

FRANK CHADWICK



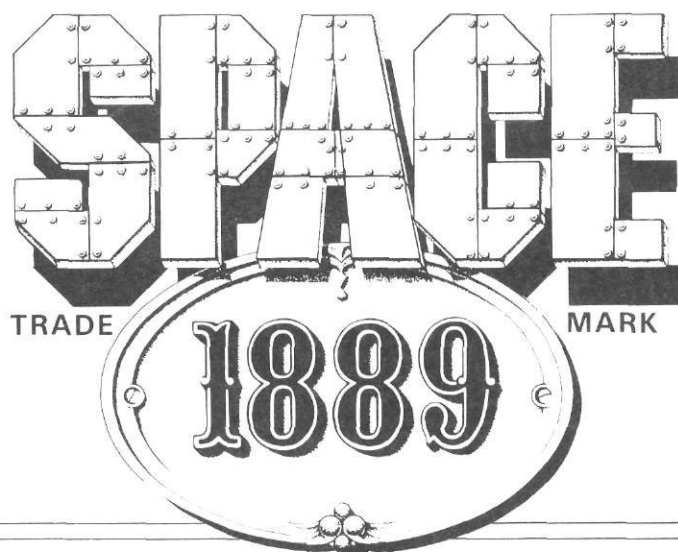
TALES FROM THE ETHER

**GDW**

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by



FRANK CHADWICK





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The Burning Desert

AN OLD SCHOOL CHUM

ONE OF THE player characters, preferably of Social Level 4 or 5, receives a letter from a former classmate who has now become a career civil servant in the Colonial Office. The friend is now a junior official on Mercury at Princess Christiana Station.

TIN PRICES PLUMMET!

The price of tin has plummeted on the world market. Recent sales of high-grade tin on the Tin Market have driven the price from its normal £162 per ton to £117 per ton, with prices continuing to slide downward. Tin mines across Europe and America face bankruptcy, as do many tin brokers, who hold large stockpiles of £162-per-ton tin.

The bulk of the new sources of tin have been sold through a handful of London brokerage houses who have all identified their source as the island kingdom of Vanaluvala in the Java Sea. Never known before as a tin producer, it is widely believed that the Vanaluvala monarchy is serving as an intermediary for a supplier or suppliers unknown. The puzzle is that no one can locate the original source of the cheap metal.

Wild stories of transmutation of elements, slave mines deep in Africa, and half a dozen even more far-fetched and irresponsible explanations have sent a shock wave through all of the London metal markets. Industry requires stability in the cost of its raw materials and an assured supply. The wildly fluctuating prices in the metal markets, as well as the collapse of capital flow into the mining industry, is a matter of the gravest concern.

In the envelope with the letter is also a brief note on Colonial Of-

fice stationery to the captain of the ether flyer, HMS *Prometheus*, which instructs him to provide passage for the bearer and any associates who accompany him, along with their baggage. A newspaper column clipped from *The Times* accompanies the letter and the note. Photocopy the letter and the newspaper article on this page and present them to the player in question, then allow him to read them.

My Old Friend,

I hope that this letter finds you well and prosperous, and the life of adventure you have embarked upon is as exciting and rewarding as I have every reason to expect it to be. I do say it is more interesting than the life of a civil servant in so remote a posting as my own!

That notwithstanding, I have some reason to believe that our small station here on Mercury may be close to the center of a conspiracy of monumental proportions and diabolical intent which threatens the very pillars of commerce and industry upon which the empire is built. You will forgive me if I sound overly dramatic, but I am convinced that I am not overstating the magnitude of the threat. Unfortunately, I believe that there is some involvement by corrupt members of my own Service in this plot, but am unable to determine their exact identities. That being the case I cannot safely confide this intelligence to anyone here at this station and must turn elsewhere for assistance. You naturally came to mind.

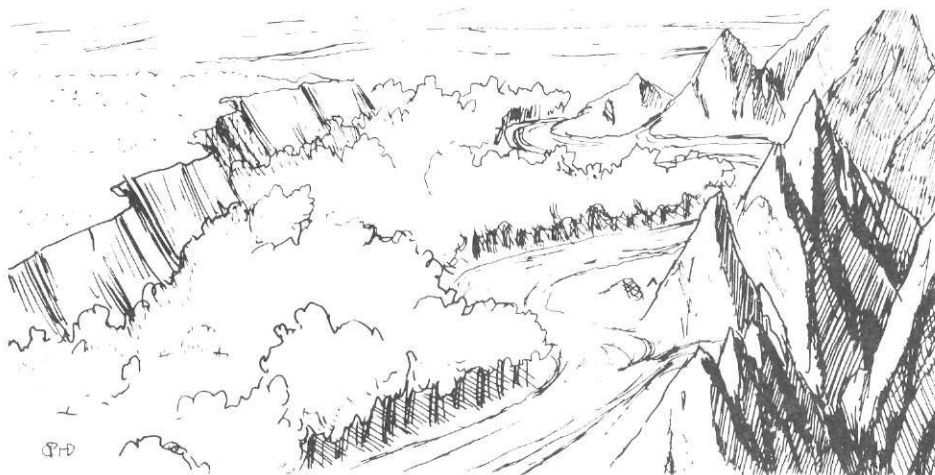
*If you have access to transportation I urge you to come at once. If you do not have a suitable vessel, I have arranged for your passage on the HMS *Prometheus*, a stores ship which will be leaving Venus within two weeks of your receipt of this letter. Simply present the enclosed pass to the captain, and he will see to the needs of you and your party. In the meantime, you may wish to read the enclosed newspaper article and ponder its significance.*

Yours Most Sincerely, James,
James Forbush Larington

Randolph Forbush Larington, Esq.
Princess Christiana Station (Mercury)

A VOYAGE TO MERCURY

WHETHER BY MEANS of their own ether flyer or by passage on the HMS *Prometheus*, the player characters will make their way to Mercury to land at Princess Christiana Station. While en route they may wish to find out a bit more about their destination, and the following brief excerpt from a popular travel guide can be photocopied and given to them or read aloud.



Mercury

ONLY AFTER the ether pioneers had sent their expeditions to Mars, Venus, and Luna did they turn their attention to the innermost of planets: Mercury. The British Royal Society underwrote Sir Basil Throckmorton's Expedition of 1876 which first placed the British flag on Mercurian soil. Three subsequent expeditions through the rest of the '70s explored the burning deserts and pools of molten metal of the Bright Side, the glaciers and exotic ammonia snows of the Dark Side, and the 10,000-mile-long World River which completely encircles the planet in the temperate Twilight Zone which separates the Dark Side from the Bright Side. Throckmorton's Second Expedition (1877) drove deep into the Forbidding Desert on a specially insulated Mercurian exploratory aerial flyer, claiming vast tracts of land along the equator for the British Empire. A German expedition spent six months on the World River in 1878. Throckmorton's Third Expedition (1879) circumnavigated Mercury by following the course of the World River in his aerial flyer; he also undertook several side trips into the frigidity of the Dark Side. But the at-

tractions of Mercury pale when compared to Mars and Venus, and as a result, the planet closest to the Sun has been ignored by most explorers.

Mercury is a world of extremes. It is the smallest of the planets—only about 40 percent larger than Luna. The immense gravitational pull of the Sun has locked one face of Mercury toward the Sun, much as Luna has one face locked eternally toward Earth. As a result, Mercury is divided into two hemispheres: the Bright Side in eternal day and the Dark Side in eternal night. Sandwiched between the two is the Twilight Zone in constant dusk (or dawn, depending on point of view). The Dark Side and the Bright Side are barren wastes, but the Twilight Zone is a flourishing paradise.

Mercury boasts raw materials (such as lead and tin on its Bright Side; dry ice and ammonia on the Dark Side) in abundance, but only if considerable hazards can be overcome. Scooping molten tin from a 600-degree F desert on the Bright Side poses problems which have proven impossible to overcome thus far. Dredging dry ice and ammonia snow from the darkness and —200-degree F cold of the Dark Side is nearly as dangerous.

Princess Christiana Station

GREAT BRITAIN established its predominantly scientific outpost on Mercury—Princess Christiana Station—in 1880. Situated at the Mercurian North Pole, its scientists study the Sun and the local Mercurian environment. The small community is home to a faculty of 20 scientists, 50 servants and workers, six government officials, and a score of Royal Marines. Royal Navy ether flyers call on the outpost at irregular intervals, and a supply ship delivers equipment, provisions, and mail every six months. The panoramic beauty of the twilight setting of Princess Christiana Station was featured in an extensive article, replete with engravings and interviews, in *Harper's New Monthly Magazine* for October 1883. In the words of the editor, "Truly, and at last, the Sun never sets on the British Empire!"

No other permanent national bases are located on Mercury. Since the establishment of Princess Christiana Station in 1880, the British Royal Society has supported a number of small expeditions of scientific and economic importance within 1000 miles of the Mercurian North Pole.

WITH ONE FACE turned perpetually toward the sun and the other face in endless night, only a relatively thin strip of Mercury's surface, called the Twilight Zone, is inhabitable. The following section gives a general description of the surface of the planet and its many unique areas and features.

THE HOT SIDE

MERCURY'S HOT SIDE is forever under the steady rays of the Sun. It technically begins at the edge of the Twilight Zone as a desert with temperatures around 100 degrees F. With distance, these temperatures increase (at about one degree every three miles). The Hot Side is roughly broken into four zones: the Forbidding Desert, the Boiling Wasteland, the Tin Zone, and the Lead Zone.

The Forbidding Desert: This region extends from the edge of the Twilight Zone out to the point at which water boils. The zone is about 300 miles deep, and temperatures range from 100 to 212 degrees F. However, the Forbidding Desert is studded with what some explorers have called "stepping stones": the shaded sides of hills, and the shadows of great rocks and mountain ranges. These stepping stone shadows, never in the light of the Sun, are warmed only by the air around them, and are much cooler than the surrounding territories. Expeditions have found that it is possible to venture deep into the Forbidding Desert by dashing through the unrelenting heat of the Sun to new shaded lands.

Ultimately, however, shadows can cut the heat by only so much. Beyond the boundary of the Forbidding Desert, the shadows become shorter and shorter.

The Wasteland: Extending from the border of the Forbidding Desert out to the point where tin melts, this zone is about 600 miles deep and has temperatures ranging from 212 degrees F at the edge of the Forbidding Desert to 450 degrees F at the edge of the Tin Zone. Probably the only interesting features are the occasional hot springs: Underground water channels broach the desert surface, whereupon their water instantly bursts into steam.

The Tin Zone: Named for the shallow surface pools of molten tin which speckle its surface, this zone is about 600 miles deep and has temperatures ranging from 450 degrees F at the edge of the Wasteland to 670 degrees F at the edge of the Lead Zone. Over geologic eons, the heat of the Sun has brought the surface temperature of the entire Tin Zone to an average of 550 degrees F. Basic elemental metals have been liquefied by the heat and have flowed (like water) to low-lying areas. The predominant metal is tin; a variety of other elements are present as contaminants and slag. Tin accumulates in many scattered pools, often covered with their crust of slag. Slight temperature variations—caused by the movement of the atmosphere, by solar fluctuations, and by actions within the planetary crust—shift these pools, allowing some of the metals to vaporize and then condense on mountain peaks or crystallize on chance rock outcroppings. In some regions, rocks are plated with tin, covered with accumulations of tin crystals, or soldered together by natural action.

The Lead Zone: This zone is so named because its average temperature is sufficient to melt lead as well

as tin. The pools of liquid metal contain both lead and tin. The Lead Zone is a circular region centered on the Subsolar (where the Sun stands directly overhead) and is about 600 miles in radius. Like the Tin Zone, it has its own characteristic terrain features: metal crystals, plains of solidified metal in the slightly cooler areas of the few shadows in the region, soldered rocks, and metal-plated rocks.

THE DARK SIDE

MERCURY'S DARK SIDE is forever in the planet's own shadow, and without the Sun's warming rays, its temperature gradually decreases from 32 degrees F to -350 degrees F at its coldest point. The formal cold edge boundary of the Dark Side is the point where atmospheric temperature is 32 degrees F (the freezing point of water).

Like the Bright Side, the Dark Side is divided into zones based on temperature. Each zone is characterized by the various gases which condense out of the atmosphere to form a layer of snow on the ground.

The Ice Sheath: The first band, immediately adjacent to the Twilight Zone (and extending for some 300 miles into the darkness) is the Ice Sheath. Virtually all water in the atmosphere passing through this region precipitates as freezing rain or snow. The zone has temperatures ranging from 32 degrees F at the edge of the Twilight Zone to -100 degrees F at the edge of the Dry Ice Zone.

The Dry Ice Zone: Beyond the Ice Sheath is the Dry Ice Zone, another band about 300 miles deep in which atmospheric ammonia and carbon dioxide have fallen as their own peculiar type of snow.

Kelvin's Land: The remainder of the Dark Side (a circular area about 1800 miles in radius) reaches temperatures as low as —300 degrees F (not low enough to condense out the basic atmospheric components such as oxygen, nitrogen, and hydrogen).

THE TWILIGHT ZONE

THE HOSPITABLE Twilight Zone is Mercury's fabulous treasure trove. It is bounded on one side by the Ice Sheath (the edge of which is technically established by a temperature of 32 degrees F) and on the other by the Forbidding Desert (whose edge has a temperature of 100 degrees F). Between these two temperature extremes lie 300 miles of habitable, temperate territory, teeming with life.

The center of the Twilight Zone is the World River. This watercourse circles the globe, its flow driven by Coriolis effects rather than gravity. The World River is fed by rains and drainage from its watershed. In addition, when the World River winds near the Ice Sheath, it is fed by continuously crumbling glaciers which place icebergs into the mainstream.

The World River flows in one direction. To a person standing and facing the direction of flow, the right bank leads to the Dark Side and the Ice Sheath; the left bank leads to the Bright Side and the Forbidding Desert. Using these visual clues, it is possible to determine directions on the world with relative ease. Magnetic compasses do not work.

Mercurian life is in many ways very primitive, equivalent to Terran life in the Paleozoic Age. This period was characterized by plentiful sea life and limited land life. The World River is filled with massive sea crea-

tures—fish, tentacled swimmers, shelled snatchers, serpentine monsters, and exotic jellyfish. But the restricted size of the World River has also brought much of this life out on to the land, and the shores of the river are lush swamps, jungles, forests, and grasslands. Nearly all animals are aquatic or semi-aquatic—at home in the river and ready to dash into its waters for safety. Web-winged, air-breathing fish swoop overhead. Short-legged, alligator-like fish crawl the river's beaches. Gigantic, multilegged centipedes crash through the forests. And unwary people who get in these creatures' way sometimes get killed.

The left bank, lying between the river and the Forbidding Desert, is

a lush tropical region which stretches for miles. Many low-lying areas within it are swamp or marsh. The exotic plants and trees that cover its land are home to thousands of animal species. In many ways, the left bank is similar to the jungles of South America.

The right bank, between the river and the Ice Sheath, is a temperate region covered with forest and grassland. It is similar to North American forests and plains.

The character of the World River varies with location. In places, it is a mile-wide watercourse, sometimes opening up to become a vast lake. In others it takes the form of rapids, falls, swamps, or deep canyons on its journey around the world.

THE BRIGHT SIDE

Area	Temperatures (F)	Size
The Lead Zone	670-900°	600 miles radius
The Tin Zone	450-670°	600 miles deep
The Wasteland	212-450°	600 miles deep
The Forbidding Desert	100-212°	300 miles deep

THE TWILIGHT ZONE

Area	Temperatures (F)	Size
The Left Bank	50-100°	150 miles wide
The World River	50°	0.25-1 mile wide
The Right Bank	32-50°	150 miles wide

THE DARK SIDE

Area	Temperatures (F)	Size
The Ice Sheath	32- -100°	300 miles deep
The Dry Ice Zone	-100--200°	300 miles deep
Kelvin's Land	-200--300°	1800 miles radius

ARRIVAL ON MERCURY

PRINCESS CHRISTIANA Station is a sprawling complex of buildings, all of which are fairly small. Fewer than a hundred people permanently inhabit the station, and their quarters and working facilities are housed in modest bungalows spread across a quiet meadow on the banks of the World River. There is a large cleared field on which the occasional ether flyer lands, and three small aerial steam launches are tethered there as well. Several large, bushy trees remain standing interspersed between the buildings, which are connected by quiet, shaded gravel walks. The buildings are mostly stucco cottages, but several of the larger administration buildings are built of brown brick and are reassuringly English in character.

When the adventurers arrive at the station they will not be met by Carrington. An official is waiting to meet the ship and shows some curiosity as to the player characters. He will introduce himself as Sir Arthur Choat, the senior government official on Mercury, offer his services, and inquire as to the purpose of their visit. He is elderly, honest, and respectable looking, in a dull and stuffy sort of way. He walks with the assistance of a cane and would probably not be able to walk at all in

Earth's gravity. When the players tell him that they have business with Carrington, Choat will become agitated and visibly upset. After a moment of distress and confusion he will ask them to accompany him to his office.

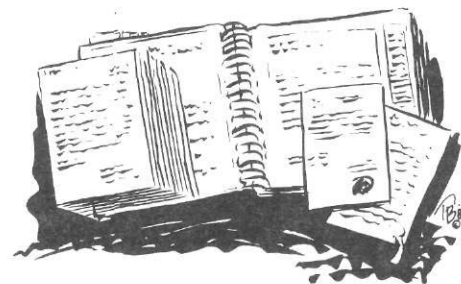
Upon arrival at his office he will ask them to be seated and will offer them a sherry. Finally he will take his own seat behind his desk and fall silent for a moment. He will then say, "I hardly know how to begin, so I'm afraid that I shall just have to be blunt. My former assistant Mr. Carrington, I am terribly sorry to say, is dead. He was murdered not three days ago."

When pressed for details by the players, he will tell them that Carrington was murdered in his sleep with a knife. Sir Arthur has conducted an investigation, and the murderer is almost certainly Claude Brumpford, one of the three clerks who work for the Colonial Office at the station. Brumpford disappeared the same night that Carrington was murdered.

Brumpford apparently neglected to search Carrington's desk, as he did not discover a folder in a locked drawer. Written on the folder was the name of the player character with whom Carrington had corresponded earlier. Choat will allow the player characters to examine the contents of the folder.

CARRINGTON'S FOLDER

IN ADDITION to a number of clippings from the *Times* giving the daily price of tin on the London market and tracing its sudden collapse from £160 down to less than £120, the following clippings and letters are in the folder. These may be photocopied and handed to the players.



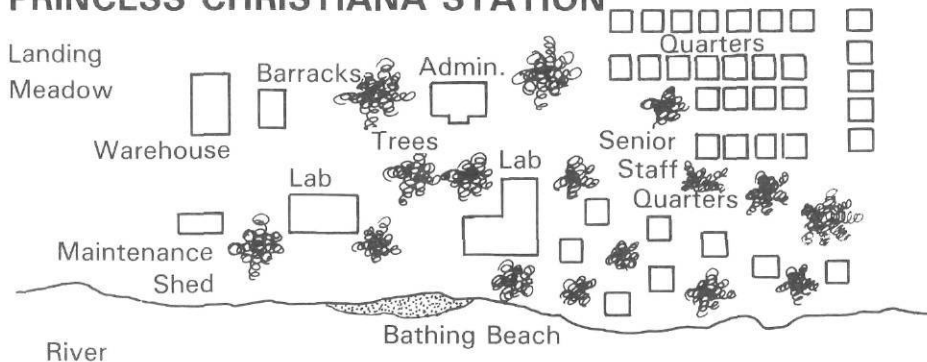
(Article in the *Times*, -Feb. 6, 1882)

MINING VEHICLE LOST WITH ENTIRE CREW

This journal has just received word of a tragedy of considerable dimensions on Mercury. According to reports delivered upon arrival of the HMS *Deliverance* just in from Mercury, the gigantic mining vehicle *Warsaw Miner*, built under the direction of a Mr. Wisniewski, has been lost with its entire crew of eight, apparently due to faulty design of its cooling systems. More tragic yet, the governor of Mercury, Lord Dundower, was on board the vehicle at the time of its loss and has certainly perished.

An official court of inquiry will soon be convened to determine the extent to which Mr. Wisniewski is to blame for this accident. It is to be hoped that the court will also explore the reason Mr. Wisniewski declined to accompany his machine on its maiden journey.

PRINCESS CHRISTIANA STATION



Mr. Carrington:

Dr. Rakowski of the Department of Chemistry at the University of Warsaw has forwarded your letter of inquiry to me. Allow me to introduce myself. I am Nicolas Prokudin, inspector for the Ochrana, which you would call the State Police.

I regret that I cannot furnish you with the whereabouts of Dr. Wieniewski, would to God that I could! I can tell you only this: Following his disgrace at the hands of the English courts, Wieniewski's mind became unbalanced. We know that for a time he collaborated with several anarchists and revolutionary Polish nationalists, their activities culminating in the infamous massacre of July 29, 1884, in which three innocent Englishmen were killed and perhaps 30 more injured by a bomb blast at the State Bank in Minsk.

