the outer worker districts to the Fog Banks. At noon, the richer among them return home, eat lunch with their family and spend the afternoon dealing with matters of the household or with relatives. Many stores and

workshops are thus not open in the afternoon, or are used for personal projects. The larger families even trade work directly with each other, which leads to a well-supplied middle class in Emden. The simple laborers—and, of course, the slaves—usually work to just before sunset and can only then begin to take care of their families and children. In this, they generally support each other as well, but usually don't have much to give that's not needed to feed their own family and clan. Slaves are never part of a clan and are to remain in their quarters after work.

Leisure time in the evening and the not uncommon religious or national holidays is usually spent with the clan, or on invitation with another clan. Public locations and pubs are thus rather uncommon. There is an amusement park, however, and a few so-called smoke towers: Buildings that exclusively hold cook shops, restaurants, dance clubs and sometimes even a special type of brothel, where the services take on a more medicinal form. The name stems from the wafts of smoke originating from the many stoves and fires of the usually open kitchens that hang in the hallways and rise out of the windows. Some smoke towers are indeed taller buildings, but some are located inside regular houses, though this does not affect the custom of calling them smoke towers one bit.

Religions

In Emden, there are many religions, and their representatives regularly meet in the Assembly of the 77 Temples, where they argue most furiously over the correct interpretations of the gods, the dangers of the moon demons, and what constitutes a spiritually proper life. Outside the Assembly, however, understanding and indulgence are the usual approach. Three of the influential religions in Emden will be more closely described in the section *Factions and Persons of Note in Emden* (p. 19). Common beliefs, shared by almost all people of Emden and every church, are the existence and holiness of the God in the heart of Mars, the sacredness of the Arina Stones and a hazy belief in good and evil spirits, in particular the fog spirits that bring madness and death. The spectrum of belief in these spirits ranges from philosophical thoughts on spirits as an allegory on the risks of all actions to the belief in actual spirits, including spiritual séances and obscure summoning rituals. Additionally, a widespread assumption in Emden can be summarized as "Gold is the mirror of the soul", according to which fate will only grant lasting wealth to the faithful. A view that isn't too far from protestant ideas.

Music and Leisure Activities

In the Temples of the city of Emden, in the smoke towers or on the streets in the upper market districts, music and song are popular forms of entertainment. A stay in Emden without hearing a few street musicians or noting the many announcements of special concerts is almost impossible. Classical Martian music is as present as new modern compositions. At times, the performances are most impressive, the composition being usually playful and precise at the same time and only rarely appearing pompous. The music of Emden is a lot closer to that of Mozart than that of Wagner. Some chords that delight the Martians will not be used on Earth for a while yet, and then only by composers such as Schönberg, which will cause terrestrial audiences to protest against "Martian steppes tootling". Martian singing often sounds softly echoing to



human ears, as though the music were accompanied faintly by itself. This gives many Martian songs a rather sacred tone in human minds, even when the lyrics are all too worldly.

Literature is almost as widespread, from serious philosophical novels to life stories to crude entertainment. Readings and literary salons are quite common, both in educated and less educated circles, though the selection of texts might differ. For example, the educated part of the population most recently focused on novels that presented the inner turmoil of the author. In the wider population, adventure stories of journeys to Earth, full of mysteries, sex, and violence, bring in more profit.

Fashion

The usual clothing of the people of Emden consists of different styles of tunics, half skirts or knee length pants, often accompanied by a coat or wrap, similar to a scapular. Important accessories are the often brightly-colored shoulder wraps as well as broad belts, both often adorned with ornamentation. Head scarves

and headbands are common, from which be-stitched ribbons are hung. Among the Guild members, tall and stiff Dioscurian caps are popular. The nobility wears richly adorned hats, not unlike top hats, though their brims are much narrower and they only stand about half as tall as top hats on Earth. In general, the clothes of the nobility tend to be more elegant and imposing. This might include several thin coats, some even made of sheer fabric, as well as shoulder capes with heavily padded shoulders so that their width offers much space for *sequins*, ornamental ribbons, and other jewelry.

While even common people own a piece of gold jewelry, even if only a copper ring with a thin layer of gilding, the nobility own significant amounts of golden accessories. Here the masterful skills of the local goldsmiths can be seen—flowing chains, playful ornamentations, elaborate engravings. It is fashionable to include hidden functions into jewelry, such as a secret interior compartment made of wafer thin gold, from which pleasant scent oils will evaporate when in contact with a warm body, or hair pins worked into a hip brooch, so that one is always able to adjust one's hair. Just like the craft of the smiths, wearing gold is the purview of males. Women much more commonly wear jewelry fashioned from silver or copper.

Among the lower strata, dyeing one's hair blond or strawberry blonde is in fashion, just like the twelve heroes of Seldon II—a

custom that was abandoned by the nobility once it had spread to the rest of the population.

Perfumes and other scent agents are uncommon. For a pleasant scent, Martians in Emden like to sit by special fire places whose soot has been treated with special herbs and grasses. After about an hour of soaking in the resulting smoke, all body odors have been suppressed. Available scents range from delightfully smoky to decidedly burnt.

Cuisine in Emden

Like anywhere else on Mars, the most notable difference to Earth cooking is the extremely spicy taste. But even the consistency and texture of food in Emden is unusual for humans. The most important tools in the kitchens of Emden are the mortar, the centrifuge with hand crank, and a type of samovar. The mortar and centrifuge separate most types of food into carefully sorted dry powders and watery essences. The powders are then mixed according to different recipes, spiced, and then deep fried in oil into a type of hard cookie, or boiled with hot water into a broth. The essences are either added to these broths, or imbibed directly as a beverage. Additionally, some vegetables such as the Baabk tuber, which is not unlike kohlrabi, or various sweet fruits are eaten fresh and not too spicy, though a green powder is served with fruits for dipping.

In Emden, a multitude of delightful fruit juices and spiced teas are available, the latter of course being extreme in their flavor. Mixed with huuran, a clear spirit, or its sweetly liquorous variants, these teas are quite tasty for humans as well.

Lost Technologies

Though the majority of the technologies from the Martian past glory might be forgotten, there are a few wonders and special machines left to discover in the canal cities. They might not all work properly anymore, but they are still testament to the lost skills of Martian engineers. Many of these devices are based on a type of crystal technology that human scientists have only just begun to understand. A few machines are even still fulfilling their purpose, but can usually not be replaced anymore. Thus, improvised maintenance and the hope that they won't break anytime soon will have to suffice.

The water supply of the city, its surrounding fields and the mine operations that used to be assured by water pumps is now being moved with simple and harsh slave labor. The paternoster pump station in Old-Emden is not in operation anymore. A long time ago, many dozen platforms, large enough to hold sizable carriages, rose and fell here on slanted rails, powered by the water that was being directed from the upper canals into the lower ones. Today, the upper canals are dried out and wide stairs have been put up between the platforms, meaning Old-Emden can still be reached on foot, though not easily.

There is one remaining large wonder of technology in the city, however, the Prince's sky rail. It connects the still standing skyscrapers of Emden at a remarkable height of 100 steps, about the height of the 35th floor. The locomotive hangs below a single rail forged from an unknown copper alloy that is attached to the buildings and supported by struts set on top of lower buildings. Back in the day, this rail system probably connected to more parts

of the city and to no longer existing skyscrapers, as countless strut foundations and various rail fragments between the houses of the city suggest. Even the past existence of a second, lower rail system seems possible, probably connected to the upper rail system. It is powered by electricity through the rail, fed from an antique generator in the High House of the Guild, fueled by gas from the sewer system.

Besides these large machines, there are many small devices, mostly in the households of the wealthier families. They are able to play music, move puppets, or play shadow plays. More can be found in the crystal district, such as in the hospital, for example, where healer and researcher *Amofaa* (p. 25) possesses a device that can make organs under the skin visible and even provide diagnoses through coloration.

Traditions of Long Distance Trade

Though the Martian cities are often embroiled in wars, there has always been a functioning long distance trade. The canals and the flight technology known for millennia have always ensured that communications between the cities remained possible at all times, despite the distances and the technological decline. This is the reason for the tradition of the so-called story tables. These can be found in some places in the smoke towers of the upper and lower market districts. Here, travelers and locals meet over food and drink to talk about current events and political developments in the various cities. Often, these pubs also curate very selective and poorly ordered collections of travel reports in their own little archives. But to those who wish to know the latest on the feuds of the Hill Martians, the current situation in the Tossian Empire, or the wedding of the enchanting Martian Princess of Largo-Skyrkis, these pubs are just the place.

Government in Emden

In light of the upcoming trade negotiations, the formal structures of government in the city are important for the players to know. Therefore, the most important groups and institutions will be introduced briefly below. A detailed description of the city's power groups relevant to the adventure will follow after the description of the city on p. 19.

The Nobility

A good dozen noble families exist in Emden, three of them holding special positions of power because they were granted one Arina Shard each by Nirab XLI. The **Piookrihaa**, the **Goonavala**, and the **Sebituus** families, named after their founding fathers or mothers, were, according to legend, granted government of the city directly after Nirab XLI. Piookrihaa was a legendary aerial flyer captain, Goonavala a genius engineer and keeper of Martian knowledge, and Sebituus a general celebrated by the military and the people. Besides these high houses, there are many smaller noble houses, all of which are connected to the Guilds and the High Houses through economic ties as well as marriages, oaths and contracts, both new and old.

The Guilds

The guilds are an independent faction in the city and define the lives of many people in Emden, especially among the middle class. Of particular note are the powerful Golden Guild and the Mining Guild, which both hold a seat in the High Council, though the Mining Guild is dependent on the Golden Guild in several ways, most importantly as the latter controls the city's gold monopoly and can thus set the prices. Other important guilds are the shipwrights, the mechanics (who usually mostly conduct repairs), the publishers, and the tailors. The merchants have also grouped into several guilds, each dedicated to the trade in a particular type of goods, though they hold little power when compared to the craftsmen's guilds.

The High Council

The High Council was formed when Nirab XLI abdicated. It is a body of government that limits the power of the Prince on many fundamental issues. It is of particular importance in the ongoing trade negotiations, as treaties with outsiders must first be ratified here according to an ancient ceremony. (More details on this can be found in the chapter **The Trade Treaty of Emden**, p. 29). For the current events, it includes the following persons, though they like to send representatives in their stead for less important sessions:

- The head of the High House of Piookrihaa, Canal Prince **Piookrihaa Purimin II**, p. 19
- The head of the High House of Goonavala, **Ganva V**, p. 21
- The grandmaster of the Golden Guild, **Joogandaa**, p. 21
- The grandmaster of the Mining Guild, **Minuukis**, p. 22
- The speaker of the Priests' Assembly, **Sikumsi Oon**, p. 22

The Selection Process for Canal Princes

Emden does not have one ruling dynasty, but three. If there are no direct heirs after the death of a prince, or if the High Council is reformed, a new canal prince must be elected. Should the High Council not come to a definitive agreement on

the matter, the **Guild Council** will determine the new prince, though this must always be the head of one of the three High Families.

A forgotten rule that may be unimportant today says that the canal prince must abdicate as soon as both other families demand it. This rule can be discovered through the Arina projection (p. 57) and be made politically relevant by finding an heir to High House Sebituus (p. 63).

The City of Emden

In what follows, the most important facts about the city of Emden are summarized and the most relevant city districts are briefly introduced. In this city, four canal arms meet, two of which only carry water for a few miles: The canal to Ismenilus only does so inside the Meridiani valley and the canal to Thymiamata only does so for about 9 miles (or 15 km), where it irrigates farmland. Around the canal intersection lie the districts of the **center**, the **upper and lower market districts**, the **Golden Gate**—where the majority of the gold smithies are located—, and the **Crystal District**.

This last district is named for the remaining photo-crystals that are on display in its museum. Besides that the museum, several other scientific institutions are located in it, as well as a hospital.

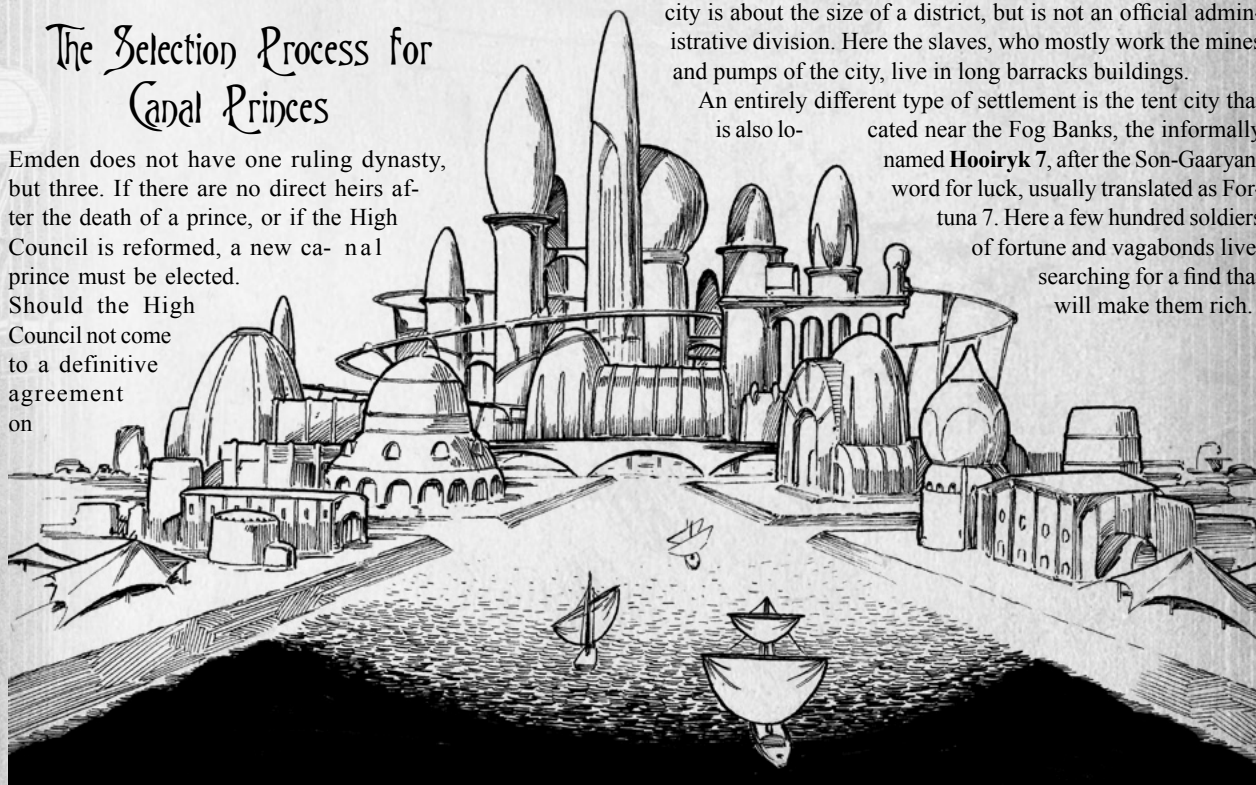
In the center, the highest buildings of Emden can be found, whose upper floors are connected via the Prince's sky rail. Around this central, or inner region, the city is divided into seven outer districts.

In districts 1 and 2, the people work crafting and administrative jobs and are generally well off. In the other districts, the laborers who earn their money in the city or the surrounding farms or factories live.

Above the city on the northeast canal lies **Old-Emden**, about the size of two districts. This area now only consists of ruins save for the roads between the ascension ramp and the canal port.

A further built-up area near the Fog Banks in the north of the city is about the size of a district, but is not an official administrative division. Here the slaves, who mostly work the mines and pumps of the city, live in long barracks buildings.

An entirely different type of settlement is the tent city that is also located near the Fog Banks, the informally named **Hooiryk 7**, after the Son-Gaaryani word for luck, usually translated as Fortune 7. Here a few hundred soldiers of fortune and vagabonds live, searching for a find that will make them rich.



Emden

Architecture

In centuries past, Emden was larger than it is today, and visible traces of this remain to this day, particularly in Old-Emden, where the majority of buildings are now uninhabited. But even in other districts there are empty buildings, their upper levels often in poor condition. Truly well preserved buildings can only be found in the city center, including of course the skyscrapers that, with their 30 to 40 floors, offer an impressive sight. Around the canal intersection there are a few additional skyscrapers, though their upper floors are barely in use. In most of them, the lavish gathering halls of the guilds can be found, which are only fully used once or twice a Martian year. The other buildings in the center are between 15 and 20 stories tall, while outside the center most have 6 to 8 floors. The entirety of Old-Emden is no higher than three floors.

Most, and especially the antique buildings, are made of concrete, reminiscent of sandstone, like that used in the Tossian baroque style, but showing different basic shapes. Besides the rounded, organic shapes, there are also rectangular and hexagonal shapes.

Dome roofs are quite common, independently of the basic shape of the houses. The common ornamentations of Martian architecture have undergone several fashion trends in Emden's past, meaning classical Tossian baroque elements can be found here as easily as Parhoonian oriental features. The countless temples are often spherical buildings, openly aping the shapes of planets and symbolizing the proximity of the faithful to the interior of Mars.

Due to the rapid decline in population, living space is not a problem. Both middle class and working class have generously sized homes, by Earth standards, and even stores and workshops are quite sizable.

Traffic in the City

Few of the elevators in the city can still be operated with a working motor. Some are powered by expensive slave labor now; the rest are left inactive. To avoid an excessive amount of stair climbing, a dense system of ramps and bridges has sprung up, connecting the tall buildings, allowing the people in the city center to move freely on three levels—on the ground, at a height of 5 floors and of 10 floors. The quality of these bridges ranges from sturdy tube constructions in the center to loosely nailed board contraptions 5 floors off the ground in the outer districts.

In the more refined districts 1 and 2, living on the ground floor is seen as pedestrian, as that is where the waste gathers when it does not find its way into the sewers. These sewers are based, as in many Martian cities, on technology from past centuries and use special bacteria that dissolve the organic and some of the inorganic parts of the waste. These bacteria are extremely dangerous to Martians, but humans appear immune to them. This offers some opportunities for adventurers to work as monster hunters in the sewers (see **The Rat Catchers of Emden**, p. 16).

The dead in Emden are laid to rest in the subterranean catacombs and crypts above, below, and in between the sewer tunnels. It is not uncommon to regularly empty the crypts and to dispose of the remains of the dead in the sewage. Many crypts have also been forgotten, and since valuable grave goods are not a common tradition, few are interested in finding them.

Lower Market District

Between the water carrying canals lies the lower market district. Here, most of the goods of the city change hands and wholesale trade is conducted. There is also an area that serves as an **airfield**, though any flying merchant ship must first land at the airport in the center to pay the required fees. Otherwise, this district is dominated by large warehouses. Especially at night, guards of the merchant guilds as well as troops of the city keep order. One of the light war kites of the Bloodrunner class is stationed at the canal port and kept ready to deploy at all times.

Upper Market District

While the lower market district only serves large scale transactions and it thus sees only limited visits by shoppers and shop keeps, the upper market is teeming with them. Here, dozens of stores offer direct trades. While the guilds set prices for goods and wares, there are numerous exceptions and special cases, so that bargaining is quite possible, though it can often sound more like a legal argument than bartering. A special case is the **Store of the Chancellor**, which is being run by the Prince's Office of the Treasury. Here, according to political guidelines, certain basic goods and foods are to be offered at very low prices. The prices are indeed very low, but the supplies are so few that in all the three stories of the building, one can often find nothing but a few bottles of old oil.

The upper markets also offer several hireable theatre and concert halls, as well as a few smoke towers, where all sorts of sensual pleasures can be enjoyed. Outside of one of the **smoke towers**, the Hungarian *Ferenc Kádár* has opened a restaurant for human visitors to Emden and for Martians interested in Earth, the **Saloon of the Mars Pioneers**. Here one can enjoy good Bohemian cuisine, though it is a little bit improvised in places. Vitzthum will frequent this place regularly and eventually meet *Carl Menger* (see the events in **Knowledge and Truth** on p. 37). The mercenary *Takeo Izuyama* can be encountered here as well. (p. 26).

The Golden Gate

This district can be reached through many gates besides its iconic **Golden Gate**, which sits on the bridge that leads directly from the skyscraper of the Guild Council to the district of the goldsmiths and fine mechanical engineers. While the other gates are made to resemble the Golden Gate, the original is about 25 ft. (or 8 m) tall and set with impressive golden filigree. In addition to the gold smithies, this district houses many workshops that supply the former, such as stone cutters and the so-called purifiers, who prepare various minerals and metals chemically for the use in goldsmithing. As all living spaces for the clans and families are directly connected to their workshops, all buildings in the Golden Gate are impressive and in very good condition. Even a few merchants who aren't involved in goldsmithing do their business here. The Golden Gate is well protected by the official troops of the city as well as the many guards of the clans and workshops.

Crystal District

A special case amongst the districts is the Crystal District. Once, so it is said, the blooming center of the sciences, this title is only partially true today. In fact, there used to be four such districts in Emden in the past, and this one was dedicated to the development of the mysterious crystal technology. Additionally, there was some heavy industry, though few fragments of these steel monstrosities remain. A few halls were refurbished for use as living or business space, others serve as monuments to past glories of the Martian civilization. The unused spaces provided by the steel colossi as well as the still-standing walls around the district has made it popular as living quarters for the middle class. And even today, some few scientific installations can be found here. Besides facilities for mathematics, theoretical mechanics, and thermo-magnetism, there can be found the **Picture Gallery**, which is open to the public and which holds numerous images of Martian Technologies and a few paintings of the Martian steppes, alongside a collection of 19 photo-crystals. Finally, Emden's **Hospital** can be found here, whose chief healer *Amofaa* not only investigates medical technology, but is also interested in the physiology and medicine of humans (see the detailed description on p. 25).

Old-Emden

The majority of Emden today lies in the valley of Meridiani Sinus, but only a few millennia ago, a large portion of the city also sat above this valley, along the canals to the north, because they had not dried up yet. Today, only the usually empty **caravansary**, the old **port**, and the **garrison of the mercenary company "Two-suns"** are found there. The mercenary company's two battalions perform the duties of the army here, freeing up the city's troops to concentrate on the lower part of the city. The largest part of Old-Emden is so derelict that it can barely serve to house the barracks for the army. Besides the few workers in the port, only a few, strange individuals live in the occasional intact building in this district. Only a few gangs still use Old-Emden as a hidden base or use it for secret meetings. Thus, beyond the port this district is basically empty apart from a few hermits and the odd mercenary patrol. A war kite of the Bloodrunner class is kept at the ready near the old port.

Districts One and Two

The two districts, home to something close to Emden's bourgeoisie, lie in the east of the city, along with the Crystal District. Many of the **guild halls** are here and there are public facilities like baths and schools, as well as gardens and an **amusement park**. Especially on public holidays, the park is full of people enjoying many readings, concerts, and other entertaining performances, accompanied by all sorts of sweet and spicy delicacies. On other days, only a few events take place. Many of the local businesses produce refined consumer goods or offer repair services to maintain and refurbish old objects. This does not refer to Martian high tech, but rather things like seats made of elastic steel, whose fabrication methods have been forgotten, or the sound caps of a pentatonic trumpet.

Worker Districts and Slave Barracks

The districts 3 to 7 show alternatingly well preserved flat blocks and mostly collapsed buildings. Besides a few smoke towers and markets with basic wares, there is no notable infrastructure. The sewage canals are not sealed properly everywhere, meaning some houses are unsuitable for habitation because of the bacterial miasmas. The clans and families here often meet outside the houses in the plazas and streets, making those places quite busy in the afternoons and evenings.

The area where the slaves are kept lies directly by the Fog Banks and only consists of rows of barracks buildings, guard towers, and supply stations, where the block speakers (slaves designated as representatives of each slave domicile) must collect the food for their inhabitants.

The High City

In the center of the city there are six towering skyscrapers that were built a long time ago and which, thanks to extensive care and maintenance, still stand witness to Martian civilization and its architectural achievements. Here, above the twentieth floor, the noble families and the most important institutions of the city reside. The skyscrapers are connected by the Prince's sky rail and protected by many guards and several patrol airboats.

On the 15th floor of the **skyscraper of High House Piookrihaa**, the airport of the city is located: A platform that rests on several pillars that in turn are anchored on the roofs of several nearby buildings. Almost a dozen aerial flyers have space to land here. Besides High House Piookrihaa, their close associates of the shipwrights' guild as well as the Prince's Ministry for Trade and Ports are located here. The **skyscraper of High House Goonavala** holds the generous homes of the family as well as large parts of Emden's archives and the city's printers. The Arina Stone of the Goonavalas is located in an especially well-guarded artifact chamber of the family, alongside a few treasures from the archive whose existence is unknown to the rest of the city. The so called **High Temple of the Third Hero**, once the skyscraper of High House Sebituus, is the seat of the religion founded by Sebituus Sikum VI. Additionally, the offices of the general and his Ministry of Labor and Police are also located here. With 40 floors, the **Prince's skyscraper**, also called the High Palace, is the highest building in the city. Here the audience chambers and the private chambers of the Canal Prince are located. In the *throne room*, the Arina Shard of the Piookrihaas is kept and the Nirabian auditorium holds the holographic ring mirror, capable of replaying the famous speech by Nirab XLI in which he abdicated in favor of the Three Heroes. The *Office of the Treasury* is also located in the Prince's skyscraper. The somewhat shorter **skyscraper of the Guild council**, which is also called the Golden Skyscraper ever since the Golden Guild rose to dominance, holds the meeting and business facilities of the Guild Council and the Guild Hall of the Golden Guild as well as the Prince's Office of Gold. Again somewhat shorter, the **House of the High Council** holds the *council chambers* and the *Prince's Finance Ministry*. Ever since the Mining Guild has set up its seat here, it has attempted to introduce the name House of the Cups, for the symbol of their guild icon, but have found only limited success.

Emden

Fortuna 7

Already cleared and dismantled by the government six times, this tent city near the Fog Banks was always rebuilt and thus represents the hope and determination of its inhabitants perfectly. Fortuna 7 is a ramshackle collection of tents, improvised huts, and shelters, where all sorts of soldiers of fortune and scum can be found. These are metal and artifact hunters. They search through the Fog Banks, climb down into abandoned shafts, sometimes dig their own careless tunnels, and attempt to find some small ancient Martian artifact that will bring them wealth and fame. For the Mining Guild, they are a nuisance, but every police action so far was only a temporary success, and on top of that, the soldiers of fortune have proven quick and hardy. The Canal Prince thus proclaimed that no further clearing attempts should be made.

Fortuna 7 is just the place, if one wants to know how to secretly enter one of the mines (*Investigation* or *Streetwise* at -2) or is interested in a bit of gambling. Usually, the game is *Teem*, a highly mathematical game in which numbers and operators are arrayed and points are scored depending on the result and position (competing *Gambling* rolls, those familiar with the game gain a +2 bonus). The bets are often large, including recently earned money, mineral nuggets, metal shards, and machine parts. Sometimes, the bet is also tied to further mathematical conditions. For example, should 2 extra Pikks be bet on a complete victory, then, if the final score difference is a prime number, an ancient conductor rod is added to the winner's pile. Occasionally, brawls or shootouts occur near the tent city, usually over arguments and claims on the right to found items or just a difference of opinion on the rules of mathematics.

Petkum

Emden is surrounded by several villages. Their inhabitants work the fields around the canals. Usually, the villages are groups of 30 to 40 flat buildings with curved roofs that serve as both living quarters and storage facilities. The field labor is mostly done by workers in the service of the noble families, the water pumps being worked exclusively by slaves. Petkum lies south of Emden and is not particularly different from the other villages. However, there is a permanent residence of the *Tribe of the Seven Valleys* here, which also plays a role in the quest **Threat from the Steppes** (p. 60). The tribe mostly trades in special minerals with the Golden Guild, especially a specific type of hematite from Meridiani Sinus, the so called 'blueberries' which are very popular for use in gold jewelry. Petkum might be of interest to adventurers looking to acquire Hill Martian goods or to conduct further ethnological studies.

Side Quest: The Rat Catchers of Emden

As mentioned previously, the ancient sewer system in Emden, like in many cities on Mars, is based on bacterial breakdown. The Martians are susceptible to these bacteria and must fear severe, often deadly diseases if exposed to them. In the past, maintenance and operation were automated, but since those facilities have

ceased functioning a long time ago, difficulties now arise quite regularly. In some parts of the city, the sewers are already fully sealed and waste disposal is becoming problematic. In district 6, however, several sections of the old sewers still work quite well. But recently there has been a collapse, allowing bacterial miasmas to leak into the streets. While these miasmas claimed a few victims, they receded after a few days. However a few animals from the sewers that crawled onto the surface are now terrorizing the population there. A few Martians have even been dragged off by these monsters.

The Task

Should the player characters not simply be wandering the streets to aid the simple people, the healer *Amofaa* makes for a suitable quest giver (see the section **Factions and Persons of Note in Emden** on p. 19). He has treated the diseased victims but was only able to save a few, leaving him eager for a solution to this problem. He assumes that the leak is no longer a problem, as the bacteria cannot survive in the surface atmosphere for long. The escaped animals from the sewers are a danger, however, as they undoubtedly carry the bacteria and are thus a threat even beyond their claws and fangs. Amofaa will turn to the humans for aid, as he knows about their limited susceptibility to the bacteria. As a scientist, he is taking a calculated risk on this guess. A player character may attempt a *Healing* roll at -2 to confirm this theory as commonly held, but in no way proven. As a reward, Amofaa will offer either a favor in return, or 5 Pikks per player character as payment.

As part of the plot thread **The Workers of Emden** (p. 39), the characters will have contacts with the representatives of the Interplanetary Workers Association, whose members will refer to incidents like this collapse as proof that the powerful are willfully ignorant of the plights of the common Martian men and women. The player characters might therefore feel called to action without the prospect of a reward. After all, this should be a police matter, and will be if Amofaa makes the request.

Equipment

Besides tough, and ideally disposable, clothes and sturdy boots, the player characters will most importantly require one or more light sources as well as suitable armament. At least for the initial descent into the sewers, ropes and hooks are also useful. Breathing masks are easily acquired in Emden. They are usually employed in mining and consist of several layers of thick fabric, similar to Earth cotton, with coal padding wrapped between them. They are uncomfortable, hot, smell strangely, but do protect against dust and stench, and possibly even against firedamp to a degree. Such masks might also come in handy later in the **Mine of the Thousand Sins** (p. 52).

The Bacterial Waste Decomposition

The sewers consist of a system of tunnels whose floors are covered with bacteria. Tubes from the buildings above funnel the waste into these tunnels, where the bacteria will almost completely dissolve it as nourishment. The gases created in this are used as fuels,

amongst other things for the Prince's sky rail. Additionally, the original designs called for regular flooding of the sewers, as the leftovers of the bacterial decomposition contain nitrates among other things, which can be carried into the irrigation system of the city via the water canals to serve as fertilizer; the dangerous bacteria are killed during these flooding processes. Therefore, there are locks between the sewer systems that allow for partial flooding of the tunnels, so that after they are opened again, the bacteria can expand through them, back into the cleansed sections.

The Tunnels

The tunnels of the sewers are dark and stuffy. The waste, but also the remnants of the decomposition smell unpleasantly. The bacteria are partially luminescent, granting the environment a pale green shine. Every twenty steps there is an intersection, though the tunnels do not lie straight in a grid pattern, but also at sharp angles to each other, sometimes even curving. There are two places of note down here. The first is a collapsed side wall a few hundred yards in that leads to the catacombs; the other, 50 steps on, is an open lock.

The Sewage Plague

Those who enter the sewers risk being infected by the active bacteria there and contract the Sewage Plague. Humans and Venusians have little to fear, but Martian severe cases can be lethal. It takes a *Vigor* roll to resist the disease; humans and Venusians get a +2 bonus, while Martians are highly vulnerable and suffer a -2 penalty. A breathing mask adds a +2 bonus to the *Vigor* roll, meaning humans and Venusians are practically safe in this case.

After half a day, an infected character will suffer a level of Fatigue, experiencing headaches and difficulty breathing. For humans and Venusians, that is all; the disease is comparable to a heavy cough. A successful *Vigor* roll (or a *Healing* roll is treated by a doctor) at -2 is all that is required to overcome the disease; roll daily.

For Martians, this is an entirely different matter. For them, severe pains and internal bleeding will begin after a day; they suffer two levels of Fatigue from the outset. Each day, a Martian will suffer an additional level of Fatigue unless they succeed on a *Vigor* (or *Healing*) roll at -2; on a raise, they are cured and can remove a level of Fatigue per eight hours of rest.

The sewage plague can also come into play during the section **The Workers of Emden** on p. 39.

A *Tracking* roll at -2 reveals that giant rat-like beings live down here, and with a raise, the telltale signs of the Knoe Shoshu can also be found: strange tracks, looking as though two sea lions of different sizes moved side by side. Depending on the player

character's knowledge of Martian fauna, they might well recognize the signs of the Knoe Shoshu. If they do not know of this creature, they are left to wonder about the source of these ominous tracks.

Armored Rats!

The player characters can encounter the armored rats at any point. At a half step in length, these animals are particularly dangerous to other small animals. A *Knowledge (Biology)* roll confirms that these animals are capable of dragging Martians. The *Cingulata rattus* (or verteb varaata, as it is called on Mars) travel in small packs of D3 animals and are moderately dangerous. The animals are, however, dripping with bacteria and thus extremely toxic to Martians.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Bite:** Str+d4
- **Disease:** Targets struck for a result of Shaken (or worse) are exposed to the Sewage Plague and must make a Vigor roll to resist (see sidebar)
- **Fleet-Footed:** Pace 8. Armored rats roll a d8 running die
- **Hardy:** Armored rats are hard to take down. Once Shaken, any further Shaken results are ignored
- **Size -1:** Armored rats are about the size of dogs

The Catacombs

Behind a collapsed wall lies an old city burial chamber. Hundreds of mummified corpses lie along the walls of the long tunnels in a neat line. The first area, however, is a mess. The bodies are thrown about, torn into, and gnawed on. Should the player characters seek to investigate this burial chamber more thoroughly, they will find a long metal box suspended from the ceiling in one of the tunnels, inside which is an ancient Martian energy sword. The handle, the short cross guard and the fuller of the single-edged, broad blade are laced with wires and small crystal diodes. The pommel holds an ancient crystal. A moving clamp on the handle activates the energy crystal and causes the blade to heat up until it is glowing hot. The sword only holds a limited number of charges (Str+d6, Str+d8+2 when activated, the energy crystal has enough power for two activations). A *Knowledge (Engineering or Physics)* roll with a difficulty of 4 can determine that certain conductor rods are missing at several points on the sword. Should they be found and placed correctly (*Repair* roll at a -4), the number of available charges doubles. These conductor rods can be won by gambling in Fortuna 7. What custom lies behind this hanging sword is unknown, even in Emden.

The Lock

In the past, the locks of the sewers were opened and closed electrically; the systematic separation and opening of the different sections allowed the system to keep and use several different bacteria types. Today, these locks only remain active in a few areas. Far from the canal, the entrances to the sewers are often even sealed entirely.



The lock in this area can still be used, however, with mechanical manipulation (*Repair* roll, *Knowledge (Electronics)* can be used to assist). A *Healing*, *Knowledge (Chemistry)* or *Knowledge (Biology)* roll at a -4 reveals that these bacteria originate from beyond the lock, so that closing it would likely seal them and the armored rats away for good. The part of the sewers affected by the leak would then cease functioning, which is a small price to pay given the overall size of the sewer system and the danger that the leak poses.

Knoe Shoshu

After entering the sewers through the canal as an adolescent, the Knoe Shoshu has survived here on the animals and bodies of the catacombs. The armored rats do not make for suitable food, however, which is why the beast has ventured forth after the roof collapse to feast on those fresh Martians that strayed too close to the site of the collapse. In general, this creature will lurk in the tunnels and will ambush the player characters when they are leaving the catacombs. Should the player characters not enter the catacombs, it will try its luck at an arbitrary intersection. The player characters may attempt to lure the Knoe Shoshu behind the lock before closing it, but a battle and subsequent presentation of a trophy as proof would gain them more fame with the Martians. Should the player characters correctly identify the tracks of the Knoe Shoshu in the beginning, and follow them on, a further *Tracking* roll at a -4 will allow them to locate and surprise the beast.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d10, Guts d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 8

Special Abilities:

- **Bite:** Str+d4
- **Poison:** Targets struck for a result of Shaken (or worse) must make a Vigor roll at -2 to resist or take a level of Fatigue for an hour
- **Fleet-Footed:** Pace 8. Knoe Shoshu roll a d8 running die
- **Two-Fisted:** Knoe Shoshu can make two attacks with their tentacles without incurring a multi-action penalty
- **Size +1:** Knoe Shoshu are about the size of a bear

Canal Prince

Piookrihaa Purimin II.
p. 19

High Council

Joogandaa
Grandmaster of the
Golden Guild
p. 21

Minuukis
Grandmaster of the
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Councils

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further unimportant
guilds

Society of the Temple
of the Third Hero
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Wisdom of the
Inner Mars
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Cult of the Flyers
p. 23

further small cults

Reward for the Trouble

The player characters will enjoy a boost to their reputation, particularly among the common Martians. Finally, someone is seeing to the issues of the city out of more than just self-interest! This reputation may serve as a bridge to the tasks in **The Workers of Emden** (p. 39), both for the Interplanetary Workers Association and the police. Even Schmoller will be delighted that his entourage consists of brave souls. Should this quest have been undertaken by request of the healer Amofaa, he will of course be more than happy to cooperate further (see his description on p. 25).

Additionally, knowledge of the sewers and the fact that Martians can only enter them at the greatest risks to their health could be quite helpful should the player characters need to escape thugs or the police.

Factions and Persons of Note in Emden

The members of the German delegation, including the player characters, are official guests of the Canal Prince, and will make contact with all the important factions of the city over the course of the trade negotiations. At this point, the more important representatives will be introduced. The attitude towards the great Martian Empires is rather uniform amongst the factions in Emden, and not a focus of this adventure and the negotiations. There is a general favoring of Dioscuria, but otherwise Emden treasures its independence.

Military

The soldiers of Emden are only moderately well trained and equipped. This is sufficient to protect the city in case of an attack, to man the aerial flyers, and to guard the city's caravans. On top of that, the army is tasked with all police matters, usually guard duties, regular patrols in the richer districts, and the investigation of crimes against the public interest. Smaller delinquencies are left for the clan leaders and neighborhoods to sort out.

The supreme commander of the Emden military is *General Laanis* (51, haggard and wrinkled, piercing gaze), an old and careful soldier. He has no interest in the power games of the

high families and the guilds, and he considers Prince Piookrihaa Purimin II to be too young and self-absorbed to be a good ruler. General Laanis will only enter the story should the security of Emden come under threat, in particular through an outside menace or an uprising (see the section **Revolution!** on p. 46). A few years ago, Laanis appointed the commander of the mercenary company "Two-suns" to the position of field officer. A decision that, while hotly debated within the army, did successfully bind the mercenaries to the armed forces.

The Prince's High House Piookrihaa, Masters of the Air

Piookrihaa was a heroic aerial flyer captain. In this tradition, the Piookrihaa still hold the title of "Masters of the Air" today and provide most of the officers for Emden's aerial flyers, including the commander of the air fleet, Piookrihaa Paarimun VII. The most important member of the family is, of course, the Canal Prince himself. He has no siblings and as of now no heirs, a precarious situation as only direct heirs of the incumbent Canal Prince may succeed him in office and role. Beside air traffic, the Piookrihaas are very involved in the city's administration and the military.

The Canal Prince Piookrihaa Purimin II

The ruler of the city-state, called Uuqqam in Emden and Canal Prince by the humans, feels called to a higher purpose, but in the city his endeavors always depend on the High Council and the economic dominance of the Golden Guild. Now Purimin has

<i>Stands with</i>	Jooganda	Piookrihaa Purimin	Sikumsi Oon	Minuukis	Moora	Goonavala Ganva	Goonavala Giam	Sebituus Erabii	Interplanetary Workers Association
Jooganda		-		-				-	-
Piookrihaa Purimin	-		+			-	-	-	-
Sikumsi Oon		+			+			+	
Minuukis	-	+			+		-		-
Moora	-		+	+					-
Goonavala Ganva		-		-				-	
Goonavala Giam		-		-				+	+
Sebituus Erabii		-	+			-	+		
Interplanetary Workers Association	-	-		-	-	+	+		

- negative + positive neutral or depending on the topic

Emden



forged a plan that is to change this. Contact with non-Martian nations has allowed for the possibility of an interplanetary trade agreement that could break the Golden Guild's monopoly. This, he hopes, will finally grant him the long dreamed-of complete authority over the city-state. At the same time, he is banking on the expanding German influence on Mars and wants to profit by tying himself to their rising star as their first partner. His greatest political rivals in these plans are the clan of the Goonavala as well as the Golden Guild. Purimin is the host of the delegation and the driving force behind the trade negotiations. He is a central non-player character. Even though no physical confrontation with him is likely, his full stats are listed below.

In general, the Prince is too lazy to learn other languages, especially some as alien as those from Earth. He does speak fluent Meridiani-Umbran and Parhooni and also quite good Son-Gaaryani.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Gambling d6, Guts d8, Knowledge (Bureaucracy) d8, Knowledge (Painting) d6, Notice d8, Persuasion d10+2, Piloting d8, Shooting d8+2

Charisma: 2; **Status:** 4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident

Edges: Marksman, Noble, Rich

Languages: Koline, Meridiani-Umbran, Parhooni, Son-Gaaryani

Gear: Musket (10/20/40; 2d8+1; RoF 1; Shots 1; 2 actions to reload, AP 1), long sword (Str+d8)

Palace Guard

Purimin's personal guard is made up of particularly experienced or distinguished members of Emden's army. In some cases, distinction is the dominant factor, meaning that not all soldiers in this group are truly powerful fighters. (Should the player characters pick a fight with the palace guard but not boast many combat experienced party members, you can elect to only let them encounter enemies

that hold honorary positions in the guard.) The guards wear the many-layered robes of the nobility, though made of simpler fabrics, combined with ornate plate armor and face masks.

Honorary

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Vow (Protect Prince and House Piookrihaa)

Edges: —

Languages: Koline, Meridiani-Umbran

Gear: Single shot pistol (5/10/20; 2d6+1; RoF 1; Shots 1; 2 actions to reload, AP 1), long sword (Str+d8), halberd (Str+d8; Reach 1; 2 handed)

Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d8, Shooting d8

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Vow (Protect Prince and House Piookrihaa)

Edges: Block, Brawny

Languages: Koline, Meridiani-Umbran

Gear: Single shot pistol (5/10/20; 2d6+1; RoF 1; Shots 1; 2 actions to reload, AP 1), long sword (Str+d8), halberd (Str+d8; Reach 1; 2 handed)

High House Goonavala, Masters of the Archive

The second noble family that can claim to descend from one of the Three Heroes are the Goonavalas. Their founding father and all his descendants carry the title "Masters of the Archive". The family produced many scholars in the past and to this day controls Emden's archive. These are located in the skyscraper of High House Goonavala, between the 10th and 27th floors, though there are other locations across the city, several in the Crystal district, as well as elsewhere, where some records can be accessed. Due to their traditions, the Goonavalas are deeply immersed in the administration of the city-state and owe their wealth in great part to the resulting fees and bribes they collect. As of a few centuries ago, they were also a driving force behind the exploitation of the Fog Banks, as they discovered in the archives the scientific principles that allow for the mining and refining of the minerals and metals found there.

The Goonavalas are the rivals of the Piookrihaas for the rule of the city, but they are also in conflict with the Golden Guild, ever since they supported the current Piookrihaa Prince in his claim. High House Goonavala is also positively predisposed towards improving the social structures and working conditions as well as abolishing slavery, ideas all categorically rejected by the other guild leaderships. High House Goonavala believes that free and well-fed workers are more productive and would thus improve Emden's economic output and potential for a more powerful military.

Tensions have been rising within the house over the last few years. The matriarch Goonavala Ganva V is increasingly resorting to conflict and violent escalation, even accepting the risk of innocent victims. Her nephew and heir designate Goonavala Giam X, however, prefers diplomatic overtures and relies on the

tradition of the family to expand and solidify their position with superior knowledge and education.

Goonavala Ganva V

The aging Ganva (61, haggard, energetic) is increasingly worried that she won't live to see another rise of High House Goonavala. She is determined to proceed with her plan to throw Emden into chaos, and to use that chaos for political initiatives, gain a seat for General Laanis on the High Council, and increase the power of the military. She believes that a reformation of the High Council must be followed by a re-election of the acting Canal Prince. And as she plans to have solidly soured the reputation of the incompetent Prince Purimin by then, she doesn't see any further obstacles at that point for a Goonavala Canal Prince. This is a very optimistic, if not desperate plan. She is therefore also in secret negotiations with the Tossian Emperor to gain military support for a coup. In exchange, she is offering major tribute in the form of gold, which would drastically reduce the power of the Golden Guild. (The very early current stages of these negotiations are expanded upon in the section **Generations of Power** on p. 35).

Purimin's attempt to disempower the Golden Guild through negotiations with the German delegation seems for her to be the perfect opportunity to increase the unrest. For this, she will make use of the Groundcleansers, a crude and violent group of Martians that loathe humans. To hide her involvement with the Cleansers and feign openness towards the humans, she regularly receives visits by the British merchant *Thumbleton* (see the sidebar **Earth Politics in Emden** on p. 30).

While most of the power players in Emden are following their own more or less justified goals, Ganva is a classic villain. She wants to rule over Emden and is willing to kill to do so. Ganva's plots are more accurately detailed in the section **Generations of Power** on p. 35.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Intimidation d8, Knowledge (Bureaucracy) d8, Knowledge (Law) d8, Notice d8, Persuasion d10+2, Taunt d8

Charisma: 2; **Status:** 4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant

Edges: Command, Noble, Rich

Languages: Koline, Meridiani-Umbran

Gear: Dagger (Str+d4)

Goonavala Giam X

The nephew of Ganva (33, popular, talks a lot) was always a bright student and has grown into a confident man over the years, now increasingly trying to distance himself from his mentor whose plans he considers risky and reckless. He also views the presence of the German delegation and the conflict between Prince Purimin and the Golden Guild as an opportunity for High House Goonavala, but not through randomly fanning the fires of violence. He would rather win the humans over to his side and present High House Goonavala as a more reliable partner for the German Empire than Prince Purimin could be.

The player characters will have the opportunity to support Giam in the internal conflict of House Goonavala and uncover decisive evidence of her alliance with the Groundcleansers, and possibly even of her negotiations with the Tossian Empire. For more details see **Generations of Power** (p. 35).

Attributes: Agility d4, Smarts d12, Spirit d8, Strength d6, Vigor d6
Skills: Guts d8, Investigation d8, Knowledge (Bureaucracy) d10, Knowledge (Philosophy) d10, Notice d8, Persuasion d8+4, Shooting d4

Charisma: 3; **Status:** 3; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Vow (Minor; improve the rights of the underprivileged)

Edges: Charismatic, Jack-of-all-Trades, Noble

Languages: Koline, Meridiani-Umbran

Gear: Pocket revolver (12/24/48; 2d6; RoF 1; 6 shots)

The Golden Guild

The goldsmiths form the most important guild of the city-state. Their craft is highly respected and one of the few arts that can still demonstrate the greatness of the ancient high technology of Mars. The Golden Guild has succeeded in acquiring the old knowledge of reclaiming and reusing the buried metals in the Fog Banks and at the same time has gained a position of power in the city's politics and economy. They are not only the richest of the guilds, but have also appointed the head of the Guild Council for centuries without meaningful opposition. They also hold a seat on the High Council. It is therefore not surprising that the trade treaty pursued by the Canal Prince is mostly intended to reduce the influence of the Golden Guild and diminish their economic power. The plan is simple: The Golden Guild has right of first purchase for any mined gold, before all other buyers on Mars. The German Empire, like all other Earth nations, does not fall under this stipulation, meaning Purimin could use a foreign trade treaty to break the monopoly of the Guild over the gold, and thus the basis of their power.

Until now, the Guild has always supported Pookrihaa, not least because they view the social innovations advocated by High House Goonavala as a threat to the guilds in general.

Grandmaster Joogandaa

Joogandaa is a woman in her prime (41, long, full black hair, golden glasses), full of artistic drive and at the same time a competent administrator. She is surprised by Purimin's clever ploy, and had until recently assumed that the vice-addicted Canal Prince would not make any trouble as long as he could live in luxury. She will attempt to convince the Mining Guild and High House Goonavala to reject the trade treaty and thus have its ratification by the High Council fail.

As soon as the player characters officially seek to recover the third Arina Shard, she will consult an expert who is to seize the shard. She wants to avoid another surprise that could harm the status of the Guild. (More details in **The Arina Shards and the Mine of the Thousand Sins**, p. 49.)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Knowledge (Blacksmithing) d10, Knowledge (Bureaucracy) d8, Notice d8(-2), Persuasion d8+2, Streetwise d8+2

Charisma: 2; **Status:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bad Eyes

Edges: Attractive, Rich

Languages: Koline, Meridiani-Umbran

Gear: Stiletto (Str+d4)

Emden

The Mining Guild

The *Guild of the Red Cup*, named after the flowers of the hedge berry that indicates gold in the soil of the Fog Bank mines, is just as important to the wealth of the city as the Golden Guild. Even so, it has never been able to stand up to the Golden Guild, politically, mostly because of that guild's right of first purchase for all metals mined in the Fog Banks. Purimin II has used the Mining Guild's political and economical domination by the Golden Guild to draw Grandmaster Minuukis to his side early on. Within the Guild, this cooperation is debated, however. While most see the advantages: higher gold prices through additional demand from the German Empire and a stronger position on the Guild Council. Even so, many in the Guild believe that they should not agree to become the pawns of the noble houses.

Grandmaster Minuukis

Head of the Mining Guild (56, bent posture, friendly) is himself surprised by his alliance with Purimin II. While he does seek greater sovereignty from the Golden Guild and recognizes that a new trade partner in the form of the German Empire would be a way to achieve this, he isn't entirely sure about dealing with the humans in this way. Minuukis is often somewhat meandering, and appears unfocused. A *Notice* or *Persuasion* roll will confirm the impression that he does not fully believe in the negotiations. The competition from the Golden Guild and the generous bribes by Purimin nevertheless make Minuukis into a reliable partner of the Prince.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Knowledge (Bureaucracy) d8, Knowledge (Demolitions) d8+2, Knowledge (Linguistics) d6, Knowledge (Science) d8+2, Notice d6, Persuasion d6, Shooting d6
Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Cautious
Edges: Scholar
Languages: English, German, Koline, Meridiani-Umbran
Gear: Pistol (12/24/48; 2d6; RoF 1; 6 shots), dagger (Str+d4)

Moora

This old Martian (89, prominent bright eyes, mysterious) is one of Minuukis' predecessors and always present for important negotiations and decisions. In her age, she has lost all interest in day to day administration, however, and dedicates herself more and more to spiritual goals. As a fervent follower of the Temple of the Third Hero, she believes that the holy Arina Shard of High House Sebituus should be recovered. With this relic in its temple, the city of Emden would be assured a future of peace and wealth. She is one of the potential quest givers for **The Arina Shards and the Mine of the Thousand Sins** (p. 49).

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8
Skills: Guts d8, Knowledge (Bureaucracy) d8, Knowledge (Chemistry) d8, Knowledge (Theology) d6, Notice d8, Persuasion d8+2
Charisma: 2; **Status:** 2; **Pace:** 6; **Parry:** 2; **Toughness:** 6
Hindrances: Vow (Temple of The Third Hero)
Edges: Charismatic
Languages: Koline, Meridiani-Umbran

The Priests' Assembly

Dozens of churches and faiths are unified in the Assembly of the Priests. The three most influential faiths are described below in brief, as well as the speaker of the Assembly, *Sikumsi Oon*. The Priests' Assembly keeps the traditions of the city, and thus supports the feudal rule of the Canal Prince utterly. Piokrihaa Purimin has not failed to support the various cults financially, either, and has promised to expand on this support should the trade agreement be signed.

The Society of the Temple of the Third Hero

The Fog Banks have always been a scary place for the people of Emden. Over the course of history, toxic fumes have again and again escaped from the ruins and claimed victims in the city. Even if there haven't been any such cases recorded in the last few centuries, many stories of poisonous clouds and ghostly fog spirits are still being told today. For some, these stories are just superstition and sad proof of the decay of their own civilization. But the Society of the Temple of the Third Hero dedicates itself to these legends and the related Sacrifice of Sebituus Sikum III completely. 500 years ago, said man descended into the depths of the Fog Banks to soothe the God in the Heart of Mars after the Mining guild had dug too deeply. That had, according to the teachings of the Society, caused the Curse of the Dead Eyes to befall the miners. The mine in question, called the Mine of the Thousand Sins today, is thus a monument to all spiritual and moral decay and Sebituus Sikum III, the hero who warded off this evil from the people of Mars.

The followers of the temple worship Sebituus Sikum III and his last heir Sebituus Sikum VI, who founded the temple. The line of the Sebituuses was thus ended, but their traditions were preserved more powerfully than their enemies expected. The Society of the Third Hero follows a strong relic cult. They collect everything that could be seen as originating from the honored Sebituus. On top of that, there are blessed amulets and small shrines with depictions of a kneeling Martian in a cave, which can be borrowed in exchange for a holy donation. Their followers include many miners, and many of the rituals and sermons of the Society are now also part of the Mining Guild customs. The images of the Sebituuses that are shown around the cult do *not* include their notable pupils, a fact that will become important in the quest **Threat from the Steppes** (p. 60). Maybe this has been hidden as part of the idolization long ago and forgotten since.

Sikumsi Oon

The old priest of the Temple of the Third Hero (61, white hair, subtle smile), has let himself be inspired by Prince Purimin. The claim that rules on Mars only apply to Martians and not necessarily to humans gave him an idea. Entry to the Mine of the Thousand Sins is forbidden according to a religious decree that is not only honored by the Society, but also obeyed by all the people of Emden. Now, Sikumsi Oon has convinced the other priests of the Temple and those of the Priests' Assembly that this prohibition does not apply to humans, and that thus an opportunity exists to recover the holy Arina Shard.

Sikumsi Oon is a fatherly type, who speaks slowly and quietly and listens carefully. He always reacts with compassion to his conversation partners, and understands how to masterfully sug-

gest certain conclusions or decisions to others. He is one of the possible quest givers for **The Arina Shards and the Mine of the Thousand Sins** (p. 49).

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Knowledge (Theology) d8, Notice d8, Persuasion d10+2

Charisma: 2; **Status:** 2; **Pace:** 4; **Parry:** 5; **Toughness:** 5

Hindrances: Lamé

Edges: Charismatic, Command

Languages: Koline, Meridiani-Umbran

Gear: Dagger (Str+d4)

The Wisdom in the Heart of Mars

One religious belief spread across all of Mars is that an eternal deity resides inside the planet. Also common are religions whose teachings similarly focus on introspection, wisdom and honoring the planet as a holy creation. In their rituals and meditations, the members of this faith attempt to use their inner harmony to establish a spiritual contact with this deity and gain its wisdom.

The Church of the Wisdom inside Mars is nominally the largest in Emden, but Martians, as mentioned, rarely only belong to a single faith, and the personal emphasis of the lessons taught ensures that the political influence of the church as a single entity is limited.

Cult of the Flyers

Only present in Emden since a few hundred years ago, the Cult of the Flyers still has great influence in this city. It combines mystical life advice with romantic views of an innocent time, in which the Martians flew above Mars as one people, without material needs, and lived in peace and harmony. Their priests observe the sky and

interpret the future of the city and their faithful from the movements of airborne animals. This service is frequently sought for everyday decisions as well as more serious matters like choosing a mate. The rituals of this cult are often performed on top of tall buildings, where a coming age is proclaimed, when all Martians will once more be able to fly. It is likely that this positive outlook and the promise of flight under one's own power contribute to the popularity of this faith.