Following this, Wieniewski's hooligans were undoubtedly responsible for the attempted assassination of your ambassador to the court of the Czar. We believe that Wieniewski then left his fellow-revolutionaries to their own devices and may have murdered up to three of them. Certainly he has access to part or all of the funds taken in the robbery, which totaled more than £25,000. His whereabouts are unknown at present, and any assistance which you could offer would be most gratefully received.

N. I. Prokudin
Inspector N. I. Prokudin
Smolensk, Russia
March 17, 1889

(Letter to the editors of the Times. Sept. 17, 1877)

Dear Sirs:

The recent return of Throckmorton's Second Expedition to Mercury must surely excite wonder. Of particular interest are his reports of the conditions on the so-called "Hot Side" of that world. Given the proximity of the planet to the Sun and the temperatures which his expedition has reported within 100 miles of the habitable zone, it is quite clear that the temperature on the face most closely turned to the Sun must be sufficient to melt certain metals, most important among them being, of course, tin and lead.

It is my belief that it is possible to construct a means of conveyance which can economically exploit the mineral riches of this planet. The rays of the Sun are powerful enough for a Solar Boiler to provide power. Ice from the nearby glaciers can be used for cooling. A robust means of traction, such as the endless tread proposed by a number of engineers for overland locomotives, would be possible. As a trained metallurgist I know that existing alloys of steel are adequate for construction of the vehicle, and, given adequate financial backing, I will undertake to fabricate one.

Respectfully,
Dr. Ignatius Wisniewski
Professor of Chemistry
University of Warsaw

Dear Mr. Carrington:

I have completed my investigation and hope it will be of some use to you.

The subject Wisniewski was traced to the British port of Hong Kong. He was positively identified there on 13 February 1888. He took lodgings under the name "G. Portius" and was apparently in touch with the opium underworld.

In mid-March he moved his lodgings across the bay to Macao for reasons unknown. Toward the end of April he disappeared and cannot be traced for a period of six weeks.

In early May he appeared in Bangkok, Siam with the credentials of a registered agent of Guerin et Fille, a nonexistent French trading company. He acquired warehouse space, and soon several shipments of machinery arrived and were stored there. After several weeks they were shipped out to an unknown destination, and Wisniewski again disappeared.

In August he was sighted on the island of Java, in Batavia, the colonial capital of the Netherlands Indies. He again arranged for warehouse space, this time masquerading as an agent of the King of Vanaluvala. He received numerous large items of machinery and supposedly had it shipped to Vanaluvala. No record of its arrival on that island exists, however.

No further record of his whereabouts, movements, or activities was uncovered.

Respectfully submitted,

J. J. Macomb
J. J. Macomb

Pinkerton Detective Agency
July 15, 1889

A COURSE OF ACTION

IT SHOULD BE reasonably easy for the player characters to piece together the clues provided in the folder and deduce that Wisniewski has constructed another mining machine and is bringing large quantities of tin out from the Hot Side and selling it to brokers through a holding company in Vanaluvala. The players will probably also conclude (correctly) that Wisniewski learned that Carrington was onto him and so had him killed. Carrington's suspicions about a possible accomplice at Princess Christiana Station were obviously well founded.

Sir Arthur Choat suggests that the best course of action is to apprehend Wisniewski and Brumford, and bring them to justice. Unfortunately, his age and health do not permit him to lead such an expedition, and

Carrington was the only other senior official present. He asks the players to undertake the mission. He will offer them one of the steam launches available to the station, as well as two Royal Marine privates (out of his total force of one corporal and five privates).

JOURNEY BY AIR

THE AERIAL steam launch used is the *Mosquito*, a standard steam launch as listed in the basic game's equipment chapter. Both marine privates are Veteran NPCs, and one of them is also a trained Nordenfelt gunner. Player characters will crew the launch, which needs a helmsman, trimsmen, and engineer. If no player characters have the requisite skills, then trained NPC crewmen will be provided by Choat.

The *Mosquito* travels south along the Twilight Zone in search of Wis-

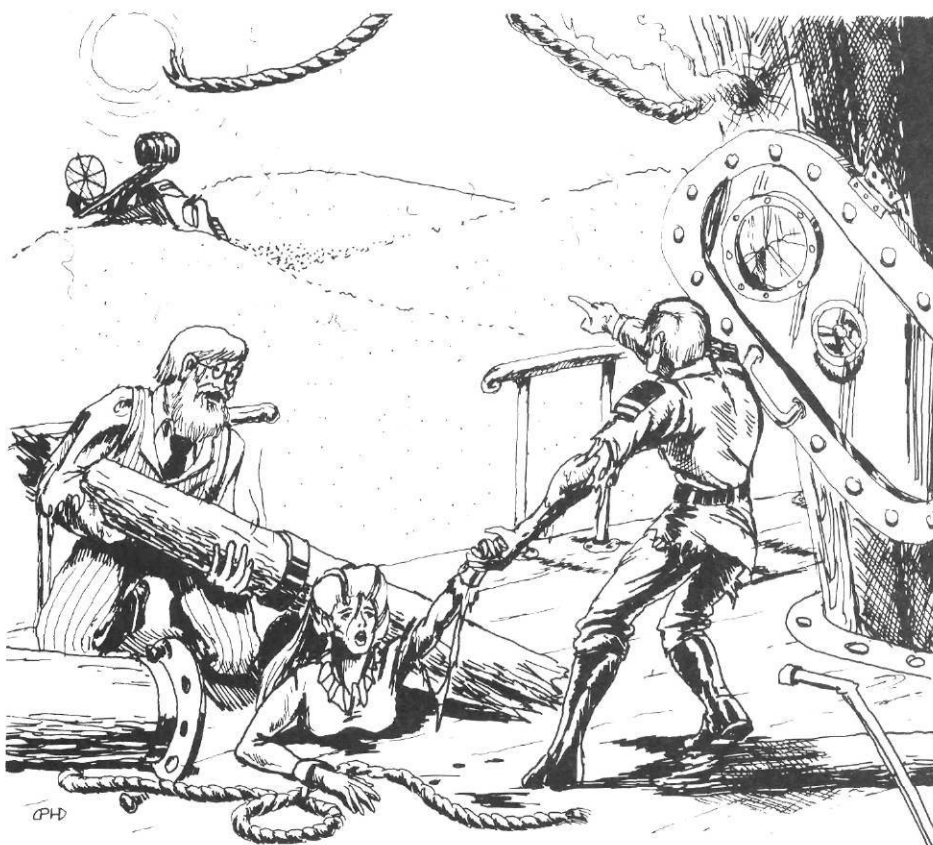
niewski. At the equator, the aerial steam launch finds a well worn road leading deep into the Forbidding Desert. Following the trail, the vessel eventually observes a huge tracked vehicle (the *Tin Juggernaut*) on the horizon at the edge of the Forbidding Desert. The air temperature will make it impossible for the *Mosquito* to pursue much further, so the characters will have to make top speed to catch the vehicle.

THE MOSQUITO CRASHES

APPROACHING THE *Tin Juggernaut*, the *Mosquito* fires several warning shots, hails the vehicle, or in some other way challenges it. The vehicle turns its two gun turrets toward the *Mosquito* and opens fire with its six-pounder Hotchkiss guns. This fire will be extremely accurate and will begin scoring hits at once. Hit location should be rolled normally, but crew casualties should be taken from NPCs to all extents possible. Player character casualties should be counted as a single wound.

After a short time the *Mosquito* will be disabled and crash. This event is truly a disaster as the surface temperature is much higher than the temperature at several hundred feet due to the retention of heat by the desert sand. The ground temperature is almost the boiling point of water. The crew and passengers are trapped aboard the wreck, surrounded by miles and miles of burning desert. Survival can be measured in hours.

Fortunately, the *Tin Juggernaut* stops and, after a long, ponderous turn, swings around to the crash site. The group must make a dash across the burning sands to the bulkhead door in the side of the *Juggernaut* and climb inside.



INTRODUCTIONS AND A TOUR

THE INTERIOR of the *Tin Juggernaut* is hot, but much less so than outside. Two armed and extremely dirty crewmembers take the player characters to a small cabin where a steward with an Italian accent tends to their slight burns and singed clothing. They are then afforded the opportunity to meet the master of the vehicle—Professor Wisniewski—and to tour its facilities.

Wisniewski is understandably proud of his immense vehicle and will explain all of its operations to the player characters. The description of the *Tin Juggernaut* on the following pages should be used by the referee to conduct the players on their tour. Throughout the tour, however, they will be accompanied by a burly, silent crewmember holding a revolver on them. On the bridge they will see and meet Claude Brumford (who will be recognized on sight by any NPCs from Princess Christiana Station), thus confirming the identity of Carrington's murderer.

At the conclusion of the tour, Wisniewski explains that he is short-handed at the moment, as three of his crewmembers staged something of a revolt several days earlier and he had to kill them. Consequently, the players and NPCs from the *Mosquito* will be used to help keep the *Tin Juggernaut* running. They will then be led away and shown to their quarters, a very small stateroom with two bunks that they will have to take turns sleeping in.

DEEP INTO THE TIN ZONE

FORGING AHEAD at 10 miles per hour, the vehicle spends a full

two days (moving all the time) negotiating slopes, crossing plains, and squeezing through narrow passages. During this time the players will be divided into two work parties and will work alternating 12-hour shifts. Their job can best be described as preventative maintenance. The complex gears and drive assemblies that power the tracks of the *Tin Juggernaut* require continuous attention to avoid problems. This consists of greasing axles, adjusting the tension on springs, checking for even wear on gears, and so forth. It is hot, tiring, dirty work, and water is rationed to only two quarts per day.



Ultimately, the *Tin Juggernaut* arrives at a pool of molten tin where, over the course of several days, it produces four large tin wheels. It then begins the long, arduous trek back to the Twilight Zone, pulling behind it the four wheels worth at least £6000 each.

RETURN TO THE TWILIGHT ZONE

THE TRIP BACK is uneventful. Before the vehicle can make a return trip to the Hot Side it must ford the World River and travel to the Ice Sheath in order to replenish its ice compartments. The players will undoubtedly want to escape and bring Wisniewski and Brumford to justice. In any event, it is unlikely that Wisniewski will allow the characters to remain alive once his use for them is at an end. Their knowledge of the *Tin Juggernaut* should enable them to come up with a plan. If they seem stumped, have a surviving NPC from the *Mosquito* suggest the following:

The *Tin Juggernaut* obviously is too heavy to float and, therefore, must wade the World River. The rays of the sun are too weak in the Twilight Zone to power the solar boiler, which explains the need for batteries. The banks of batteries power the vehicle while it is in the Twilight Zone. If the lower entry hatch through which they entered the vehicle can be opened while they are wading the river, the water will flood the lower part of the vehicle, short out the batteries, and disable it.

Staging the final battle is important. Professor Wisniewski, faced with the destruction of his ambitions, becomes murderous. His violent reaction to the group's plan provokes a desperate battle between himself, Brumford, and several of his loyal crewmembers on the one hand, and the adventurers on the other. Several of his crew will abandon the *Juggernaut* and its tyrannical master as soon as it is disabled. Wisniewski's murderous intent makes the battle a desperate climax to the entire adventure.

THE TIN JUGGERNAUT

THE *TIN JUGGERNAUT* is an immense, continuous-tracked land vehicle specially constructed to explore and exploit the surface of Mercury. Measuring over 70 feet long and 30 feet wide, it is a completely self-contained environment created to carry its inventor deep into the Bright Side of Mercury in order to recover tin from molten pools and to return it to the Twilight Zone, where it can be shipped back to Earth.

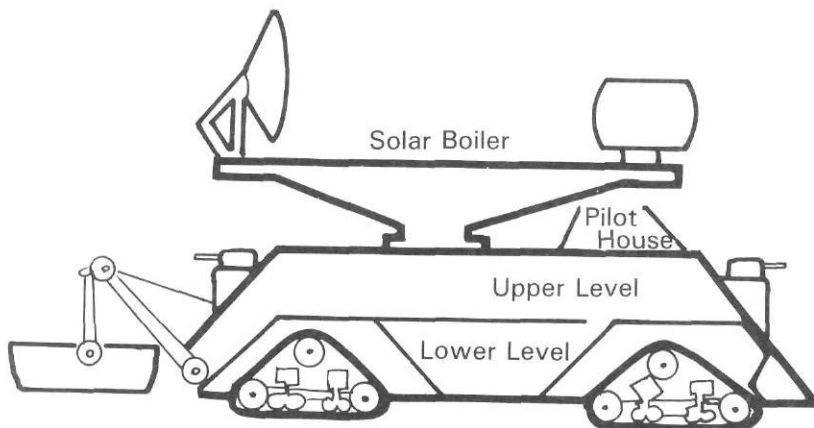
The *Tin Juggernaut* uses an immense solar boiler mounted on its upper deck to provide steam power for its engines. Tanks hold ice which cools the vehicle during its trips into the Bright Side. Interior accommodations hold the crew in comfort, safe from the raging heat outside.

Batteries can run the vehicle on auxiliary power for up to 48 hours. They are used when the vehicle travels deeper into twilight in order to harvest ice from the Ice Sheath. The batteries take 24 hours to completely recharge.

Crew: The *Tin Juggernaut* requires two engineers to tend to the steam mechanism, and a pilot to control its course. It also requires almost continuous maintenance from a team of four to six men. On the Bright Side, the vehicle must be driven continuously, which calls for at least two crewmembers working in 12-hour shifts. There are also provisions for a captain, two gunners, a first officer, a steward, and several passengers. At the time the players are taken on board, Wisniewski is short a total of five crewmembers, and the gunners and steward have been working maintenance in an effort to take up the slack.

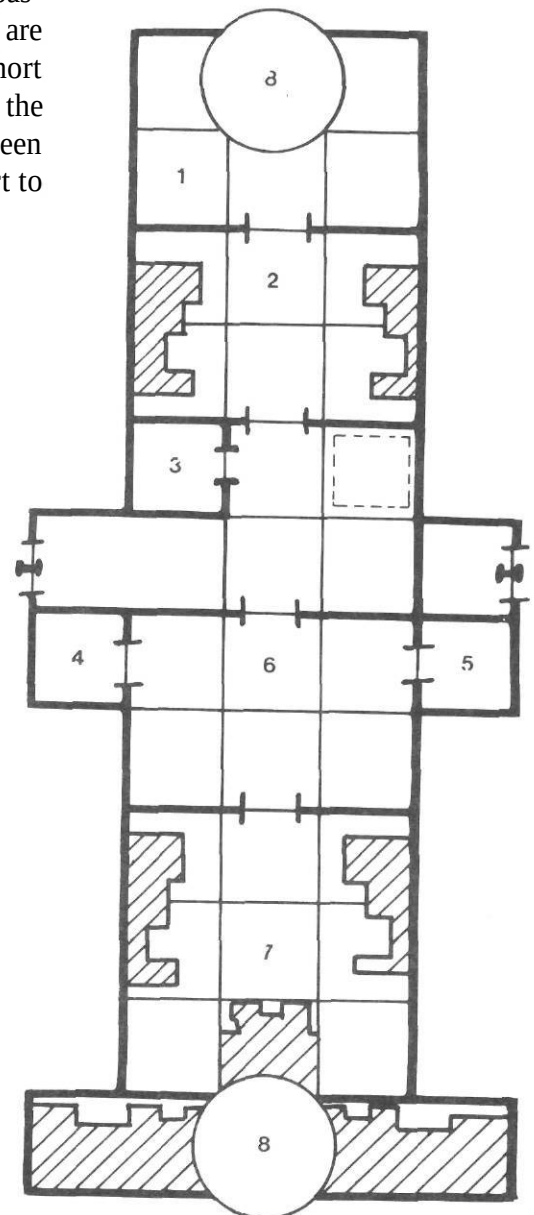
LOWER LEVEL

1. Forward Crew Quarters
2. Forward Drive Room
3. Brig
4. Head
5. Galley
6. Mess Hall
7. Engine Room
8. Magazine

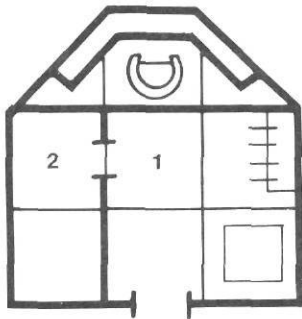


PILOTHOUSE

1. Bridge
2. Captain's Day Cabin



Performance: The *Tin Juggernaut* can move at speeds of up to 10 miles per hour, with very occasional bursts up to 12 mph. The solar boiler frees the vehicle from fuel requirements. Instead, the vehicle is limited to 20 days of operation outside the Twilight Zone before it must replenish the ice in its cooling system.

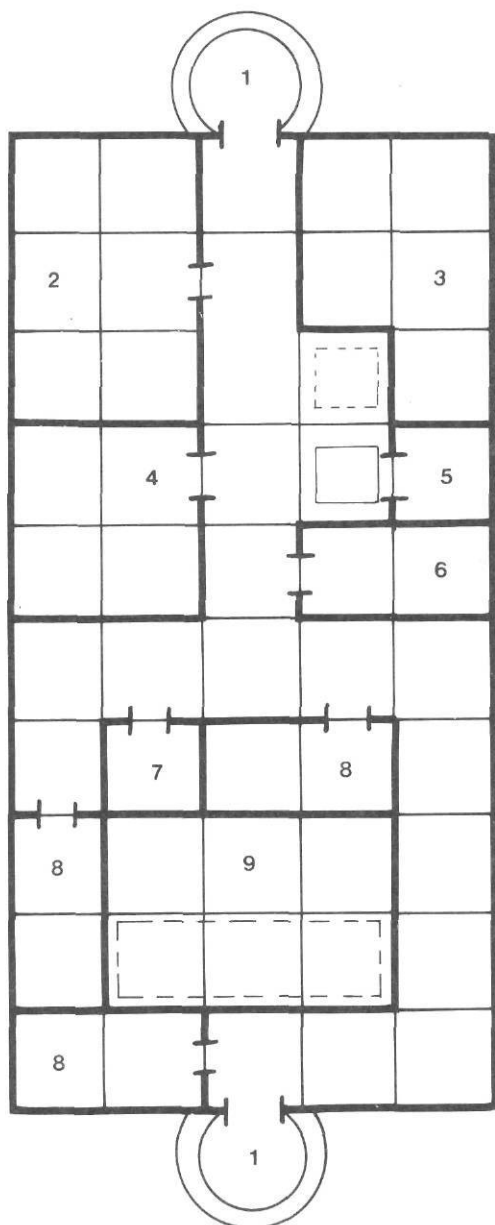


Armament: The vehicle has a gun turret forward and another one aft. Each gun turret sturdily mounts a six-pounder Hotchkiss rotating cannon. In addition, a small arms locker in Wisniewski's cabin contains six heavy revolvers and six breech-loading carbines.

Mining Procedures: Attached to the back of the *Tin Juggernaut* is Professor Wisniewski's tin mining mechanism. A large steel crane holds the tin mold on an extensible cable. After the *Tin Juggernaut* backs up to a pool of molten tin, the mold is lowered into the liquid metal. Once full, it is raised, and the vehicle carries it about 100 miles back toward the Twilight Zone. There, once it has solidified in the somewhat cooler temperatures, it is dumped out, and the Juggernaut returns to the pool for another load.

After several loads have been recovered, the Juggernaut prepares the masses of tin for return to the Twilight Zone. The tin mold forms each piece of tin into a large wheel—20 feet in diameter, 10 feet in width, and massing about 50 tons. The mold also incorporates a hollow axle hole through the center of each mass. The crane on the *Juggernaut* is used to push the wheels on edge, and by various maneuvers, a cable harness is then strung through the axle holes. On the return trip, three or four tin wheels trail like dull-colored extra cart wheels in the wake of the *Tin Juggernaut*.

Each 50-ton tin wheel is worth £6000 on the open metals market on Earth. Wisniewski has sold 10 tin wheels to a metals broker on Earth without disclosing where they came from. The transaction netted him £50,000.



MAIN LEVEL

1. Gun Mount
2. Conservatory
3. Laboratory
4. Captain's Quarters
5. Armory
6. First Officer's Quarters
7. Head
8. Passenger's Cabin
9. Ice Tank

KEY

-  Machinery
-  Door
-  Watertight Door
-  Hatch in Floor
-  Hatch in Ceiling

ULTIMATE RESCUE

AFTER THE BATTLE is concluded, the two remaining aerial steam launches from Princess Christiana Station will arrive. Choat became concerned at the prolonged ab-

sence of the party and set out to rescue them with his remaining four marines and a mixed group of volunteers from the station. After locating the wreckage of the *Mosquito*, they followed the *Tin Juggernaut* tracks and finally tracked down the vehicle.

They arrive in time to pluck the survivors from the water or the banks of the river and carry them north to Princess Christiana Station. Professor Wisniewski, Brumford, and the survivors of his crew will face British justice for their crimes.

Ignatius Wisniewski (Experienced NPC)

PROFESSOR IGNATIUS WISNIEWSKI spent most of his life as an instructor in the Chemistry Department of the University of Warsaw. After 20 years, he had risen to head of the department with an international reputation for metallurgy. In 1877 he became intrigued with the commercial potential of the planet Mercury, particularly with regard to mining tin. He managed to obtain financial backing in the United Kingdom and built a large mining machine in 1880 and 1881.