A not insubstantial part of the donations to this cult go into the research efforts of master healer Amofaa (see p. 25), who conducts various experiments on lifting glands on behalf of the cult. In particular, he is attempting to stimulate the growth of the lifting gland through radiation and selective breeding.

Geeromina

The High Priestess of the Cult (37, small, optimistic), always wears her wing-ornate, a tight leather outfit with folding wings under the arms. Before she was appointed head priestess of the Cult, she was the assistant of Amofaa, whom she still regards highly. Back then, she had undertaken a few daring self-experiments on lifting gland growth, although this only resulted in several acute organ infections. Even so, she'd do it all again as long as there were even a small chance of success.

She is one of the possible quest givers for the quest **The Mystery of the Dead Flyers** (p. 24).

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Guts d10, Healing d8, Knowledge (Pharmacy)

d10, Knowledge (Theology) d8, Notice d8, Persuasion d10

Charisma: 0; **Status:** 2; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Hindrances: Anemic

Edges: Fleet-Footed, Hard to Kill

Languages: Koline, Meridiani-Umbran





The Temple

Far away from the center, in the second district, a building rises several floors above the surrounding structures. The lower floors only hold storage rooms. The most common access is gained over a wooden bridge leading into its fifth floor. The elevator has long since been removed, leaving only the empty shaft. The Temple of the Cult occupies the 10th to 15th floors. The followers have left the temple after the sudden extinction of the piiras, and now await the solution from their priestess. The player characters will thus not encounter anyone during their investigation of the temple. On the outside of the temple, small wooden platforms are mounted near most of the windows, where the piiras seem to have liked to land. On several, a dead animal can be found.

In the interior of the temple, the 10th floor holds a few offices and storage rooms without unusual contents or even items of value. The next two floors, whose overall floor

space at this height only comes to about 2000 square feet (or 200 m²), consist of a number of large rooms and several small nooks and crannies. The large rooms seem to have served the piiras as a home, but now they are only filled with dead animals. Between the 13th and 14th floors, the roof has given away in parts, so that a large, continuous hall can be found here, interrupted only by optimistic supporting frame constructions. In this hall, the wall ornamentations are particularly extensive. Unlike the other rooms where few such features could be found. Besides countless drawings and sculptures of the different flying animals of Mars, many seemingly mythological depictions of flying Martians in an environment of lush vegetation can be found.

The mood here is gloomy, the empty rooms blend together and reek more and more of death and decay, the further the characters press upwards. An investigation of the animal carcasses and a *Healing* or *Knowledge (Biology)* roll at a -2 will reveal signs of classic animal diseases. On a raise, signs typical of Earth's fowl cholera become apparent. At the top of the 15th floor, an impressive altar room can be found, its walls and roofs covered in paintings of Martians flying amidst ancient skyscrapers. Here, the most tragic victim of the mysterious disease has died—the ruby piiras, a quite large and bright red specimen of the piiras that was considered holy by the cult. A crying little girl is huddled over the animal. This is *Gaania*, one of the temple servants.

She can tell the player characters that the ruby piiras, Firesun as the followers called it, was the first to fall ill, and progres-

Side Quest: The Mystery of the Dead Flyers

This task can be assigned directly by High Priestess Geeromina, whom the player characters might have met during the welcoming reception for the German delegation. It is also possible that Amofaa learns of the piiras-extinction and asks the player characters to investigate, should they have met him already.

A few days ago, the piiras, 1-foot-long (i.e. 30 cm) gecko-like animals with lifting membranes who live in one of the temples of the Cult of the Flyers in large numbers, began to die off. The followers quickly left the suddenly frightening place and, after Geeromina consulted the signs of the sky, she was sure that the newcomers from Earth would be the ones to explain this mysterious extinction. If the player characters have already gained fame as the **Rat Catchers of Emden** (p. 16), Geeromina will all the more eagerly ask for their help.

As a competent healer, she already suspects a plague, but she has no clues about the possible source. She does not wish to examine the dead animals herself, as even their mere sight depresses her. She also blindly trusts in her prophecy. Should the player characters demand money for their services, she will offer 10 Pikks, and can increase the offer up to 20 Pikks.

sively became unable to make his long flights. For while its peers mostly lived around the temple, Firesun liked to travel far and wide. She tells with bright eyes of the beautiful sight of Firesun flying between the skyscrapers of Emden's city center before realizing she will never behold this again, at which point she will resume crying.

It can thus be concluded that Firesun caught a disease somewhere, but was strong enough to bring it back to the roost and infect its peers before succumbing to it. The next clue would therefore be wherever Firesun was last seen.

The Trail of Fire

The trail of the ruby piiras isn't hard to follow. Many people in Emden take great interest in the flights of the beautiful piiras. When the player characters ask around on the street and nearby shops, they will gain a rough idea of the path of the last flight of the animal. Systematic inquiries will take eight hours, but this time is reduced by 1d3 hours on a *Streetwise* or *Investigation* roll, double that on a raise (cooperative rolls are recommended for this roll). The clues of the builders, workshop owners, and passersby will lead the player characters to the upper market district, where they are, upon asking the local merchants, directed to the house of the High Council. Here, the scribes of the Finance Ministry will gladly confirm that the bird was last seen doing laps above the airport. Should the player characters decide to begin their search in the skyscrapers or at the airport, the search time can be appropriately reduced.

A successful analysis of the disease as originating from Earth will, of course, lead to looking for recent arrivals from Earth in the last few days, and such a search will quickly yield results.

The time and place deduced from the clues will finally point to the *MMS Sidehook*, a British merchant aerial boat that arrived four days prior.

The MMS Sidehook

The merchant kite can by now be found at the airfield in the lower market district. Several possibilities exist for further investigation. The player characters can ask the crew (*Streetwise* roll at a -2 if asking specifically about flying reptiles or other animals on board, or -4 if only asking about unusual events). A courtesy visit with the captain is also possible (*Persuasion* roll, modifiers as per the *Streetwise* roll above). The ship can also be entered secretly. This will first require a distraction for the guards, after which a *Stealth* roll at -2 will be sufficient to move about the ship undetected. Finally, the player characters can attempt to cause the police to officially raid the ship. If the player characters have already performed a task for the police (p. 16), they can easily acquire a search warrant.

No matter which path is chosen, they will at last learn that this vessel carried a sort of Earth breakfast egg production facility. A good dozen Earth chickens were aboard, to supply the officers with fresh eggs, until the animals died. The crew simply assumed that they could not tolerate the Martian conditions.

Investigating the Epidemic

Analyzing the dead chickens with a *Healing* roll will reveal that a type of Earth fowl cholera is indeed to blame. The treatment of infected animals is usually futile. However, Louis Pasteur has used this example in 1880 to show that diseases can be prevented with an inoculation. Pasteur used living bacteria as a vaccine, which he had to grow for months in sample dishes, though. Amofaa can help in this and provide an accelerated production of the vaccine. Despite the weakness of the vaccine and a few issues with details, this will suffice to treat the few remaining piiras and prevent a further outbreak or spread of the disease. Quarantining the animals will also help, to prevent the still healthy animals from being infected.

The Reward

Besides a potentially already-received monetary compensation, the player characters will gain the respect of the Priests' Assembly and of many faithful Martians. The player characters may also have earned a favor from Amofaa (p. 19). Finally, they can use this discovery against the British, as the *MMS Sidehook* is one of the ships of the representative Thumbleton, whom the player characters might have already met in the Saloon of the Mars Pioneers. There, he might have bragged about being a regular guest of Ganva Goonavala and that Emden will surely soon be under British control.

Depending on how the player characters present the events, Thumbleton might be banished from the city for a Martian year, or at the very least will not be considered as a significant partner in politics and business anymore. Of course, the player characters might also decide to hide the truth and to cover for Thumbleton. In exchange, he would put in a good word on their behalf with Ganva (though to no avail). This option will mean forgoing any reward from the Priests or Amofaa.

Additional Characters in Emden

Here, those people of Emden are described who are not directly embroiled in the power play of the factions, but who could become important to the player characters in their interactions.

Amofaa, Master Healer

Born and raised in a poor family, Amofaa (48, high forehead, mumbles a lot) has shown great ingenuity, in particular with ancient devices, and thus quickly made a name for himself and by 40 years of age became the director of Emden's hospital. The characters can meet him in a number of ways—first and foremost as a healer, of course, should the player characters require medical attention for sickness or injuries. For if humans were to visit the hospital, he will immediately be called in to treat them

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personally. Additionally, Amofaa can appear as part of a number of quests and events:

- He is a potential quest giver for the quest **The Rat Catchers of Emden**, p. 16.
- He is researching the function of the lifting gland on behalf of the Cult of the Flyers. For this, Amofaa is carrying out a number of different experiments with piiras and a few skrill specimens. Initial attempts to allow a frog to fly by implanting a lifting gland failed, however. He is also attempting to encourage the growth of lifting glands through radiation of various types. The design of the devices used is a complete mystery, however, and thus the only results were quite a few piiras giving up their lives in the name of science. Through his involvement with the cult he is also a potential quest giver for **The Mystery of the Dead Flyers** (p. 24).
- Amofaa has extensive knowledge in genetics and can in particular diagnose genetic flaws like the cat eyes of the Sebituus. This can be of importance in the quest **Threat from the Steppes** (p. 60).
- Amofaa has become quite adept at deploying an ultrasonic device he possesses. Even though he might not understand the workings of the machine, he knows by now how to use it on bone fractures and how to interpret the results well enough for at least a basic increase in treatment efficiency. The device appears similar to a telescope with many flaps and screws and uses the radiation properties of a special crystal lens to function.
- Another field of study for Amofaa is reproduction, and he has collected various sperm samples from influential people of Emden, which he keeps in a special gel to increase their longevity and viability to decades, or possibly even centuries. This includes a sample from Purimin.

Amofaa is, in general, quite willing to help in almost any way he can, be it to heal a player character, to give information on genetic diseases in the Sebituus or with storing a sperm sample of the player characters. In exchange, he might ask for help in the above quests, but he could also ask a very special favor. Amofaa would like to examine the player characters in depth, including taking blood and tissue samples. For a few additional favors, he would then ask to perform a few harmless medication experiments. Should the player characters agree, they will end up swallowing a few pills and need to report to Amofaa the next day. The medications are perfectly harmless, but could cause slight mood swings and dizziness (cause a Level of Fatigue if they fail a *Vigor* roll at -2).

Should Amofaa and Schmoller meet, they will get along splendidly. Both have a similarly pedantic approach to science and since Schmoller's grandfather was a renowned evolutionary scientist, he can speak extensively on Amofaa's favored subject, much to his delight.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6
Skills: Fighting d4, Guts d8, Healing d12+2, Knowledge (Biology) d10, Notice d8, Persuasion d8 1, Repair d8, Shooting d6
Charisma: -1; **Status:** 2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Cold (Amofaa is not well versed in empathizing with his patients)
Edges: Healer, McGyver
Languages: Koline, Meridiani-Umbran
Gear: Pistol (12/24/48; 2d6; RoF 1; 6 shots), ultrasonic device (grants +2 bonus on Healing rolls for broken bones)

Ferenc Kádár

The owner of the Saloon of the Mars Pioneers (46, elegant and handsome, nervous eyes) is a great source for general information on Martians and Emden. Sooner or later, all humans that come to Emden end up eating here. Besides information, Ferenc can also offer a large variety of Earth goods, mostly foods. With a little bit of luck, he might even have ammunition for Earth weaponry of some types and will sell it to the player characters at exorbitant prices (about ten times the usual). He also knows Amofaa, of course, and will direct the player characters to him. For interactions with Ferenc, treat him as a Civilian (**Red Sands**, pg.175) with both *Persuasion* and *Streetwise* at d8.

Takeo Izuyama

One of the regulars in the Saloon of the Mars Pioneers is the Japanese Takeo Izuyama (31, wears a mix of traditional and modern clothes, with added Martian plates, joker). He offers his services as a bodyguard. Particularly for player characters who aren't well versed in combat, this experienced soldier can be of great help for the quests **The Rat Catchers of Emden** (p. 16) or **Threat from the Steppes** (p. 60).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Climbing d8, Fighting d10, Guts d8, Notice d6, Riding d6, Shooting d10, Stealth d8, Survival d6, Tracking d6
Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 8; **Toughness:** 6
Hindrances: Secret (Minor; loves men)
Edges: Block, Dodge, Quick
Languages: English, Japanese, Koline, Meridiani-Umbran
Gear: Rifle (24/48/96; 2d8; RoF 1; 8 shots; AP 2), katana (Str+d6+2; AP 2)

Artifact Hunters

In Fortuna 7, Martians of every kind of moral fiber can be found. Most are indeed simply searching for their fortunes and hope that a single artifact will set them up with riches for life. But performers and merchants can be found here, too, looking to earn a living off the hopeful, as well as criminals and con men. Should the player characters wish to do more than just speak with the artifact hunters, a quick game of Teem can be played, possibly with high stakes (competing *Gambling* rolls against d6 to d8, those familiar with the complex game gain a +2 bonus). The artifact hunters will also be more than happy to provide a hands-on discussion of the results afterwards (Brawl d4-d6).

The Citizens of Emden

The player characters will meet countless Martians on their way through Emden, be it servants of the Prince's Palace, proprietors and guests of a smoke tower, miners, or businessmen in the upper market district. It will become quite clear that the genders have close to equal rights in Emden. There are a few social conven-

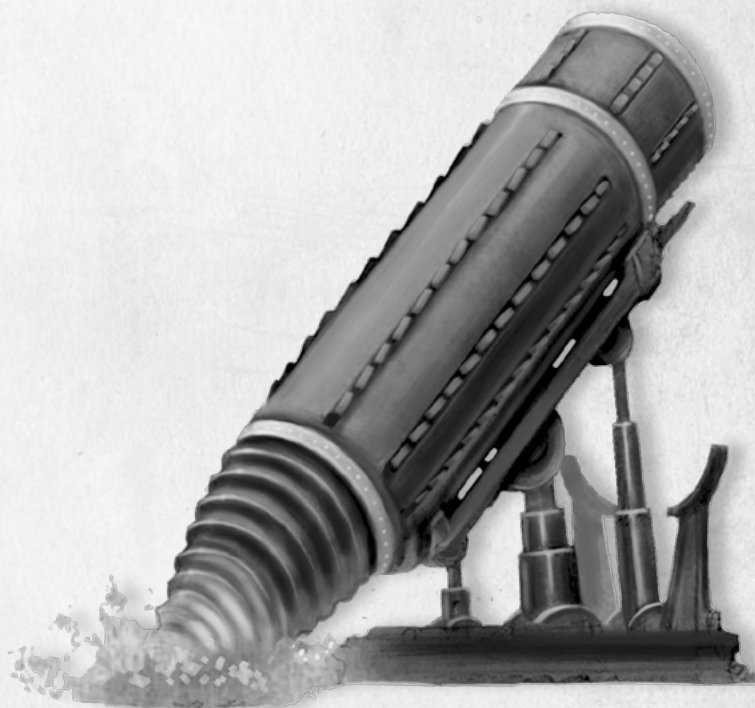
tions that ascribe different behavior patterns to men and women, and a few laws also treat the genders differently, but for humans it will be astonishing to see women hold public offices or run businesses and workshops.

Most people in Emden have strong ties to their families and clans. Additionally, many families also see themselves as part of a guild or noble house, or both if the house has close ties to the guild.

As a baseline, the people of Emden are open towards humans. Due to the trade traditions, they will greet strangers generally quite openly—after all, anyone could be a new source of interesting

stories at least. The common people are a little more cautious around humans. Many fear making a punishable mistake when dealing with the odd strangers. Should this fear be assuaged, they will however prove to be just as curious and eagerly ask all sorts of questions about life on Earth. Some might even ask if the adventure stories they have heard about Earth could possibly all be true.

In physical conflicts, the citizens and especially the workers and slaves will usually try to quickly flee, at the very latest when the police arrive.



Emden

Timeline

The timeline of events is kept very flexible. Especially how the player characters would like to use their successes and gained knowledge to influence the power structures of Emden should be up to them. The side quests are optional in multiple ways, but can grant the player characters additional information or resources that they can put to good use in the main plot to gain advantages. Presented here is a possible order of plot events and side quests to provide an overview. In the end, the events and situation in Emden should depend entirely on the priorities and decisions of the player characters.

Day 1	General orientation in the city
Day 2	Nirabian Consultations: Audience with Prince Purimin (p. 31)
Day 3	Ganva's workers revolt (Unrest in District 6, p. 35) The Rat Catchers of Emden (p. 16)
Day 4	Knowledge and Truth (p. 37)
Day 5	Nirabian Consultations: The Mining Guild (p. 32)
Day 6	Information on the Arina Stones (p. 49) Visiting the mine (p. 32) The Mystery of the Dead Flyers (p. 24)
Day 7	The Gathering of the IWA (p. 39)
Day 8	Nirabian Consultations: The Golden Guild (p. 32)
Day 9	The Printing Press Cylinder (p. 42) Ganva's Hill Martians (p. 36)
Day 10	
Day 11	Nirabian Consultations: Goonavala (p. 32)
Day 12	The Secret Base (of the IWA, p. 43) Ganva and the Groundcleansers (p. 37) Trip to the Liftwood Grove (p. 47)
Day 13	
Day 14	Nirabian Consultations: Priests' Assembly (p. 33)
Day 15	The Mine of the Thousand Sins (p. 52) Traitor to the Empire (p. 58)
Day 16	Nirab's Proclamation (p. 57) Threat from the Steppes (p. 60)
Day 17	Resolution and Ratification (p. 33 f.)

The main structure of the events is formed by the negotiation days of the *Nirabian Consultations* (p. 31) and their conclusion, the *Resolution* (p. 33) and *Ratification* (p. 34) (**The Trade**

Treaty of Emden, p. 29). Here, the trade treaty is negotiated and the various plot threads are set into motion or supported with information. There are three more plot threads that play a role throughout.

By recovering the third Arina Shard of the city and restoring the old proclamation of power by Nirab XLI, the player characters can decisively change the face of Emden (**The Arina Shards and the Mine of the Thousand Sins**, p. 49, and in particular the information sections *Information on the Arina Stones* (p. 49), *The Mine of the Thousand Sins* (p. 52) and *Nirab's Proclamation* (p. 57)).

A decision by the player characters to side with the workers and slaves or against them will also greatly determine the available allies and enemies (**The Workers of Emden**, p. 39). The individual steps are *Visiting the Mine* (in the chapter *Consulting the Mining Guild*, p. 32), *The Gathering of the IWA* (p. 39), *The Printing Press Cylinder* (p. 42), as well as *The Secret Base of the IWA* (p. 43)).

The third plot line throughout the adventure are the schemes of Goonavala Ganva V, who fans various conflicts into violence or outright starts them (**Generations of Power**, p. 35, Ganva's worker revolt in *Unrest in District 6* (p. 35), Ganva's *Hill Martians* (p. 36) as well as the *Groundcleansers* (p. 37)).

There are also two additional episodes connected to the trade negotiations. One involves a hunting trip to the liftwood grove, accompanied by the Canal Prince (**Trip to the Liftwood Grove**, p. 47), the other deals with an act of desperation by German diplomat Friedrich Vitzthum von Eckstädt (**Traitor to the Empire**, p. 58).

Finally, four **side quests can be attempted**; two serve as introductions to the city and the predominant customs: a monster hunt in the sewers (**The Rat Catchers of Emden**, p. 16) and the investigation of a strange disease in a temple (**The Mystery of the Dead Flyers**, p. 24). The third of these side quests is also suited for an early appearance, to get to know Gustav Schmoller and his archive work a bit better (**Knowledge and Truth**, p. 37). The fourth and final side quest is suited for the climax. Here, Gustav Schmoller is abducted by Hill Martians and his rescue offers both an opportunity to discover the heir to High House Sebituus and to change the power structures in Emden even further (**Threat from the Steppes**, p. 60).



The Trade Treaty of Emden

The treaty between the City of Emden and the German Empire is the start of this story. Whether or not it will tie the many plot threads back together in the end depends on the actions of the player characters. It is absolutely possible to complete all plot threads before concluding the trade negotiations. This is especially welcome as most events will affect the odds of success of the treaty in some way or another. Still, this need not be enforced. Should the player characters for example decide not to undertake the dangerous search for the Arina Stone of the Sebituus family until after the negotiations are concluded, then neither should the quest feel less important, nor will the restored proclamation of Nirab XLI become useless.

On arrival of the German delegation, Canal Prince Piookrihaa Purimin II might not be the most popular regent of the city, but he is unchallenged in his station. He has, after the Prussian Royal Academy of Sciences requested permission for a research expedition, suggested a trade agreement to the German Empire and also suggested the trip by the research delegation be used to formally sign this treaty. Why? Because the Golden Guild is a thorn in his side. Through a trade agreement with an off-world power, he hopes to break the monopoly of the Guild on Emden's gold and to expand his power base. Such a treaty must, however, be crafted according to certain traditions in Emden that date back to Nirab XLI. The German Empire must present an offer and, after consulting with all members of the High Council, the prince must suggest Emden's part of the deal and finally put the treaty to a vote. These so-called Nirabian Consultations structure the course of the other quests in Emden.

The Task

In theory, it is Gustav Schmoller's task to conduct the consultations with the Martians, advised by Friedrich Vitzthum von Eckstädt. As already mentioned, Schmoller is more than happy to leave this task to the player characters in order to dedicate himself to what he sees as the true mission of the Academy of Sciences: The research into the economic principles at work in Emden. Should the players not be interested in running the negotiations and leave the task to Vitzthum, he will insist on being accompanied by at least a few player characters as staff during the consultations. The player characters will then still get to experience the side effects of the negotiations and can decide to either inform Vitzthum of their discoveries and successes from the other plotlines or not.

Vitzthum will, if not assisted by the player characters, focus on the demands of the Canal Prince in regards to the treaty and possibly even fail to complete the treaty. This will also depend on the other events in the city and will be examined more closely at the end of this quest. The quest part **Traitor to the Empire** (p. 58) will then *not* occur.

Goals of the Germans

The previous talks between Purimin and the German Foreign Ministry have determined that, in particular, trade quotas for gold

and liftwood need to be discussed. In question is the portion of the yearly production for which Germany will receive first buyer's rights. Generally speaking, a trade quota for gold will equally apply to all other metals as well, but for simplicity's sake, only gold and the gold quota will be named in these descriptions, as gold is simply the most important trade good under discussion, in light of the power of the Golden Guild. The gold trade quota is the defining element for the Prince, as it could dramatically weaken the economic power and thus political position of the Golden Guild in Emden.

The Germans, on the other hand, while quite in favor of good gold prices, are much more interested in access to liftwood, either directly through a trade quota or alternatively through permission for a German military presence in Emden. The latter could be important for gaining access to liftwood as there are many liftwood groves along the long canal between West Dioscuria and Emden, which would be of prime strategic importance for Germany, should it gain a military presence on both ends of the dead canal through which several trade routes run.

From the Germans, this treaty demands the delivery of various machinery and Earth technology, such as hydraulic pumps and similar, though their type and amount has been set and isn't part of the negotiations anymore. The consultations are therefore solely concerned with the trade quotas for gold and liftwood (expressed in % each), as well as the permission for the establishment of a military presence of the German Empire (in battalions).

The Foreign Ministry will pay a bonus of 2,000 Marks for completing a treaty including a trade quota of 30% or more of the liftwood, and an equal bonus if more than two battalions of German troops or Martian auxiliary forces under German command may be stationed in Emden.

Goals of the Canal Prince

The Canal Prince is the passive party. He expects that the treaty will succeed and that the power of the Golden Guild will be broken. The Priests' Assembly is on his side and is confident he has secured the support of the Mining Guild, at least for now. He isn't truly interested in the details of the treaty any more, as long as a sufficiently large gold quota is included.

Goals of the other Powers in Emden

The clear enemy of this trade treaty on the sale of gold is, of course, the Golden Guild. It will only agree to the treaty if the gold quota is kept to a minimum. Both High House Goonavala and the Mining Guild are very interested in the treaty, as a weakening of the Golden Guild would see them profit as well. At the same time, both have good reasons to refuse the treaty. The Goonavalas do not wish to see Purimin triumph in this fashion and the Mining Guild might view the unity of the guilds against the nobility as more important.

Mistakes by the Player Characters

An official diplomatic and trade policy negotiation isn't every player character's forte. Should no single player character be suited for the task, the option exists of handing this plot thread mostly to the available NPCs; but it is just as possible that the player characters will undertake the negotiations but, due to insufficient skills or tact, commit a grave faux pas. Diplomacy is a vicious game and should the player characters break important traditions or insult the other parties, then the Martians will complain directly to Schmoller, who will then either hand the negotiations to Vitzthum after all, or reluctantly take his assigned place.

Spies Everywhere

While the consultations do occur behind closed doors, it can be taken for granted that the other members of the High Council will attempt to keep abreast of the proceedings. Thus, it is common to bribe or spy on the servants, translators or even back row delegation members. Even some court staff will make a little extra on the side by gathering and passing on rumors, even though they

might not be personally present at any relevant event. Of course, all servants are also instructed to spread false rumors and thus it is almost a kind of game to guess who is spreading what information and which bits of it are true and which are fabricated.

Additionally, two full-time spies are currently active in Emden's power structures who act highly professionally and report regularly to their masters. In this, they do not just limit themselves to what is overheard by chance, but also attempt to gain access to correspondence, secret protocols and personal records. These are *Meeliaana*, the second secretary of the Grandmaster of the Golden Guild, who keeps the Canal Prince informed on the events at the top of the Guild, and *Baafu*, one of the many personal servants of Purimin, who reports on the events in the Canal Prince's private quarters straight to Goonavala Ganva.

Of course, the player characters are not simply informed of this web of espionage, but will likely deduce some of it over the course of the negotiations, as some negotiation partners will boast that they have received certain confidential information, or a servant of the Mining Guild approaches the player characters out of the blue with an attempt to buy new information off them for a few Pikks. If in doubt, the interpreter *Sirkiiis* might also be a good source for learning of these customs of espionage.

To attempt some low-level counter-espionage, the player characters can tap *Eleonore*, the daughter of the captain of the

Earth Politics in Emden

There are not many humans in Emden—a few dozen Germans and Austro-Hungarians, and a handful of Russians. Now and then some British or American merchants make their way here, often hoping to score some cheap gold. Generally speaking, any human can sooner or later be found in the Saloon of the Mars Pioneers, where the majority of Earth politics is conducted as well. In case some of the player characters are not sworn to serve the German Empire, a few plot hooks are offered here on how to affect the situation in Emden.

Great Britain

The most influential Earth Nation on Mars, The United Kingdom of Great Britain and Ireland is represented mostly by the merchant Thumbleton. He is being used by Goonavala to maintain a human-friendly appearance and at the same time offer an alternative to the German Empire. Meanwhile Thumbleton has introduced the Earth animal disease that killed the holy piiras (p. 25) on his aerial flyer, the MMS *Sidehook*.

For player characters on the British side, it would of course be preferable to cover for Thumbleton and protect his image. The player characters would also be well served to cooperate with Goonavala Ganva to cause the trade negotiations to fail.

America

The primary interests of the USA are democracy and free trade. Should the player characters seek to support free interplanetary trade, they

can attempt to use the trade treaty behind the backs of Schmoller and Vitzthum, to not only break the gold monopoly for Germany, but for all Earth nations.

When it comes to the Arina Projection, the one that supports the guilds' power would be the politically most opportune.

Russia

The focus of the Russian activities is on weakening the British, or at least limiting their influence. A clear vote against Thumbleton and his banishment from Emden would be the least the player characters should seek to achieve in favor of Russia during these events.

France

In the case of social-democrat player characters, the plot thread involving the workers of Emden is of course of great importance. The optional alternative "Revolution!" would be tempting here.

Belgium and Japan

For player characters that support Belgium and King Leopold or the Japanese Empire, there is no special agenda in Emden. Both prefer feudal systems and have no strong interest in access to the Martian resources, meaning a continuation of the nobility and a possible opening of the trade treaty to other Earth nations, or a failure of the treaty in the case of strictly loyal player characters, might be the most attractive options.

Andromeda, who likes to gallivant about the High City anyway and hears a few things. With her help, you can provide the player characters with some or more information from the various groups.

The Festivities

Shortly after the arrival of the German delegation a reception will take place in one of the Prince's palace halls. The members of the High Council will pay their formal respects to the Canal Prince and pleasantries are exchanged. Of course, the German delegation will also be welcomed by everyone and there is opportunity for mingling. The player characters might tell stories of Earth, ask after Martian or Emdenian customs or just comment on the authenticity of the offered Earth food (it is not very good). They can meet all the major players of the trade negotiations here. Schmoller and Vitzthum will act reluctant in the face of strange customs, but it is clear that both have experience in diplomacy. As part of the festivities, the structure of the Nirabian Consultations should ideally be explained to the player characters at this point.

The Nirabian Consultations

The completion of the treaty follows a strict ceremony, as laid down by the Nirabian Consultations named after Nirab XLI. It will begin with the **Consultation of the Canal Prince**, during which the first draft of Emden's side of the treaty is determined. In the following **consultations with the other members of the High Council**, they will be allowed to suggest changes that seem reasonable according to their views.

After the consultations, the **Resolution** will take place, a session of the full High Council where the trade partner, in this case the German Empire, must present a completed treaty, which the Council must then vote on to accept or refuse. In case of refusal, the offer may be amended once more and put to vote again. Should the rejection stand, the proposal is off the table and an entirely new process of consultations must begin. This procedure is seen as rather reasonable in Emden. In his great wisdom and full understanding that Martian nobles don't always easily agree, Nirab XLI has decreed that in the consultations named after him, the foreign party must present the offer to the city, which must then be voted on unchanged. In this way, he sought to limit the opportunity for internal conflict. Whether he achieved that goal or not can be debated at length.

After the negotiations, the **ratification**, the ritual and formal decision, without which the treaty is null and void, then stands for ten (Martian) years.

Contents of the Treaty

As already mentioned the negotiations will touch on three aspects: gold, liftwood, and a military presence. The player characters can use their creativity, however, to add further aspects into the treaty. In this, they should consider the tone and purpose of this treaty. Should the player characters, for example, as part of the plot line **The Workers of Emden** (p. 39), promise the members of the Interplanetary Workers Association to stand for social improvements, it would not really be possible to force the Emden nobility

to pay higher wages through this treaty. It would be quite possible, however, that the German Empire could send socio-political advisors to Emden to aid in modernizing the economy.

Below, we listed the ideal outcomes and acceptable compromises for the various parties of the High Council, as well as the strategies that the individual Council members will pursue. It is highly advisable to play out the consultations, but to gain an approximation of the impact of a success, a *Knowledge (Bureaucratics)* or *Persuasion* roll (this at a -2) is possible. A basic success will gain the outline of their ideal treaty with concrete numbers, while a raise will give a vague idea of the willingness to compromise, and a second raise will add concrete numbers here as well.

Audience with Prince Piokrihaa Purimin II

The audience with the Prince is kept formal and also forms the opening of the Nirabian Consultations. Purimin receives the full delegation, including Schmoller and Vitzthum, in his throne room. The room is richly decorated, with the Arina Shard of the Piokrihaas in an elaborate shrine of gold and silver. The Canal Prince sits on a podium in a luxurious seat, with a backrest that features an ornate headpiece and massive golden wings. From the right angle, this will give the impression that the Prince is a winged ruler and that his head is surrounded by a golden halo—at least if Purimin were to sit up straight, which he usually does not. He prefers a relaxed, or to put it more bluntly, slouched position. A row of simple chairs sits ready before the podium.

Ideal Treaty

The official offer for the treaty that has been discussed between Purimin and the Foreign Ministry so far only holds a single clause: a gold trade quota of 30%.

Willingness to Compromise

He is quite willing to see the gold quota changed, as long as it will suffice to break the first buy monopoly of the Golden Guild for the gold from the Fog Banks. A gold quota between 20% and 50% will be acceptable to him. As he is quite eager to see this treaty signed, he will easily agree to a liftwood quota of 10% per year as well as the stationing of a German battalion in Emden.

Strategy

Purimin is rather confident in this treaty at this point, and would rather question the delegation on Earth leisure activities and the nature of Earth women than to get bogged down in the details of the treaty. As an aside, he will let slip his idea for the future treaty, however.

Schmoller will be happier than ever, after this meeting with Purimin, to leave the negotiations in the hands of others and to dive into the archives of the city. Vitzthum will indulge in all sorts of mockery on the pathetic appearance of the ruler of this city. Neither will consider not completing the treaty as instructed, however.

Consultation with the Mining Guild

As a visit in one of the mines was suggested, Schmoller will attend this second Nirabian Consultation when announced. During the excursion to the mine 23-GSK, the Fog Banks, an excavated mine entrance, and the large basins for the refinement of the mined materials will be inspected, allowing potential insights into the situation of the workers and slaves. The food is barely sufficient, the working conditions harsh. The player characters will be able to seek out conversation with some of the workers, or might be approached themselves. Whether the player characters will then take on the cause of the workers, step in on behalf of the Mining Guild to identify the troublemaking leaders, or outright join the police to help put a stop to downright French shenanigans—all this will be further discussed in **The Workers of Emden** on p. 39.

Moora will speak of the Sacrifice of Sebituus Sikum III during the tour of the facilities, and of the Mine of the Thousand Sins. She is already familiar with the plans of Sikumsi Oon (p. 22) and will let slip that an expedition into the mines would likely bring the favor of many Mining Guild members.

The following negotiations take place in the guild hall of the phyto-botanists at the edge of the Fog Banks. In this hall, many plant beds are set up, in which so many plants grow and spread that they give the impression one is sitting at a negotiation table in the midst of a Martian jungle. The roof is covered with artistic drawings of the plants so important for Martian mining.

Ideal Treaty

Miinukis envisions a moderate gold trade quota of about 20%. The trade in liftwood and the stationing of troops he views with skepticism and he would rather keep them out of the treaty.

Willingness to Compromise

Mild deviations in the gold quota are acceptable to the Mining Guild, allowing for a range of 15% to 25%. Even trade of liftwood of up to 10% and the stationing of a single German battalion would be acceptable.

Strategy

Grandmaster Miinukis conducts himself with confidence and attempts to appear as though his views already represent the most sensible compromise. An Empathy roll with a difficulty of 3 will show, however, that Miinukis is rather uncertain of his position, as he is torn between strengthening his own position against the Golden Guild and maintaining his guild loyalty against the nobles.

Consultation with the Golden Guild

No expense was spared with the meeting hall in the Golden Tower. The walls are lined with stepped podiums made of dark red and grey marbled stone. On each step, numerous antique and contemporary artworks made of gold—and in some cases other precious metals—are displayed. Above them hang gold-framed portraits of important guild members and goldsmiths of the past.

Ideal Treaty

No gold trade and no liftwood. Joogandaa emphasizes the political character of this treaty and limits her agreement to one German battalion in Emden.

Willingness to Compromise

There is no wiggle room for the gold quota, but for liftwood, Joogandaa will allow up to 20%. She is even willing to add up to three Martian auxiliary battalions to the German battalion.

Strategy

Grandmaster Joogandaa will make very clear that she has no intention of allowing German access to the gold in Emden. At the same time, she will point out that the Guild welcomes the German presence and engagement in Emden. As she has clearly grasped the German goals in these negotiations, she will only slowly allow herself to be convinced to increase the liftwood quota to gain an agreement in regards to the gold question.

Consultation with High House Goonavala

Goonavala Ganva V will receive the player characters in a salon with a relaxed atmosphere. Half seated, half lying in deep, comfortable seats, the player characters will be able to enjoy food specially made for the human sense of taste and the best huuran mixed with choice fruit juices. During the negotiations, Ganva will demonstrate the Arina Shard of High House Goonavala to the player characters, to show the status of her house in the city. Kept in an ornate case, the shard will be carried on a frame by four servants, guarded by six guards with muskets at the ready, to provide a dramatic flair to the presentation.

Should Goonavala replace his aunt in the proceedings (such as during the events of **Generations of Power**, p. 35), this consultation will play out the same. A bonus will be granted to the player characters in the section **Resolutions** (p. 33), however. During this consultation Ganva's secretary *Luukotiaa Leefas* can make an appearance so that the player characters might recognize him later.



are experiencing the city and the people, what they enjoy and what they find off-putting. This consultation can thus be used to provide information still missing about Emden and Mars, as well as to sort the previous events of the negotiations.



Ideal Treaty

Up to 20% gold quota, 10% to 20% liftwood quota, and if in doubt one battalion of German troops are no problem for High House Goonavaala.

Willingness to Compromise

A higher gold quota will be seen as unwise, given the importance of a potential future alliance with the Golden Guild against Purimin. For liftwood, they are willing to go as high as 40% (which would endanger the upkeep of the standing fleet). They would even agree to an additional Martian auxiliary battalion.

Strategy

Ganva is more than happy with Purimin's intentions. While she sees the Canal Prince as her greatest enemy, a weakening of the Golden Guild is absolutely in her interest as well. Even so, she only seeks to use the treaty to damage Purimin and will attempt to bring an excessively high quota for liftwood onto the table, as too little liftwood for Emden's own use will not sit well with the "Masters of the air" of the High House Piokrihaa.

Ideal Treaty

The Priests' Assembly is conservative and wishes to hand as few resources of the city to foreign powers as possible. A gold quota of 10% is sufficient for them, anything else they consider unnecessary.

Willingness to Compromise

If in doubt, Sikumsi Oon can be convinced to accept a gold quota as high as 20% and one battalion of German troops, but only in conjunction with a Martian auxiliary battalion. When it comes to liftwood, he remains stubborn and will not accept any trade in this valuable resource.

Strategy

Sikumsi Oon has seen through the intrigues behind this treaty and is very dissatisfied in general. His goal is thus to instead win the humans over for the search for the Arina Shard of High House Sebituus, to renew the proclamation of Nirab XLI and to force the ruling powers to swear oaths to each other. The player characters can take on this task in **The Arina Shards and the Mine of the Thousand Sins** (p. 49).

The Trade Treaty

Consultation with the Priests' Assembly

The final official session of the negotiations before the deciding vote is with the Priests' Assembly. The wise Sikumsi Oon receives the delegation and mostly inquires on the progress of the negotiations so far, but also whether they are enjoying Emden, how they

Resolution

Finally, the player characters must present a concrete treaty draft. The hall of the High Council, filled with golden ornaments, relics of the city's history, busts of heroes and paintings of their deeds, awaits the player characters who will be accompanied by Gustav

Schmoller and possibly Friedrich Vitzthum. They will step before the semi-circle of the Council and present their offer.

First, the player characters will need to report their plan to Schmoller, as only he is authorized to sign the treaty on behalf of the German Empire. Should the player characters have secured Schmoller's continued activities in the archive during the side quest **Knowledge and Truth** (p. 37), then he will be quite aware of the economic situation in Emden at this point and can identify the wrangling for the gold quota correctly as an attempt by Purimin to weaken the Golden Guild. Furthermore, he will see through the excessively high liftwood quota. He will offer the player characters some helpful advice on these matters.

Below, the individual aspects of the treaty, as well as further activities of the characters, have been given points values that will determine the approval or rejection of the treaty by the Council members. A positive value indicates approval, a result of zero or less means rejection. These numbers are just guidelines, however, and you may adjust the results for or against the player characters, if you believe that they have made particularly good friends or enemies of a certain faction or another.

Should the first vote result in a rejection, the player characters, according to the Nirabian Consultations, will have to present a second version. The comments of the Council members can give the player characters vital clues as to what offer will likely be accepted. If even the second draft is rejected, then the treaty

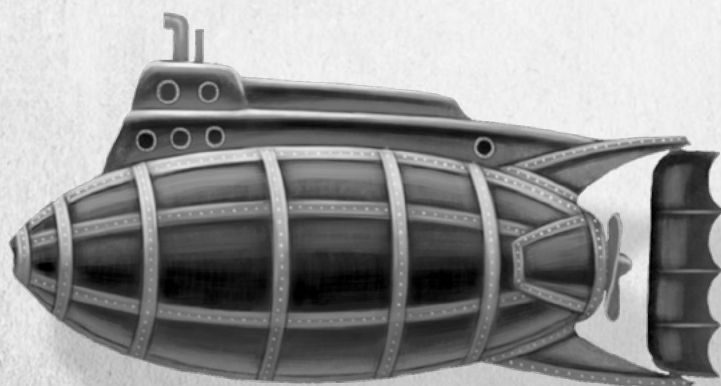
has failed and the mission from the Foreign Ministry cannot be completed. Should Vitzthum have led the negotiations, you can determine approval or rejection by the same means or approximate the result by assuming that the contents of the treaty have a value of -1 for all parties and then adjust these for player character actions.

Ratification

The exchange of signatures alongside ritual songs and readings will occur in the throne room of the Canal Prince, followed by an opulent banquet. The player characters will be praised, depending on their achievements, or they will be met with only polite, curt greetings. Schmoller will be very pleased, Vitzthum will most likely not participate (**Traitor to the Empire**, p. 58).

Should individual quests of the adventure remain unfinished, they can still be completed, though they will of course have no further impact on the negotiations. But nothing is stopping the player characters from taking a hunting trip to the hills (**Trip to the Liftwood Grove**, p. 47), hunt monsters in the sewers (**The Rat Catchers of Emden**, p. 16), or investigate the **Mystery of the Dead Flyers** (p. 24). Alternatively, you can proceed directly to the **Epilogue** (p. 64).

Contents of the treaty (for each party and each of the three aspects gold, liftwood, military)	Purimin	Goonavala	Golden Guild	Mining Guild	Priests' Assembly
Each within ideal desires	+1	+1	+1	+1	+1
Each within compromise limits	0	0	0	0	0
Each outside compromise limits	-2	-2	-2	-2	-2
Sociopolitical advisors	-1	+1	-1	-1	0
Achievements of the player characters					
IWA mollified through negotiation	0	+2	-2	-2	0
IWA broken up	+1	-2	+1	+1	0
Arina Stone recovered	0	+1	0	+2	+2
Projection of Nirab, passed down version (part 1)	+1	0	0	0	+1
Complete version (parts 1-3)	-1	+1	0	+1	+1
Prince elections by the Guild Council (parts 1-3)	-2	0	+2	+1	+1
Sebituus's heir brought to the city	-2	-1	-1	0	+2
Solved mystery of the dead flyers	0	0	0	0	+1
Goonavala Ganva removed from power	0	+2	0	0	0



Generations of Power

Ganva's schemes can be slotted into the events as needed or desired. As the required efforts from the player characters will in part also include investigation, it is even possible to only react to them days later. The first few events can occur quite early, as the other quests would benefit from getting the plot moving first.

A major stumbling block in the treaty negotiations are the activities of Goonavala Ganva V, who is trying to destabilize Emden by any means available. She speculates that an increased escalation of events will bring a call for more security, more military, and better equipment for the military. She intends to use this to back and push through General Laanis' addition to the High Council. In the reelections necessitated by this, she plans to defeat Purimin and become the new Canal Princess.

To achieve the required escalations, she is fanning the coals of three simmering conflicts.

Unrest in District 6

Ganva will send her secretary Luukotiaa Leefas to the sixth district to incite the discontent workers there. This is easily done and that night workers beat up an isolated police patrol and the incident escalates to a series of violent clashes between groups of workers and the police.

At first, the player characters might quite reasonably assume that it is not their business to get involved in local brawls, but they might become more interested should the people of Emden reveal that such incidents have become increasingly more frequent ever since the German delegation arrived. An investigation could also become more important if they are working with the Interplanetary Workers Association during **The Workers of Emden** (p. 39), as such violent confrontations are not at all in the interest of the Association.

Should the player characters attempt this task, it should not be difficult to locate some of the involved workers. The smoke tower Cyrr, located near the incident site, and the city's prison are obvious first steps to find one or more of the provocateurs. Depending on whether the player characters inquire with the staff and guests of the smoke tower Cyrr or the staff of the prison, a

Streetwise or *Knowledge (Law)* roll at a -2 is required to find someone involved in the fight. Examples include Aasim (21, lanky, still riled up), Berenata (39, glasses, resigned), and Cispoo (46, broad shouldered, grumpy), who can convincingly describe the event to the player characters, wherever they are encountered. They had been invited by a persuasive man with a lot of huuran. First, he asked about their work and then appealed to them, saying they would finally have to act. Then some more people showed up, and soon everyone was in agreement that they should head out and show those people upstairs what's what. Then they came across the patrol, and no one really remembers who started what. When reinforcements showed up, things just got worse. They can describe the man—Cispoo can even sketch a decent drawing of him, but will be reluctant to do so. He can be convinced with a *Persuasion* roll at a -2. As soon as the player characters will meet Leefas, they will be able to identify him as the man in Cispoo's drawing with a *Notice* roll at -2.

Luukotiaa Leefas

This member of a lesser noble house (32, good looking, deviously charming) is a ruthless career man who enjoys using the power of his charm and manipulation to incite and twist emotions to his will.

When the player characters eventually identify him, he will once again make use of these skills. He will offer the characters Ganva herself, and will attempt to arrange a meeting in the Crystal District. There he promises to hand over documents as proof. In fact, he plans to hire a few thugs and remove the threat represented by the player characters by violence. As he recruits these thugs from the rank and file of the military, the statistics for police constables (p. 41) can be used.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Intimidation d8+2, Investigation d6, Notice d8, Persuasion d10+2, Shooting d6, Stealth d6, Streetwise d8+2, Throwing d6, Taunt d8+2

Charisma: 2; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy

Edges: Charismatic, Connections (Underworld), Strong Willed

Languages: Koline, Meridiani-Umbran

Gear: Bolas (on a successful Throwing roll, the target suffers a -2 penalty to Pace and skills linked to Agility. A raise means the target is fully restrained; he cannot move or use any skills linked to Agility or Strength. Each following round the target can attempt a Strength or agility roll to break free)



Hill Martians

The second task from his mistress will lead Leefas to a group of warriors of the Tribe of the Seven Valleys. They are to launch a few diversionary attacks against the outskirts of the city and demolish a few stores or workshops. As conflicts between the Canal Martians and the Hill Martians are common, Leefas will have an easy time finding a few trouble makers that are willing to conduct these attacks for a moderate payment. They make sure not to kill anyone, but will act rather violently, so several people in Emden will suffer serious injuries.

Police and the military will stay out of things, at first, as it is almost impossible to identify specific culprits amongst the hill people, let alone arrest them against the will of the tribe. The affected people in Emden and their families and guilds, however, will be outraged and demand immediate action against the Seven Valleys tribe.

Again, a direct involvement of the player characters is not required, but it would be an opportunity to visit the village of Petkum, where the tribe maintains a small camp and a sort of trading post.

Reports of the attack will tell of a dozen masked gashant riders that rode through the streets with no apparent goal or target. They dismounted near a few shops, threatened and beat up anyone present, and vandalized the shops. Nothing was stolen. With an *Investigation* roll with a -2 (no penalty if questioning the witnesses directly), the player characters can learn of notable, almost black drawings on the legs of one of the gashants.

To learn anything from the Seven Valleys tribe in Petkum, the player characters must succeed on difficult *Investigation*, *Intimidation* or *Persuasion* rolls (all at -4). This will yield clues to the animal in question, or they must sneak up to the gashants of the tribe, and search among the alien beasts for the markings.

The rider of this marked gashant is **Akpiiga** from the Nhp valley (31, angled jaw, prideful). Should the player characters confront him, he will be silent, but a *Persuasion* roll at -4 can push him to reveal the details behind the attack. He doesn't object to the attacks, but he also does not see them as honorable, and can be convinced that an escalation of this type will dishonor the tribe. Should the player characters pressure or provoke Akpiiga, he will attack. This can occur both as an honor duel or as a simple brawl. Akpiiga will receive support from his tribe, with the additional fighters evening out the numbers. The Hill Martian warriors fight all out, but will accept a surrender at any point, and will

even surrender themselves if seriously hurt. The statistics for the members of the tribe are given on p. 63.

Should the player characters have made friends with the chieftain of the Seven Valleys tribe or the spear bearer Eraabii (p. 62), then Akpiiga will, on their orders, reveal the truth without further hesitation.

Should the player characters not investigate these attacks, the situation can escalate further. The tribal warriors will continue their attacks, and the people of Emden will in return attack the tribe in Petkum. There will be deaths. In this light, the quest of rescuing the abducted Schmoller (**Threat from the Steppes**, p. 60) would be particularly tense.

The Groundcleansers

The most despicable group that Ganva calls upon is of personal interest to her, as well. The Groundcleansers are Martian racists, who denounce all contact with humans. In this, they are not concerned with the dubious politics of the British, the brutal conduct of the Belgian King Leopold II, or other manipulative business practices. They simply want all foreigners gone. They will step up their anti-human propaganda, thanks to the support of Ganva, and even begin attacking humans near the Saloon of the Mars Pioneers. The player characters might be directly affected by this, or hired by Ferenc Kádár for a handful of Pikks to bring the culprits to justice.

Should the player characters encounter the thugs of the Groundcleansers in the streets of Emden at night, they should be able to defeat the ruffians and interrogate at least one of the Cleansers. With a not too difficult *Intimidation* roll, they will learn the name and location of the local leader.

Now they can meet the bookkeeper *Fuurit* (24, neat appearance, determined) in his tidy home in district 2 and question him on the most recent activities of the Cleansers. The young Martian is not open to reasoning, especially not when confronted by humans. He can be *intimidated*, however (-4 penalty). On a success,

Fuurit will attempt to save himself by offering his knowledge of Ganva's negotiation with the Tossian Empire. As a last resort, his room can be searched to reveal a manuscript for a novel, in which Fuurit used the most recent events as inspiration for a fictional plot which also mentions negotiations with the Tossian Empire.

Groundcleanser

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d6

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: None

Edges: None

Languages: Koline, Meridiani-Umbran

Gear: Club (Str+d4)

The Successor

Currently, Goonavala Ganva V is the head of her house. She has designated her nephew Giam X as her heir quite some time ago, and has since instructed him in the arts of politics. However, Giam is growing more and more independent, morally and politically, and he now watches Ganva's ruthless schemes with concern.

He is unaware of Ganva's recent plots, so that the player characters can use the indictment of Leefas, the witness report from Fuurit, and some charm (*Persuasion* roll), to get him to personally search Ganva's office. There he will indeed find a few messages from the Tossian government with compromising contents, which will rapidly lead to an internal removal of Ganva and Goonavala Giam X's ascension to house head.

It is just as possible to blackmail Ganva with this evidence to gain her approval for the trade treaty. Ganva will agree, but also begin investing a lot of money and effort behind the scenes to bring about the player characters' demise.

Side Quest: Knowledge and Truth

This side quest is intended to successfully divert Schmoller into his own side efforts, to ensure that the player characters are free to pursue the negotiations to their liking. At the same time, it ensures access to the archives, which can provide helpful information in many quests. This quest can be begun very early, but it should occur before the search for the Arina Shard at the latest (p. 49).

Gustav Schmoller will excuse himself from the daily business as soon as he is able, and devote himself to what, according to the Foreign Ministry and Vitzthum, is just the camouflage of the mission, but which Schmoller considers its main objective. He

will seek out the Archives in the Goonavala skyscraper, and will attempt to catalogue as much empirical data on the economic and social circumstances in Emden, past and present, as he possibly can. Schmoller is a talented scientist and administrator, but even he stands no chance of taming by himself the massive archive and complicated register system of the Martian scholars. But he will charge boldly into the fray and collect much knowledge, becoming a precious source of information for the adventurers. Before this can occur, however, the player characters must first contend with a very special adversary.

Carl Menger

This Austrian (49, similar in appearance to Schmoller as an academic, quick to anger) is the professor for economic sciences at the Universität Wien (University of Vienna) and is a proponent

of a theoretical-mathematical type of social history. This puts him at odds with the historian Schmoller. This scientist was the teacher and close friend of the Austrian Crown Prince Rudolf. After Rudolf's dubious suicide, Menger travelled to Emden to study Martian mathematics. He often visits the Saloon of the Mars Pioneers, where he will also meet Vitzthum. Menger speaks many living and dead languages of Earth, but only Parhooni and Koline when it comes to Martian ones.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Gambling d8, Guts d8, Knowledge (Bureaucracy) d8, Knowledge (Linguistics) d8+2, Knowledge (Physics) d8, Knowledge (Political Science) d8+2, Notice d8, Riding d6, Shooting d6

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant

Edges: Scholar

Languages: English, French, German, Koline, Latin, Parhooni

Gear: Derringer (2/4/8; 2d6-1; RoF 1; 2 shots; easily concealable)

It will be assumed here that the player characters will undertake the negotiations with the High Council members on Schmoller's behalf. In this case, Vitzthum will tap Menger at the very latest right after the consultation with the Mining Guild, to sabotage Schmoller. Menger has led a bitter debate on the methodology of social sciences and political economy with Schmoller over the last few years and is therefore more than willing to make life difficult for his rival. Should Vitzthum not be available as the instigator, Menger could decide to do so all on his own.

Carl Menger will therefore contact the chief archivist, Goon-avala Guuna (58, fashionable styles, strict gaze) and explain that a scientific study, as Schmoller plans it, does not need much in the way of deep access to historical materials. The many assistants that Guuna had to appoint him could be put to much better use elsewhere. Guuna will then confront Schmoller.

But Gentlemen!

Schmoller will then call the player characters and Menger to his improvised office on the 21st floor of the Goonavala skyscraper. Guuna is also present and will witness a passionate, precise, and somewhat rude scientific discussion. Both academics must make three competing *Knowledge (Bureaucracy)* rolls, accumulating a success for each success and raise on the rolls. The side with the most successes at the end of the three rolls wins the argument. The player characters are able to use Cooperative Rolls (**Savage Worlds Explorer Edition**, p. 57) to support one side or the other (probably Schmoller); the relevant skills would be either *Knowledge (Bureaucracy)* or *Persuasion*. The chief archivist will side with the winner of the competing roll and either withdraw Schmoller's assistants or bar Menger from the archives.

Should Schmoller be defeated, he will protest to Purimin and then regain full access to the archive, translators, and assistants on the Prince's order. However, all rolls to research will be at -2, as Guuna will feel insulted and will order his staff not to assist too diligently.

The player characters will be able to profit from Menger, regardless of the outcome of the discussion. He can support the player characters when playing Teem, such as in Fortuna 7, as he is not only a skilled mathematician, but also an accomplished gambler who has studied this particular game for a while now. He has

already made contact with the Hill Martians and is fascinated by their lifestyle. He will invite the player characters to visit him in Petkum, where he intends to move after the confrontation with Schmoller. There, he might even introduce them to the spear bearer Eraabii (p. 62).

Schmoller's Studies

Through his work in the archives, Schmoller will become an ever-improving authority on Martian culture. The player characters can visit him at any time and ask for advice or specific information. For this, Schmoller can make a *Knowledge (Bureaucracy)* roll for every 2 hours of work in the archives, and the player characters can assist using Cooperative Rolls. Should they succeed, the information given in the various quest sections can be made available to the player characters.

Discoveries in the Archive

Schmoller brings sufficient stubbornness and enthusiasm to overcome the confusing size of the archive and the awkward and often cryptic registers, and still produce and collect facts on the history of Emden. For this, he uses a few dozen assistants and translators who help him to translate all sorts of documents and reports into Koline. This will lead him to quite a few finds that may aid the player characters in their tasks. Below is a brief overview: more detailed information on the various quests is listed in the relevant sections.