In September of 1881, however, his wife (to whom he was devoted) died of consumption, leaving him grief-stricken. Temporarily disinterested in his mining venture, he hurried completion of the vehicle, then refused to have anything further to do with it. The shoddy nature of its final assembly undoubtedly caused its mechanical failure and the death of its

crew. The subsequent finding of the British courts as to his responsibility for the disaster left him discredited, destitute, and mentally unstable.

Wisniewski has now turned against society and his fellow man, and by the time the players meet him he is wanted in several countries for a dozen crimes, among them murder. He is concerned only with amassing power and money, and making all the world regret the anguish which he believes it has made him suffer.

Wisniewski has an ether flyer concealed in the Twilight Zone, which he used to transport his crew and the various components of the *Tin Juggernaut* to Mercury. If the players do not capture him, he will make his way to his ether flyer and escape. He is then available as a recurring villain, one who has a score to settle with the player characters. Wisniewski's native languages are Polish and Russian.

Attributes Skills

Str:	2	Fisticuffs 1, Throwing 1
Agl:	3	Stealth 2, Mechanics 2 (steam), Marksmanship 1 (pistol)
End:	2	Wilderness Travel 1.(mapping)
Int:	6	Observation 6, Science 5 (chemistry), Engineering 5 (naval architecture)
Chr:	4	Eloquence 3, Linguistics 4 (German, English, Dutch, French)
Soc:	4	Riding 3 (horse), Pilot 2 (interplanetary ether flyer)

Motives: Greedy, Ruthless, Driven.

Appearance: Wisniewski is a frail man, short and slight of stature. However, he has a broad, intelligent face and an easy, charming manner that tends to put guests at ease (and cause them to lower their guard). Although the interior of the *Tin Juggernaut* is usually quite hot, Wisniewski manages to remain reasonably clean and dresses well in white trousers, shirt, and frock coat. He looks something like a Caribbean planter except for the naval officer's hat he wears at all times. ("Tin Juggernaut" is stitched on the cap band.)

ENDING THE ADVENTURE

ONCE THE PLAYER characters have returned to Princess Christiana Station, they and Sir Arthur should be able to piece together the mystery. The government will seize the assets of Wisniewski's holding company, over the protests of the king of Vanaluvala, who was receiving a considerable percentage of Wisniewski's profits. The metal markets will stabilize, and capital flow will resume in the mining industry, although the various tin mining companies will begin frantic work on a duplicate mining machine based upon drawings of Wisniewski's *Tin Juggernaut*. The players will receive the thanks of the Crown and, if Wisniewski was captured, the thanks of the Russian government as well.

Players should receive the following rewards for completion of the adventure:

Experience: Each player involved in close combat at some point during the adventure (regardless of how often) receives one Close Combat experience point.

As this is effectively a single-episode adventure, all players should receive one general experience point. If one player showed particular initiative or role-playing astuteness, such as proposing the plan that captured Wisniewski or solving the mystery of Carrington's folder, give him an additional experience point.

Any inventor in the party should be given one additional research die which can only be used in the field of transportation research.

Renown: Finally, all the players should receive one renown point for Heroic Acts, provided they captured Wisniewski on their own and also

provided that at least one player character present has a Social Level of 5 or 6. As the volatility of the tin market is big news at the moment, foiling Wisniewski's plan will certainly make the *Times*. That, coupled with an aerial gun battle ending in a crash, enslavement on the *Tin Juggernaut*, escape from captivity by some clever ruse and the subsequent capture of the villain just makes for too good a story to ignore. If Wis-

niewski is not captured, however, then their role will be downplayed somewhat, and the story will read that Sir Arthur's expedition rescued them from the wilderness after Wisniewski's vehicle sank in the river. Likewise, if no high Social Level characters are in the group, then Sir Arthur will receive most of the credit, having sent them out on the mission to begin with and then having mounted the rescue expedition.

Claude Brumford (Green NPC)

BRUMPFORD WAS, until recently, a clerk for the Colonial Office



and stationed at Princess Christiana Station. Convinced that his current job held no opportunity for further advancement, he began casting about for alternatives. When he was contacted by an agent of Wisniewski, he immediately agreed to be the doctor's eyes and ears inside the station. For a bonus he agreed to kill Carrington. After killing Carrington he fled, and was picked up

by Wisniewski's ether flyer and added to the crew of the *Tin Juggernaut*. He is no longer useful, and Wisniewski will not pay him the promised bonus or allow him to survive after the current mission is over.

Attributes	Skills
Str: 3	Fisticuffs 2, Throwing 1
Agl: 4	Stealth 3, Crime 2 (forger), Marksmanship 2 (rifle)
End: 3	Wilderness Travel 2 (mapping)
Int: 3	Observation 3
Chr: 2	Eloquence 1, Theatrics 2
Soc: 2	Riding 1 (horse)

Motives: Ruthless, Greedy.

Appearance: Brumford is nondescript. He has black hair, a heavy beard, and will have a day's growth of stubble when encountered. Even when he shaves daily he soon has a blue-black shadow over his lower face. His eyes are deep-set and shifty. He will avoid direct eye contact. On the *Tin Juggernaut* he will dress in dark trousers from his suit and a white cotton shirt with the celluloid cuffs and collar removed.

Drums Along the Border

IN THIS ADVENTURE, the characters will be hired to investigate the causes behind a series of border incidents with potentially catastrophic portents for the future of the British colony on Venus. The players are assumed to be on Venus for reasons of their own when they are approached by agents of H. M. Government with a lucrative offer of employment.

Several possible reasons exist as to why the players' group might be approached for this mission. If any members of the group are ex-military men or were formerly in government service, they may be personally known by one of the local British government officials. The party might even have been brought to Venus in the first place by a letter

from one of the characters' old school chums, now in the colonial administration on Venus.

BACKGROUND

IN RECENT MONTHS, the frequency and severity of Lizard-men attacks on outlying German areas has been increasing. A number of the smaller human farmsteads have had to be abandoned in the face of the attacks, and the temper of life on the frontier has taken on a sinister tone. The German colonial administration claims that the attacks occur only in areas where British mercantile parties have been recently and accuses the British of provoking the attacks.

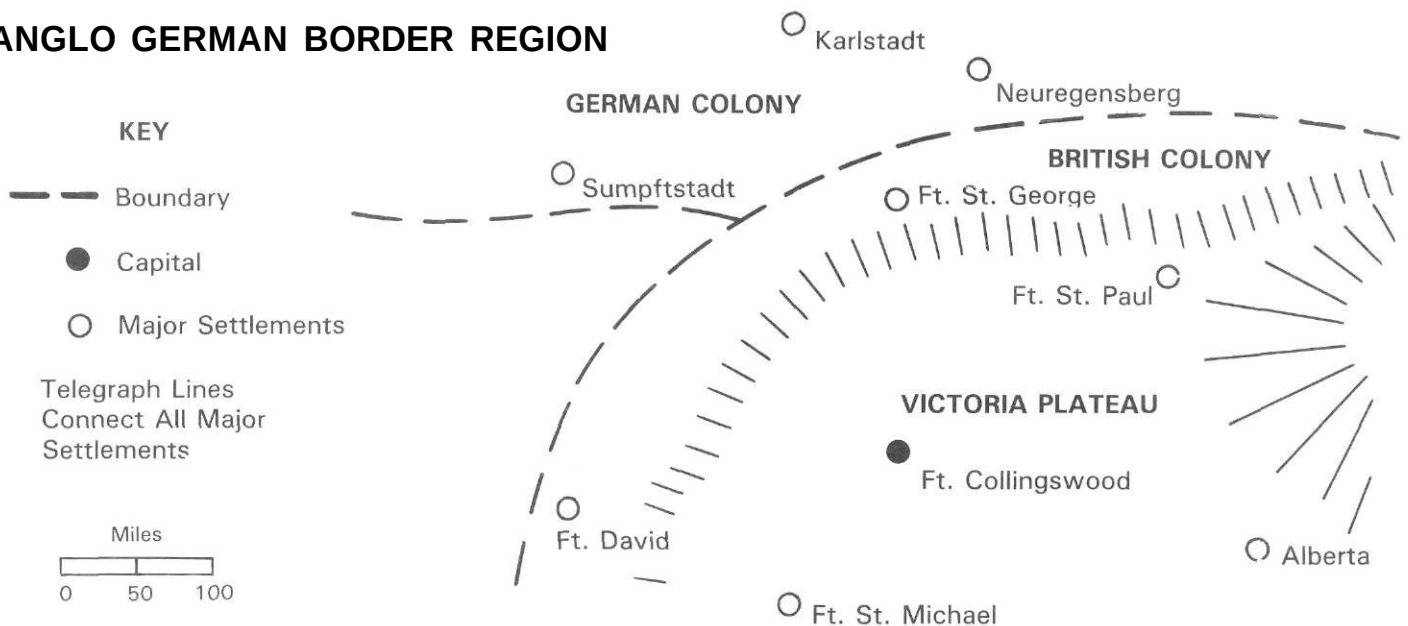
You and your companions have been asked by Her Majesty's Government to investigate the attacks and

determine just who or what is causing them. Because liftwood deterioration is accelerated on Venus, aerial flyers and other craft depending on liftwood for buoyancy cannot be used. If your group does not have a suitable hydrogen flyer, you will be furnished with one similar to the local German *Luftschiffen* (Zeppelins) but invented by Geoffrey Forbes-Hamilton, Esq., a Scots inventor specializing in nonliftwood aerial flyers. Mr. Forbes-Hamilton will pilot the flyer, which he has named *Aeronaut IV*. Your party will be furnished with a reasonable quantity of food and water, but you will be expected to supply such other equipment as you deem suitable.

Additionally, you and your companions will be given the services of a local guide, Simon O'Rourke, and Thymon, a Lizard-man, who will act as interpreter should your party be required to question the natives.

You and your companions will be required to leave Fort Collingswood with the greatest dispatch, as Her Majesty's Government wishes to bring this matter to the earliest possible conclusion.

ANGLO GERMAN BORDER REGION





Oberst Hans Kurt (Veteran NPC)

ly death. Despite his wealth, he hun-
gers for power and promotion, some-
thing he feels his bourgeois back-
ground has denied him in an officer
corps dominated by titled (but poor)
minor nobility. Kurt's present plan
is calculated to bring him his desires
when he foils the "heinous British
plot to destroy our colony." Kurt
plans to personally lead the *Schutz-*
truppe patrol that catches the British
red-handed and take full credit for
foiling the "British scheme." There
is a faint possibility he could emerge
from the whole affair with a title,
which would be his ultimate dream.

Motives: Ruthless, Arrogant,
Ambitious.

Att.	Skills
Str: 4	Fisticuffs 3, Throwing 2
Agl: 2	Stealth 1, Marksmanship 3 (pistol)
End: 1	
Int: 6	Observation 5
Chr: 3	Eloquence 2
Soc: 5	Riding 4 (horse)

Appearance: Hans Kurt is a thin-faced, almost cadaverous-looking man, whose height only serves to make him more frightening. His cultivated scowl, dueling scars, and monocle do nothing to improve his appearance.

In the field, Kurt is armed with his officer's sword and a revolver.

OBERST (COLONEL) Hans Kurt is a German colonial official on Venus and the architect of the current plot. Kurt is the son of an extremely wealthy manufacturer and inherited a huge fortune some years ago upon his father's untimely-

Geoffrey Forbes-Hamilton, Esq. (Green NPC)

(which he will hotly deny, if confronted with it), but the details differ.

His ultimate ambition is to so improve the hydrogen airship as to "make the world forever forget that overrated sausage-eater and remember instead my name." He will not answer questions about the fate of *Aeronauts, I, II, and III*, other than to state that they were "earlier, more primitive designs, possessed of certain...inadequacies."

Att.	Skills
Str: 2	Fisticuffs 1
Agl: 4	Stealth 3
End: 1	
Int: 6	Observation 5, Science 2 (physics)
Chr: 3	Eloquence 2
Soc: 5	Piloting 4 (Zeppelin)



GEOFFREY Forbes-Hamilton, Esq., is a wealthy eccentric whose career in H. M. colonial service has taken him to a place where he is free to pursue his private passion—the design and construction of hydrogen airships—without being mocked as a lunatic. Forbes-Hamilton's designs are similar to those of the German Zeppelins

Motives: Adventuresome, Curious, Eccentric.

Appearance: Geoffrey Forbes-Hamilton is a thin man of average size, whose life is increasingly dominated by his flying machines.

Forbes-Hamilton is obsessed with details and perpetually pulling apart some perfectly functional piece of machinery in an attempt to improve it (which he does, more often than not). His pockets are filled with tools and what others would call junk, and he looks extremely rumpled and disorderly except on formal occasions.

He carries no normal weapons but might be able to assemble something lethal out of the contents of his frock coat's pockets, if given the time and opportunity.

REFEREE'S SYNOPSIS

OBERST HANS KURT, a glory-seeking German officer, has undertaken a nefarious scheme to create a diplomatic incident involving the British colony on Venus, in the hope of forcing the British off-planet. By faking attacks on a number of outlying farmsteads and villages when British mercantile parties are in the area, Kurt has been able to create an atmosphere of tension on the borderlands between the German and British enclaves on Venus.

Kurt originally intended to provoke a war between the tribes of

German-controlled Lizard-men and the tribes of British-controlled Lizard-men—a war in which he could gain promotion and glory. O'Rourke's quick thinking has presented Kurt with a greater possibility—a full-fledged international incident from which he is certain to emerge with a promotion and possibly a title.

The faked raids on the German border areas have all been carried out by Kurt's henchmen, but Kurt's ultimate effort was to be the destruction of the Lizard-men's village the Germans have named Urschleim. This massacre of "German" Lizard-

men, ostensibly by "British" Lizard-men, was then to be discovered by Kurt, on patrol with his *Schutztruppen* and their Lizard-men auxiliaries, and accompanied by an American newspaper reporter. The massacre would surely provoke a border crisis, Kurt reasoned, in which he could then intervene. The American reporter's presence would ensure that Kurt received proper credit for the ensuing events. In pursuit of this plan, Kurt's agent, O'Rourke, has been working among the British Lizard-men to obtain weapons with tribal markings and other evidence to be seeded at the massacre site.



SIMON O'ROURKE is an Irishman and a Fenian working as a German spy in the British colony on Venus. Born and brought up in rural Ireland, Simon became associated with the Fenian movement at an early age, and his activities soon forced him to leave the Emerald Isle just ahead of the constable. After drifting for a few years, during which time he lost some of his enthusiasm for the cause, Simon decided that there were no opportunities for a man of his talents on Earth and decided to seek his for-

Simon O'Rourke (Experienced NPC)

tune elsewhere in the Solar System. He went to Venus originally intending to stake out a claim in the German colony, but he proved a very poor manager, and he soon lost his holdings to his creditors. He was forced to take work as a guide to make ends meet and showed an amazing talent for life in the steaming jungles of Venus. O'Rourke still dreams of owning his own plantation, and when Colonel Kurt contacted him two years ago, he jumped at the chance to earn a large sum of money and strike a blow against the British Empire at the same time. Simon moved to the British colony and began familiarizing himself with the area around the border between the two colonies. O'Rourke is usually accompanied by a Lizard-man he has nicknamed Ghillie.

Motives: Greedy, Sadistic, Ambitious.

Appearance: When he bothers to clean himself up, O'Rourke can be

Att.	Skills
Str: 4	Fisticuffs 3, Throwing 2
Agil: 5	Stealth 5, Crime 2 (pickpocket)
End: 4	Wilderness Travel 3 (foraging)
Int: 3	Observation 2
Chr: 2	Eloquence 1
Soc: 1	

quite good-looking in a rugged way. He is of medium height, but powerfully built and much stronger than he looks. He disdains the use of rubberized canvas protective clothing of any sort (but carries his rifle in a waterproof case), saying that a person can only get so wet, then it doesn't matter any more. To keep his clothing from disintegrating, he sprays it with carbolic acid.

O'Rourke is normally armed with a machete, a revolver, and a Winchester lever-action rifle. He carries a folding knife but considers it more tool than weapon.

SERENDIPITY

WHEN O'ROURKE was hired to act as a guide for the players' expedition, his knowledge of Kurt's plan for the massacre enabled him to add a real kicker. O'Rourke sent a message to Kurt, proposing a modification to the basic plan: Kurt's men would destroy the village as planned, but now there were a few genuine British to be "caught in the act." The offending British will all be killed in the ensuing "melee," just moments before the American reporter arrives on the scene.

This will cause a major diplomatic incident. British denials, in the face of the American's testimony, will appear inadequate, and Germany will be able to force sizable territorial concessions out of the British colony. Oberst Kurt, who uncovered the crime, will be in line for promotion, fame, and numerous other honors.

SETBACKS

O'ROURKE WAS NOT counting on the presence of Thymon or the *Aeronaut IV*. He had planned to lead the expedition to Urschleim on foot, which now means that they will arrive too early if he guides the party directly there. The players must also be separated from their airship before they arrive at Urschleim. In the end, it does not really matter *how* the party arrives at Urschleim, as long as it gets there at the right time: too early, and the stage will not be properly set; too late, and the witnesses will become suspicious.

Another complication, from O'Rourke's point of view, is Thymon. Too stupid to be anything but absolutely trustworthy, Thymon will get the characters honest, reasonably

accurate conversations with any Lizard-men encountered. O'Rourke feels uneasy about this because it is one less thing under his control. He will insist that Ghillie accompany the party, saying that even if Her Majesty's Government trusts Thymon, he does not.

RUNNING THE ADVENTURE

THE PLAYERS SHOULD be asked how soon they will be leaving town, bearing in mind that they are expected to leave with dispatch. Since O'Rourke does not want the players to arrive at Urschleim ahead of schedule, he will be in no great hurry to leave. When the expedition departs, he will suggest that the party inspect the sites of several raids in order to gather information.

The referee should run the initial phase of the adventure according to the travel rules in the basic game. Roll for encounters normally, but only implement those which make sense (the characters need not interact with a tyrannosaurus if they are flying, but a pterodactyl will require action of some sort). Of course, if the characters choose to leave the *Aeronaut IV* for short jaunts on foot, implement the encounters normally.

Inspecting the sites will reveal nothing of interest, since they are weeks old and rapidly being covered by the local flora. When the expedition is closer to Urschleim than to the British colony, O'Rourke will start trying to sabotage the *Aeronaut IV*.

SABOTAGE

O'ROURKE IS NOT a fool and will take care to conceal his actions. The means he will choose for his sabotage is left up to the referee (a number of options are presented be-

low). Detecting O'Rourke will range from Difficult to Impossible (as defined by the event resolution rules). If caught, he will claim he discovered the sabotage and was investigating it in secret in order not to alert the perpetrator.

His first attempt will be at night, when all are asleep, unless the characters have thought to post guards. If O'Rourke cannot achieve his sabotage unobserved, he will use Ghillie as a diversion, ordering the Lizard-man to provoke a fight with Thymon and using the resulting confusion as cover for his sabotage.

Methods: O'Rourke cannot use a time bomb or any pyrotechnic device for his sabotage—given the flammability of hydrogen, it would result in his own death. If the players are not particularly alert, O'Rourke's sabotage could take the form of poking small holes in the gasbags and allowing the gas to leak slowly away during the night. If the players are particularly alert, he might poke the holes, then cover them with patches glued in place with a substance that will soon deteriorate in the heat and humidity of Venus (such as mucilage) to slightly delay the deflation and cover his sabotage. He might tinker together clockwork devices with spring-loaded blades to puncture the gasbags (the copious piles of junk in odd corners of the *Aeronaut IV* provide ample raw materials) to cast suspicion on Forbes-Hamilton.

O'Rourke will also take steps to throw suspicion off himself. He may steal Thymon's knife in order to plant it among the punctured gasbags. He might leave the "glue" among Forbes-Hamilton's possessions or use fabric cut from a particular character's spare clothing.

CRASH!

GAZING OUT the viewports of the Aeronaut IV out of sheer boredom, one of you suddenly shouts "Trees! ... I can see the tops of the trees!"

"Impossible!" Forbes-Hamilton replies. "We are more than two thousand feet in the air. No trees on the planet are that ____" Suddenly the craft shudders, and the hull resounds with myriad rustling and scraping sounds, as if tree branches are rubbing against the hull. Forbes-Hamilton rushes over to look out a window, then returns to his controls and begins frantically pulling levers. "We are losing gas. We must dump ballast." The airship lurches with the release of the ballast dumped and rises a few feet, but soon the branches are scraping against the hull again, and it is obvious that the ship is dropping. Soon the scraping stops as the airship is caught in the trees, like a fish in a gill-net. Forbes-Hamilton cuts the engines, and a sinister quiet permeates the ship.

The Aeronaut IV is caught in a tree, about 30 feet above the ground. The airship is slowly shifting, and it is obvious to all aboard that the ship's gasbags are almost completely deflated. All of this assumes that O'Rourke carried off his sabotage successfully, of course.

If the players choose to investigate the bags, discovering evidence of the sabotage will be a task of Average difficulty. On the other hand, the players might simply assume that Forbes-Hamilton has repeated his earlier "slight defects in design" in the Aeronaut IV. If confronted with this accusation, Forbes-Hamilton will be livid with rage (the one emotion which will overpower his grief at the destruction of his airship).

Within a short time, the airship will begin to shift in its precarious perch, and it will soon be obvious that the players must lower a rope and evacuate the cockpit. When they have finished this task, the ship will be slightly lighter but still stuck in the trees. It will eventually fall to the ground and break up.

TREK

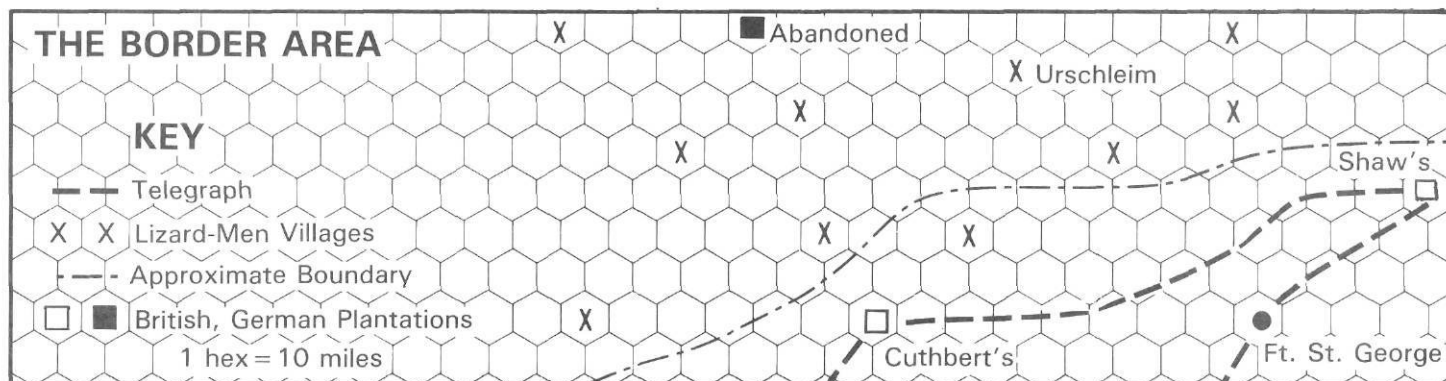
AFTER EVACUATING the airship, Forbes-Hamilton stands about staring dumbly at the remains of his creation. Thymon waits in the background, making no sound. O'Rourke thinks for a few minutes and then announces, "Well, no use cryin' over spilt milk. Best thing for us to do is gather up what gear we can carry and make for Urschleim. 'Tis only a couple of days' hike through this slough—surely you fine lads are up to a little walk, aren't you?"

Members of the group must choose what equipment and supplies they will take with them, which may or may not require some supplies to be left behind. Forbes-Hamilton will be in a slight state of shock over the destruction of his beloved airship, but he will not resist leaving the wreck and will completely recover after about 24 hours.

During the trek, O'Rourke will send Ghillie ahead, ostensibly to scout but actually to carry messages to a detachment of Kurt's soldiers, who are preparing an ambush for the player characters.

During the trek, Thymon will spend each night away from the camp, saying, "Thymon sleep better in swamp." After a few days of this, Thymon will vanish without a trace. O'Rourke, who has not missed an opportunity to denigrate Thymon and his loyalty, will remark "good riddance" or words to that effect about his disappearance.

The trek to Urschleim can be as eventful or as uneventful as the referee desires. Use the basic game rules on pages 114-115 of **Space: 1889** for cross-country travel through swamp, implementing the modifications to fatigue specified. The normal highland encounters can be implemented as they are or modified as the referee sees fit.



CAPTURED

"WE SHOULD START marching single file," O'Rourke announces as the party nears Urschleim. "If I remember these parts aright, there's a great number o' hidden bog-holes in the vicinity—a man can drop outta sight faster than he can yell. I'll probe the ground, and you be careful to step exactly where I do. Keep your eyes on the ground now."

There is, of course, no danger.

O'Rourke is using this as a ploy to get the characters to focus their attention on the ground at their feet instead of the trees around them. After perhaps 20 minutes of this, the characters will find themselves skirting the edge of a pool when O'Rourke suddenly stops and turns in his tracks to face the characters, his revolver leveled at them.

"Will you gentlemen be so kind as to raise your hands. There are a number o' stout German laddies in

the trees yonder who'll be more than happy to shoot you where you stand if you don't," he says. To accentuate this statement, the sound of rifle bolts being slammed home echoes from the trees to your right and from those behind you.

The only sane course of action is to surrender. The pond to the left effectively blocks any escape in that direction, and from the sound of it, the characters are outnumbered and outgunned.



Thymon (Trained NPC)

When the referee is playing Thymon, he should use the following general rules: Thymon uses simple, declarative sentences of no more than a half dozen words in length. He should seldom use words of more than two or three syllables. Like most Lizard-men, he tends to stretch the sound "s" into an elongated hiss and cannot pronounce the combination "sh," rendering it as "ss" (for example, Lizard-men pronounce "Englishman" as "Englissman").

The referee should make Thymon appear aloof and behave so as to attract player suspicion. In reality, Thymon is reasonably intelligent, with a primitive common sense and a loyalty to his employers (the British) that cannot be shaken. Thymon feels an instinctive distrust of Simon O'Rourke and Ghillie, and his "suspicious behavior" will arise from his attempts to keep an eye on them. At the same time, Thymon has no evidence about O'Rourke other than his intuition and is loathe to accuse a human on such ephemeral evidence.

Scouting ahead of the party at night, he locates the German trap Si-

mon is leading the characters into but sensibly determines that he can do nothing to prevent their capture. Thymon later contrives to help the characters make their escape from German hands and thwart Kurt's nefarious scheme.

Att.	Skills
Str: 2	Fisticuffs 1
Agil: 6	Stealth 5
End: 5	Wilderness Travel 4 (foraging)
Int: 4	Observation 2
Chr: 2	Eloquence 1
Soc: 1	

Motives: Loyal, Friendly, Cautious.

Appearance: Thymon is a typical Lizard-man and can only be differentiated from others of his kind by the pattern on his belly skin and the rubberized deerstalker hat that he wears. Thymon carries a pair of throwing spears, a shield, a knife, and a war club faced with shards of broken glass. He also has a rubberized canvas bag (for miscellaneous items) and a deerstalker hat.

THYMON is a Lizard-man working as guide and interpreter for the British colonial government. His clan has a long tradition of working for humans, and he is a nephew of Samock, the Lizard-man who helped the Collingswood Expedition survive when it was stranded over a decade ago. Thymon likes humans and strives to act as much like them as possible (within reason), which is why he wears a rubberized deerstalker hat and spends as much of his time upright as possible.

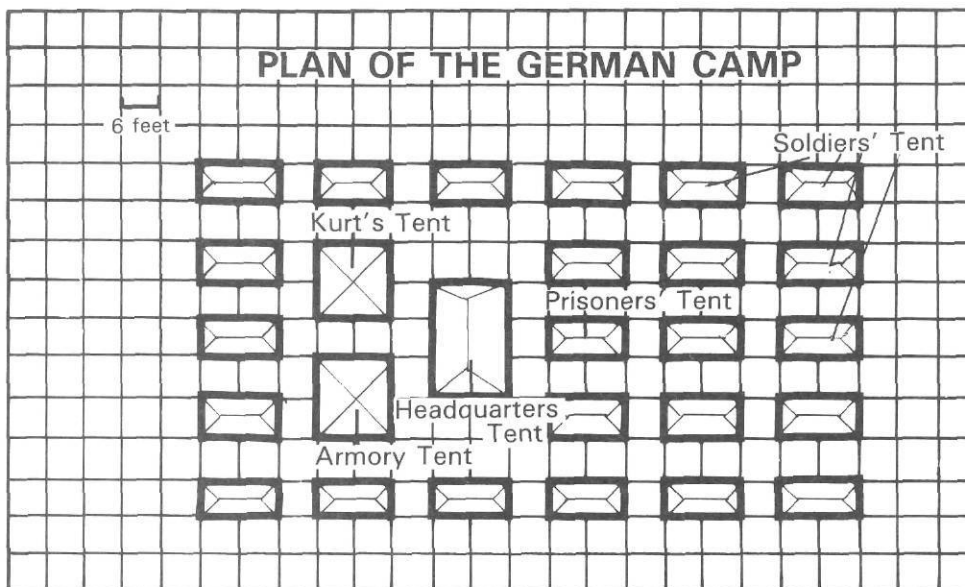
Thymon speaks most of the dialects of the Lizard-men likely to be encountered along the border region, and his command of English is adequate, if rather eccentric.

THE GERMAN CAMP

THE CAMP to which the players will be taken if they are captured is one of two or three in the area of the village of Urschleim, about a day's march away. In these camps, the Germans are gathering their strength for tomorrow's massacre of the unsuspecting village (the village knows of the presence of the Germans but does not know they intend to attack).

If the players have not been captured and both O'Rourke and Ghillie are out of the way, they will encounter the camp as they near Urschleim. Open contact will result in their being taken prisoner. Covert contact will gain them information. What this is depends on what the characters try to do.

If the players have been captured and make a successful escape, they might want to try to recover their equipment and weapons. Should the



players ask about this, they will discover that the tent next to the one they escape from contains the items.

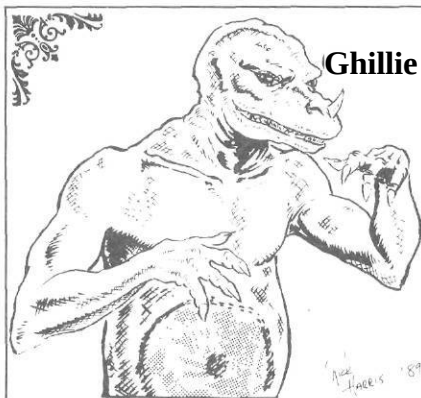
CAPTIVES

THE PLAYERS are searched, relieved of their weapons, and have their hands bound behind them. O'Rourke will watch with glee as this

is done, conversing with the officer of the German patrol. Group members will be marched for a couple of hours through the steaming jungles until they come to a small German encampment. Here they will be met by *Oberst* Hans Kurt, who will address them in accented (but perfectly correct) English. His full dress uniform is immaculate, albeit completely rain-soaked.

"Greetings, and welcome to my humble encampment. I assure you that you will not be harmed if you obey the instructions of your guards and do not try to escape. If fear you must be my unwilling guests for tonight, and I regret that the accommodations I have to offer are not the finest. You will understand, I trust, that given the conditions here I can offer you no better. Guten tag." Barking a string of orders in German, *Oberst* Kurt turns on his heel (a difficult feat), and squishes off through the muck, ramrod-straight, and with as much dignity as his bogshoes allow him.

At his orders, the guards drag the characters to a rubberized canvas tent pitched in the middle of the encamp-



Ghillie (Trained NPC)

Att.	Skills
Str: 4	Fisticuffs 3
Agl: 6	Stealth 5
End: 5	Wilderness Travel 4 (foraging)
Int: 3	Observation 2
Chr: 2	Eloquence 1
Soc: 1	

GHILLIE is a Lizard-man working for Simon O'Rourke, the spy. Ghillie is a nickname (his real name is too complicated for O'Rourke). Ghillie is a *Na-Pilli*, a tribeless Lizard-man condemned to a solitary, wandering existence by the omens of his belly-skin.

Motives: Disgraced, Loyal, (to O'Rourke), Cautious.

Appearance: By humans, Ghillie can only be differentiated from other Lizard-men (such as Thy-mon) by the individual pattern on his belly skin.

Ghillie is armed while accompanying Rourke and the party with a pair of throwing spears, a shield, a knife, and a machete.

ment. Around them is all the equipment of a military camp on Venus: tents, raised platforms with tarpaulin-covered stacks of supplies, sentries, etc. The characters' wrist bonds will be checked, their ankles will be bound, and they will be dumped unceremoniously into the tent.

RESCUE

NIGHT FALLS, and several hours pass. The players sit inside the rubberized canvas tent, straining at their bonds or dozing as well as they can with their hands tied behind their backs. Suddenly they hear the signs of a scuffle from outside, and, after a few seconds, Thymon enters the tent, dragging the unconscious body of their German guard.

"Greetings Englissmen," he whispers. "Thymon come back, you ssee. Thymon friend Englissmen." He takes a knife from the sheath on his belt and begins cutting at a character's bonds. "Thymon not like Rork Englissman. Thymon go. Thymon not go far. Thymon watch. Bye-n-bye Thymon see Grrrrr-men catch Englissmen. Rork Englissman bad man. Rork all same Grrrrr-men. Thymon wait till ssun ssleep. Thymon fix good Englissmen."

Handing the knife to the first character he cuts loose, Thymon turns to the moaning German and begins to bind and gag him. When all the characters are free, Thymon will motion for them to leave the tent. Outside, the characters discover that Thymon has made primitive bogshoes out of the local vegetation, one pair for each of them. Thymon will point these out and remark, *"Thymon make newfeet. Englissmen grow newfeet quick-quick, then Englissmen follow Thymon pleasee."*

ALTERNATIVES

DEPENDING UPON the course of things, the choices the characters made, and how alert they are, the adventure can take many paths.

O'Rourke Detected: The most obvious one is that the characters detect O'Rourke in the act of sabotaging the airship (a skill roll against Observation). The nicest possibility that keeps the adventure on track is to have O'Rourke caught in the act by one of the characters and have a fight on the airship's outer frame. If O'Rourke wins, the character is killed, and O'Rourke will make some excuse. If the character wins, O'Rourke will plunge to his death. It is best for the adventure if the players are separated from their airship, so the referee must still allow for this. Ghillie might be able to sabotage the ship, or O'Rourke's work might have been too well hidden to be completely detected until too late.

O'Rourke Suspected: Depending on how observant they are, one or more of the characters may come to suspect that O'Rourke was responsible for the crash, but not have enough proof to convince the others. They will suspect O'Rourke (and probably Ghillie also) and will be inclined to distrust anything O'Rourke says. These characters may approach Thymon (reasoning that if O'Rourke hates him, he must be trustworthy) with their suspicions. Thymon will express some distrust of O'Rourke but will be unable to offer any proof other than "Thymon not like Rork Englissman. Rork Englissman not like Thymon."

If things get too hot for O'Rourke, he may abandon the original plan, desert the characters (leaving Ghillie to shadow them), and lead the Germans to them. This will give a different character to the ambush.

Ambush: If O'Rourke is killed earlier, no one can lead the characters into the German ambush. Ghillie, if he escapes, will be able to lead the Germans to the characters. Otherwise, the Germans will have to use their Lizard-men auxiliaries to find and trail the characters until an ambush can be arranged. The German *Schutztruppen* are reasonably experienced in the swamps and can conceal themselves quite well (for humans). This will make any ambush a Difficult task to detect.

Characters Elude Capture: One or more of the characters may elude capture or make an escape from the German camp. The referee may wish to arrange events so that such characters encounter Thymon in the swamps as they approach the German camp. Thymon will be of great help in any rescue.

Climactic Battle: The players might choose to alert the village of Urschleim to the impending attack and to help hold off the attacking Germans until the noncombatants can be evacuated. How well the characters do depends upon their abilities and how well they are armed. The village contains 24 Lizard-men warriors capable of defending it. The referee should determine how many Germans attack—enough to make it a challenge, but not so many that the characters have no chance.

LEARNING OF THE MASSACRE

THE PLAYERS MAY learn of the impending massacre by several means, depending on what they decide to do. Investigation of the German camp will reveal a number of stockpiles of Lizard-man weaponry, which Thymon will identify as coming from tribes under British control and being very much out of

place here. If the characters were captured and made a successful escape from the German camp, they may choose to try to capture one or more Germans for questioning (don't forget the guard Thymon knocked out). The answers will yield other pieces of the puzzle (the whole plot was outlined earlier).

A much more difficult course of action may occur to the characters: Enter the camp and eavesdrop on one

or more conversations. This will require a great deal of stealth and knowledge of German, but will yield a great deal of information. If the characters are extremely successful in this regard, they will overhear the following from Kurt himself:

"It is regrettable, of course, that the Englishmen must die, but their bodies will add so much to the impact of our little masquerade here. A hundred or so reptiles, a few English bodies, and I arrive with the Schutztruppen just in time for the final act to be witnessed by the stooge American reporter. It is too delicious!"

Less outstanding success will result in the players overhearing junior officers discussing the upcoming massacre and expressing some slight misgivings at the necessity of killing humans in order to carry it out.



DENOUEMENT

THE CONCLUSION to this adventure is open-ended and depends on the course of events up to this point. If the players are successful in saving the village, the arrival of the dirigible and the neutral witnesses will prevent Kurt from carrying out the rest of his plan or from hunting the characters down. The players will be reliable witnesses against Kurt, and the German colonial governor will have to discipline the colonel sternly.

The characters will have made friends of the British colonial administration on Venus and the Lizard-men of Urschleim. They will have made enemies of Hans Kurt (formerly of the German Army but still quite wealthy), and Simon

O'Rourke (if he escaped alive).

The players will receive the following rewards:

Experience: Each player receives one experience point per episode. In this adventure the number of episodes is heavily dependent on what direction the adventure takes, but a typical run might include four: the tour until the crash, the trek across the countryside, captivity by and escape from the Germans, and the final battle of the village. This would give each player four experience points. Each player who engages in close combat at least once during the adventure receives one Close Combat experience point.

Renown: Foiling the plot and saving the village from massacre will

gain each player one renown point for Service to the Crown. A hard-fought defense of the village will gain players one renown point for a Heroic Act. Characters responsible for organizing the defense in such a battle will receive a renown point for Military Action, particularly if one of them is a serving or former officer. The referee may increase any of these to two points for very noteworthy acts. A character receiving three or more renown points will be knighted.

Money: All characters will be paid £100 as their agreed-upon salary. (They are in the employ of the government, remember.) A character receiving a knighthood will also receive a grant of £1000.

URSCHLEIM

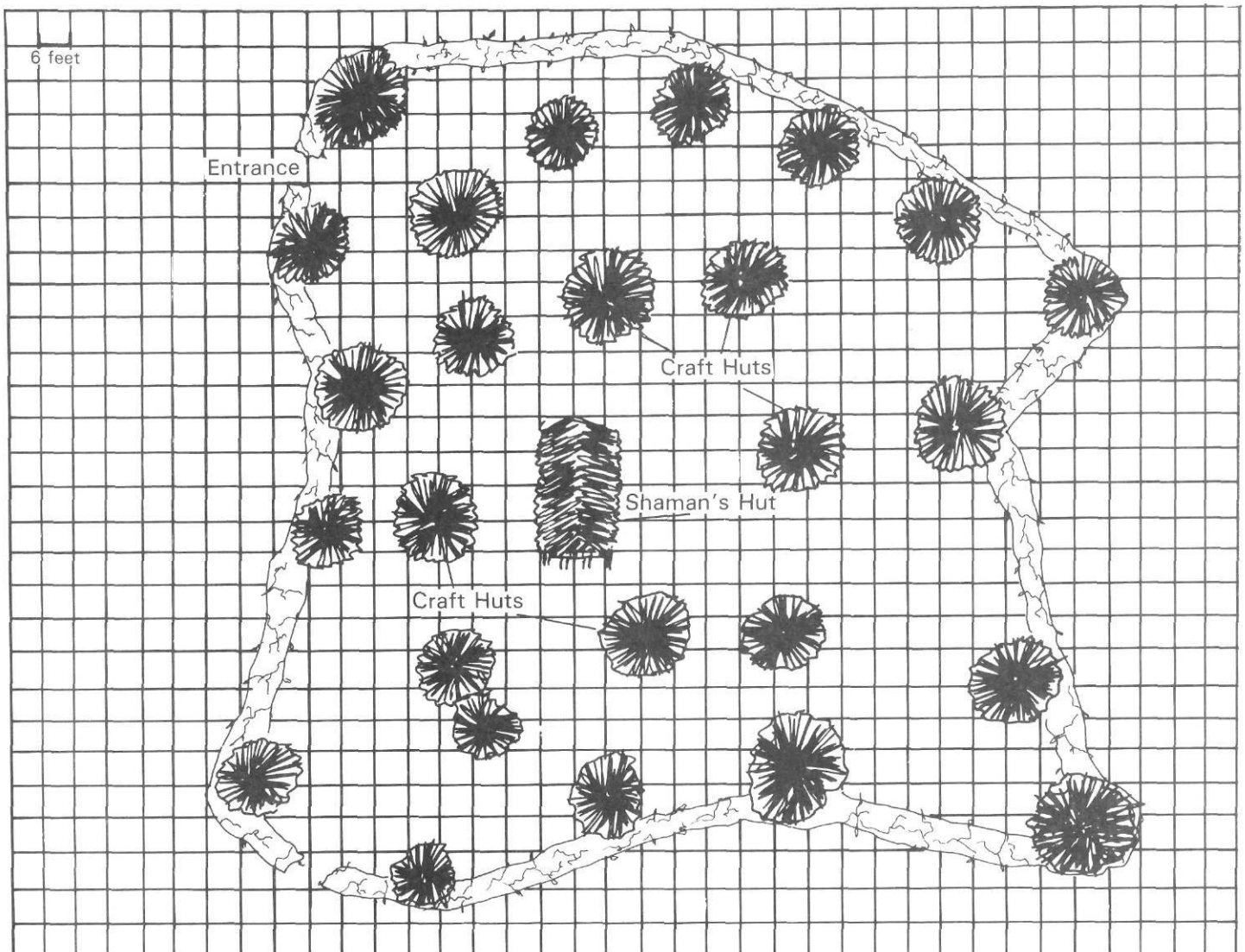
THE VILLAGE of Urschleim contains just over 100 inhabitants, of which about 24 can be armed and equipped as fighters. It is a typical village, having a central hut where the shaman lives, surrounded by the huts of the more prestigious hunter/warriors and the village craftsmen.