- **The Workers of Emden** (p. 39): There have been several sociopolitical laws in Emden, including, at times, a prohibition on slavery.
- **The Arina Shards and the Mine of the Thousand Sins** (p. 49): There is much information on the general importance of Arina Stones for Martian city-states, as well as many stories of Sebituus Sikum III's Sacrifice and clues about the holographic ring mirrors.
- **Threat from the Steppes** (p. 60): Many clues about the exodus, or possibly banishment depending on the source, of the followers of the Sebituus family can be found, as well as a depiction of Sebituus Sikum II and Sebituus Sikum VI, both of which show the misshapen pupils.
- **Technology:** There are many descriptions, sketches, and technical documents on various technological achievements of the Martian civilization. Nothing is immediately useful, most is not even intelligible. Even so, there is a lot of material that can aid the research of the player characters. More on this in the **Epilogue** (p. 64).

At the same time, Schmoller will ask about the progress of the negotiations every time the player characters seek him out, and offer comments as needed, such as by possibly reminding the

player characters of the goals of the German Empire: liftwood and military presence.

The Workers of Emden

This quest can be initiated during the visit of the Fog Banks as part of the Nirabian Consultations with the Mining Guild. Schmoller will ask after the workers and learn that recently an obscure group called the Interplanetary Workers Association (IWA) has made several attempts to rally the workers. Grandmaster Minuukis is confident, however, that the police will bring this gang to justice. The player characters will have the opportunity during the visit to speak to several workers who can describe their working conditions.

Depending on the social views of the characters, this quest can begin in several different ways. Should the players already be part of the Interplanetary Workers Association or another social democratic movement, they are likely to seek out contacts in Emden from the start. But conservative characters can also take the side of the workers, because while the working conditions in Emden aren't much harsher and the safety precautions aren't much worse than in many factories and mines on Earth, there is still the matter of the quite numerous slaves here. These are treated as material possessions and for some dangerous tasks, such as washing the ore with strong acids, wear and tear on the cheap slaves is preferred to the use of expensive protective measures. This treatment can disgust honorable people of any political conviction.

Or, the player characters can follow the suggestion of the grandmaster of the Mining Guild and get in touch with Lieutenant Pengaah to assist in the eradication of this conspiracy, as humans have more experience in dealing with worker unions than the Martians.

The three set pieces of the quest are described in general below, with a few notes. Finally, the respective views of the Interplanetary Workers Association and the police are outlined.

The Social Situation

Not unlike on Earth, the wealth of the upper strata on Mars relies in large part on the hard and difficult work of the common people. But in cities like Emden, feudal systems are still in place and the level of one's personal wealth is justified by a mangled interpretation of evolutionary theory and the biological superiority of one's origin. Contact with the humans over the last years, in particular with focused agents from France, has led even Martian workers to believe that they are owed more of the wealth they help produce.

The Interplanetary Workers Association

Two years ago, *Jacques Wilkins* (34, frail, appears proletarian despite his bourgeois origins) came to Emden on behalf of the Social Democratic Republic of France, to organize the workforce here. He found a few isolated groupings, each trying to make their misgivings known to their superiors with minor sabotage and the occasional brawl. Jacques's knowledge of conspiracies and networks allowed these groups to become a more effective alliance and they formed the local section of the IWA. Its leader, *Minool* (44, barrel-chested, marked by much *huuran*, attentive) was chosen for her cleverness as well as her determination. The third most important member of the IWA is *Moraviid Maatab* (27, elegant, well-spoken), a rural noble who represents the position of the IWA to the outside under the pseudonym of "The Voice of the People".

The First Task: The Gathering of the IWA

Details of a gathering of all workers and slaves have been passed around in secret for a few days now. Of course, a few informants have already let the police know. In either case, this gathering serves to establish contact between the player characters and the Interplanetary Workers Association, regardless of whether they seek to support or investigate it.

The Workshop "Brooms and Brushes"

The meeting will occur in the disused workshop of a brush maker in district 5. There are a few workbenches and seats in the hall, a podium has been placed near one of the short walls and across from it sits a row of large storage and tool cupboards. The workshop is located on the fourth floor and has two entrances, one

In the Archive

There are almost no records on the social situation of the workers in the archives. Only a few short stories and poems praise the diligence of the common people on behalf of the wealth of the city. In the history of the city's laws, however, a few interesting pieces can be found:

- There have been laws and regulations in the past that seem to have been intended to improve working conditions. Most of these were never implemented or were rescinded after a few decades. The name Goonavala keeps coming up in connection to introduction of these laws.
- In particular, there was a decade-long prohibition in Emden on slave ownership, declared by Nirab XIX, rescinded by Nirab XXVI.

Schmoller is an outspoken enemy of social democracy, but a strong supporter of socio-political measures. If in doubt, he will suggest that the player characters contact the workers to gather a clear and objective view of their situation and their needs.

or could be waiting to seize one of the members afterwards for interrogation. Should the player characters attend the gathering, though, or hide in the location, they will witness a fine speech by the "Voice of the People", who will decry the social injustice in Emden with sharp words and the odd joke. Given the location, he will not hold back on broom metaphors, for if one could sweep aside the lazy nobility of the city, things would be much better.

It might be that this "Voice" will point to the unrest in district 6 from **Generations of Power** (p. 35) as proof that spontaneous violence will not achieve positive results at this point, and that further planning and organization must not be jeopardized by giving the police an excuse to come down hard on the people.

On the Side of the IWA

If the player characters have agreed to meet with the workers, they will do so a few hours before the gathering in the hall. Maatab, "The Voice of the People", and Jacques tell of their plans to solidify the Workers Association and, as soon as they are strong enough, make their demands. Neither of the two will admit to concrete plans, Maatab will come across as basically level-headed, while Jacques is more impassioned. With a successful *Notice* or *Persuasion* roll at -4, the player characters can suspect that a third person must be pulling the strings behind these two (which is Minool). Finally, Maatab will ask the player characters to man one of the lookout posts as the men and women originally assigned to that post have been arrested.

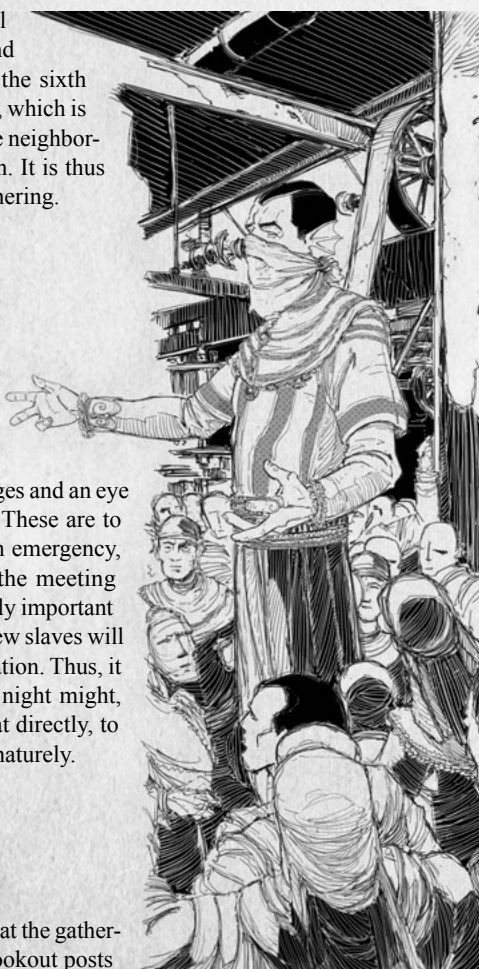
to the west, reachable via an external staircase from the ground level and from above (through a bridge to the sixth floor), and a second one to the east, which is connected via a narrow ledge to the neighboring buildings to the east and south. It is thus difficult to fully surround this gathering.

The Lookouts

The IWA has placed several lookout posts at strategic locations around the brush workshop, each a handful of reliable members with a good view of the streets and bridges and an eye out for police or military patrols. These are to be distracted and redirected. In an emergency, the alarm is to be sounded and the meeting cancelled. This evening is especially important to the IWA, as for the first time, a few slaves will be attending to plan future cooperation. Thus, it was decided that any patrols this night might, if necessary, be engaged in combat directly, to avoid cancelling the meeting prematurely.

The Gathering

The player characters might not be at the gathering. They could be at one of the lookout posts



Defense of the Lookout Post

Minool has decided beforehand to test the player characters with this task and is sending five workers of the IWA dressed up as police. Successful *Empathy* rolls (difficulty 3) will reveal the strange manners of the fake police officers and can cause suspicion. These workers will overdo the stiff postures and barked commands, and at times, even crack smiles over their own performance.

Whether the player characters successfully see through the disguises or not, a bit later three real police officers will arrive, which must be diverted away from the meeting. There are many options, though *Notice* rolls at -2 or staged crimes with escaping perpetrators should suffice to keep the police in the dark about the meeting. Should the rolls fail, or the distractions not be convincing, the player characters will be forced to warn the gathering, which will disband as quickly as possible.

The Voice of the People

This pompous name hides a minor noble from one of the outlying villages. He will appear at the gathering as the chairman of the Emden division of the IWA and give a rhetorically impressive and moving speech. He will act

extremely mysteriously, hiding his face with a scarf and a mask. Under his real name, Moraviid Maatab, Esquire, has already published a dozen or so novels, in which he gives exaggerated political messages packaged as entertaining adventure stories. For example, his heroes and heroines are always workers or slaves, the villains always evil nobles or ruthless guild masters, and the path to victory is always based on solidarity with the common people and their determination to be heard.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Knowledge (Literature) d8, Notice d8, Persuasion d8+4, Stealth d6, Streetwise d8+4, Taunt d8
Charisma: 4; **Status:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Vow (Improve the rights of the underprivileged)
Edges: Charismatic, Noble
Languages: Koline, Meridiani-Umbran
Gear: Longsword (Str+d6)

Jack "Jacques" Wilkins

This British soldier immigrated to France after the victory of the Paris Commune and joined the Interplanetary Workers Association shortly after its founding. In the Emden division of the IWA, he is the determined revolutionary and seeks to convince Minoöl and Maatab to begin armed resistance. To this end, he likes to exaggerate at times, which frightens his colleagues. His slogans of "Brotherhoods before Guilds" and "Councils before Houses" do find plenty of takers, however. Jacques can also serve as an interpreter, should the player characters not be able to speak any Martian language sufficiently and (for good reasons) not wish to tap the interpreter Sirkiis for this task.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Knowledge (Bureaucracy) d6, Knowledge (Demolitions) d6, Knowledge (Linguistics) d6, Notice d6, Persuasion d8, Shooting d8, Streetwise d8
Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Cocky, Wanted (Minor; Sedition)
Edges: Danger Sense, Hard to Kill, Quick Draw
Languages: English, French, Koline, Meridiani-Umbran
Gear: Sawed-off shotgun (5/10/20; 3/2/1d6; RoF 1; 2 shots; +2 Shooting), Stiletto (Str+d4)

On the Side of the Police

Should the player characters wish to investigate on behalf of the police, Lieutenant Pengaah will ask them to infiltrate the gathering and to identify the ring leaders. Useful information will be rewarded with 10 Pikks.

The player characters can now pursue different strategies. They can pretend to be French, say a few socialist slogans (*Persuasion* roll at -2) and thus get past the lookout posts to gain access to the meeting hall. Less likely to work for a human is to disguise

oneself as a Martian worker or slave (*Persuasion* roll at -4), though Martian characters can do so quite easily (roll with no modifier).

For a stealthy approach, the lookout posts must be avoided with a *Stealth* roll, and a further roll for entering the actual hall if the player characters wish to take positions a few hours before the gathering, or at -4, should they try their luck shortly before or during the event. The large closets at the back of the hall can serve as hiding spaces.

Of course, the player characters can also just ambush a member of the Association after the gathering and force them to reveal what occurred there with a *Intimidation* or *Persuasion* roll (both with a -2). Depending on the approach, the worker must first be subdued.

Police Lieutenant Pengaah

The officer (49, bushy eyebrows that define his expressions, exceptionally formal) is a true desk jockey. He knows almost all regulations and follows them. If there is no regulation for a matter, he will establish it. He always gives the impression, to himself and others, that his decisions are always according to the rules. He does not care for the plight of the workers, nor the daily jobs of his people. Only arrests and prohibitions matter to him, negotiations or mediations are never his choice.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Climbing d6, Fighting d8, Guts d8, Investigation d6, Knowledge (Bureaucracy) d8, Notice d8, Riding d8, Shooting d8+2
Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Stubborn
Edges: Marksman, Steady Hands
Languages: Koline, Meridiani-Umbran
Gear: Musket (10/20/40; 2d8+1; RoF 1; 1 Shot; AP 1; 2 Actions to reload), longsword (Str+d6)

Police Constables

Mostly trained in the infantry, the police constables of Emden are truly familiar with the more delicate parts of police work, such as questioning witnesses, careful investigations, or sticking to proper procedure. They do what Pengaah tells them to do, stand guard, walk the patrol routes, and seize suspected criminals and vagabonds. They usually carry either a halberd or a musket.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Knowledge (bureaucracy) d4, Notice d4, Shooting d6, Stealth d6, Streetwise d4
Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 7; **Toughness:** 5
Hindrances: Obligation (Police)
Edges: Block
Languages: Koline, Meridiani-Umbran
Gear: Musket (10/20/40; 2d8+1; RoF 1; 1 Shot; AP 1; 2 Actions to reload), halberd (Str+d8)

The Second Task: The Printing Press Cylinder

The second part of the IWA plot is acquiring a special gearbox for a printing press cylinder. The printing press of the IWA is inoperable, and after a few attempts to replace the ground down gears, it was decided that a brand new one needed to be stolen, as even if one were available for purchase, the conspiracy could not openly buy it. The chosen target for the theft is one of the archive printers on the 18th floor of the Goonavala skyscraper—a more difficult target than most, but the IWA is reluctant to take away another printing shop's money-maker. Also, this would be a blow to the propaganda of the nobility. The Archive printers will be described first, followed by the various quests, for whichever side the player characters choose to be on.

The Archive Printers

The roof of this 120-square-yard (or 100 m²) hall is supported by eight pillars, while the room itself is dominated by the two cylinder printing presses. These are ancient machines whose original operation had to be replaced with mechanical components, each moved by eight slaves. Between the machines and along the walls, desks and shelves hold paints, solvents, printing plates as well as tools for their repair and maintenance. Empty surfaces on the walls often hold a selection of posters that, usually in bright colors, announce upcoming festivities. The floor is caked with several layers of paint spills and shows the many foot and shoe prints of the workers. Both printing presses have suitable gear boxes, and a *Repair* roll at -2 can easily and safely remove one.

During the day, six printer staff and twenty slaves work here; at night, there is usually no one. The workers are loyal to High House Goonavala and are suspicious of the activities of the IWA. They will not betray the player characters if they are contacted by them, as they are aware that their word will not be heard over that of the honored guests from Earth, but they will also not support the player characters.



On the Side of the IWA

Should the adventurers have proven their reliability when guarding the gathering, whether for honest reasons or in order to infiltrate the IWA, a messenger will bring them the following sealed note: "Meet me after sunset at warehouse no. 8. - M.". The messenger does not know the sender.

Warehouse no. 8 lies in the lower market district, where the few guards focus entirely on the stores and warehouses of their respective employers, steadfastly ignoring any passersby. Behind the warehouse in question, there is a narrow alley where three workers are waiting for the player characters (stats as per bodyguards on

p. 45). They will first check if the player characters have been followed, and only then will Maatab step out from behind a few boxes to welcome them. From here, the group will head a few hundred yards farther to a smaller warehouse, where they will enter the guard post. There are no guards present, but Maatab will not mention if the missing guards are allies or if the group has just stepped into a guard post whose staff is currently out on patrol. In either case, Maatab will now reveal the plans for the theft and ask them to retrieve the gearbox. They have access to the High City, and it should be easy for them to enter the printing hall in High House Goonavala's skyscraper.

Should the player characters insist on payment, Maatab can offer at most 5 Pikks for the whole group, but will make sure to appeal to their political conscience to try to get them to undertake the task free of charge.

Entering the Printing Hall

The 18th floor of the Goonavala skyscraper can be reached either through the archives right below it, or from the residences of the clan above it. It is up to the player characters whether they will pay High House Goonavala a visit and risk trying to slip into the printing hall then, or whether they choose to visit Schmoller in the archive to try from there. In either case, they will need to evade at least one guard just before they reach their goal (*Stealth* roll at -2), or silence him within one combat turn (stats as per police constables, p. 41).

If passing through the archives, it is really only necessary to overcome the guard directly at the printing hall. Should the player characters wish to proceed through the residence of High House Goonavala, it will depend on their method. Should they try to simply take a wrong turn after a visit with Ganva or Giam, then they will likely also only encounter the final guard that needs to be tricked or defeated. If they wish to sneak into the Goonavala skyscraper and only use their status as guests of state in case they are discovered, then they should need to get past at least three guards. The same number of rolls will be needed on the way back out.

It is also possible to visit the printing hall, though the player characters will then reveal their interest in the machines, which might become suspicious. In this case, they will be questioned and must make a *Persuasion* roll at -2 to avoid being assigned a police constable to watch their every step from then on.

Stop those Thieves!

Should the characters be discovered while sneaking in, the guards will politely escort them outside, from whence another attempt can be made later. If they attempt to subdue a guard quietly, but fail to do so in one combat turn, the shouts of the guard will bring D6 more guardsmen 5 turns later. Now at the latest, an escape should be attempted. For a direct chase by the guards after the player characters, escape will require a series of successful *Agility* rolls, to escape in time, or *Stealth (Hiding)*, to find a suitable hiding spot. Each character must succeed 5 times on 5 rolls (a raise counts as an additional success) before

they can escape. Alternatively, they may make opposed rolls; the guards have *Agility* d8 and *Notice* d6.

Should the characters have completed **The Rat Catchers of Emden** (p. 16) or know about the sewers for other reasons, they can use the nearest garbage chute to escape without issue.

If the escape fails or the player characters have to surrender, they will be arrested and brought before Lieutenant Pengaah. He will offer them their freedom if they agree to switch sides and spy on the IWA. If the player characters refuse this offer, the very angry Schmoller will arrange for them to be let go, albeit with a police constable permanently assigned to watch them. The treaty negotiations will then be handed over to Vitzthum.

Should the player characters choose to fight and kill multiple guards, then the entire skyscraper will be thrown into chaos. A successful theft is not on the table anymore in this case. If they were recognized, they will be known as murderers throughout the city before too long, will likely have lost all allies due to the brutality of their actions, and must expect a swiftly delivered execution as soon as they are captured.

The Handover

Should the player characters successfully acquire the special gearbox and escape in secret, they can bring it behind warehouse no. 8 to hand over to Maatab. He is very grateful and pledges himself to their side. He promises to be in touch soon.

On the Side of the Police

Lieutenant Pengaah will ask the player characters to help in the matter of a stolen gearbox for a printing press. The culprits had left behind a leaflet with Earth letters on it, so French involvement is suspected. To catch a human criminal, a human investigator can't be a bad choice.

Clues

The thief Daanis (26, small and quick, braggart) has stolen into the archives during the day and hid himself there. After he seized one of the gearboxes and damaged the other, he abseiled down to the 7th floor, where he fled across the bridge away from the center to the lower market district. As mentioned, the police of Emden aren't well versed in investigation. They did of course find the rope left behind, but nothing else. With an appropriate *Investigation* or *Tracking* roll at -2 or a specific search for shoe prints in the printing hall, the player characters will discover a print that is quite different from the others: it is fresh and the shoe has a sizeable hole in its sole. The workers here all have intact shoe soles and the slaves are all barefoot.

Furthermore, the player characters can question the staff from the Goonavala residence or the archive. The latter will be able to tell of a Martian that had a strange hump (a rope wrapped around the body under his clothes) and who was sneaking around between the shelves. They describe both his tunic (grey-yellow) and his general appearance (small, black pigtailed).

The leaflet that Daanis left so obviously behind does not offer any further clues, only a few iconic slogans signed "IWA" in Umbran and Latin lettering.

The Thief

From the 7th floor, where the rope ended, a successful *Investigation* or *Tracking* roll can spot the odd paint/grease/ink spot that dripped from the gearbox, allowing for pursuit. If the shoe print was not discovered in the printing hall, the first roll is at a -4. Have them roll 4 times to represent them following the trail. If they get two raises total, they will even catch the thief during his meeting with Maatab behind warehouse no. 8.

Maatab will attempt to recruit the player characters to his side and explain the horrid conditions under which the workers, as well as the slaves, must toil. Should this fail, Maatab and Daanis might try to pick a fight if the situation appears truly desperate, but it is more likely they will surrender.

Daanis

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Guts d6, Lockpicking d10, Notice d6, Stealth d10, Streetwise d6

Charisma: 0; **Status:** 2; **Pace:** 8; **Parry:** 7; **Toughness:** 5

Hindrances: Wanted (Major; Theft)

Edges: Acrobat, Fleet-Footed

Languages: Koline, Meridiani-Umbran

Switching Sides

It is possible for the player characters to switch sides at any point. They can decide, regardless of the outcome of the first part, whether or not to arrest Maatab and prevent the theft of the special gearbox. This will most likely end the plot about the Workers of Emden, as the true leader, Minool, will go into hiding and possibly even leave the city. A few more arrests will be made in the following days, but the police won't need any help with that.

On the other hand, the player characters can agree to switch to Maatab's side during the meeting behind warehouse no. 8. He is a great speaker and a passionate champion of the cause. Should the player characters decide to support the IWA from now on, they must report the chase of the trail as unsuccessful.

The Third Task: The Secret Base

The climax of this plot line will take place in the secret hiding place of the true head of the IWA in Emden, the worker Minool. Either the characters will be contacted by Maatab or the location will be revealed by him or Daanis, possibly under torture.

The Smoke Tower Qwwm

A building located not far from the center, in district 4, features many cook shops, pubs, and peddlers in its 3rd to 7th floors. On the 6th floor, in a cook shop whose cook insists the best Ljeeraberry pancakes in the city can be found, there is a trapdoor to an old

waste chute. Walled off at the top and with rusty rungs driven into the wall, it can be used to climb 100 feet (or 30 m) down into the depths, where the secret hideout of Minool is located.

The Hideout

At the bottom, there are the beginnings of a narrow, inclined hallway (1) with doorways to the left and right. The path down the hallway is blocked by a grate and by stacked crates behind that, but it is obvious that a large room lies at the end of the hall: the drainage room (3), lit by a lamp. Hiding behind the boxes will be at least one guard.

The doorways to the left and right each lead through two narrow rooms towards the drainage room. Each of these rooms has crystal basins, covered in crystal structures. A successful *Knowledge (Biology)* roll can reveal their likely nature as bacterial colonies. The drainage room features a bolted metal plate beneath which lies a shaft to the sewers, and there is one more room connected to this one. In this final room are four narrow, twisted pillars whose original function is unknown, and the armory of the hideout: 4 muskets, 2 sticks of dynamite, hundreds of leaflets, as well as food and medical supplies.

This is one of about a dozen hideouts which Minool will use alternately to direct the activities of the IWA in Emden. When she'll hide where, she decides either spontaneously, or according to a secret formula, but always on short notice, so that no informant has been able to locate her yet. She is always accompanied by six battle-hardened members of the IWA.

Minool

The trained smith's apprentice hails from one of the larger families. Her mother was executed early in Minool's youth for inciting rebellion. Ever since, her father has attempted to raise all his children as law abiding workers—without luck. Due to a delight in rebelling against their father and their love for their mother, all five siblings came into conflict with the law early on, and were involved in the founding of the IWA. Minool's two brothers are currently in prison, one sister died in a shootout with the police, and the other one has risen to a position of scribe in the Mining Guild using a false identity, supporting the IWA from within. Minool has acted carefully in the past, organized the IWA into a proper conspiracy with the help of Jacques, and can rely on a solid network of supporters and contacts. Without her, the entire organization is at risk.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d6, Intimidation d6, Knowledge (Linguistics) d6, Notice d6, Repair d6, Stealth d8, Streetwise d8
Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Habit (Major; Addicted to Huuran)
Edges: Command, Nerves of Steel, Pugilist
Languages: Koline, Meridiani-Umbran
Gear: Hatchet (Str+d6)

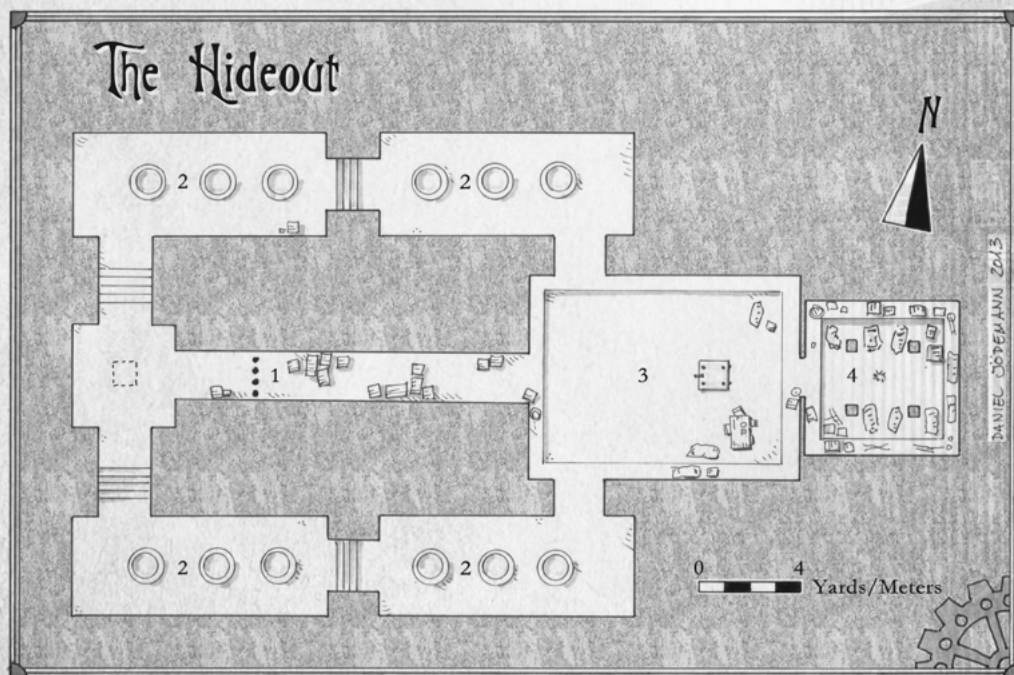
On the side of the IWA

After the player characters have proven themselves as reliable allies, Minool wants to get to know them and learn what role they play in the negotiations between the German Empire and the despised nobility of Emden. She is planning the next big step for the IWA and does not want to miss this opportunity to gain insights into the goals and activities of the ruling class from the player characters. Thus, she intends to discuss her plans with them, Maatab, and Jacques.

The player characters will receive a short note beforehand: "Tomorrow noon, at the picture gallery. – M." This time they will meet Maatab while he is studying the sketch of a rifle beset with dozens of spirals of wire which, according to the inscriptions, can hurl magnetic pulses. Maatab will take the player characters for a walk and chat with them while leading them to district 4, through the smoke tower, and to the hideout. Here, they must surrender their weapons and are led to the drainage room, where Minool is already sitting at an improvised table with Jacques.

Reform or Revolution?

The player characters will be questioned on the trade treaty and their opinion of the various factions of the High Council. This will include whether sympathizers or supporters can be found among them, to help free the slaves and improve the lot of the common



people in Emden. The player characters are free to present their true opinions, make up lies, or simply hold back.

The more they will suggest that the demands of the IWA could be heard by the power factions, the more Maatab will speak up and recommend a peaceful path to reform. Should the characters criticize this plan, Jacques will insist that only a violent uprising can decide the issue. It will become clear that the player characters will be able to greatly influence the debating IWA and its strategy. Minool is torn between both viewpoints, and the word of the player characters could be the tipping point.

Either way, Minool will attempt to tap the player characters for a task after the discussion. They are to either push for reforms as best they think they can, or, if they showed more interest in Jacques's views, take on an important task in the coming uprising (more on this in the sidebar **Revolution!**, p. 46).

Hands up, police!

For the first time, today an informant has finally been able to pinpoint Minool's location and report it quickly enough. Lieutenant Pengaah is marching up with an entire battalion of police constables, and while one part surrounds the smoke tower, the other half will storm the hideout.