Urschleim is located in an area where dinosaurs are seldom a problem, so it has only a small exterior palisade and no other significant defensive works. Probably the best means of defending against the superior weapons of the Germans is a delaying action at the outskirts to enable the dependents to escape into the jungle.

The leafy huts of the Lizard-men

are built of loosely woven jungle foliage and are usually about 10 feet in diameter. They normally contain one family group. A family group consists of one or two warrior/hunters and four to six young and females. The shaman's hut is larger and contains the tribe's holy relics. It also serves the tribe as a general meeting place for its warrior/hunters.

PLAN OF THE VILLAGE OF URSCHLEIM



River of Life

THIS ADVENTURE assumes that players have already played through the introductory Luna adventure presented in the basic game. Briefly, the players journeyed to Luna in Dr. Cyrus Grant's ether flyer, utilizing his recently invented Ether Propeller Governor to maneuver close to the Lunar surface. While investigating the mysterious glow from the far side, the expedition crashed in a canyon and discovered that deep within the moon the gravity was about half that of the Earth, with a breathable atmosphere. After being captured by Selenites and the demented Russian

scientist Vladimir Tereshkova, the party escaped and defeated Tereshkova with the help of K'chuk, a Selenite keeper of knowledge. After accepting a strange glowing medallion as a gift from K'chuk for freeing his people, they repaired Grant's ether flyer and returned to Earth.

AN APPEAL FOR HELP

SOMETIME LATER, after the characters have completed several other adventures, they receive the letter below by mail. The referee should photocopy this and give it to the players.

ARRIVAL IN TUCSON

IF THE PLAYERS own their own ether flyer, they will be able to land directly at Cyrus Grant's ranch. Otherwise they will have to take the train, in which case Miss Somerset will meet them at the station with a carriage and drive them the 10 miles to the ranch.

Upon their arrival at the ranch, Miss Somerset will explain that Grant left for the Moon in early April, planning to return in two or three weeks, a month at the outside. He wanted to check on the welfare of the Selenite village, then descend further into the canyon to investigate the possible origin of the glowing medallion presented to the previous Lunar expedition by K'chuk. As he was now aware of the presence of an atmosphere in the canyon, he believed it possible to safely descend

Dear Sirs,

You are not personally acquainted with me, but my uncle, Mr. Cyrus Grant, has spoken of you often in connection with your participation in his expedition to the Moon earlier this year. I would have met you at the time of your departure, but I have only just returned from school in the East. My sudden return home was prompted by the fact that my uncle is long overdue from a second trip to the Moon, and this absence both fills me with concern and prompts my communication with you.

My uncle is my only surviving relation, and I am determined to discover his current situation and render whatever assistance he may need. While I have access to his laboratory, devices, and financial resources, the organization of a rescue expedition will require the assistance of someone with a knowledge of the Moon and its underground mysteries. My uncle wrote to me of your bravery and resourcefulness, and I can only hope that the feelings of affection and loyalty he came to feel for all of you were returned in kind. I feel certain that my uncle now needs your help, and I can only hope that you will agree to assist me in my effort to rescue him.

An affirmative reply is anxiously awaited by your obedient servant,

Miss Annabelle Somerset

using the hydrogen gasbag of his flyer, with the auxiliary airscrew for maneuvering. As that was over two months ago, Miss Somerset is convinced that he has fallen victim to an accident and requires help.

If the players have their own ether flyer they will use it to travel to the Moon. If Grant installed an Ether Propeller Governor after the first adventure, the flyer may be used as is; otherwise they will have to install one before setting out. Fortunately Grant's laboratory contains a completed governor awaiting installation, as well as the necessary notes and papers to enable the players to attach

it to their own ship. If the players do not have a ship of their own, then Grant's original ether flyer will be present in his workshop, and Annabelle will explain that he left in a new flyer which is much smaller but more efficient than his original vessel. It has no sleeping quarters or greenhouse and is designed specifically for short trips to and from the Moon.

Once a vessel is prepared for the expedition, the characters will gather and pack whatever gear they feel is necessary and take off on the short trip to Luna. The journey will take approximately six hours to reach the far side of the moon and the open-

ing to the glowing canyon. The careful descent, conducted first by ether propeller and then by hydrogen gasbag or liftwood, will consume four more hours to bring the party to the lower entrance of the cavern complex that houses K'chuk's community of Selenites. Shortly before reaching it they will pass first the site of their original crash, then the wreck of Vladimir Tereshkova's ether flyer, and finally the original opening to the caverns they discovered on their first trip. They can land their flyer on a broad ledge at the lower opening and begin the short trip to the Selenite village.

Annabelle Somerset (Experienced NPC)



ANNABELLE SOMERSET is the young niece of Cyrus Grant, the only daughter of his sister, Joan, and her husband, Ezekiel Somerset. Annabelle is 18 years old when the players meet her, but she is mature beyond her years. In March of 1883, when she was 12, both her parents were killed near Silver City, Arizona, and she was captured by Geronimo's band of Chiricahua Apaches. She lived with Geronimo's band for the next two years, being released on September 4, 1886 when Geronimo

and the last of his followers surrendered to Brigadier General Nelson Miles at Skeleton Canyon, Arizona. Since then she has been raised by Cyrus Grant, and the bond between them is that of a father and devoted daughter. In the autumn of 1888 Cyrus sent her east to college, but she has returned to investigate his disappearance. She is well educated and accustomed to civilized society, but was raised on the frontier. Her two years of life with the Apaches have left her courageous and self-reliant, with little patience for men who consider her to be weak or inca-

pable of looking after herself in dangerous situations.

Motives: Adventuresome, Responsible, Love (of her uncle).

Appearance: Annabelle Somerset is a slender young woman whose small physique masks a healthy and robust constitution. She has the tan of someone who enjoys the outdoors, and she walks with an easy, limber grace. Her face is pleasant, even pretty, but is dominated by her dark, piercing, determined eyes. Her manner is always calm, serious, and businesslike. When riding on her uncle's ranch she will often carry a Colt six-gun in an open holster on her hip as a precaution against rattlesnakes—she will probably take this along on the expedition. Her preferred weapon, however, is a worn but well maintained Winchester lever-action rifle. The stock has three notches in it, the significance of which she will decline to discuss.

Att.	Skills
Str: 2	Fisticuffs 1, Throwing 1
Agil: 3	Stealth 4, Marksmanship 2 (rifle)
End: 4	Wilderness 4 (foraging)
Int: 4	Observation 1
Chr: 5	Eloquence 4, Linguistics 2 (Apache, Spanish)
Soc: 3	Riding 4 (horse)

THE SELENITE VILLAGE

ONCE THE PLAYERS have landed and made their way to the outskirts of the Selenite village, they will contact several Selenites armed with spears. Although the players did not have the opportunity to learn the Selenite speech, and none of the armed Selenites speak any human tongue, the guards recognize the characters from their previous visit and welcome them with excited chirps and twittering noises, accompanied by short hops and jumps and waving of limbs. The guards take them to the main caverns of the village where the players will again meet K'chuk.

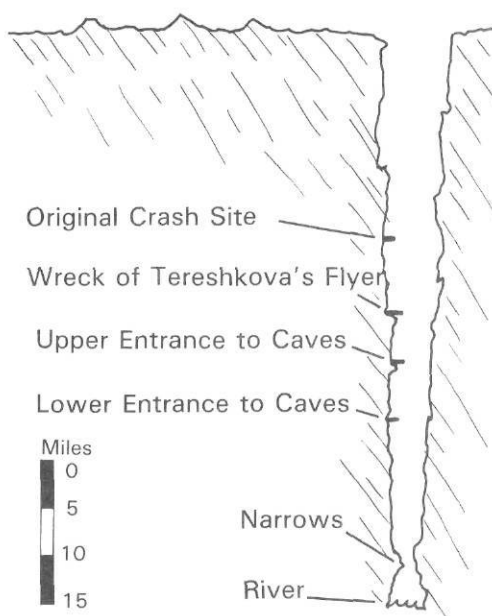
K'chuk is happy to see the players again, even excited. He is proud of the progress the village has made in several short months but is also concerned about the absence of Grant, whom he calls "K'gooddoctor." The village has grown considerably in the last several months and now numbers more than 200 Selenites. Many of these have joined the village from neighboring communities, and several additional caverns have been taken over as fungus farms, nurseries, and living space. The mines are still worked, but more carefully and with more concern for the safety of the drones. Better mining tools have been imported, along with nitrogen fertilizers to improve the output of the fungus farms. Several of the Selenites still carry carbines as precautions against raiding parties from some of the community's more jealous neighbors.

K'chuk will tell them that Grant arrived at the village on schedule, and dropped off a load of tools and other supplies before setting off on his ex-

pedition to the depths of the canyon. He has not returned, and K'chuk is very concerned.

When K'chuk learns that the players are planning a rescue expedition he insists on accompanying them, along with several other armed custodians and drones. (Adjust the numbers to fit the accommodations available to the expedition.) There is no real reason why K'chuk cannot be taken along. The flyer has sufficient lift to carry it to nearly 30,000 feet in Earth's gravity, which gives it considerable extra lifting capacity here in the Lunar canyon. Also, the additional firepower may be of assistance.

THE GREAT CANYON



DESCENT INTO THE UNKNOWN

THE GREAT CANYON discovered by the players in their previous trip to Luna is arguably the most spectacular natural land form in the Solar System. The lower entrance to the caverns that contain the Selenite village is approximately 40 miles be-

low the surface of the world, and the canyon bottom is still not visible below it. The bottom is actually another 20 miles below but cannot be seen due to the increasingly bright light of the glowing fungus further down. The diagrammatic cross-section of the canyon on this page is roughly to scale and shows a number of important features the players will encounter during their descent to the canyon floor.

Animal Life: The players will see familiar evidence of animal life on the canyon walls as they descend, particularly in the area of the Selenite village. Lunar rats and caterpillars will be confined to the canyon walls, of course. The occasional swarm of bats will not approach the ether flyer, instead remaining at a cautious distance. As the glow fungus becomes thicker below the Selenite village, they will see fewer signs of animals.

The Narrows: About 15 miles below the Selenite village the light from the fungus will become so bright that it will be painful to look at. At the same time the canyon will narrow, and the bright yellow glow fungus will become extremely dense. Experimentation with the fungus will show that the acid secretions from it are potent enough to eat through metal, and a collision with the canyon walls will severely damage the flyer. Safe passage through the narrows with the flyer requires a skill roll by the pilot using his Aerial Flyer Pilot skill. Because of the brightness of the lights this is a Difficult task. If anyone in the party thinks to use smoked glass or some other form of eye protection the task becomes Moderate. If the task roll is failed, consult the Crash section on the following page.

The Falls: Assuming the players successfully negotiate a passage through the narrows, the ship will enter a broader part of the canyon, and the actual canyon floor will be visible several miles below. The dense yellow glow fungus now forms an almost solid dome roof overhead, but it is nearly absent from the canyon walls below the narrows: Numerous small streams of water exit the canyon walls and cascade down, keeping the rocks clean of fungus. These streams gradually combine with others so at the canyon floor two walls are roaring waterfalls pouring into a river that fills the base of the canyon. The combination of the bright yellow light from above, the glittering cascades of water, and the highly polished stone makes the canyon floor a breathtakingly beautiful kaleidoscope of light and color.

The Rock Shelf: A large outcropping of rock perhaps 150 feet above the canyon floor serves to divert the water flow and keep a 200-foot stretch of rock shelf below it dry. This rock shelf is part of the canyon floor but is slightly above the level of the river, and forms a long, narrow beach. On it is Grant's ether flyer. The party should land and investigate.

Crash: If the task roll for safe passage through the narrows is failed, the flyer will brush through the fungus, and a cascade of acid will douse part of it. The resultant rapid corrosion will disable the controls of the ship, and it will begin losing altitude. As it plunges toward the bottom of the canyon, any player near a window (presumably the one with the highest Observation skill) may make a skill roll for a Difficult task to notice the rock shelf containing

Grant's flyer. If so, the pilot may make a Piloting skill roll for a Difficult task to crash the flyer onto the rock shelf. If he succeeds, the flyer is damaged beyond hope of immediate repair, but the supplies and equipment in it are safe. If he fails the flyer crashes into the canyon river, fills up with water, and quickly sinks. The characters will hold onto floating wreckage and paddle to the rock shelf along with K'Chuk and half the Selenites accompanying them. The other half will drown. All equipment except that actually carried on the character (such as sheath knives, revolvers, and compasses) will be lost.

Grant's Ether Flyer: The door to Grant's flyer is closed but not locked, and the party can enter with ease. The flyer is in good working order and quite tidy. It appears as if Grant landed without incident and then carefully packed everything up before leaving the flyer to conduct further explorations. Any attempt to take off will be unsuccessful, as the main valve in the hydrogen generator has been removed (and presumably hidden somewhere). Without hydrogen to fill the gasbag the flyer is stranded.

The Mushroom Tree Grove: A small grove of unusual tree-like mushrooms is growing from the cracks in the rock, and several of these have been chopped down and removed. The stalks (or trunks) are between six and 12 inches in diameter, and they stand from eight to 12 feet tall. These stalks are the consistency of a soft wood, such as balsa, while the mushroom caps themselves, which are several feet in diameter, are tough and leathery. The missing mushroom trees were

apparently used by Grant to construct a raft, as there is evidence of a large mushroom-wood structure having been dragged across the rocks to the banks of the canyon river. By the shore of the river the players will find a small pile of stones carefully arranged to form an arrow pointing downriver.

The Skeleton: Near the rock wall of the canyon are the bleached bones of a skeleton. It is not a human skeleton but is also clearly not that of a Selenite. It is as tall as a man, with four limbs instead of the six of a Selenite. The skull is larger but flatter, with more massive jaws and brows. Other differences include fewer ribs, an extra finger on each hand, a pronounced curvature of the spine, much longer shins than thighs, and so forth. That notwithstanding, the creature was clearly man-like in general appearance.

The referee should have the players make quick rolls against their Observation skill, starting with the player with the highest skill level. The first to succeed will notice that several small metallic items are embedded in the rocks near the skeleton. These appear to be buttons or similar garment fasteners which indicate the creature was intelligent and from a fairly advanced culture. This may have been what caused Grant to investigate further.

The Canyon River: With the exception of the rock beach, the floor of the canyon is filled with swirling, churning water. Clearly the water drains away somewhere, as there is no evidence that the canyon is filling up. A slow current exists, which indicates that this water is actually the beginning of a gigantic underground river.

OPTIONS

GRANT HAS obviously constructed a raft and set off down the canyon river to explore. If one or more of the players thinks to wonder how Grant intended to return to his flyer, the referee should point out that the current is fairly gentle, perhaps two miles an hour, and a small vessel could easily be paddled against its force.

If they have landed safely they may decide to build a raft and follow Grant, or take off and return to Arizona Territory for equipment more suited to a river expedition. This might include canoes or folding canvas boats, life preservers, diving suits, or any of a number of other items. However, the most useful item, a small steam launch, is too large for the ether flyer to carry.

If the players decide to follow the course of the river by air, then after a few miles they will come to a sheer wall into which the river disappears by way of a low overhanging arch which is too low for the flyer to enter. At this point they will have to return to the rock shelf (as Grant probably did as well) and either build a raft or launch a boat brought back from Earth.

If the players have crashed into the river or crash-landed on the bank they have no option but to build a raft of their own and set out after Grant.

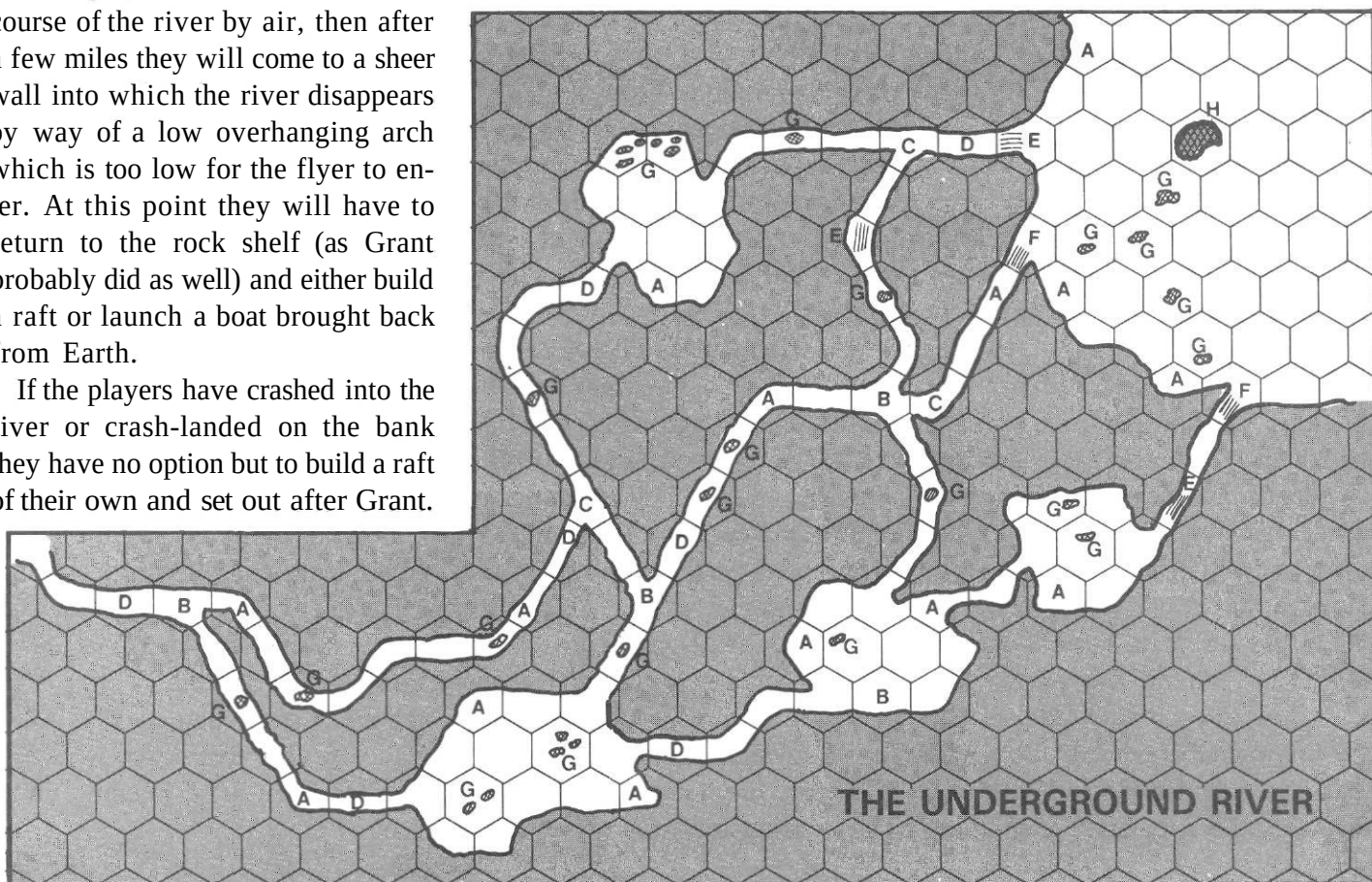
THE UNDERGROUND RIVER

ONCE THE PLAYERS pass under the low archway they will be in the tunnel of the underground river. The river is, for the most part, about 100 yards wide. The walls of the tunnel are uneven rock, and the ceiling of the tunnel varies from being 60 or more feet high to as little as 10 feet above water level. Irregular patches of glow fungus dot the ceiling and light the river, but the light level is much lower here than in the canyon.

The map on this page shows the most important features of the underground river down which the players will travel. Each hex on the map represents four miles. If the players drift with the current they will travel two hexes every four hours in a river channel. If they paddle downriver they will move three hexes. If they

paddle upriver they will move one hex every four hours. Movement in an open bay may only be conducted by paddling and is always at a rate of one hex per hour. Characters may only paddle a total of eight hours a day. When not paddling, they may wish to tie their raft to the rock walls of the tunnel to avoid drifting further downstream.

Travel down the underground river should be conducted in four-hour periods. The referee rolls once for a river encounter (see the Lunar River Encounters Table on page 41) each period of travel and once each rest period. The chances of an encounter and the types of animals encountered depend on whether the raft is in a river channel or an open bay. Open bays are areas greater than one mile across which have very gentle currents and deep water.



A number of special features along the course of the underground river are coded on the map and described in the entries below.

A. Beach: This is low rock shelf covered with sand and mud. It is a convenient place to tie up the raft and rest for a while. In addition, a variety of edible fungi grow here that the party can use to supplement its edible supplies.

B. Channel Branches: The river branches into two separate channels, and the characters must choose between them.

C. Tributary Channel Joins: Another channel joins the river. The current will pick up speed slightly below the junction and then return to its normal speed.

D. Narrow Channel: The channel narrows to half its normal width or less, and the current picks up considerable speed. The character at the tiller of the raft must make a skill roll for an Easy task using his Pilot skill. If he fails the roll the raft crashes into the tunnel wall. All characters make a quick roll against Agility; those who fail fall into the water. Each character in the water then makes a quick roll against either Swimming or Agility, whichever is higher, to avoid injury from submerged rocks. If the roll is failed the character suffers one die worth of wounds. If this causes unconsciousness the character slips below the waves and will drown unless rescued. Rescue requires another character to jump into the water and make a Moderate skill roll using Swimming skill. This skill roll may be attempted three times by a rescuer; if it is failed three times the injured character drowns.

E. Cataract: The channel narrows, as described above, but also

drops steeply down. The character at the tiller must make a skill roll for a Moderate task using his Pilot skill. A failure has the same result as for a narrow channel. A severe failure causes the raft to tip over and throws all the characters into the water. The same rolls for injury are made as for a narrow channel. In addition, most of the party's equipment and supplies are lost. The referee may allow characters to retain weapons or possessions carried on their person, as well as a few bundles tied securely to the raft.



F. Waterfall: The characters hear a growing roar from up ahead, and the current picks up considerable speed and force. If they immediately stop and tie up, they will be able to painstakingly work their way back up the channel until the current is slower and they can paddle normally. If they hesitate or decide to investigate the sound more closely, the current will quickly become so strong that they will be unable to paddle against its force. The raft will plunge over a waterfall with a 30-foot drop. They must make rolls to avoid injury and possible drowning as if thrown from the raft in a narrow channel. In addition, the raft is



shattered, and most of their equipment and supplies are lost. A few bundles which are watertight and fairly light may float and be recovered, as well as a few weapons or possessions carried on their person. The wreckage of the raft may be lashed together again, but it will now be extremely ungainly and cannot be paddled against the current flow.

G. Small Island: Each of these islands is several hundred feet across. They are rocky and usually have a small grove of mushroom trees in the center, as well as a variety of edible fungi on the island and a small population of Lunar rats.

H. The Large Island: The characters will see smoke rising from the island as if from a campfire. When they land on the island to investigate, go on to the next section of the adventure.



THE ISLAND OF THE MOON MEN

THE MAP on the facing page shows the island that the players will finally come to. It is larger than the other islands they have found but still small by Earth standards, being only several hundred yards long. The low hills and dunes in the center of the island, surmounted by numerous bushy ferns and a stand of the now-familiar mushroom trees, prevent characters on one side of the island from seeing the other. They will also allow the players to arrive undetected. The spiral of smoke comes from the other side of the island.

The players will probably make their way to the cover in the center of the island to cautiously investigate. (Each character who actually goes to the center of the island to look makes

an Easy task using Stealth skill to avoid detection by the guards in the camp.) On the far side they will see a low stone jetty, a number of crude buildings formed from irregularly shaped stones cemented together, two or three small dome-shaped buildings which look somewhat more advanced, a corral made of mushroom tree logs which contains a small herd of domesticated livestock (see Hummas at right), and a glistening metal submarine tied to the jetty.

The compound itself is inhabited by a number of Moon Men (see description in sidebar). A dozen of these are armed with unusual-looking firearms, while the majority, perhaps 30 men in all, are unarmed and dressed in rags. The few armed Moon Men are obviously in authority and treat the others with contempt and occasional brutality. Their weap-

ons are electric rifles, the combat statistics for which are included in the charts at the end of the adventure.

Several weeks earlier Grant's raft arrived here, and he was made a prisoner in the colony. When the supply submarine arrived he was taken to the city for questioning. In the meantime, Naporrow Bing, one of the more prominent prisoners in the colony, had befriended him and learned a smattering of English.

A variety of outcomes are possible as a result of encountering the Moon Men on the large island. This island is a prison colony which houses political exiles from the City of Light and Science. The submarine makes periodic visits to rotate the six-man guard detachment, land new prisoners and supplies, and pick up ground humma-shell powder, the main product of the small colony.

MOON MEN

AS THE TERM "Selenites" has already been used for the insect-like inhabitants of the upper caverns, "Moon Men" is a natural term for the man-like creatures of the lower regions of Luna. Their most striking difference from humans is their pale, almost translucent skin, which shows an elaborate network of veins and arteries, and a hint of the muscles working below the surface of the skin. Their skin itself has a faintly bluish cast, and is rough and scaly in texture. They are about man-size, perhaps a bit taller, but appear shorter as they are somewhat stooped. Their shins and forearms are longer than their thighs and upper arms, which gives them an ungainly look when



standing still, but their movements are surprisingly smooth and graceful. Their skulls are massive, with low foreheads and prominent jaws and brow ridges, but the ape-like similarities that these features might suggest are completely dispelled by the large, intelligent eyes.

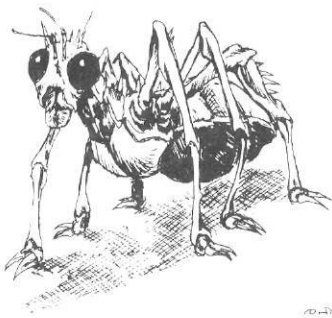
Clothing consists of loose-fitting tunics gathered at the waist by a belt. The material of the tunics is of exceptional beauty. It looks and wears like silk but is iridescent; each garment has its own dominant color but varies tremendously in hue and highlight as it moves or the light changes. Slaves and prisoners are dressed in much more humble homespun fabrics, often soiled and ragged.

1. If the characters attempt to contact the prisoners secretly, they will eventually make contact with Naporow Bing and may be able to engineer a prison revolt to capture the submarine.

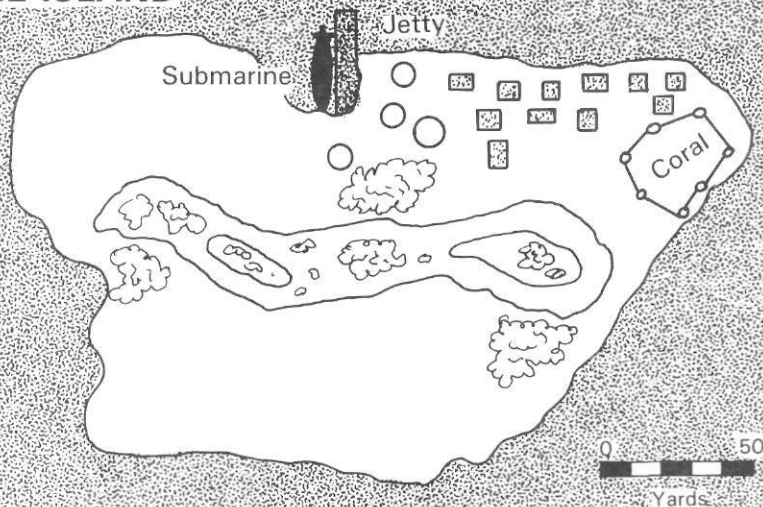
2. If they are captured by the guard detachment, they will meet Naporow Bing when he is used as a translator. Once they are prisoners they may still be able to set up a revolt and capture the submarine. If not, after several days the submarine will depart for the city and will take them with it. Naporow Bing will also be taken as a translator.

HUMMAS

THE ANIMALS in the enclosure, called hummas by the Moon Men, are about the size of sheep but look much like primitive versions of K'chuk's Selenite people. They have three pairs of limbs, a hard exoskeleton, and large, protruding black eyes. Their heads are much smaller in proportion to the rest of their bodies than are those of Selenites, and they are not capable of standing upright. Hummas are raised for meat, and their hard exoskeleton is ground up and processed to make a variety of plastics, including the synthetic fabric worn by most of the Moon Men.



THE ISLAND



Naporow Bing (Trained NPC)



NAPORROW BING is a former Science Priest of "The Shining Flow," which players may eventually discover is electricity. While Bing worships science, some elements of his personal faith are now considered heretical. Bing reveres knowledge in the abstract sense, but he is unwilling to accept the current body of scientific knowledge as the final definition of the Deity. Thus he engaged in forbidden experiments (all experiments are forbidden) in an attempt to verify and expand the body of knowledge. When discovered, he and his followers were stripped of their rank and offices, and sent to the prison colony, along with other dissidents and troublemakers.

Bing is not really a troublemaker. He never meant to cause problems, but only followed where his own sincere beliefs lead him. Even while conducting his experiments he naively believed that he could convince his superiors of the theological validity of his position with solid experimental results. He now knows better and has realized the basic philosophical bankruptcy of the Science Priests. While his own mind is not very conspiratorial in bent, he will gladly help the characters to rescue Grant and in any other mischief they might care to cause the Science Priests.

Att.	Skills
Str: 2	Fisticuffs 1, Throwing 1
Ag: 4	Stealth 3, Marksmanship 4 (rifle)
End: 4	Swimming 3
Int: 5	Observation 4, Gunnery 2 (lightning cannon)
Chr: 3	Eloquence 3
Soc: 1	Pilot 4 (submarine)

Motives: Knowledge, Honesty, Disgraced.

THE SUBMARINE

THE SUBMARINE used by the Moon Men to visit their prison colony is much more advanced than any the players may have encountered on Earth. A submarine is necessary as many of the aquatic passages between the prison island and the city are completely underwater. The vessel is powered by electric batteries which hold sufficient charge for 300 hours cruising at a steady 15 knots (15 nautical miles per hour). Since the city is only about 500 miles away (two days cruising, assuming one eight-hour rest period a day), this is more than adequate.

The ship's form makes it resemble a large fish. It is very broad at the front but tapers gently to the tail at the rear. The prow ends in a long, metallic ram, similar to the nose of a swordfish. The captain and helmsman pilot the ship from the bridge near the front and see through two

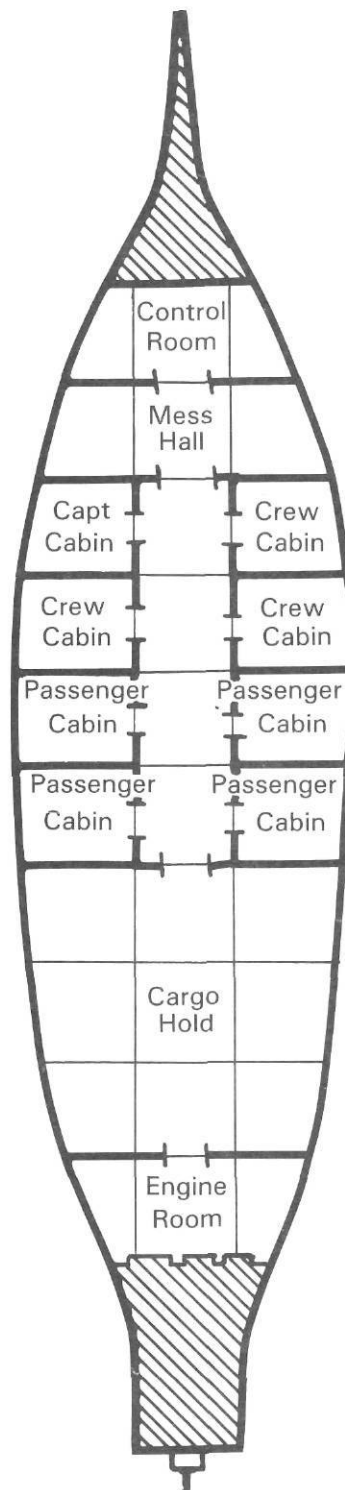
very large, circular portholes, the placement of which is reminiscent of the eyes of a fish. There is no periscope. The ship normally runs on the surface, or at least with the "eyes" above water. When the sub is running submerged through underwater passages, a spotlight between the two windows illuminates the way ahead.

The submarine is unarmed with the exception of its ram, and this looks to be more ornamental than warlike. The submarine is operated by a crew of four: the captain, helmsman, engineer, and apprentice seaman. The submarine has a fairly spacious cargo hold and accommodations for up to four passengers in comfort. Eight or 10 passengers can be carried in very cramped conditions. Consult the deck plan to the right for more details as to its interior layout.

If the players are prisoners, they will see fairly little of the submarine while in transit to the city. If they have captured the submarine they

will need to have either the captain or helmsman along to pilot the ship and Naporrow Bing to translate. If they control the ship the referee should give them a copy of the map of the aquatic route to the city.

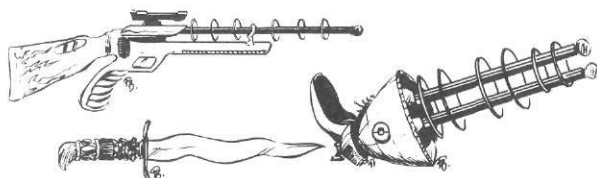
SUBMARINE



WEAPONRY OF THE MOON MEN

MOST MOON MEN are unarmed civilians, but all Moon Men of higher rank carry ornate ceremonial daggers which are quite effective weapons. Soldiers carry electric rifles, each of which has a 100-round magazine. They are low-powered weapons by Earth standards, but dangerous all the same. Statistics of the Moon Men's electric rifles are included in the sidebar on page 40.

The city is guarded by a number of tall gun towers, each of which mounts a lightning cannon. These work the same as those described in the "Equipment" section of the basic game and have a reliability of 4. Due to the unique circuitry of the submarine, a hit by a lightning cannon will immediately disable the engine and all machinery on board, and cause the craft to bob helplessly to the surface.



ARRIVAL AT THE CITY

AFTER TWO DAYS the players will arrive at the city, which its inhabitants call the City of Light and Science. Several miles away the players will see its graceful white buildings on the horizon, in marked contrast to the grayish-brown color of most of the sublunar world.

If the players are prisoners, the submarine will dock at the main city wharfs, and the prisoners will be taken to the city dungeons to await trial. If the players are in control of the submarine they must decide how best to approach the city to escape detection. This may involve a pretense of captivity to gain entrance to the dungeons or a hazardous submerged approach to the cliffside shore (see map on following page) of the city. Remember that a night approach is impractical as there is no "night" in the glow fungus-lit caverns of the Moon.

OPTIONS

ONCE THE characters have arrived in the city, the adventure can go in a number of wildly divergent directions, and the referee needs to resist the impulse to channel the players down one preselected path. The information on the following pages is designed to cover the majority of outcomes; it includes a map of the City of Light and Science, a section on finding Grant and the information he can provide, a description of the intentions of the Science Priests toward the humans, and a discussion of a number of possible escape routes. How the players actually find Grant, elude the clutches of the Science Priests, and fashion a means of escape is up to them.

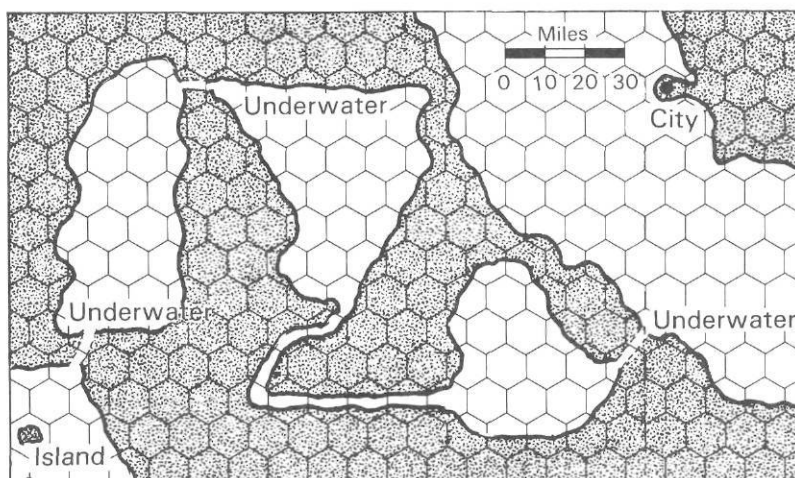
THE SCIENCE PRIESTS OF LUNA

THE CITY OF LIGHT AND SCIENCE is ruled by a complex series of councils, each with carefully defined powers and limits. The members of the councils are all Science Priests, the rulers of the city. The Science Priests worship the archaic books and manuals of knowledge which they have managed to preserve over the years, and treat them as dogma. All independent thought, investigation, and inquiry are ruthlessly suppressed.

The bits and pieces of science practiced by the Moon Men are remnants of a very advanced technology, as witnessed by their advanced electronic devices, such as the lightning cannon and electric rifles. However, the Science Priests no longer grasp the basic principles of science, nor do they understand how their devices work. They only know how to continue ritualistically to tend and repair the remaining functional machines, and fewer and fewer of these survive each generation. As the circuitry of each machine is embedded in solid aluminum or crystals, they have lasted a very long time, but dismantling them will tell a scientist nothing about their operating principles or how to manufacture duplicates.

The Moon Men are not actually from Luna at all, as the players may already have gathered from their dissimilarity to any native Lunar life. These people are in fact the last remnants of the race which inhabited the planet Vulcan before its destruction. Their city was originally a secret base with the personnel in suspended animation. With their homeworld destroyed the signal to wake never came, and instead they began waking up as their long-sleep devices failed several thousand years ago. With the passage of generation after generation they have now lost all memory of their actual origins. The players will only be able to piece this conclusion together by studying Vulcan artifacts in the asteroid belt and noticing the linguistic similarities between the inscriptions on those artifacts and the writing of the Moon Men.

THE UNDERGROUND RIVER



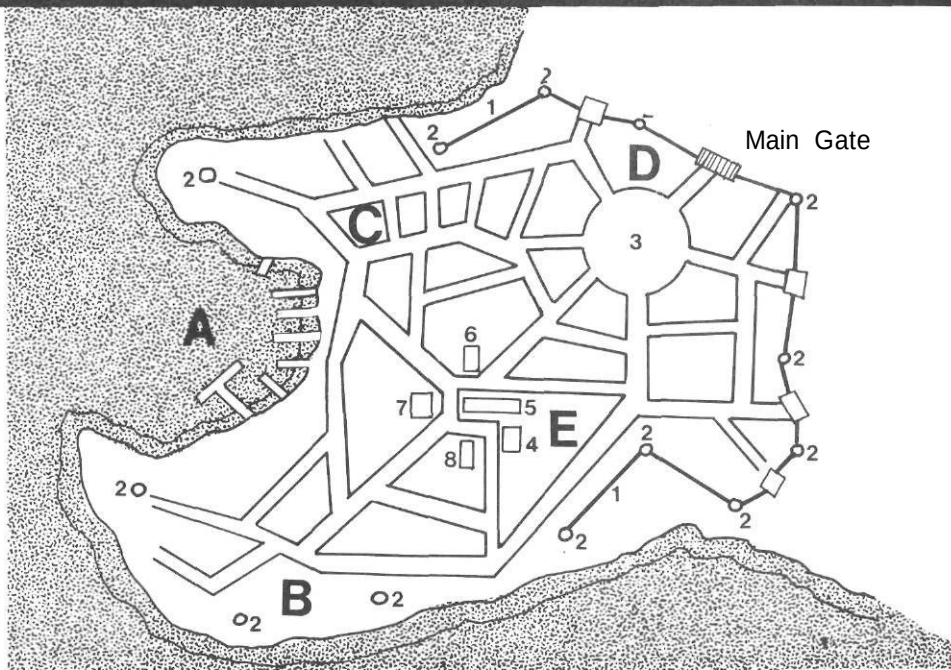
THE ACCOMPANYING map shows the major features of the Moon Men's city. The large districts of the city include the following:

A. Harbor: Usually three or four submarines are moored here, most of them larger than the one which brought the players to the city. A number of burnished bronze-colored open power boats (electrically powered) are used by fishermen to gather their catches. These boats are slower than the submarines, and are very broad for maximum stability and cargo capacity. They have tall poles and cranes on each side holding their large nets which are raised and lowered by power winches.

B. Cliffside: The region of the city that fronts on a steep cliff that ends in the water, this is a prosperous residential district and is usually very quiet at night. Landing at cliffside may enable a clandestine entry into the city but requires the players to scale the cliff. Treat this as climbing one face of a mountain. A delay accident requires the climber to roll again. A second delay indicates the party has been detected by guards, probably due to all the noise generated by scrambling up and falling down the cliff.

C. Wetside: This part of town, near the harbor, faces the sea. It is a low-income residential area, studied with taverns and other rough establishments. There is usually considerable activity throughout the night, but the characters still have a chance of sneaking through undetected—it is poorly lit, and the streets are narrow, winding, and full of shadowy corners.

D. Dryside: This area centers on the city's main gate, and is a mixed residential and commercial district.



THE CITY OF LIGHT AND SCIENCE

E. Inner City: The inner city is completely occupied with the science temples and the holy shrines to industry. All manufacturing and maintenance of machines, as well as all governmental activity, takes place here.

Smaller, more specific locations include the following:

1. City Walls: These are stark white walls about 15 feet high which surround the city. They are obviously of more recent construction than most of the city, as they show many irregularities of construction and much wear. Their main function is to keep animals (such as giant caterpillars) out of the city and enable the authorities to regulate the comings and goings of the citizenry.