Minool's compatriots will barricade the side rooms (2) and attempt to slow the police down. By clearing the grate in the hallway, guns can be brought to bear on the police constables climbing down. The police meanwhile are trying to reach the side rooms without getting hurt, intending to attempt a charge from those. Of course, they will demand that the members of the IWA and the player characters lay down their arms and surrender.

The player characters will have their weapons tossed to them so they can join in the battle. However, it might be a better use of the time left before the charge if they were to try to find an escape route, especially if they are not sharpshooters or blade masters. The only other way out of the hideout leads through the sewers—not a safe path for the Martians, as the bacteria down there can cause severe poisoning. Minool will insist that the player characters flee to complete their task. Maatab und Jacques will push Minool to also flee.

Get out!

Each combat turn, two police constables will climb down into the hideout and fortify in the side rooms. From the drainage room, the shooters can take cover and rake the attackers with fire. However, hiding in the side doorways, two police constables can return fire while also enjoying good cover. As soon as 10 at most lightly-wounded police constables have gathered together, they will attack in a charge towards the drainage room, while more police constables will drop down. Alternatively, the charge can simply occur after 6 combat turns.

Opening the shaft to the sewers, meanwhile, will take some strength. *Strength* rolls, alone or in twos, each roll taking one combat turn, must gather 5 cumulative successes before the cover comes loose. Minool will follow the player characters, but the police will not dare to give chase.

The statistics for the police can be found on p. 41, those for the body guards are below.

Bodyguard

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Climbing d8, Fighting d8, Guts d6, Notice d6, Shooting d8, Stealth d6, Streetwise d6

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: None

Edges: Dodge, Nerves of Steel

Languages: Koline, Meridiani-Umbran

Gear: Musket (10/20/40; 2d8+1; RoF 1; 1 Shot; AP 1; 2 Actions to reload), dagger (Str+d4)

An alternative to the reckless escape is blowing up the entrance to the hideout. A bit of dynamite can be found in the armory of the IWA, enough for a player character with the requisite skill to complete the task. A *Knowledge (Demolitions)* roll prepares the dynamite and a *Throwing* roll can land it suitably beneath the entrance. Police reinforcements are thus cut off, and most police constables near the blast zone will likely be severely injured. This should leave enough time to fashion improvised breathing masks with the available materials from the IWA armory to attempt a much safer escape through the sewers (*Healing, Knowledge (Medicine)* or *Repair* rolls).

Toxic Tunnel

A *Tracking* roll at -2 will determine how long the player characters, Minool, and whoever else survived to come with them will wander through the sewers before they find a hatchway out. If the player characters already know the sewer layout, the roll succeeds automatically and immediately. Everyone who flees through the sewers, in particular Minool and any Martians amongst the player characters, must roll *Vigor* to see if they have been infected with the sewage plague (see p. 17). This roll must be repeated for every failed *Tracking* roll. Should Minool become infected, the player characters can take her to Amofaa for help, who will overlook their dubious status at this point in exchange for an appropriate favor (see p. 25).

Whether Maatab or Jacques manage to escape or whether they will cover the player characters' and Minool's escape and were killed or arrested as a result is free for you to determine.

On the Side of the Police

If the player characters have captured Daanis or Maatab alive, then they will be tortured by the police for information on the current whereabouts of the leader of the IWA. Maatab will finally break and reveal that she is in the smoke tower Qwwm and how to find the entrance to her hideout. Daanis only knows the rough location of several hideouts, one of them being Qwwm, though.

Pengaah will immediately mobilize all available forces, an entire battalion of police constables, and rush for the smoke tower. If the player characters wish to, he will allow them to participate in the coming arrest. With the information provided by Maatab, the scenario described above will play out, only this time without Maatab and the player characters on the IWA's side. Should Minool risk an escape attempt through the sewers, it will be up

to the human player characters to chase and arrest her. A *Tracking* roll can easily find her tracks. For a possible fight, Minool's statistics are on p. 44. She is accompanied by two bodyguards.

Should the police only have the information provided by Daanis, Pengaah will split his troops to cover three possible hideouts. You can give the player characters a mathematically correct chance of ending up at an empty hideout, but it would be more interesting to simply assign them to the smoke tower mission, where Minool is actually hiding. Once there, the rather well-hidden entrance to the hideout must first be found. This requires *Investigation* rolls, needing 3 cumulative successes; raises count as additional successes, and other players can use Cooperative Rolls to assist. If this succeeds with a single roll, the police can storm the hideout as described above. If it requires two rolls, Minool and her people will be ready with loaded weapons and have already placed a dynamite charge at the entrance (2d6+2; MBT). If the player characters require three or more rolls to gain the 3 successes needed to find the entrance, then the hideout will be found empty and abandoned.

Changing Sides

It is also possible to change sides during this third part. If the characters came to the hideout as allies, they can choose to attack then and there, or just strike down Minool and escape. They can also wait for the police to arrive before turning their weapons on the IWA, which should lead to a quick and easy victory.

If the player characters end up storming the hideout together with Lieutenant Pengaah and his men, there is the opportunity to stab them in the back, which can still lead to a dangerous battle because of the number of reinforcements present. Sending a warning ahead might end up being more effective.

The Spoils of the Labor Dispute

The rewards will of course differ depending on which side the player characters were on at the end. How each potential outcome affects the approval or rejection of the treaty by the various factions of the High Council is detailed in that section (p. 34).

Heroes of the Workers

After the player characters and the leaders of the IWA part ways and the characters take on the task of the next step, be it to push for reforms or prepare for the revolution, word will spread among the workers and slaves of Emden that the player characters are friends of the common people. This will have different effects on the other quests.

First, an explanation for the events in district 6 during **Generations of Power** (p. 35) will come forth easily, as all workers will eagerly open up to them. Also in this plot thread, the attacks by the Groundcleansers near the Saloon of the Mars Pioneers can be suppressed by organized crackdowns by IWA troops, should the player characters request this. A subdued leader of the Cleansers will then be brought to the player characters for questioning.

Revolution!

The player characters can also support Jacques's position directly and convince Minool to risk an armed uprising, especially if they are determined social democrats or otherwise sympathize with the French Republic. The player characters will then be asked to strike at the High Council itself. This could most easily be achieved with a large amount of dynamite during the Resolution near the end of the Nirabian Consultations. The explosion would double as the signal for the prepared units of the IWA to attack and seize strategic points throughout the city.

At this point we offer a brief sketch of how, should this revolution occur, the political situation in Emden would change. After a few days of bloody struggle, the workers and slaves would triumph and establish a new order. The guilds would be abolished and replaced with associations, the noble houses would be dissolved, the High Council would make way for a city council of delegates appointed by the associations. Recovering the third Arina Shard will also be important to the new rulers as the symbolical value of the Arina Stone is bound to the city, not to the nobility or the guilds. The proclamation of power by Nirab XLI that the Arina Shards can show in the holographic ring mirror is rather meaningless for the IWA, though.

The trade treaty can be negotiated in a similar manner between the city council for Emden and either Jacques or the player characters on behalf of the French Republic, but there will be no treaty with the German Empire. Even Schmoller will refuse this, no matter what his fate is otherwise. He is, in the end, a supporter of the monarchy, but will not bear arms for the nobility of Emden.

The secret negotiations between Goonavala Ganva V with the Tossian Emperor could gain special importance here. If Ganva has not yet been deposed, she could call upon the Emperor to restore order in Emden by military means, thus claiming the city as part of his Empire, with Ganva as the new Canal Princess, though she would owe fealty and tribute to the Emperor.

In **The Arina Shards and the Mine of the Thousand Sins** (p. 49), the miners that the spy Tiqx has brought along as support will refuse to attack the player characters or otherwise put them in danger, as soon as they realize who they are. At the end of the quest for the third Arina Shard, a few miners might even come to the aid of the player characters against the ambush by the Groundcleansers by the exit, forcing them to retreat.

Finally, the IWA is now a group that can potentially help the player characters escape from prison in **Traitor to the Empire** (p. 58).

Reforms

The player characters can entreat the factions of the city, in particular those they might still meet with for the Nirabian Consultations, for an improvement of the social situation of the workers and slaves, and will find open minds, at least with the Goonavala. The guilds will not like this idea, as they fear for their wealth. It is also possible to use the trade treaty to codify such reforms. While naturally no direct influence on the laws of Emden can occur, the appointment of sociopolitical advisors from the German Empire is a possible option. Schmoller, a longtime chairman of the Club for Social Politics, would welcome such a clause (and might even suggest it, depending on events), Vitzthum meanwhile would consider any interest in such matters a waste of time. The effect of such clauses on the treaty is noted on p. 34.

Breveted Officers

If the player characters fought the IWA on the side of the police, and in the end aided in the capture or killing of its leader, they will receive an honor armband for distinguished service, which is seen with admiration by the average citizen and of course the soldiers, and can be used to gain a bonus die for social interactions, depending on the situation.

Additionally, when investigating the incidents during **Generations of Power** (p. 35), Pengaah can be sought out for support. He will refuse, but will give strong hints that this is because of specific orders from above. If the characters succeed on a *Diplomacy* or *Con* roll with a difficulty of 2, he will even admit that it was Goonavala Ganva V who issued these orders. The player characters will thus immediately know who is behind the incidents, even if they have no proof yet.

Side Quest: Trip to the Liftwood Grove

This episode can occur between the consultation with the Golden Guild and the completion of the trade treaty.

It sells branches of the tree and holds ceremonies praising nature on Mars. For the player characters, this place is intended to be a sightseeing opportunity.

The Hunt

To ensure the loyalty of the German delegation, Canal Prince Plookrihaa Purimin II will invite Gustav Schmoller, Friedrich Vitzthum, and the player characters on a trip on the Prince's airship. He offers a visit to a very special liftwood grove, as well as a hunt for Martian wildlife.

On the one hand, Purimin wishes to ingratiate himself with the German delegation with this invitation; on the other hand, he plans to make an offer that he believes cannot be refused.

Purimin will use this opportunity for a lengthy dissertation, during which he will praise the hunt as an especially noble pastime and the only common trait between the civilized Canal Martians and the feral Hill Martians. Otherwise, he will not utter a single positive word on the primitive and dangerous Hill Martians.

For game, Purimin has selected a steppe tiger. After cruising above the plains northeast of Emden for a few hours, the Prince's hunters finally spot a suitable specimen. The animal can safely be shot at from the Prince's airship. Whoever lands the killing blow will receive a trophy from Purimin, a golden miniature of a steppe tiger claw. An artistically beautiful piece, though the subject matter may be debatable.

It is also possible, though not particularly wise, to seek out direct battle with the animal. Should a player character win the fight with the wild beast in this manner, the ship's crew—and likely many people later in Emden—will praise his or her courage and strength. For the next 30 days, this player character will receive 2 bonus dice to their social skills.

The Floating Tree

Purimin's promise does not fall short in regards to the flying liftwood grove. There is a narrow mountain ridge between Emden and Aryn. A liftwood sapling was planted in a valley in this ridge, long ago. The gnarled tree has since grown to an impressive height and floats majestically in the air, with only a few thin roots holding it to the ground like balloon tethers. Usually, liftwood is quite firmly anchored to the ground—what makes this specimen so unusual is a mystery. Hypotheses that it might be a special subspecies or that the soil might be different in some way are all unproven. A few ancient ruins in the valley suggest that it might have been a deliberate attempt to grow this trait.

Today, this tree is seen as holy by many Martians and regular pilgrimages head here. It is kept by the *Order of the Eternal Tree*, a semi-religious society that supplies and cares for the tree.

Steppe Tiger

This huge predator is similar in size and viciousness to Earth tigers, but is significantly different in appearance with its long snout and shaggy fur (it is also zoologically completely unrelated, of course). Usually, a steppe tiger stalks its prey and, after a short charge, brings it down quickly with long claws and strong jaws. Against ranged attacks from the air, this animal is helpless, however.

Attributes: Agility d10, Smarts d6 (A), Sprit d8, Strength d12+2, Vigor d8

Skills: Climbing d10, Fighting d10, Guts d8, Intimidation d8, Notice d8, Stealth d10, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 8

Special Abilities:

- **Claws:** Str+d4, AP 2. Steppe tiger's adamant claws can slice through metal
- **Frenzied Bite:** Str+d8, may bite twice at -2 or once for no penalty
- **Improved Sweep:** Claws can execute a sweep of all adjacent targets.
- **Size +2:** This creature is as big as a horse and weighs 800 pounds.
- **Sprinting Charge:** The creature can sprint triple its Pace for a round, then double its Pace next round, but then cannot run again until after a 10-minute rest. It can attack at any point while charging.

Purimin's Offer

During the trip, the Canal Prince will request a private meeting with those who have been conducting the negotiations, probably

the player characters, but possibly also Vitzthum. He makes a generous offer: Should the delegation present an offer for the trade treaty that matches his ideal desires, he would reward this with a personal gift of 10,000 Marks in gold. The player characters need not accept or refuse immediately, Purimin allowing them time to consider his offer. He does in fact assume that they cannot resist accepting it.

Should the player characters accept this offer now or at a later time, and should they indeed succeed in having the treaty with Purimin's ideal conditions ratified, they will in fact receive this sum. But should they present a treaty with Purimin's ideal conditions which then fails in the vote, he will refuse to pay. Legal recourse would not be available at this point, obviously.

Should the player characters accept the offer but not present a treaty that matches his ideal views, he will have them arrested after the vote, regardless of the outcome, and executed for espionage and high treason within a few days. Should the player characters have made friends or allies, then these might aid them in a successful escape. See the section **Traitor to the Empire** for guidelines about escaping prison (p. 58).

Should Vitzthum lead the negotiations and thus receive the offer from Purimin, he will accept it and present a treaty to the High Council that matches Purimin's ideal conditions. Vitzthum will also not receive any reward should the treaty fail.



The Arina Shards and the Mine of the Thousand Sins

The player characters can learn about the Arina Shards, Sikum's Sacrifice and the Mine of the Thousand Sins at several different points of the story in Emden, in particular during the consultation with the Mining Guild through Moora and, finally, while consulting the Priests' Assembly. That is likely also where Sikumsi Oon will ask them to retrieve the third shard.

This quest will lead the player characters into the depths beneath the Fog Banks, where for thousands of years the junk of Emden and possibly further ancient Martian cities before that has been deposited. About 600 years ago, the Canal Martians began to dig here with simple tools and were able to recover some materials, in particular gold, from the ground and thus create the basis for Emden's current economy.

Information on the Arina Stones

These mysterious stones are symbolic items that are closely tied to the fate and government of nearly every Martian city (see the Core rules, p. 80). The ties can take many forms, just as the size and shape of the stones can vary significantly. From small gems that a Canal Prince might wear as jewelry to glistening gems that are said to have miraculous powers and a soul, to multi-ton monoliths that are worshiped for their endurance of time.

What's so special about Emden's Arina Stone is that Nirab XLI split it into three shards when he abdicated 2,000 years ago. The shards were awarded to the families of the Three Heroes to show their equal claim to the rule of the city. Nirab XLI also had a holographic ring mirror made, into which the three shards can be slotted to replay his proclamation of power at any time.

Whether these Three Heroes were truly honored for their great deeds and impressive abilities or whether the name is just a title or position is unknown today. Most people in Emden do, however, believe that they were in fact heroic people, especially the noble houses that benefit from this heritage.

Holy Mission

The task to investigate the fate of Sebituus Sikum III and in particular the recovery of the Arina Shard of his family is given by the Priests' Assembly. Sikumsi Oon, the head and speaker of the Assembly, will ask for a word with the player characters during or right after the meeting set by the Nirabian Consultation. He wishes to take the opportunity provided by these seemingly trustworthy and honorable guests to Emden, to which the religious prohibition against entering the Mine of the Thousand Sins does not apply. At least, that is what he agreed to with the other priests of the city. The promised reward will be the goodwill of the Priests' Assembly, which after all holds a seat on the High Council and thus has a vote in the treaty decision, and which will likely increase the standing of the player characters in the city in general. Depending on how much the player characters know about the Arina Stones, they might have their own reasons for recovering the shard and using it to affect the power structures in Emden. Should the player characters have behaved poorly towards Sikumsi Oon or in general, making it implausible for the Priests' Assembly to ask them for this favor, you can bring Moora from the Mining Guild back into the story to ask the player characters for personal reasons. Should the player characters insist on a profane reward, or be tasked by Moora in secret, they can secure a promise of 30 Marks or 100 Pikks.

The Curse of the Dead Eyes

After the first century of successful exploitation of the resources of the Fog Banks, there was a particularly unfortunate accident. In the mine 9-GS, the miners came across a few barrels which began leaking a substance that spread rapidly and infected dozens of miners with a strange disease. The symptoms developed slowly over several days and spread to the families and clans of the miners: Rapid swings between motionless apathy and massive bursts of aggression against others and themselves. The sick were a horrible sight to behold, sporting self-inflicted wounds to their faces, cowering on street corners and in their homes, only to leap up without warning, shouting and attacking anyone who couldn't escape quickly enough. In Emden, this disease became known as the Curse of the Dead Eyes, due to the vacant gaze of the victims, and the source was quickly identified: The shafts of mine 9-GS had reached down too deeply and had disturbed the "God at the Heart of the World". Even Sebituus Sikum III, guardian of the Fog Banks, believed this and decided that he would end the curse. Thus, he descended down into mine 9-GS, which has since been called the "Mine of the Thousand Sins", and offered the Arina Shard of his family as a sacrifice to the god. He did not return.

Following Sikum's Sacrifice, the lower levels of the mine were sealed and the Priests' Assembly declared a prohibition on entering the mine ever again. This and the strict quarantine of the infected likely did more to curb the spread of the curse than Sikum's act, but he is still considered a saint by the people of

Emden and the Society of the Temple of the Third Hero is one of the most influential religions in the city.

That the High Houses Piookrihaa and Goonavala showed rare unity in exploiting the absence of the House head and Arina Shard of the Sebituuses to marginalize their family is detailed on p. 9.

The Power of the Arina Stone

Entering the sealed mine is a religious taboo, though the exact wording only applies this to Martians. While a reasonable reading would of course also include humans, the priests of the Society of the Temple of the Third Hero have decided to accept a more literal interpretation, in part because they see themselves as the spiritual heirs of High House Sebituus and hope to use this stone shard to gain power similar to that of the other two high houses. Accordingly, the other factions in the city will be rather skeptical when they learn that the Society and the player characters are planning to recover the lost Arina Shard. Both the Golden Guild and Ganva Goonavala will attempt action to claim it for themselves.

Direct Competition

Joogandaa, grandmaster of the Golden Guild, will learn of the player characters' mission through her informants. The risk of having to tolerate a new power in the city, which might also fortify the claims of the nobility, will push her to action. She will send her own squad into the Mine of the Thousand Sins. Their objective is to sabotage the player characters and, if possible, to retrieve the Arina Shard and return it to her in secret. This squad is led by a covert operations specialist named Tiqx.

In the Archives

There are many preserved texts and reports on the Arina Stone, Nirab's Proclamation, Sikum's Sacrifice or the Curse of the Dead Eyes. Below you will find a variety of sources that can all be found in the archive. Special research results are noted in parentheses.

- The general information on the importance of the Arina Stones in Canal Martian culture are of course readily available.
- The Arina Stone of Emden is said to have been a semi-precious gem of about fist-size up until Nirab XLI, and used by the Nirabians in old rituals for various oracles. These stories will be very reminiscent of Earth myths about crystal balls that allow visions of the future or other supposed fortune telling.
- Of course, each citizen of Emden knows one or more variants of the story of Sebituus Sikum's sacrifice, and the player characters can read about many more in the archives. Additionally, countless fictional stories were told about this event, which at times are difficult to tell from historical records. On top of that, there are those texts that only use the story of Sebituus as a backdrop for romance or adventure stories. (A comparison of these stories can narrow down the exact location of the last exploration zone in the mine, where the toxins first escaped. All *Tracking* rolls are thus made with a +2 bonus.)
- The chronicles note Sebituus Sikum VI as the last heir of the family and founder of the Temple of the Third Family. Closer inquiry into other members of High House

Sebituus during this time will note a marked increase in marriages, declinations of inheritance, and sudden deaths of family members—clues about the large-scale intrigues of High Houses Piookrihaa and Goonavala.

- Many adventure stories deal with an heir of the holy Sikum who lives with the Hill Martians, unaware of his heritage, until fate conspires to lead him back to Emden where, depending on the story, he will take his place as House head or revitalize the city with his moral and shining example, bringing about a new golden age. (The player characters can note images of the Sebituuses here, many of which show family members with strange eyes, the so-called 'cat eyes'.)
- Another literary genre that uses the Sacrifice, the Mine of the Thousand Sins, and the Curse of the Dead Eyes as a motif is the horror story. (A successful *Healing* or *Knowledge (Biology)* roll with at -2 allows for some conclusions on the disease that causes the Curse of the Dead Eyes. In particular, breathing masks appear to be a good idea.)
- There are multiple differing transcripts of the proclamation by Nirab XLI that can be played on the holographic ring mirror in the Prince's skyscraper, though the real version has not been accessible ever since the third Arina Shard was lost in the mine. (This fact alone is a clue that the Arina projection can be altered. A more in-depth study will discover that, and how the ring mirror can be calibrated.)

Tiqx

This former Oenotrian spy (30, nondescript, sarcastic) was captured by the British a year ago, and was only able to regain his freedom by selling out secret information. As this precludes a return to the Oenotrian Empire, he fled to Emden, where he found a new and discreet employer in Joogandaa. His strange name stems from the Parhooni word for the sound of footsteps on gravel. He speaks multiple Martian languages and also good English. His specialty lies in obtaining information, in particular by stalking important persons. For this job, however, Tiqx will hire a few ruthless miners, a smart choice as they are quite experienced with the underground tunnels and shafts.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6+2, Fighting d8, Guts d6, Investigation d8, Lockpicking d8+2, Notice d8+2, Persuasion d8, Shooting d6, Stealth d10+2, Streetwise d6, Taunt d8, Tracking d8

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Wanted (Major; Traitor)

Edges: Alertness, Level Headed, Quick Draw, Thief

Languages: English, High Oenotrian, Koline, Meridiani-Umbran, Parhooni

Gear: Short sword (Str+d6).

To aid him on this mission, Tiqx has hired three miners—both as guides through the tunnels and shafts, and to take cover behind in case of a firefight. The miners will have no trouble setting traps for the player characters or burying them under rubble, and they're even up for a nasty brawl. But they have no interest in fighting to the death, so should the player characters set on them with flashing blades or guns, the miners will retreat after the first hit. It is also possible to intimidate them before or during a fight (–4) to drive them away. The miners are superstitious, though. Invoking the name of the Curse of the Dead Eyes will reduce the penalty to –2.

Miners

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Stealth d6, Tracking d6

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: None

Edges: Brawny

Languages: Koline, Meridiani-Umbran

Gear: Pick (Str+d6), hammer (Str+d4)

The Fog Banks

The so-called Fog Banks are a group of rolling hills north of the city. From the distance, their artificial nature is not obvious. The hills are made up of sand and stone, as well as a mixture of junk and non-degradable garbage made of unknown, enduring materials that nevertheless are useless after millennia of unsound storage. The valleys between the hills feature a series of narrow, deep trenches, the top level of the mining efforts. At suitable points, towers, mostly made of wood, have been erected to allow for deeper digging using pulley-like arrangements as well as hooks for digging machines and drill heads. There are also guard towers in the actively mined areas, most staffed by one or two guards.

Viewed up close, the Fog Banks are thus a systematically rutted region with dozens of towers.

Soil and Junk

The mine differs in arrangement from the shafts back on Earth, as mining here does not take place within a natural rock formation, but rather a centuries-old, decayed junkyard. The natural ore deposits of Mars are mostly depleted, and thus these ancient dumps are now as valuable as the natural deposits once were—if not more so, as not only do they yield the desired materials, but also, on occasion, remnants of ancient technology.

Most of the soil consists of sand, stone and junk, garnished with concrete blocks and large parts of lesser metals. There are also strange plastic or rubber materials, crystal splinters as well as esoteric, non-functional machine components.

Martian Mining

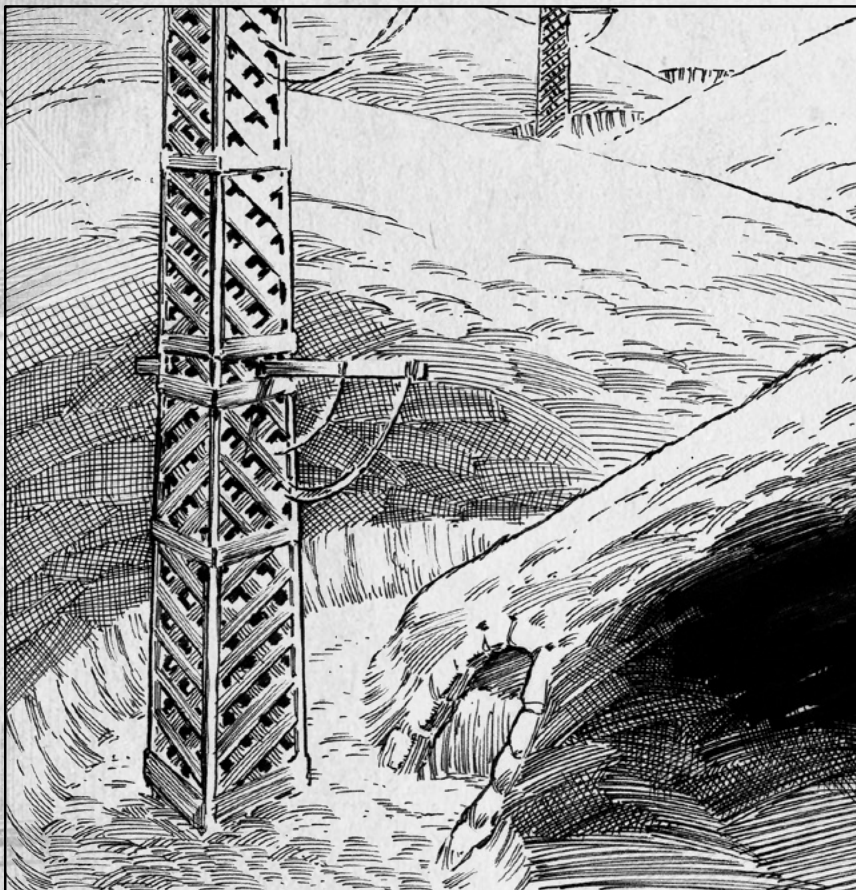
Some Canal Martians believe in a powerful and benevolent entity inside the planet, and almost as many believe that this being is sick and dying—and that the planet will die with it. Therefore, “great wounds” in the “body” of Mars are avoided, and digging occurs in carefully laid shafts, at speeds most humans would consider very slow. The mines in the Fog Banks are arranged in a branching pattern. Vertical shafts are driven down, from which eight to sixteen spoke shafts are then dug sideways at the appropriate depth, each branching into further side shafts. In this region, phyto-prospecting takes place. Using special indicator plants, areas with high concentrations of the desired metals and minerals in the ground are identified. In these places, the entire root region is mined, creating the so-called root chambers, caves about 30 feet (or 10 m) across and 100 feet (or 30 m) deep. These caves are then equipped with gear and large shelves, and serve the following mining stages as a place for refining and using bacteria to extract metals and minerals from the mined materials. The third stage of refining takes place on the surface using powerful acids. This used to be done below ground as well, but proved so detrimental to the health of the miners that the Mining Guild moved these operations above ground.

The root chambers are also the starting points for new horizontal shafts. Theoretically, mines could therefore expand to infinite width, but in practical terms, the rich deposits tend to be vertically oriented, meaning most mines consist of a series of off-set layers.

The entire—almost religiously ritualized—process takes a lot of time. The phyto-prospecting alone takes at least a Martian year, while both extraction stages each take between a week and a month.

Vegetation in the Shafts

The mines in the Fog Banks are in places densely overgrown, due to the rich fertilization and abundant water. The leaves are mostly red in color. Apart from the indicator plants, mostly large and tough plants are seeded to enhance the living conditions. This includes the red-fern, the sand-plantain and the aaxxu-vines. Indicator plants are also known on Earth, but these Martian ones are much tougher and can grow in even the most hostile soil, even without any light it seems. Perhaps they have been purposefully



created by the ancient Martians, which would make them a very interesting research topic in comparative interplanetary botany.