2. Gun Towers: These shining towers, made from some sort of concrete, stud the outskirts of the city. They are well made and show little wear. The much shoddier city walls were built afterward and haphazardly link the gun towers together.

3. Market Place: This area is a major commercial center where caravans from other cities bring their

goods to trade for the fabulous manufactured treasures of the City of Light and Science.

4. Dungeon: All criminals and political and religious prisoners are kept here, including Grant.

5. Great Hall of Science and Industry: This hall houses most of the council chambers that govern the city. If the characters are captured they will be brought here for judgment.

6. Temple of The Shining Flow: The temple dedicated to electricity. These are the most forward-thinking and practical of the Science Priests, as they daily face the necessity for solutions to the very real problems of keeping the electrical machines running. Because of their frequent need to compromise with the exact letter of the recorded ancient knowledge, they are viewed as borderline heretics by the other temples, and they have virtually no influence in the councils.

7. Temple of The Blinding Light: This temple was originally concerned with operating and maintaining the atomic generators that once powered much of the city. No atomic genera-

tors have been operational for more than 5000 years, though, and they have been all but forgotten. The temple now sees itself as the theological supervisor of the Shining Flow, believing that both temples deal with a similar force but that their rituals are purer for being uncontaminated with heretical repairs on functioning machines. "All machines are flawed; only The Knowledge is pure." The Temple of The Shining Flow vigorously defends its own field as a completely distinct area of science, of course.

8. Temple of Smoke and Ozone: Originally concerned with knowledge of the ether, this temple has been without practical or meaningful employment for so many generations that their rituals have become completely meaningless—form utterly devoid of function. They are the most conservative, and most powerful, of the temples.

THE DUNGEON

AT SOME POINT the characters will end up in the dungeon, as either prisoners or rescuers. The floor plan below will be of assistance in resolving escape attempts. The following features are indicated on the floor plan:

G. Guard: These are the normal guard stations in the dungeons. If a number precedes the letter (4G, for example), that number of guards is normally in that location.

C. Criminal: The numbers indicate how many criminals are there. Criminals are, for the most part, indistinguishable from other prisoners so far as the players are concerned. If released, however, they cannot be counted on to help the players.

P. Political Prisoners: The numbers indicate how many prisoners are present. If released, they will help the players by attacking

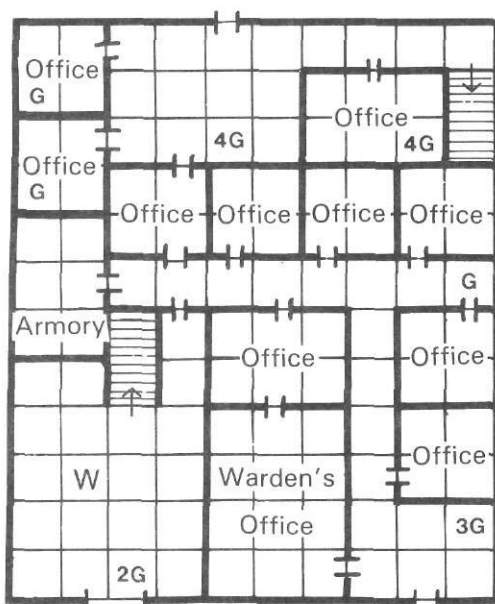
guards and attempting (unsuccessfully) to start a popular uprising. This effort has no chance of doing anything more than triggering a few hours' worth of rioting but will cause sufficient confusion to help cover the players' escape.

M. Madman: If this prisoner is released, he will join the party temporarily, then suddenly attack a member of the group (chosen randomly by the referee) at an extremely awkward moment.

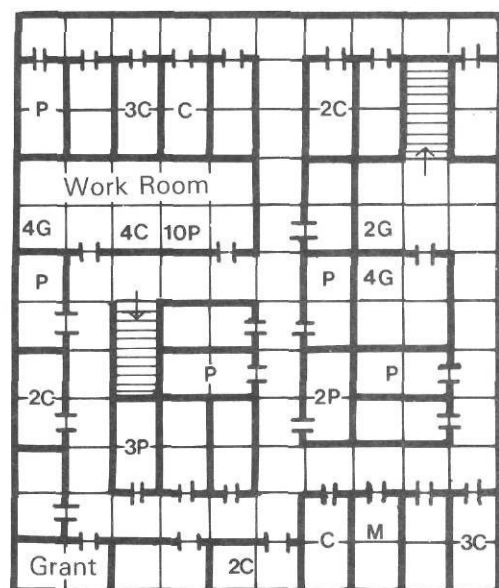
W. Warehouse: The dungeon warehouse is used to store hundreds of large bolts of nakka cloth. A variety of colors and thicknesses of weave are stored, as well as several hundred yards' worth of light, strong rope made from woven nakka cloth.

Grant: Cyrus Grant's cell. If the players are prisoners they will be crowded into the same cell. Any Selenites with them will be confined in the adjacent cell.

DUNGEON



GROUND FLOOR



LOWER LEVEL

THEIR UNDENIABLE GUILT

GRANT HAS ALREADY been condemned to die and is merely awaiting sentence. If the characters are captured they will be taken before the Council for the Advancement of Experimental and Experiential Research and put on trial. The council's reason for existence is, as one might expect, exactly the opposite of its title (although the members of the council do not see things that way). They carefully examine every new shred of evidence to see if it is "valid" research or heresy.

The theory is that the community began with a demonstrably true body of scientific knowledge, and that pool of knowledge should be added to without polluting it with potentially incorrect theses. The test for valid research has become an absence of contradiction or potential contradiction to the known body of proven knowledge. Within the past several hundred years, however, the body of existing knowledge has been interpreted to include its own silence on a subject—if nothing is said about a subject by the existing body of knowledge, there is nothing to be said.

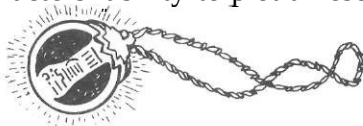


This, of course, puts humans in a rather awkward position, as they are living contradictions to the silence of the biological sciences on the existence of humans. Logically, therefore, they are demons conjured by anarchical heretics wishing to pollute the sanctity of the body of knowledge. Their guilt is undeniable and irrefutable, and they are condemned

to death as demons as well. Next case.

TEARFUL REUNION

AT SOME POINT the players will eventually find Grant, and he and Annabelle will enjoy a very emotional reunion. When they have both recovered their composure, Grant will be able to tell the group what he has learned that may be of assistance. The following paragraphs are information Grant has learned and should be presented to the players in the form of conversation with Grant. As much as possible, the information should be in response to questions, but ultimately Grant will volunteer all of it, as it is important to the characters' ability to plot an escape.

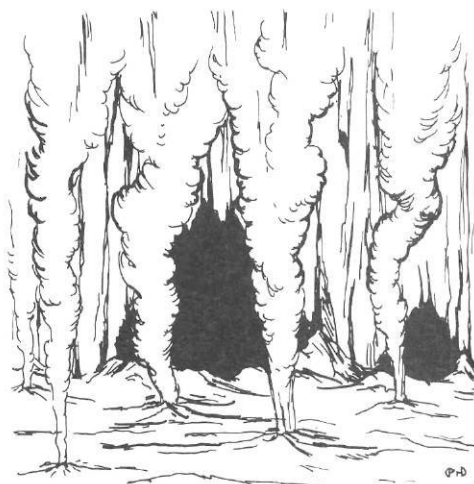


The glowing medallions are the badges of rank worn by the Science Priests of the Temple of The Blinding Light. The priests themselves do not know what properties cause the medallions to glow, although they provided a very convoluted theological explanation for it. They were very interested in how it came into Grant's possession but were unable to determine when a Science Priest may have wandered into the upper caverns. They suspect that the medallion was stolen, as no priest of their order would willingly travel to a place of so little scientific interest.

The City of Light and Science is located on a small promontory near the base of a fairly large peninsula, roughly the size of Ireland. Several other cities are on the island, but all are much less advanced.

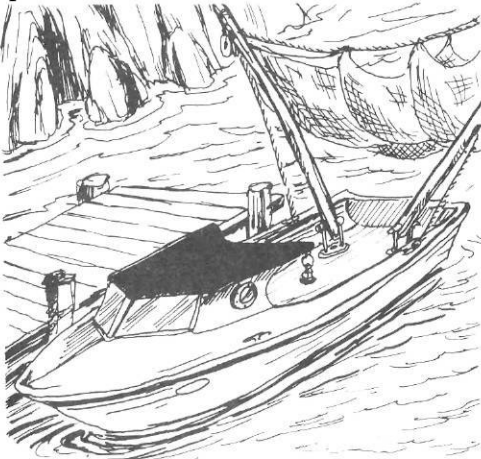
The base of the peninsula butts up against steep foothills that quickly

blend into the wall of the huge spherical cavern that contains this particular sea. The foothills are perhaps five miles from the city and are clearly visible from the city walls above the main gate. At the top of the foothills are a series of geysers which emit steam almost continuously. The Moon Men call this complex "The Mother of Waters."



Given the tremendous tonnage of water emptying into the great canyon, Grant believes that a more active water cycle must be going on inside the moon than can be explained by simple evaporation. It is his theory that the water from the canyon and underground river feeds into this series of huge underground seas, which in turn drain deeper into the planet and eventually close to the molten core. The water is there converted into live steam and vented up a number of vertical shafts until near the surface, where it condenses into water and feeds the numerous streams that empty into the lower part of the great canyon, thus producing the spectacular water falls. One of these vertical steam shafts must be the feature the Moon Men call The Mother of Waters. If so, it is very aptly named.

Virtually none of the Moon Men machinery can be modified or jury-rigged due to its unique circuitry (embedded in metal or crystal). However, many items seem to have been purposefully designed and then created by attaching portable components to some larger machine. A good example of this is a fishing boat. It consists of a portable power winch bolted to the deck of a power boat to enable the crew to control and move large nets. Since they are only bolted in place, they could easily be removed and attached somewhere else; if they had been designed as part of the boat that would not be possible to do.



Prisoners in the dungeon are used as laborers to make nakka cloth, the lightweight fabric made from powdered humma shell. Nakka cloth, in addition to being very attractive, is also lightweight and extremely durable, and can be woven finely enough to be as nearly airtight as fine silk. The powdered humma shell is very caustic, so prisoners are used to work with it. Most die of lung diseases after four or five years. Many hundreds of yards of the cloth are stored in the dungeon warehouse, as well as a great deal of rope and cordage made from woven and braided nakka fibers.

THE WAYS HOME

THE SUBJECT OF the immediate escape from the city dungeon may prove difficult, but certainly not impossible. The return to the base of the canyon and the ether flyers, however, is considerably more taxing. It may be that the players will come up with a very ingenious solution to the puzzle all their own; if so, the referee should encourage them to work out the details of their plan and should help them along. Remember that the object of this sort of adventure is for the players to come up with their own solution, not be made to follow the "right" path to escape.

Nevertheless the information the players will gather from Grant and other sources can lead to several possible escape routes. If all else fails, Grant can suggest one of these, although it will be much better if the basic idea is suggested by a player. Grant is then available to the referee as a means of suggesting refinements or adding polish to the details.

The Mother of Waters: The party can steal nakka cloth and rope, and go to the cave entrances at the Mother of Waters. The cloth and cordage can then be used to construct a hot air balloon, open on the bottom. The Mother of Waters provides the hot air in the form of rapidly rising steam. The balloon can be carried through the caves to the main shaft and then allowed to inflate. It will carry them up the shaft until they reach the point at which the steam cools and begins to condense. There, numerous rock ledges and caves lead into the system of underground streams that feed the canyon.

Players may recall that most of these rivers and streams emerge quite

a ways above the canyon floor. There are two possible solutions to this. First, players can take ropes with them and climb down the rock face, although this will be both difficult and hazardous. An easier and more flamboyant solution is to take the collapsed balloon with them and use it as a giant parachute to descend into the canyon.



A more difficult, but still practical, use of the Mother of Waters would be to actually climb the vertical shaft using nakka cloth ropes. The extreme heat and slipperiness of the rocks caused by the heat will make this difficult, but not impossible. Treat the climb as a mountain climb but roll three dice for the number of faces.

Back Up the River: Stealing a submarine will allow the party to return to the bay with the prison island on it. If a power winch is stolen from one of the fishing boats, it can be used to winch the submarine up past a cataract. (If the players came by way of the falls, Grant will be able to direct them to a cataract.) After that, the submarine can travel under its own power back to the canyon, provided the characters can find the way. The submarine will only be able to move at a speed of about four miles per hour in the river channel.

CONCLUDING THE ADVENTURE

ONCE THE CHARACTERS arrive back in the canyon, their safe return home is guaranteed. If the characters' ether flyer has crashed, all will be able to return home in Grant's flyer. (He hid the hydrogen valve himself to thwart potential thieves and can easily locate it.)

Experience: Upon conclusion of the adventure, the referee should give one general experience point for each episode. This adventure probably consisted of at least three episodes: the underground river, the prison island, and the escape from the city. As a result, the players should receive three experience points. (If your running of the adventure was different than this, feel free to alter the experience point award.) Each player who participated in close combat at least once during the adventure should receive one Close Combat experience point.

Any inventor in the party should receive one research die in electricity. If he was able to examine a lightning cannon, electric rifle, or submarine in detail, he should receive a +1 die roll modifier on any experimental die roll when trying to invent a device of that type.

Renown: The characters' tale of a new race and ancient civilization beneath the moon will give each scientist in the party one scientific renown point. If they have brought back a working electric rifle or winch, scientists will receive two scientific renown points, and all other characters will receive one. If an actual Moon Man accompanies them back, then all characters will receive two renown points, and sci-

entists will receive four points.

If they have brought back proof, in the form of an artifact or Moon Man, then one or more of the characters may also be rewarded one Heroic Acts renown point, based upon some feat they performed during the adventure. (If they have proof of their claims, the story of their entire adventure will be much more widely reported.)

Money: The players may end up with very little to show, financially, for their adventure. Of course, subsequent trips to the interior may result in financially rewarding trading exchanges for nakka cloth, which will come to be in great demand in

the fashion salons of Europe. Any such expedition should be well armed, however, considering the attitude of the Science Priests.

One final reward is possible. If the players do not have an ether flyer at the end of the adventure (either because they never had one or because theirs crashed in the canyon), Grant will give them his. He insists on their taking it and explains that it is a very small reward considering they risked their lives to save him. Besides, he says with a smile, while in prison he had considerable time to think about the design of ether flyers and is anxious to get home to begin work on an entirely new design.

MOON MEN STOCK NPC DESCRIPTIONS

<i>NPC Type</i>	<i>Experience</i>	<i>Marksman</i>	<i>Attributes</i>	<i>Arms</i>
Soldier	Trn/Exp	4	Physical	Electric Rifle
Merchant	Grn/Trn	1	Mental	Knife
Fisherman	Trn/Exp	3	Physical	Spear
Prison Guard	Grn/Trn	2	Physical	Saber
Priest	Grn/Trn	2	Mental	Knife
Prisoner	Exp/Vet	2	Physical	Club
Thug	Trn/Exp	1	Physical	Knife

Electric Rifle: This small arm of the Moon Men would more properly be described as a carbine, as it is lightweight and has a short barrel. It has a shorter range and less stopping power than most Earth weapons larger than pistols, its principal advantage being its very large magazine. An automatic setting on the rifle allows it to fire six shots per action, but this is never used by the Moon Men (its use is, in fact, prohibited) due to the fact that it is nearly impossible to manufacture the special magnetic darts fired by the rifle. Characters who pick these rifles up, however, may discover and use this setting. The reload time may prove useful to characters who happen upon an arsenal with extra magazines for the rifles. As a general rule, however, soldiers carry only the 100 rounds in their rifle, and many have not even been told how to change magazines.

<i>Weapon</i>	<i>Shots</i>	<i>Mag</i>	<i>Reload</i>	<i>Wnd</i>	<i>Req. Str.</i>	<i>Save</i>	<i>Range</i>
Electric Rifle	1-6	100	2	1-2*	2	1	50

LUNAR RIVER ENCOUNTERS

Terrain	Channel	Bay
Encounter #	2	4
Die Roll	Encounter	Type
1	Fish	Fish
2	Fish	Fish
3	Fish	Flyer
4	Grabber	Flyer
5	Grabber	Whale
6	Snake	Snake

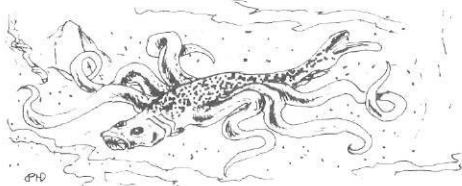
ANIMAL CHART

The Lunar Depths

Type	#App	Size	Move	Wnds	Save	Wt (lbs)	Weapons
Humma	2D	1x1	L20	1	—	30	None
Flyer	1D	2x2	F40	2	—	100	Teeth (2, 4, 1, 1), Talons (2, 2, 1, 1)
Marine Life							
Fish	Swarms	Tiny	W20	1	—	2	Swarm (6, 1, 0, 1)
Grabber	1	1x3	W10	6	1	400	Tentacles (6, 3, 3, 2)
Water Snake	1	1x4	W20	4	—	200	Teeth (2, 3, 0, 1)
Whale	1	2x4	W10	10	2	15,000	Teeth (2, 3, 1, 2)

ANIMAL DESCRIPTIONS

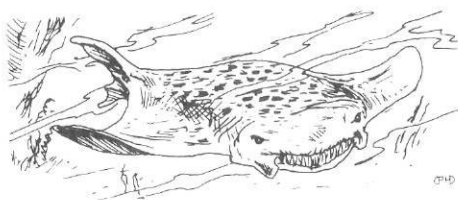
Humma: These are docile, domesticated animals with no means of defense except for flight. They are no danger to anyone.



River Grabber: This solitary water scavenger consists of a long, flat, flexible body cavity terminating in a round mouth, similar to that of a lamprey. It has three pairs of grasping tentacles with which it pulls itself along the rocks of the sublunar river, and row upon row of large suction cups along its belly. Its body is dark gray, almost black, mottled and flecked with yellow to blend in with the underwater rocks. It will normally attach itself to the rock walls or river bottom by its belly suction cups and await the passage of suitable prey. It then grasps its prey, either a Lunar fish or water snake, with its tentacles and eats it alive. The teeth which surround its circular mouth make it difficult for the prey to withdraw from the mouth once partially in but are not used for chewing.



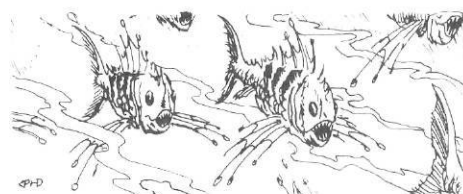
Flyer: Weighing nearly 100 pounds in Earth's gravity, these animals can fly only due to the low gravity of the Moon. They have leathery wings and stout, segmented bodies. Their normal diet consists of fish and water snakes, and their long beak is useful for snatching their prey from several feet below the surface of the water. Their talons are primarily defensive weapons, but they will freely use them against larger, nonaquatic prey (such as men).



Lunar Bay Whale: These huge swimmers average more than seven tons in weight, and are easily capable of overturning or crushing a raft. They will usually not attack, however. (Referee: Roll 1 or 2 on the die for them to attack.)



Water Snake: These animals, usually about 20 feet long, are similar to the giant caterpillars encountered in the upper reaches of the great canyon but are aquatic instead. They have a similar multisegmented body, but the single pair of mandibles on the caterpillar are replaced by a more developed set of sideways-opening jaws with powerful teeth.



Lunar Fish: These aquatic creatures travel in schools of several dozen fish. They will seldom attack (roll 1 or 2 on the die), but if they do they can be quite dangerous. Each fish is between six inches and a foot in length, and has many small but sharp teeth. They are edible by humans, and have a very tart, vinegary odor and taste which will cause most people to suffer watering of the eyes and a strong pucker reaction.

Anarchy in the Ether

THIS ADVENTURE has several prerequisites. The player characters must be back in England when it takes place, they must have an ether flyer equipped with Cyrus Grant's Ether Propeller Governor, and that they have the Governor should be a fairly well known fact. Ideally, then, it should be set some time after the Lunar adventure presented in this anthology, but may take place sooner if all of the above conditions essentially can be met.

A NOCTURNAL VISIT

THE CHARACTERS will be gathered at the lodgings of one of the characters, presumably near London, when two gentlemen call on them. The older of the two, a well dressed and dignified gentleman of advanced years but still in good health, introduces himself as Dr. Cornelius Worth, the chief scientist responsible for design and assembly of *Harbinger*, the orbital heliograph station in orbit around Earth. The second man, who seems to be in his early 30s, introduces himself as Inspector Montrose of Scotland Yard and produces his identity papers to prove it.

Once the player characters have invited the two men in, and they are seated and perhaps fortified against the night's chill by a snifter of brandy, Worth will begin explaining the purpose of their visit.

"Gentlemen, let me begin by stating that I am here on the Queen's business, as Inspector Montrose will confirm." At this point Montrose nods solemnly. "You may be in a position to render a considerable service to the Crown before this evening is done. At any rate, I hope so."