Common indicator plants on Mars are the sea-violets that absorb zinc, the sun-carnation that is a copper indicator, and the gold-marking hedge berry, whose red flower gave the Mining Guild its official name and icon.

The plants left behind in the long-abandoned Mine of the Thousand Sins have grown out of control, with their roots in places now reaching into deeper shafts where they in turn offer nourishment for other plants, mushrooms, and small animals.

The Mine of the Thousand Sins

The player characters can request additional equipment from the Mining Guild and will receive it without notable difficulties. Besides the obligatory ropes, lanterns and hard hats, tools are also provided if needed. On specific request, the player characters can also acquire special gear, such as dynamite (up to 12 sticks), breathing masks (one per player character), or a gas-discharge lamp, similar to a Rühmkorff-lamp.

Descent

The Fog Bank area around the Mine of the Thousand Sins has largely been exhausted already. A few of the towers have been disassembled, others left to their fates. An open dome has been erected over the entrance to the mine, inside which stands a statue of the Third Hero, as well as replicas of several of his possessions, such as the Arina Shard, an impressive spear but also common items such as belt buckles or cutlery. A locked gate bars the way into the mine. The player characters will likely have received the key or be accompanied by a priest or layperson of the Society of the Third Hero.

Should the player characters seek to enter the mine in secret, they must make *Stealth* rolls to avoid the eyes of the staff of the nearby guard tower. Should these raise the alarm, such as by firing a shot, or should a firefight break out, more guards will arrive from the other towers in the Fog Banks (stats as per police constables, p. 41). Picking the lock for a descent requires a *Lockpicking* roll at -4.

The Shaft

Between 5 and 6 foot (1.5-2 m) high and rarely wider than one long step, the shafts of the mine are filled with a red-leaved jungle. The floor is uneven, but the paths between the root chambers have been laid out with plaster and are reasonably easy to walk on. The plant roots and the liberal use of bacteria solutions and acids have led to local collapses in many places, meaning the regular structure of the shaft system has literally been uprooted.

A few elevators had originally been installed in the root chambers, to facilitate the transport of the materials and miners, actuated by a simple system of winches and pulleys. Roll 1d6; on a 1 or 2, these systems can be restored to working order with a *Repair* roll at -4. Otherwise, the player characters will need to climb, though this will be aided by the scaffolding present in the chambers (a simple *Climbing* roll will suffice).



Tiqx Tiqx Tiqx I

The spy will pursue the player characters into the shafts and attempt to sabotage their mission. After receiving his task, he will observe the descent into the Mine of the Thousand Sins and give the player characters a head start into the mine before following them. On each level, Tiqx will then stalk the player characters alone at first, calling in the miners as needed to seize tactical opportunities. Once on each level, and any time the player characters deliberately search the mine for other occupants, opposed *Stealth* (Tiqx) and *Notice* (player characters) rolls are made. When the miners are sneaking, their *Stealth* of d6 is the basis for the rolls. Should the player characters discover Tiqx or the miners, the latter will quickly retreat. A possible chase can be resolved using opposed *Tracking* and *Agility* rolls. The player characters must equal their quarry's *Tracking* roll to not lose track of them, and require a raise on the *Agility* roll to catch up to the miners and possibly Tiqx. The spy will continue to retreat if possible, even if the miners are caught.

Going Astray

There is no complete map of the mine detailing every level and every connecting shaft; furthermore the peculiar construction of the mine allows you to let your players descend into the deep as quickly as you wish. Should you and your players group enjoy extended cave expeditions you might as well let the characters explore eight or ten levels; however, three levels will be more than enough for an impressive excursion through this Martian mine.

You might also leave the extent of this underground search to the orienteering skills of your player characters. There are several markings showing the route to the sealed shaft that marks the entrance to the cursed exploration zone. Thus, the characters may find their way down by making one *Tracking* roll at -2 for each level. If the characters have done their research in the archives thoroughly, there is no penalty on the roll.

Special Challenges in the Shaft

Traversing a long abandoned mine holds many dangers, which are all the more difficult to predict due to the exotic methods of Martian mining. A number of different challenges are listed below that you can employ at random (3d6) or as desired.

Unstable Passage (3--5)

The bracing of the shafts is not done according to any one set scheme, and many different materials were employed. Ancient struts of cast iron and old wood bracing can be found alongside improvised rigs using old concrete slabs. Many of these supports are no longer safe because of corrosion or shifting loads. With some time and a successful *Repair* roll, they can be shored up, however, and will once more allow safe passage. Should a player character try their luck without such safety precautions, the gamemaster can let part of a shaft collapse to split the group. The collapse will cause 2d10 damage, which can be avoided with an *Agility* roll (a success halves the damage, a raise removes it entirely). Splitting the group offers a perfect opportunity for Tiqx and his miners to attack isolated player characters.

I hope that's Water (6-7)

In the lower regions, from the 3rd layer down or so, small pools of liquid have formed here and there. Most are just muddy water, but several are tainted with chemical or biological substances that at the very least have an uncomfortable effect on exposed skin, let alone if swallowed. The design of the mine makes it unlikely that any given shaft will be fully flooded; the player characters will

more likely encounter these liquids in the form of large puddles or drips from the ceiling.

The exact effects for each such encounter can be chosen from the following three:

- Harmless (the player characters might get wet and dirty)
- Unpleasant (the water causes severe itching or burning sensations)
- Unhealthy (affected characters take 1 level of Fatigue)

Blocked Passage (8-9)

A collapse or pile-up of dirt blocks the way. A successful *Tracking* roll must be repeated. Additionally, the player characters will be trapped in a dead end if Tiqx acts at this opportune moment, by blocking off the other end of the shaft.

Traps (10-11)

Apart from the sealed shaft below, there are no traps in the mine that were deliberately set by the Martians. Unsafely stored or half-buried machine parts and other items can still pose real tripping or falling hazards, however. Wires and cables lie under the gravel and plants or protrude from the way as triggers, and inattentive player characters can end up entangled and cause unintended effects in their struggles. Sharp pieces of rock or junk tumble down from high places and can cause nasty wounds to the player character (2d6) or dislodged bracing can destabilize the roof of the shaft (see *Unstable Passage*).

To spot the danger in time, a *Notice* roll at -2 is required; to avoid a triggered trap in time requires an *Agility* roll at -4.

Dangerous Flora (12-13)

Most of the plants in the shaft are harmless to humans and Martians, but not all of them. The *fire-lichen* grows symbiotically on other plants in the mine's vegetation, so that it is not always easy



to spot and avoid. On touch, it releases a burning contact poison. Player characters must make a *Vigor* roll at -2 or become Fatigued.

The *gashant mushroom* owes its name to the vitalizing effect it has on the massive riding beasts, but in high concentration, its spores cause coughing and chest pains. Should one of these mushrooms release its spores near the player characters, everyone affected must make an *Agility* roll to avoid the poisonous cloud; on a failure, they must make a *Vigor* roll at -2 or take a Wound.

The already mentioned *aaxxu-vines* will now and then seize the legs of humans and Martians. This should not cause more than a momentary scare.

As with the traps, the player characters can spot dangerous plants in time with a *Notice* roll at -2. This roll depends on them having already identified the mushrooms with a *Knowledge (Biology)* roll at -4 or witnessed their effects in person.

Dangerous Fauna (14-15)

Large animals will not find enough food in this shaft and most bugs and worms pose no danger. However, a large amount of *crescent moon bugs* dwell in these tunnels, which if startled will form a large swarm and attack even human-sized targets. A quick retreat will prevent a combat from occurring, forcing a repeat of any prior *Tracking* roll. The swarm starts as a Medium Burst Template, inundating the perimeter in a single round.

Crescent Moon Bugs (Swarm)

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Bite:** The swarm hits automatically and inflicts 2d6 damage to anyone not in a fully sealed suit.
- **Split:** One wound reduces the swarm into two Small Burst Templates, each of which can be dispersed with just one wound.
- **Swarm:** Parry +2. The swarm, consisting of hundreds of bugs, is immune to cutting and piercing weapons. Area-effect attacks work normally and a character can stomp to inflict Strength damage, or bash with crushing weapons for normal damage.

Black Vapor (16)

The shaft is filled with a black, sooty fog. It can be avoided (see **Blocked Passage**) or crossed through. If contacted, this fog will cling to the clothes and skin of the player characters as an oily film, and it will clog up the nose and throat, causing suffocation. Intuition or a successful *Healing* or *Knowledge (Chemistry)* roll at -2 will reveal that a lot of water can wash off the substance (five liters per person). If there is not enough water in the player character's gear, water from the mine must be used (see **I hope it's Water**). Otherwise an emergency tracheotomy can be performed, requiring a *Healing* roll. Both types of treatment will require a minute of work.

A player character can hold their breath for 5x *Vigor* in seconds. Should the condition fail to be treated in this time, a lethal wound will be inflicted each turn. As soon as treatment is begun, this damage ceases to accrue.

Local Traffic (17)

At several points in the shaft, remnants of ancient Martian vehicles can be found: Elongated cabins of a carriage with round windows or even an entire train carriage with a collapsed roof, rusty sides, and a devastated interior. These places make for excellent resting places or refuges against Tiqx and his goons, as they offer good cover and are very defensible. Most also include a toolkit (see the entry below).

Tiqx Tiqx Tiqx II

In addition to the opportunities already given above, you can have Tiqx enact any other desired actions against the player characters. He will, however, avoid direct attacks, at least until the Arina Shard has been recovered. Until then, he will only seek to weaken the player characters. To this end, the miners might attempt to overtake the player characters, if they are progressing slowly, and destabilize select tunnels (see **Unstable Passage**) or, after the player characters have descended into a root chamber, cause a fake rockfall (2d10 damage; MBT).

Tiqx is also very confident in his sneaking skills, so he might dare to sneak up on a player character at the right moment to steal some of their gear. Should a player character beat Tiqx at an opposed roll of *Stealth* (Tiqx) and *Notice* (player character), they will notice a shadow or hear soft crunching footsteps. As a general rule, Tiqx will abort his attempt in such a situation.

Tool Kit (18)

At times buried and at times left out in the open of the tunnels and chambers, tool kits can be found in the mines. Most are warped or locked, requiring a *Lockpicking* or *Repair* roll to reach the contents. They contain various tools as well as spare parts that the player characters can put to good use in the mine, such as when repairing the elevators or the drill cart (consume the parts to add a +2 to a roll). Further useful items include a canister of a type of petroleum-based fuel (also for the drill cart), a cylinder made from an unknown alloy that contains a powerful mining acid, or 60–160 feet (20 to 50 m) of rope made of an exotically light but strong material, similar to polyamide.

The Sealed Shaft

No matter how long it might take, eventually the player characters will reach their goal, the sealed shaft. About 200 feet (or 60 m) from the final root chamber, where an ancient drill cart is nearly completely rusted away, four large bronze plates fill almost the entire shaft and bar the way. They are engraved with scenes from the life of the Hero Sebituus and his descendants. They appear to have been owned by the family and to have been placed in the mine to serve as a monument to Sikum III. The plates weigh about 220 lbs. or (100 kg) each, and thus can be moved or tipped aside by two people.

During the next 65 feet (or 20 m) before the actual seal, 5 trip wires have been placed that were meant to deter treasure hunters, but have been forgotten since. The wires are hooked to explosive charges, which still function partially and will cause 2d6 in damage in a Medium Burst Template. These traps can also be spotted in time with a *Notice* roll at –2 and disarmed with a *Knowledge (Demolitions)* or *Repair* roll. If a trap is set off, a successful *Agility* roll at –2 is needed to avoid damage.

The Sealed Gate

Behind the explosive traps, a massive metal plate made from a steel-like alloy has been set into the shaft. It can only be dug around with great difficulty. Three methods are feasible to get through this metal wall at any kind of reasonable speed.

First, it is possible to use well-placed explosives to clear this passage. This requires at least 6 sticks of dynamite and a successful *Knowledge (Demolitions)* roll at –2. Any disarmed but still functional explosive traps can be converted into charges equivalent to a stick of dynamite each with a *Knowledge (Demolitions)* roll at –2.

The second option is the ancient drill cart. Following a successful *Repair* roll at –4, finding some fuel in a tool kit and a successful *Piloting* roll at –2, the cart will start up and can be driven into the tunnel. There, the old tool will just have enough power and structural integrity left to drill a man-sized hole between the rock and the metal plate.

The last option is for a player character with good knowledge of chemistry to use one of the highly-concentrated acids employed in Martian mining, assuming any were found in tool kits. A successful *Knowledge (Chemistry)* roll at –4 will create a suitable opening in the rock.

Should the player characters lack all these skills or fail at the required rolls, you can declare that a combination of all three methods can still create a usable opening against all odds.

Exploration Zone Q6-SW5

Behind the metal plate lies a similar tunnel. After about 100 feet (or 30 m) this tunnel ends in the next root chamber, about 65 feet (or 20 m) deep. From here, eight other tunnels spread out in a star pattern, one of which only goes a few steps deep. No plants were seeded down here, so these tunnels will be bare rock and junk. While the upper levels were a wondrous place of subterranean flora and exotic technological remains, this is a place of horror. The substance that caused the Curse of the Dead Eyes, has, in conjunction with the environmental conditions down here, caused the bodies of the dead to mummify completely. Thus, even today, 500 years later, several dozen well-preserved corpses lie in the shaft, eyes fixated and seemingly ready to rise at any moment.

The shafts are between 200 and 300 (or 60–100 m) long. Counting clockwise from the barely begun tunnel, the third one will hold the talking glass, the fourth the barrels of dangerous substances, and the sixth leads into the depths where Sikum once went.

Talking Glass

As if the bodies weren't spooky enough, an irregular, scratching and screeching noise sounds from one of the tunnels. The source of this noise is a damaged crystal tube, known on Mars as "talking glass". This device had been activated by a few lost crescent moon bugs and now replays incoherent portions of the original recording. No intelligible words can be made out, and what the original topic was cannot be determined anymore. A careful search can locate this object in the third tunnel. This requires a *Notice* roll at –2.

The Breath of Death

Another factor that can tax the soul in this place are the faint remnants of the Curse of the Dead Eyes. Though the disease carriers may no longer be present in the air, their toxins are still present. Their amounts are sufficient to impair the minds of the player characters as well as those of their enemies. A successful *Vigor* roll at –4 prevents any effects. Those wearing breathing masks have no penalty to the roll. This roll is required as soon as the player characters enter this exploration zone, and again when they enter the fourth tunnel. To determine the exact effect, draw a card from the deck and look at the face value:

- 2–6... *Nervous concern (no penalties)*.....
7–10... *Sensory distortions (–2 Perception)*.....
J-Q... *Paranoia (The affected character will believe that the mission into this mine is a trap, that at least a dozen pursuers threaten them, or that one of the other player characters is a spy for another faction, whatever that may be.)*.....
K-A... *Phobias (The affected character fears that the mine is about to collapse, the pursuers are coming to murder all the player characters, or that the player characters have already all been infected with a deadly disease.)*.....
Joker... *Hallucinations and voices (The affected player character hears voices that lure and attempt to drive off, sees ghosts of Earth animals run through the tunnels, or sees the mummified corpses rise up and try to strangle him or her.)*

It is recommended to hand the individual players notes with the respective sights and sounds that their characters perceive. You could alternately forgo individual effects and simply have the entire group experience specific effects of the toxins.

The source of the disease, and thus the curse, are a few rusty barrels sticking out from the junk. Here, the player characters will be in mortal peril. Should another sizeable amount of the dangerous substance escape, infection with the deadly disease is unavoidable. The barrels and surrounding walls are marked with smeared warnings in Meridiani-Umbran. Even if one cannot read the words, the intent of the message is clear. Should the player characters still insist on interacting with the barrels, have them make *Vigor* rolls more often. Depending on your play style, you can eventually impose a strong fear of the barrels on the player characters or have them become infected with the Curse of the Dead Eyes and die soon after.

The Deep

In the sixth tunnel begins a path that throughout the ages has been walked exactly once: by Sebituus Sikum III. After reaching the exploration zone, he decided to proceed as deeply into Mars as he could. Through the use of an ancient ore-liquidator and profiting from fortunate happenstance that led him into a series of hollow spaces, he made it quite far. This is the only shaft that leads on. After examining all the others shafts, if not sooner, it should become clear that Sikum proceeded this way.

The Pilgrim's Path

Pressing on into the depths is predominantly done by climbing. The player characters will need to squeeze through narrow, sharp and often brittle openings, abseil down into hollow spaces and now and then slide down through narrow, smooth tubes that Sikum carved into the rock with his ore-liquidator. These 650 feet (or 200 m) of vertical progress will require three *Climbing* rolls at -2. Each failed roll will cause 1d6 of damage.

Besides the physical challenge, this path is also mentally taxing. It becomes warmer and warmer, and ever more sticky. The narrow tunnels can also cause mild anxiety and claustrophobic attacks. Should the ropes tear or fray apart down here, the player characters may well be trapped forever in this rocky tomb.

At the end of the path, the player characters will finally find the bent corpse of Sikum.

Sikum's Mummy

Sikum's body is mummified, similarly to the other bodies in the exploration zone, which suggests that Sikum also fell victim to the toxin and wasn't able to return to the surface once the disease became apparent. He has inscribed the walls around him with a tough resin. Much is indecipherable, but a few lines of Meridiani-Umbran can be read: "I can feel the deity", "It accepts my sacrifice", "We are saved."

Besides rusted climbing gear and gold jewelry worth 20 Marks, Sikum's antique Martian ray gun, capable of melting stone, can be found. This ore-liquidator is unfortunately badly corroded and its key components have ceased functioning. The relic is still easily worth 200 Marks. The shimmering, white-blue Arina Shard cannot be found with a simple search of the corpse and bags; it

is lodged in a crack in the ground. The first searching character to accumulate 3 successes with *Notice* rolls will find it (raises count as extra successes).

The return trip will again require three *Climbing* rolls.

Tiqx Tiqx Tiqx III

As soon as the player characters have the Arina Shard in their possession, Tiqx will have his miners launch a charge at a suitable point in time, while sneaking up on the player character that carries the Arina Shard from the opposite direction. Both the sneaking and the actual theft require Tiqx to beat the player character at *Stealth* rolls, each opposed by a *Notice* roll. Should Tiqx be noticed, he will attempt to defeat the character in battle, but will flee as soon as he has taken serious damage. He will also withdraw as soon as the miners flee. If the miners have already been defeated, Tiqx will attempt a direct theft, possibly combined with another distraction, such as a sabotaged elevator.

Should the player characters successfully chase Tiqx down or capture him by other means, he will submit easily; his contacts in the Golden Guild will ensure that he doesn't have to fear incarceration or any other punishment.

Return to the Surface

When the player characters leave the Mine of the Thousand Sins, the exit will be surrounded by a group of Groundcleansers (number equal to player characters + 2). They were sent here by Goonavala V to claim the Arina Shard of High House Sebituus, and will be here regardless of whether Giam has already replaced Ganva or not. The regular guards have been bribed to end their shifts early. If the player characters were brought to the mine by a priest or other person, the Cleansers have subdued them. Should the player characters in fact have arranged their own guard for the entrance, such as by friendly members of the IWA (p. 46), then they will be rewarded for such foresight and the Cleansers will have already been defeated and arrested.

The Cleansers will demand the shard and threaten the player characters with raw violence, possibly even with the death of any captured hostages. Unless the player characters make *Intimidation* or *Persuasion* rolls at -4, a fight will be unavoidable. The Cleansers will attempt to flee, however, as soon as defeat becomes apparent. If the player characters succeed in capturing and interrogating a Cleanser, an *Intimidation* roll at -2 will reveal the name and location of the local leader. All further details are as per the description of the Groundcleansers in the section **Generations of Power** on p. 35, where the appropriate statistics can also be found.

Should the player characters have already proven themselves to be friends of the IWA (see **The Workers of Emden**, p. 39), their odds of summoning help through shouts and noise in the middle of the Fog Banks are good. A half dozen or so workers will rush to the player character's aid—the exact number should depend on

the condition of the player characters. Faced with overwhelming odds, the Cleansers will flee immediately.

Tiqx Tiqx Tiqx IV

Should Tiqx be with the player characters, as a prisoner or as an ally, he will offer to provide a distraction. If taken up on this, he will begin to spout a few clever half-truths about the Cleansers and their secret leaders, as well as mistakes in their ideology, to draw their attention. This will allow the player characters to effectively launch a surprise attack (**Savage Worlds Explorer's Edition**, p. 61) or attempt an escape (opposed *Agility* rolls). If Tiqx was a prisoner of the player characters, he will likewise attempt to make use of the chaos and disappear without a trace.

If Tiqx has succeeded in acquiring the Arina Shard, he will also have difficulties leaving the mine. Either the Groundcleansers are waiting and won't let Tiqx pass, or the player characters have posted their own guards there. He will therefore wait in a shaft near the surface for the coast to clear. Should the player characters blockade the entrance and search for Tiqx, he will eventually surrender and if necessary hand over the stone shard.

Rise and Fall of the Cleansers

Should the Arina Shard end up in the hands of the Cleansers, then they will soon after attack the Prince's Palace to seize the shard of the Piookrihaas as well. This absurd plan will fail, the Cleansers will be killed and the Arina Shard of the Sebituuses will end up in Prince Purimin's possession.

The Projection of the Arina Lenses

With all three parts of the Arina Stone of Emden, the historic proclamation of the power division in the city by Nirab XLI can be played for the first time in 500 years. This is not in the interest of every faction. Should Tiqx escape with the Arina Shard or should the player characters themselves hand it to Joogandaa in secret, she will hide it for the foreseeable future and there will be no Arina projection for at least a few years. Otherwise, the recovery of the Arina Shard will be received with great joy and eagerly celebrated—in the Temple of the Society of the Third Hero with Sikumsi Oon or in the house of the High Council, where the Mining Guild has their seat, with Moora, depending on who gave the player characters this task. The Arina Shard will be carried into the Nirabian Auditorium that very night, and it is planned that

the speech of Nirab XLI will be played to the gathered nobility and dignitaries of the city in the morning.

The Holographic Ring Mirror

This device, which can play back the speech of Nirab XLI, is located in a room in the Prince's skyscraper, the appropriately named Nirabian Auditorium. It is a special ring mirror, that can not only display pictures, but also play sound, using dozens of crystals and glass tubes set into three spinning metal rings. The key factor are the shards of the Arina Stone, of course, that need to be placed in a central socket. Only with them can the holographic image of Nirab XLI be created and his speech be heard.

Clues from the archive and successful *Knowledge (Engineering)* or *Repair* rolls can tell the player characters that the ancient device can be configured in multiple ways. The roll is at -4, or no penalty if the player characters have researched the matter more deeply in the archive and have already found clues about the functions of the ring mirror. Should you wish to remind or inform the player characters of the possibility that the projection can be varied, you can bring in *Eleonore*, the daughter of the captain, who will report that during her wandering in the palace, she came across the ring mirror and found a number of turning and sliding switches on it.

Should the player characters wish to manipulate the projection, they will need to steal into the auditorium at night and experiment. They will quickly discover that the existing setting will only play an abbreviated version, specifically only part 1. If all switches are inverted, the longer, complete version is played. A successful *Knowledge (Engineering)* or *Repair* roll at -2 can also set the device to leave out the middle part. It should be noted that the speech is being given in Son-Gaaryani. If the player characters do not speak this language, they must resort to Sirkiss's help (p. 8) or find another translator, or they will not be able to set the ring mirror to leave the middle part out without the gap being immediately obvious.

Nirab's Proclamation

The projection of the Arina Lenses in the holographic ring mirror is impressive. The image of Nirab's bust is unfocused and flickers now and then. The sound is scratchy and there are few minor skips, but the appearance of the dignified Martian, as he stood in this place 2,000 years ago, and the sound of his words has the audience captivated.

Nirab XLI will give a short, masterful speech in Son-Gaaryani, in which he praises the virtues of the Seldonian Empire, as well as the radiant future of Angahiaa under the rule of the Three Heroes. A few of his remarks seem to refer to politics and knowledge of this time, and make little sense to today's Martian scholars. His speech can, as described in the section on the ring mirror above, be divided into three parts, summarized below in our Earth language.

1st Part "The Three Heroes": Nirab surrenders his rule over the city and decrees that the Three Heroes, Piookrihaa, Goonavala, and Sebituus, shall rule the city in union. After them, their heirs should rule according to the traditional inheritance laws. One of them shall be Canal Prince or Princess at all times, and together they shall form a council, the High Council, to which further parties may be added. This is the only part that the short version will play.

2nd Part “The High Council”: The High Council will elect a Canal Prince or Princess for life. Besides the known rule that a new Canal Prince or Princess election must be held should the High Council be reformed, the speech also mentions another rule that had been forgotten. The Canal Prince can be voted out of office with a simple majority of both other families at any time—a rule that has become moot since the disappearance of High House Sebituus, but which could become relevant later, should a Sebituus heir reappear (p. 63).

3rd Part “The Guild Council”: Nirab explains the composition of the Guild Council and the means by which the election of the Canal Prince occurs here, should the High Council be deadlocked. That is current Emdenian knowledge. It is however possible to leave out the 2nd part of the speech and thus give the impression that the High Council is nothing more than an advisory board and that the election of the Canal Prince or Princess will always be done directly by the Guild Council: A truly important difference!

Repercussions

Depending on which version of Nirab’s speech was played, the situation in Emden can change drastically, or not at all. Three likely outcomes are given below, which also depend on whom the player characters share their knowledge of the possible variations of the Arina Projection with. Purimin will always demand the harmless variant, in which only the first part is played. Sikumsi Oon and Moora, as well as High House Goonavala, will prefer the entire speech, and the Golden Guild will, should the player characters inform Joogandaa of the variations, ask that the third variation be played, in which Nirab XLI is manipulated through careful adjustment of the mirror to announce that the Canal Prince or Princess is elected by the Guild Council.

Status Quo

If the player characters do not discover that the holographic ring mirror playback can be edited, only the first part of the Arina

Projection will be played. If the player characters leave it up to Purimin to decide which version should be shown, he will decide to keep the existing setting of the ring mirror. In this case, words of praise for the rule of the Three Heroes will sound, but nothing will change in the city. Decisions by the player characters in regards to the treaty negotiations and the worker situation are thus only tangentially affected by this outcome.

Three Families

If the player characters have discovered that the ring mirror can also play back a longer version of Nirab’s speech, they can arrange to have the full Proclamation of Power be given. This will, at first, have no special effect. But should the player characters find the heir of Sebituus in the tribe of the Seven Valleys, then the second part will become very important. As soon as all three houses exist again, the forgotten clause that two of them can depose the Canal Prince or Princess at any time will drastically change the balance. Details for such a case can be found on p. 63.

Guild Rule

The version in which the Guild Council always elects the Canal Prince or Princess will not immediately change the political situation, but the position of the guilds in general, and the Golden Guild in particular, is drastically improved. Should the heir of Sebituus be identified, the resulting reformation of the High Council would force an immediate election of a new Canal Prince or Princess. The Guild Council would then appoint Sebituus Eraabii I as the new Canal Princess.

This variant is of particular interest for those characters who support Dioscuria and the idea of a government by the guilds. Democrats and Americans might also be interested in removing the nobility from power.

This particular setting of the ring mirrors might, of course, be discovered sooner or later. Whether the player characters will still be in Emden at that point, or can even be connected to the manipulation, is a question beyond the scope of this adventure.

Side Quest: Traitor to the Empire

Shortly before the completion of the trade treaty and the abduction of Schmoller in **Threat from the Steppes** (p. 60), Vitzthum will decide to aggressively move against the player characters and Schmoller.

This episode will not occur if Vitzthum has conducted the negotiations himself. Should the player characters have already removed Purimin from power through contacting the Hill Martians early on and identifying Eraabii as the true heir to High House Sebituus, Vitzthum will lack the required support for the plan described here, as neither Giam nor Eraabii will support him against the player characters.

As noted, Vitzthum is highly ambitious and saw this interplanetary trade treaty as a jumping board towards higher offices and titles. That Schmoller would prefer the other characters to him as negotiators infuriates him. Shortly before the conclusion of the negotiations, he will decide to sabotage the talks. Should he succeed in ruining Schmoller and the player characters in the eyes of the Canal Prince, he will be able to complete the treaty and take all the credit.

The Alliance with Purimin

Vitzthum must draw the Canal Prince to his side for this plan. During a personal audience, he will accuse the player characters of all sorts of misdeeds and insults against Purimin. He will attempt to use everything they may have accomplished as part of the

various quests against them: Supporting an intrigue by Goonavala Giam X against his aunt (**Generations of Power**, p. 35), getting involved in Emden's social politics or even collaborating with the IWA (**The Workers of Emden**, p. 39), breaching the taboo of the Mine of the Thousand Sins, and tampering with the Arina Projection to damage the Prince's standing (**The Arina Shard and the Mine of the Thousand Sins**, p. 49). Additionally, he will insist that the player characters have made fun of Purimin behind his back and that their sympathies lie more with Goonavala or the guilds than with the Canal Prince.

If the player characters have always acted loyally to Purimin, such as by only playing the short version of the Arina Projection, including a sufficiently high gold quota in the treaty, or if they have agreed to his bribe, then Purimin will listen to Vitzthum's accusations and then inform Schmoller and the player characters of the diplomat's antics. Vitzthum's plan will then have failed before it began.

Should Vitzthum however have the slightest reason for mistrust, and the listed decisions can easily provide that, he will come to an arrangement with Vitzthum. He will have Schmoller and the player characters arrested, and Vitzthum will present him with a treaty matching his ideal conditions. As he has no interest in having his actions against Schmoller and the assistants he chose become known on Earth, it is in his interest that they spend the rest of their lives in a Martian prison.

Arrest and Prison

At the next opportunity, Vitzthum and a number of the Prince's guard (number equal to the player characters) will come upon the player characters in their quarters to arrest them. He will delight in telling them that he has made arrangements with Purimin and that the dealings of the player characters will finally be at an end. Now he will take over the treaty negotiations, and he knows how to deal with these primitive and decadent Martians. He has noted everything in his report to the Foreign Ministry, even Schmoller can't change that now. And of course, he has also already been arrested.

The player characters can attempt to escape imprisonment with a quick fight. They will have three combat turns for this, during which they must defeat the guards. If this does not succeed, more guards will quickly arrive, who if in doubt will besiege the quarters until the player characters surrender. Vitzthum will attempt to escape the fight, but he will strike back if attacked. If the player characters can defeat the guards quickly enough, they will have gained enough time to safely leave their quarters and

begin planning revenge against Vitzthum in another location, with or without allies. The following section is skipped.

In Prison

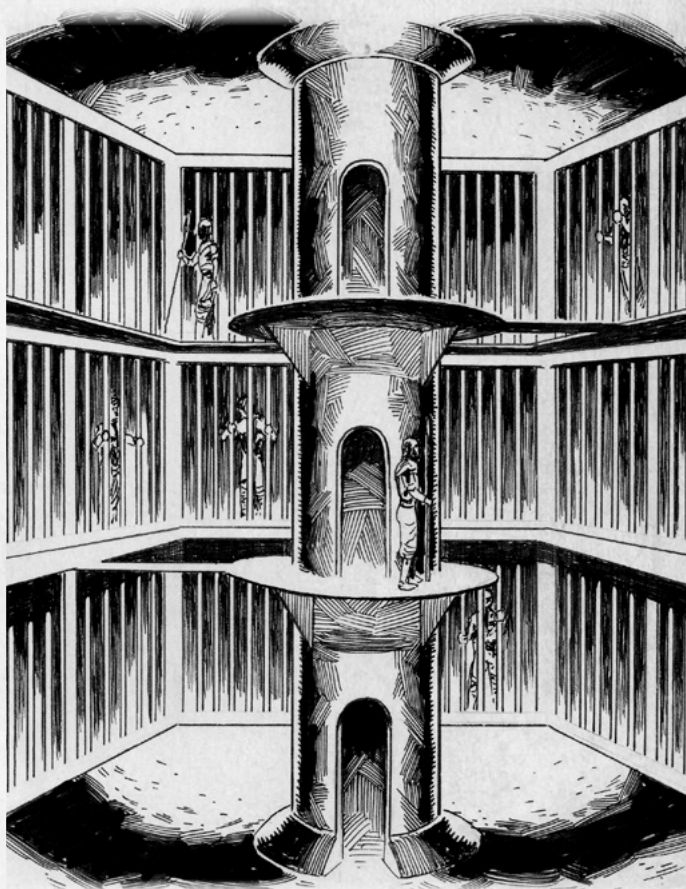
Prisons on Mars are not nice places. This one is in the basement of a hexagonal building in district 4. Three dozen cells are located along the six walls, made of thick planks. The interior wall is made of solid bars, though. This means that the guards in a sort of tower at the center of the room can always see all prisoners. It can be surmised that there are even less comfortable prisons elsewhere in Emden. The player characters will be thoroughly searched and left with only their clothes. Most of their gear is likely still in their quarters, anyway.

Depending on whom they have made friends or allies with in Emden, the player characters can receive help from a variety of sources. For one, various members of the high society of Emden might come to their aid, such as Goonavala Giam X (should the player characters have helped him seize control of High House Goonavala, p. 37), Sikumsi Oon or Moora (if the player characters found the Arina Shard at their behest, p. 57), or High priestess of the Flyers Geeromina (if the player characters solved the mystery of the death of their holy animals, p. 25). Even Lieutenant Pengaah is a possible candidate (if the player characters helped violently end the operations of the Interplanetary Workers Association, p. 46). Choose the person that seems most plausible to act on the player characters' behalf. This person will visit the player characters, ask about their wellbeing,

and can make an offer. To prove their innocence, the person in question can arrange for them to be freed for one night. But they must promise to return to their cell by sunrise. Even Pengaah will accept such a deal out of loyalty to his comrades in arms, though his doubts must first be assuaged (*Persuasion* roll at -2).

Another means of escape from prison is the IWA. Through their contacts within the guards, even Minool or Maatab can make the same offer as the other potential helpers. Depending on how the IWA plot was resolved, they might even break the player characters out altogether and have them join their ranks for the activities described in the sidebar **Revolution!** on p. 46.

Schmoller is in prison with the player characters, very angry and at the same time helpless. He will not leave the cell until the player characters have settled the situation.



German Order

After Vitzthum's villain monologue, the player characters might decide to seize his documents to prove their innocence. The aforementioned patron of the player characters can offer further hints in this. They can remind the player characters that Vitzthum can always be seen taking extensive notes, and always brings pen and paper to the Saloon of the Mars Pioneers. It should quickly be clear that the player characters must attempt to find Vitzthum's documents in his quarters or confront him directly.

In the first case, the player characters can, in the company of their patron, easily reach Vitzthum's quarters. Should the player characters attempt this on their own, they must sneak past the guards into the Prince's skyscraper and into the area of the guest quarters, requiring two rolls of *Stealth* at -4. In Vitzthum's desk drawer, there are in fact extensive reports for the Foreign Office, in which he not only outlines his most recent steps, but also expounds his low opinion of the Martians in general and of almost all persons of note in Emden in particular.

Of course, the player characters can also attempt to ambush Vitzthum in his quarters or between the Saloon of the Mars Pioneer and the Prince's skyscraper and thoroughly beat him up. He will

likely stand little chance against multiple player characters, but even beaten and bloodied, he will deny everything. It will take an *Intimidation* roll at -4 to force a confession from him. Should a player character challenge Vitzthum to a duel and win, Vitzthum will confess without further incident and pen a confession.

The Superior Intrigue

As soon as the player characters have the required proof in hand, they can present it to the assembled High Council or to its individual members. All of them will be outraged and, of course, the player characters will be cleared of all charges. Even Purimin will feign indignation and outrage at the defaming lies from the German diplomat. He will claim his own involvement was a fabrication on Vitzthum's part—and will in fact make sure that no proof of the deal between the two can be found. He will generously decline to have Vitzthum arrested and instead offer to allow the German authorities to punish him as they see fit. Until then, he is to be confined to his quarters. Schmoller will be content with this solution.

Side Quest: Threat from the Steppes

This side quest about the abduction of Gustav Schmoller by the Hill Martians offers itself as a delaying element just before the completion of the negotiations. It would also be preferable that the player characters have already completed their search for the Arina Stone.

If the player characters have already made contact with the Hill Martians earlier and have identified Eraabii as the heir to Sebituus, this episode should be skipped.

deposed, for revenge. If both of them are imprisoned, dead, or otherwise unable to take part in the story, this additional danger is not part of the story.



The Mine of the Thousand Sins also plays an important part in the stories of the tribe of the Seven Valleys. To them, it is the prison of an evil spirit who long ago was lured into the mine by a brave warrior, to be imprisoned there for all time by the deliberate collapse of the mine. Entering the mine and thus releasing the evil spirit, as the player characters have done, is a heinous crime. Chieftain Veranoool from the Hrk valley thus decides to abduct the leader of the criminals and punish him.

Regardless of whether she is still head of High House Goonavala or already deposed by Giam, Ganva will learn of the chieftain's anger and take action. She will either send her secretary Leefas, if still able, or act personally. She will spread further stories of invented misdeeds by Schmoller and the characters amongst the Hill Martians. She will also claim that the trade treaty will lower the prices of those minerals, in which the tribe trades. But that is not all, Ganva and Leefas plan to murder Schmoller in the camp of the tribe, either to escalate the situation or, if Ganva has been

500 Years Ago

After Sebituus Sikum III's Sacrifice in the Mine of the Thousand Sins, Houses Piookrihaa and Goonavala seized the opportunity to marginalize the third family. After forced marriages, declinations of inheritance, and blackmail, as well as a few murders, there was, at last, only one rightful heir to High House Sebituus: Sikum VI. He declined his inheritance, but founded the Temple of the Third Family, which to this day holds influence in the city.

But before this, a few followers and members of High House Sebituus had already fled the city in secret to join with the clans of the Hill Martians. Houses Piookrihaa and Goonavala must have assumed that these refugees would never return, and indeed, after a few generations, knowledge of their heritage was lost.

The Abduction

The following will assume that the abductee is Schmoller, though this need not be the case. An abducted player character or even Friedrich Vitzthum von Eckstädt are conceivable, though in the latter case the player character's enthusiasm for a happy diplomatic resolution may be limited.

In either case, the tribal warriors will act very directly and have surprise on their side. Led by spear bearer Eraabii from the Rht Valley, they will head straight for the archive, overcome the guards easily due to their superior numbers and seize Schmoller. He will protest, but will quickly realize that he has no chance against such a superior force. When the alarm is finally raised, the Hill Martians will have already left the center of Emden. Of course, the player characters will be informed immediately.

Not in the Archive

The abduction will require immediate action and will not allow time to consult the archive, never mind that making sense of it will prove hopeless without Schmoller. Nevertheless, some information that the player characters might have already learned on their search for the Arina Shard (see p. 50) should be pointed out here. Of particular note is the fact that the Hill Martians know of Sikum's Sacrifice and that there are quite a few stories of heirs to High House Sebituus amongst the Hill Martians, fictitious though they may be. Another fact of note are the images of Sebituus Sikum III and Sebituus Sikum VI, which show the deformed pupils, the so-called cat's eyes.

The Chase

Quick on the uptake, Schmoller had quickly grabbed a few sheets of paper and stuffed them into his pocket and is able, even though tied up on the back of a gashant, to pull them out piece by piece. This way, he is able to leave a trail of scrap paper that indicates a rough direction out of the city.

The player characters can follow the paper trail at first, then continue (if they have the appropriate language skills) by asking passersby after a group of Hill Martians, and finally, outside the city, follow the rather visible trails (*Tracking*), until they reach the camp in the fnuuk-patches. For this, they can secure their own gashants, acquire a coach, or travel on foot—this only marginally changes the details of the chase. The player characters will also have the opportunity to head for the airport at the skyscraper of High House Piookrihaa and claim the use of an airship. Both a light war kite and a light screw galley are available.

At this point, the player characters should have a certain fame in the city and can convince the duty officer somewhat easily to pilot for them. If they, however, are rather more infamous or have acted mostly in secret, they must succeed at an appropriately difficult *Persuasion* roll first. With an airship, the player characters can even catch the Hill Martians, see below **Like the Wind**.

The Camp in the Steppes Grass

About 12 miles (or 20 km) southeast of the city lies a long sunken valley, with rich vegetation, mostly fnuuk, a type of Martian bamboo. Here the tribe of the Seven Valleys keeps a permanent camp of half a dozen shelters, a few fireplaces, and a number of supply ditches. It mostly serves as a collection post for the various trade goods of the Hill Martians, who travel to the villages near Emden from here.

Usually there are only a handful of tribespeople present here, but currently there are also almost 30 warriors, once the abduction party returns. Even chieftain Veranoöl is present and seeks to punish the heretic personally.

This fnuuk-patch stretches across many hectares, the camp lies about 500 feet (or 150 m) into the forest of up to 20-foot-high (i.e. 8 m) fnuuk growths and its razor-sharp leaves. Of course, the Hill Martians will expect pursuit and are accordingly prepared.

The Rescue

Especially if Leefas or Ganva are involved, Schmoller must be freed as soon as possible. There are three main options for this:

Like the Wind

With an airship, the abduction party can be caught up with before it reaches the camp. The group consists of 14 gashants and their riders, one of them carrying Schmoller, who appears unharmed. If the player characters open fire from the air, the tribal warriors will return fire and even threaten to kill Schmoller. If the player

Threat from the Steppes

characters ignore this warning, the warriors will make good on it. The player characters can also proceed with more finesse. Two options are available.

The first option is to fly low and directly above the gashant that carries Schmoller. One character attacks the rider, another will attempt to manhandle Schmoller aboard. For this, a *Piloting* at -4 must succeed to initiate the maneuver. (An officer brought along will have a d8 for this task.) Next, the rider must be distracted through some form of attack, to which he will retaliate, if able. Finally, to get Schmoller on aboard, a successful *Strength* or *Agility* roll will suffice. The player characters will have time for two rolls, after which the riders will tighten their formation and prevent any further attempts.

The second, more risky possibility is to kill the rider of Schmoller's gashant with a precision shot, and hope that Schmoller can control the animal at least temporarily, which should allow for an opportunity to pull him aboard. The shot must succeed at -2 and inflict at least a Shaken result to temporarily stun the warrior; a Wound result will knock him unconscious, which might well prove lethal. The remainder of the maneuver should succeed with relative ease. The player characters will only get one shot at this plan.

Should the player characters free Schmoller in this manner, they are nevertheless free to still seek out the Hill Martians in the fnuuk-patch for a meeting or a fight.

Negotiation

Should the player characters enter the fnuuk-patch unarmed and with raised hands, they will be admitted into the camp and brought to see Veranoool, who will receive them with disdain. The player characters and Schmoller will be lectured on their breach of taboo and the punishment that awaits them.

After this speech, the player characters will have the opportunity to present their side of the situation. *Persuasion* rolls at -2 can convince Veranoool and Eraabii of the peaceful intentions of the player characters. They will remain critical of the act itself, and if applicable the decision by the Priests' Assembly. Should the diplomacy roll fail, they will demand that a relic of Sebituus Sikum III be brought to the tribe, which can almost certainly be easily arranged with Sikumsi Oon. An offer of Earth technology—in particular of firearms—can also mollify them.

Of course, this meeting is a perfect opportunity for the player characters to notice Eraabii's special eyes.

To Arms!

Attacking the Hill Martians is extremely risky. But with a solid plan, a convincing distraction, and well-placed shots from a precision rifle, it could be possible to free Schmoller. Even so, this would require keeping several dozen tribal warriors occupied and taking out Schmoller's two guards at the center of the camp, allowing the professor to escape. Here as well, the tribe will readily resort to using Schmoller as a hostage, and will kill him at the first sign of disobedience.

If the characters are able to requisition additional troops from Emden, or if they have already done so before beginning the chase,

the Hill Martians will retreat and disperse into the fnuuk-patch as soon as they spot the soldiers. In this case, Schmoller will be left behind, still bound.

Attempted Murder

If Leefas is still an active player in the story, he will attempt to murder Schmoller as soon as he can. Should the player characters take several hours before giving chase, he will therefore likely succeed. If the player characters attack the Hill Martians, he will also attempt to murder Schmoller in the confusion. If in doubt, you can decree that the player characters will arrive just in time to prevent the lethal blow with a brilliant shot or a spectacular throw of a knife (Leefas's statistics can be found on p. 35).

Should the player characters decide to try and negotiate quickly, Leefas will not have an opportunity to attack Schmoller. This is of course also the case if Schmoller has already been rescued on the way.

Chieftain Veranoool of the Valley Hrk

The most recent four chieftains of the tribe all came from the Hrk valley and Veranoool (51, ascetic build, deep and wise voice) is fully aware of this noble tradition. He generally attempts to ease the sporadic conflicts between the Canal and Hill Martians through trade and friendly relations with the villages around Emden. But it is more important to him to punish the crime at the Mine of the Thousand Sins, before new conflicts can rise from it. His statistics are as those of the warriors, but in addition he has good skills in *Persuasion* d8 and *Knowledge (Martian History)* d6.

Spear Bearer Eraabii from the Rht Valley

As spear bearer of her tribe, Eraabii (27, muscular, very traditional) is the leader of the warriors and the advisor of the chieftain. The spear bearer is traditionally a woman, as the tribe believes a man does not have the necessary physical ability to wield a spear with perfect elegance.

Of special note are Eraabii's unusual eyes and her rather light skin. She has narrow catlike pupils, just like the members of High House Sebituus in the images in the archive. Eraabii is indeed a descendant of Sebituus, in which this rare and harmless genetic defect has manifested. In the tribe, these eyes are seen as a sign of closeness to the animal spirits.

Eraabii despises the, in her eyes, corrupt high society of Emden, in particular Purimin and Ganva. Only with Giam might she reach an understanding.



Eraabii

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d10+2, Guts d8, Notice d6, Riding d6, Shooting d8, Stealth d8, Survival d6, Throwing d10, Tracking d6

Charisma: 0; **Status:** 3; **Pace:** 6; **Parry:** 9; **Toughness:** 5

Hindrances: Stubborn

Edges: Beast Bond, Block, Danger Sense, Frenzy, Improved Block

Languages: Koline, Meridiani-Umbran

Gear: Spear of Rht (Str+d8)

Warriors of the Seven Valleys Tribe

Most members of the tribe consider themselves warriors and are loyal to their chieftain and spear bearer.

Warrior of the Tribe

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Notice d6+2, Riding d6, Shooting d8, Stealth d8, Survival d6

Charisma: 0; **Status:** 1; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: None

Edges: Alertness, Steady Hands

Languages: Koline, Meridiani-Umbran

Gear: Bow (12/24/48; 2d6; RoF 1), Loonsoor (Str+d8)

The Heiress of Sebituus

During the chase of the abducted Schmoller and the subsequent negotiations with the tribe of the Seven Valleys, it is quite possible that the player characters will identify Eraabii as a descendant of Sebituus. The fact that the legend of Sebituus is believed to such a degree among the Seven Valleys tribe can also be seen as a sign that members and followers of the Hero's family joined the Hill Martians long ago. The notable cat eyes of the Sebituuses in the archive images and the same unusual pupils in Eraabii's eyes should make it clear that this warrior is indeed the heir of the noble house.

Should the player characters inform her of this, she will react fairly calmly to this spectacular news. As spear bearer of her tribe, she has always known she was destined for greatness, and will gladly follow the player characters back to Emden to make her claim. After a careful examination by Master Amofaa and a theological test administered by the Priests' Assembly and Sikumsi Oon, her claim will be confirmed.

A New High Council

Eraabii's appearance as legitimate heir of Sebituus will have far-reaching consequences, as the High Council must now be reformed to include her. Eraabii will take the seat of the Priests' Assembly, which had taken this place after the extinction of the Third Family as a matter of ceremony. This reformation now also requires a new Prince or Princess election.

For simplicity's sake, a few members of the High Council will have their votes set here, so that only a few possible outcomes need to be shown in detail. You are free, of course, to have the Council members vote differently, depending on how events turned out. It should be noted however, that only the heads of the three families can be elected as Canal Prince or Princess. Plookrihaa Purimin II will gain the support of Minuukis, grandmaster of the Mining Guild, through yet another generous donation, so that he will always vote for Purimin.

Grandmaster Joogandaa of the Golden Guild will always vote for Eraabii, as she seeks to present herself as an ally to the inexperienced Hill Martian from the get go.

The vote will thus always be determined by two factors: First, who is head of High House Goonavala, and second, whether the entire Arina Projection was played and it is thus known that according to Nirab XLI's decree, two of the high families can depose an acting Canal Prince or Princess.

Sebituus Eraabii I will not ally with Ganva to do this. If Goonavala Ganva is still head of her house, Eraabii will always abstain. That means Purimin cannot be deposed and will be reelected as Ganva will always vote for herself.

If Giam leads High House Goonavala, however, Eraabii will be able to find common ground with him. His preference for the old

Threat from the Steppes

traditions appeals to Eraabii and both consider closer ties between Emden and the Seven Valleys tribe to be desirable. In this case, Eraabii will support Giam's candidature, and the Prince's election will end 2 vs 2 between Purimin and Giam, as Joogandaa will vote for Eraabii even in this case. She does this because the vote will be continued in the Guild Council, where the superior influence of the Golden Guild will ensure that Eraabii will become the new Canal Princess.

If Giam and Eraabii attempt to depose Purimin as per the Arina Stone projection, the Mining Guild will abstain in the new election, and thus the two votes for Giam will suffice to make the young head of High House Goonavala the new Canal Prince.

The Trade Treaty in the High Council

As mentioned, Eraabii will take the seat of the Priests' Assembly in the High Council, but will, upon thorough consultation with Sikumsi Oon, vote exactly as he would have, even if she becomes the new Canal Princess. Should Giam take the title of Prince, then he will agree to any treaty out of gratitude.

The High House Sebituus

Even though Eraabii might have reacted more solemnly to her inheritance than expected, she is fully aware of who she owes for these fortunate developments. She will award the player characters the title of Fog Wardens, an ancient honorific for distinguished soldiers of High House Sebituus. As a badge of honor, she will hand them specially-crafted armbands that are recognized in many Martian cities and even amongst some Hill Martian tribes as a truly prestigious award (1 bonus die for appropriate social actions). The armband is worth 30 Marks.

With the support of Chieftain Veranoool and Sikumsi Oon, Eraabii will quickly adjust to the power politics of Emden. She will quickly secure a solid hold for her house, by recruiting warriors from the Nhp and Xan valleys as a bodyguard and adopting many members of the tribe.

Of course, Eraabii will also take a position of honor in the Society of the Temple of the Third Hero, but that is a story for another time.



Epilogue

The player characters had been invited to the center of power in Emden by the Canal Prince, and depending on the course of events and their choices, the balance may have changed dramatically. The player characters can remain in Emden, and likely have met and befriended enough people to find easy hospitality. They can travel from Emden to see the rest of Mars as well, or return to Earth with Schmoller after he spends two more months in Emden. It might be rewarding to continue the story of this city and its power players. And maybe, the seeds laid here for revolutions and new friendships and enmities will inspire you to new adventures in Angahiaa.

Reward from the Foreign Ministry

Should the player characters return to Berlin, they will be invited to a reception at the Academy of Sciences, where they will receive their rewards. The representative of the Foreign Ministry will receive Schmoller's report with great interest and possibly contact the player characters again in the future with further missions.

Experience

For each successfully completed side quest, one or two Experience points can be awarded, in addition to another 3 Experience points for completing the adventure.

Inspiration

Objects found in the Mine of the Thousand Sins, a visit in the picture gallery, or studies in the archive: There are many opportunities for new inventions or reconstructions of ancient technology. Should the player characters pursue specific projects, the required rolls can be reduced in difficulty, depending on how well the details match the found or studied Martian technology.

The breadth and innovation of Martian literature can also inspire new forms of prose or poetry, and thus equally reduce the difficulty of such rolls.

Everything Jules Verne could have written.
Everything H. G. Wells should have written.
Everything Arthur Conan Doyle dreamt up,
but never published – as it was too fantastical.

SPACE 1889

The Fate of Angahiaa

Mars and its city states are the most important concerns of Earth's colonial politics. Liftwood is a critical, highly sought after resource, and not all nations have equal access to it. But the Martians are playing their own games and seek to use their contacts with the humans for their own plans.

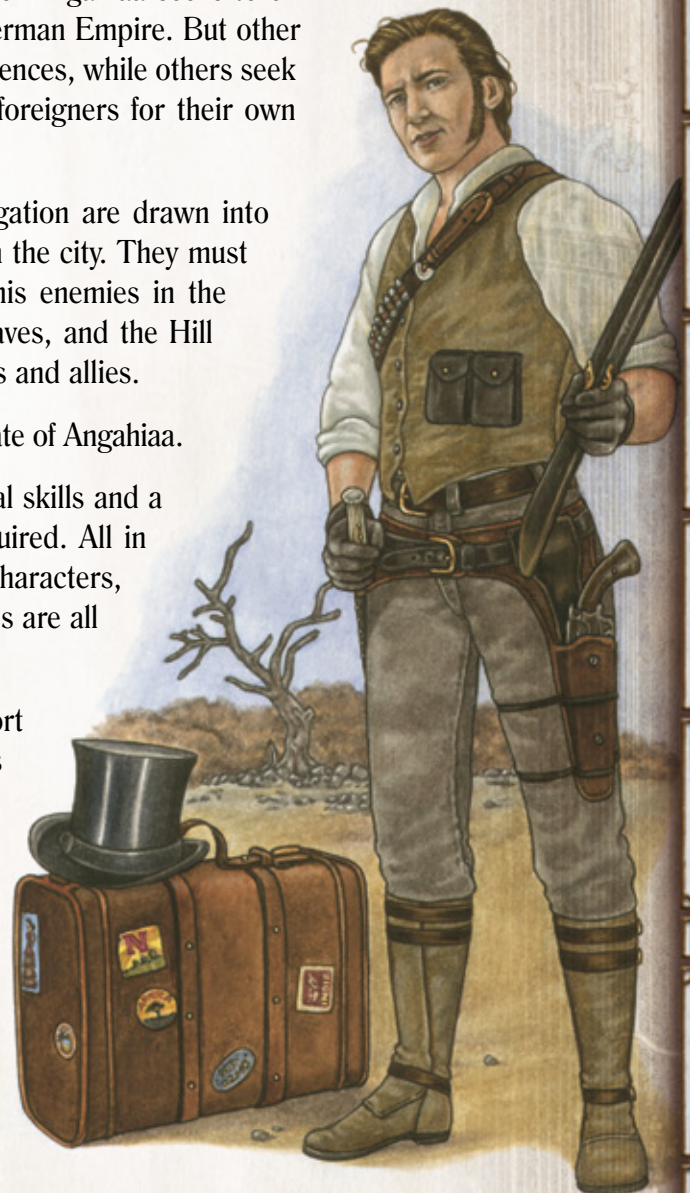
The Canal Prince of the small Martian city-state of Angahiaa seeks to expand its power through a trade treaty with the German Empire. But other groups within the city do not want any human influences, while others seek power over the city themselves and will use the foreigners for their own schemes.

The player characters forming the German delegation are drawn into the midst of the battles and intrigues for power in the city. They must maneuver between the decadent Canal Prince, his enemies in the nobility and guilds, as well as the priests, the slaves, and the Hill Martians of the surrounding valleys, to find friends and allies.

The player characters can greatly influence—the Fate of Angahiaa.

For a successful mission in the Martian City, social skills and a readiness to deal with the local situation are required. All in all, a wide variety of challenges await the player characters, ensuring that physical, inventive, or academic skills are all of great use.

The player characters should be willing to support Germany's interests, or at least be neutral towards them. Even so, options are provided should that not be the case.



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