"Amen to that!" Montrose adds.

"Quite. Now, I am given to understand that you are in possession of an ether flyer of extraordinary design, one which is capable of such precise modulation of the power of its ether propeller as to conduct delicate and precise maneuvers in vacuum. Is this correct?"

When the characters confirm that it is correct and perhaps explain the nature of Grant's Ether Propeller Governor, both Montrose and Worth

will sigh and relax, settling back in their chairs. Montrose will then take up the narrative. While Worth's voice is cultured and soothing, Montrose's is clipped and formal, like that of a drill sergeant. He will start by taking a notebook from his coat pocket and referring to it for exact times and names.

"Right. Now my name's Montrose, as I said before. We at the Yard have been tracing a lead on a notorious anarchist for some time now, a Frog—ah, beggin' your pardon, Frenchman—goes by the name of Ravachol. See, we think he might have slipped across the channel a fortnight past. God knows what that bastard's up to—no good, that's for jolly sure.

"Right. So just this evening, not two hours past, we received information from a blower, what you'd call an informer, by the name of one Sydney Blackfin. This Blackfin says that Ravachol has plans to blow up the Harbinger at 5:00 tomorrow morning. That's just six hours from now." Montrose glances over at Worth, who now takes over in recounting the story to you.



"Well, we immediately flashed word to Harbinger and the crew there is taking precautions, but they are hardly suited to dealing with any sort of determined assault. They aren't even armed, are they, Inspector Montrose?"

"No, sir, not a firearm on the whole bleedin' station, beggin' your pardon."

"Yes, well, it seems that our best chance is to fly some reinforcements up there at once, what? Quite. There's a problem, though, you see, which makes the timing of this attempt deucedly clever. You see, the orbital heliograph station is in a high orbit, well beyond the atmosphere. A normal ether propeller is not delicate enough to enable a vessel to match orbits, not delicate enough at all. And so a special fleet of ether tugs was developed to first place the station in orbit and now service it.

"These tugs use their ether propellers to get to the general vicinity of the station, build up approximately the correct orbital velocity, and all that sort of thing. Then for the precise docking work they use small maneuvering jets. The jets are just controlled releases of steam from their solar boilers. But, you see, they can't vent steam unless they have steam, and they can't very well raise steam so long as the Sun's on the other side of the planet. So we can get ships up into the general vicinity of the station using battery power, but we cannot dock with it until tomorrow morning, which will be too late.

"So now you see why we have come to you. Unlike our very impressive and, for the moment, quite useless fleet of ether tugs, your vessel can use its ether propeller to dock with the Harbinger."



Cornelius Worth (Trained NPC)

CORNELIUS WORTH is an English scientist who was in charge of coordinating the complicated task of setting the *Harbinger* into orbit. His powerful speaking voice and youthful features belie his 72 years of age. Worth has not been a particularly innovative scientist, but his steadfast approach to work and his easy congeniality elsewhere have earned him respect and success.



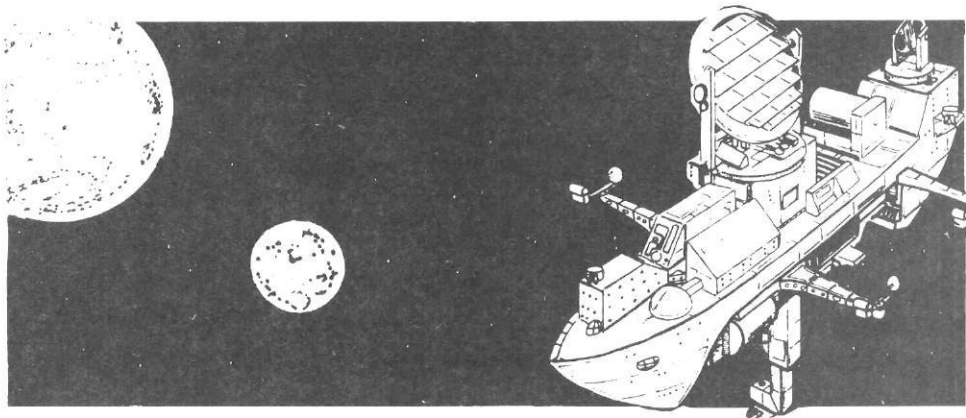
An. Skills

Str: 2 Fisticuffs 1, Throwing 1
Agl: 3 Stealth 2, Mechanics 2 (machinist)
End: 3 Wilderness Travel 2 (mapping)
Int: 5 Observation 5, Science 5 (physics), Engineering 3 (naval architecture)
Chr: 4 Eloquence 5, Linguistics 2 (German, French)
Soc: 4 Riding 3 (horse)

Motives: Dependable, Curious, Friendly.

Appearance: Cornelius Worth is a short, compact man with a full head of white, well trimmed hair and a closely clipped beard. He may appear at first to be a tad too serious and rather boring. Many people have been surprised, however, that in less rigid social settings Worth's gravity melts away and is replaced with mirth. It is his ability to laugh (and a single jigger of whiskey a day), he would say, that has kept him spry and lively. He thoroughly enjoys his work—not because of the fame, responsibility, and the large pension he has accrued, but because of the people.

Worth does not carry any sidearms, has never even fired a gun, and cannot see the necessity for having them.



AN ADDITIONAL PASSENGER

A NUMBER OF NPCS will accompany the player characters, depending on the capacity of their ether flyer. Because the flight will only last a couple of hours, it is possible to overload the ether flyer without fear of exhausting the oxygen. Up to twice the normal number of crew and passengers may be taken.

Both Worth and Montrose will wish to accompany the flight, and Montrose will want to take along as many constables as possible. Worth also says, with a little embarrassment, that he would like to recruit one other person for the expedition.

Worth explains, *"The police have asked me to visit Professor Mortimer Wren and impose upon him to accompany us to the heliograph."*

When the players ask Worth for information about Wren, he will seem very reluctant to say anything more. If they persist, he will have this to say:

"Mortimer Wren is a strange fellow—but don't misconstrue my

meaning. He is intelligent and well educated, always displaying the best of manners. It was his impetuous fervor for experimentation which ended his career, but here I'm putting my cart before my horse.

"Wren was in charge of taking the sketchy notes of Andrew Guilstone, who originally conceived of the orbital heliograph, and making them into a solid, three-dimensional structure. Guilstone had indicated that the heliograph's great mass would rule out the possibility of the communication station being self-powered—it would have to be towed into orbit by ether flyers. Wren could not accept this and proceeded on his own to devise a means of power which could lift the mammoth heliograph off the ground. This slowly became an obsession of his. He neglected his work, and labored night and day in his own laboratory.

It all ended one evening in a fiery explosion. Wren was badly burned and his laboratory destroyed. Naturally he was released from his duties as director of the project. He

has rebuilt his laboratory and continues to experiment—with less dangerous things, I am sure.

"We need him because he knows the inside of that heliograph better than anyone, and if we're going to find a bomb, we'll need to search every inch of it."

The characters join Worth in his carriage for the ride to Wren's house, about two miles east of the outskirts of London. The carriage stops in front of a small house with an extremely cluttered yard. Worth and the characters climb out and ring the bell at the front door. They are met by a butler, who informs them that Professor Wren is indisposed. Worth insists on seeing Wren, explaining that it is a matter of utmost urgency. The butler reluctantly lets them in and instructs them to wait in the entry hall while he informs his master of their visit. He returns momentarily and says that Wren will see them in his library. The butler says that Wren has taken cold, however, and asks that they keep their visit as short as possible.

You enter the library and catch your first glimpse of Mortimer Wren. He is seated in an easy chair very close to the fire, with a blanket across his legs and shawl on his shoulders. He wears gloves; his face below his eyes is covered by a mask to hide his disfigurement; and his hair and forehead are covered by a broad-brimmed hat pulled low. Nevertheless, scar tissue is clearly visible on the patch of skin immediately above his eyes. Although seated, he is plainly of medium height and is slight of build. When he speaks, his voice is slightly muffled by the mask but is clearly hoarse due to his sickness.



"Cornelius, my friend. Please come in, and forgive me for not rising. I'm afraid this spell of damp, cold weather has gotten the better of me. Simms, that will be all."

The butler leaves and closes the library door behind him. Worth is clearly concerned about his old friend. "Mortimer, you look as if you've lost weight."

"Yes, quite a bit actually. This blasted fever has me off my feed as well. Nothing seems very appetizing. Oh, and please forgive Simms for not admitting you at once. He's new and doesn't know that you are always to be allowed in."

Worth introduces all of you and quickly recounts the events of the day to Wren. He says they had hoped Wren would be able to accompany them, but clearly that will not be possible due to his illness. At this Wren removes the blanket and rises from his chair.

"Rubbish! Why, it's nothing but a little cold, and the worst of it's past anyway. Do you think I could sit here and sip soup while some madman destroyed our lives' work? Or that I could let you go on such a mission and not offer my help? Why, you astound me, Cornelius!" He pulls the bell cord while he's talking.

Worth rises and shows some concern. "Are you sure you're up to it, Mortimer? I think you still may be feverish; I've never seen you act quite like this."

Simms opens the door. "You rang, sir?"

"Pack up one of those cold pheasants we put up, along with a bottle of the Hock, and better put in a bottle of that Port, too. I'm off for the Harbinger!"

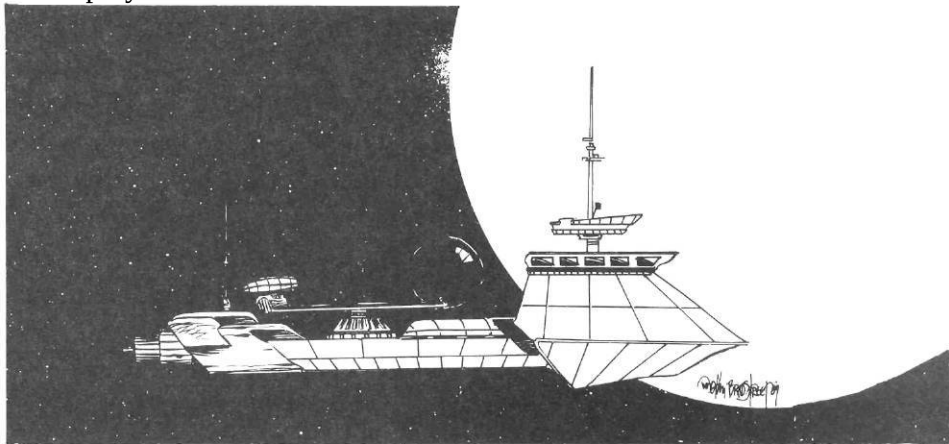
"Very good, sir."

THE VOYAGE TO ORBIT

WORTH, WREN, and the characters will ride back to the characters' lodging where Montrose and his constables will be waiting. All will board the ether flyer and take off. Wren, obviously exhausted from the sudden spurt of activity, will retire to one of the staterooms with his picnic basket of food and drink. If the players look in on him later

they will find him fast asleep, the food and wine untouched.

Worth and Montrose appeared at the characters' lodging at approximately 11 p.m. The group takes off for the *Harbinger* at 12:30 a.m., and the trip to orbit will take two and a half hours. The group will thus arrive at the *Harbinger* at 3 a.m., leaving them two hours to conduct a thorough search of the station for the anarchist's bomb.



THE MAN BEHIND THE MASK

BY THE TIME Worth and the characters arrive at Mortimer Wren's house, Professor Wren has actually been dead for two days, as has his manservant. The man masquerading as Wren is none other than Ravachol, the infamous anarchist, while the "butler" is one of his henchmen. Ravachol has improved his command of English since his escape from prison and has carefully planned his assault on the orbital heliograph. Ravachol's statistics are found on pages 40-41 of **Space: 1889**.

Ravachol's impersonation of Wren is, of course, aided immensely by Wren's disfigurement and his attempts at masking it. Ravachol is Wren's approximate height but is considerably lighter, and his voice is huskier. Both discrepancies were explained away as the result of his nonexistent sickness, and differences between his behavior and Wren's could be passed off as the result of his "fever." Finally, his pretended illness allowed Ravachol to spend the entire voyage to the station faking sleep, thus minimizing the chance of giving himself away by a slip in conversation.

The bomb is contained in Ravachol's picnic basket. The bottle of Hock (the English term for a German white wine) is actually 14 ounces of nitroglycerin (explosive power of 7), while the timer and detonator are in the bottle of Port. The pheasant is genuine.

HER MAJESTY'S ORBITAL HELIOGRAPH STATION

THE FOLLOWING SECTION is general knowledge and may be provided to the players before the adventure or at any time during its course.

DESIGN OF THE STATION

IN 1872, when the British first arrived on Mars, the indomitable English spirit took root in the shifting sands of the foreign planet. Their natural talent for leadership and their willingness to cheerfully persevere in the face of seemingly insurmountable odds won them the friendship of the Parhoonese, the cautious respect of the Canal Princes, and a permanent colony on Mars. A lucrative trade between Mars and Earth developed, and the influence of the British increased. But news from "back home" was slow—travel between the two planets taking several weeks by ether flyer.

The British government soon realized that it needed a much quicker means of communication between Earth and Mars. The solution to the puzzle eluded many prominent scientists, but an obscure inventor by the name of Andrew Guilstone continued to grapple with the logistics of the problem.

As Guilstone pondered the matter early one evening, his friend, a young Irishman named Jackie O'Connor, stopped in to invite the struggling scientist to the pub. Guilstone explained his problem, pontificating on the complications of communication through millions of miles of ether and, with a wry grin, added that he would go to the pub as soon as he discovered a solution. Turning to leave, the Irishman spied

a small vanity glass lying on a shelf. Snatching it up, he turned to Guilstone and said, "Well, Andy me bucko, why dontcha jus' flash the messages with a big mirror?" Guilstone was bewildered. He stared at his friend for a few moments and then scribbled out several pages of notes for a orbital heliograph in due order. That night Guilstone and O'Connor went to the pub and bought drinks for the whole house because they knew themselves to be rich men—and they were right.

By its completion in 1882, Her Majesty's Orbital Heliograph Station *Harbinger* (and its sister heliograph *Foresage* built on Mars) had demanded the time and talents of more than 100 artisans and cost over £1,000,000. The *Harbinger* required the aid of eight specially designed ether tugs to tow it into space and set it in orbit around Earth; the expense notwithstanding, the heliograph's usefulness (in both civilian and military matters) is proven daily. Military reports, materiel requests, and important news breaks can be flashed in Morse code from heliograph to heliograph in a matter of minutes. This line of communication has done much to maintain British authority on Mars.

THE STATION DESCRIBED

THE MOST PROMINENT feature of the heliograph is the tremendous mirror (referred to as the "interplanetary") which is mounted on a rotating platter in the middle of the station. Two solar boilers drive the enormous and intricate mechanism, much like the clockwork machinations of an orrery, which keep the mirror aligned so that it can catch the Sun's rays and reflect them mil-

lions of miles toward Mars. The smallest of the gears in the mirror mechanism would fit in the palm of a man's hand; the largest, the platter/gear which the mirror is mounted to, would take several minutes to walk across.

Complex pressure valves and steam nozzles had to be designed to operate the mirror mechanism to ensure its complete, clock-like accuracy. Twin steam engines drive the turbine, which in turn drives the gears which rotate the mirror and adjust its angle of reflection. A series of slats across the face of the mirror, much like Venetian blinds, can be opened and closed in order to flash messages in Morse code. The messages are composed slowly, due to the enormous size of the heavy metal blinds, but it only takes the reflected light a few minutes to reach Mars.

Even though the interplanetary mirror is enormous (a polo team could practice on its surface and not feel crowded), the communications officers must use telescopes to receive messages between the heliographs. The mirror does not reflect a very focused ray of light, and even with the aid of a telescope, it takes a thoroughly trained eye to record a heliograph message.

When the *Harbinger* receives a message from the *Foresage*, it must use a much smaller mirror (called the "planetary") to send the message down to Earth's surface. The planetary mirror also uses a system of blinds to relate the message in Morse code, but because it does not always send its messages to the same point, it has a separate mechanism to rotate it and adjust its angle. This mirror is also steam-powered, but it is light enough that several people can use

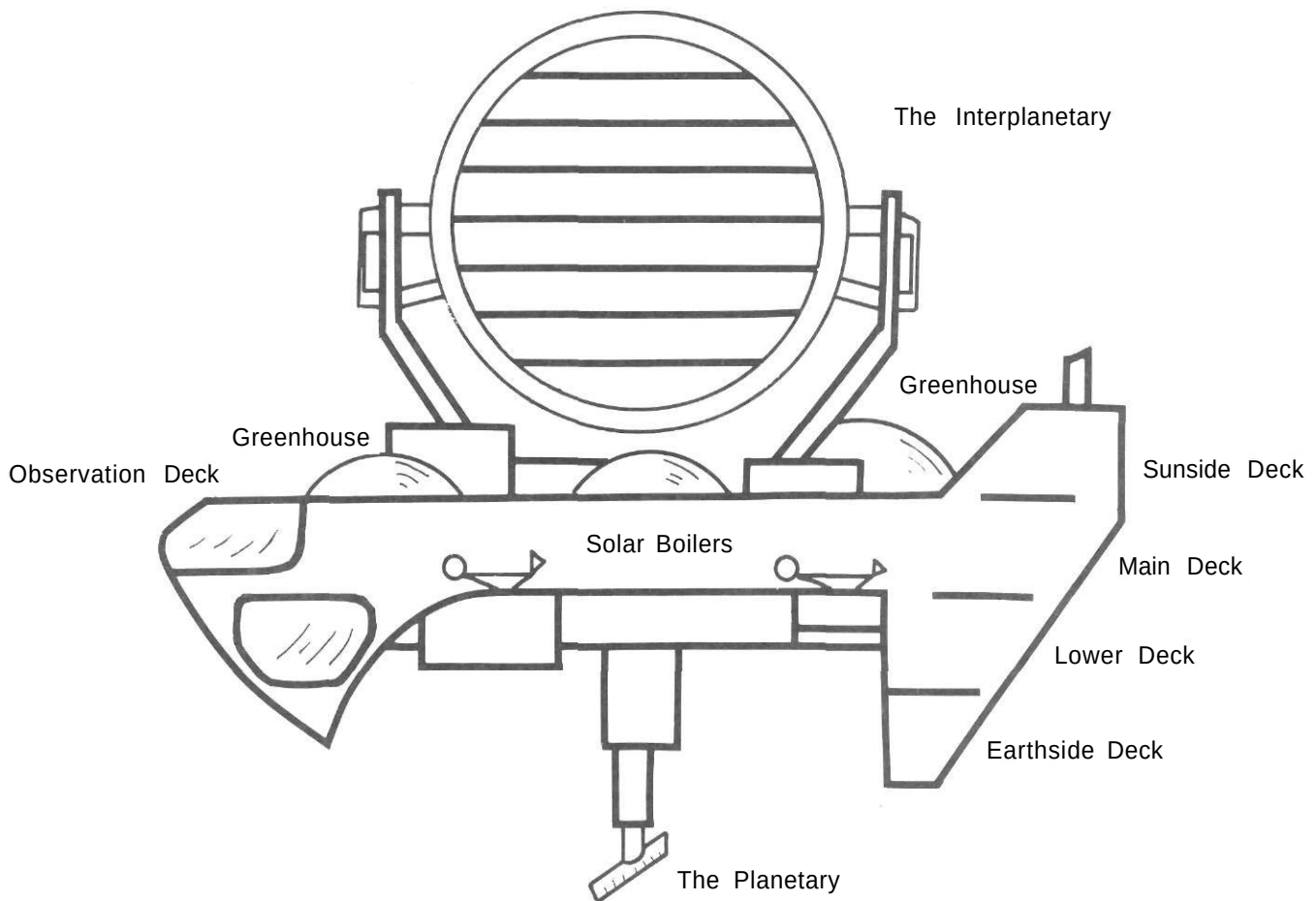
a handcrank to adjust it if necessary.

Even though the planetary mirror is smaller (and of much better quality) than the interplanetary mirror, messages can only be sent when it is nighttime in the region of the planet that will receive the message. The planetary mirror produces a fine concentrated ray of light, but against the sunlit sky it is impossible to see. And

it takes a trained eye to discern the flashing heliograph's message at night against the background of the twinkling stars.

When not in use, the blinds of both mirrors remain closed for two reasons: Stray meteors and space debris could shatter the mirrors, and the crew and passengers of approaching ships could be blinded.

Despite the complexity and monstrous size of its mirrors and drive mechanisms, the *Harbinger* and its exact replica in orbit around Mars, the *Foresage*, have not once in their seven years of service failed to transfer or receive a message (a fact in which their respective crews take great pride). The heliographs have been a tremendous success.



HER MAJESTY'S ORBITAL HELIOGRAPH STATION

HARBINGER

THE HELIOGRAPH station has several functions which are secondary to its communication role.

The Oxford/Cambridge Ether Laboratory: The largest and best-equipped ether laboratory in existence is aboard the *Harbinger*. It represents a joint effort between Oxford and Cambridge Universities, and is dedicated to the study and construction of devices which will harness the power of the ether more efficiently. Only a handful of scientists are invited to work here, and both universities award one scholarship a year to a student at the Masters level or above. Competition is fierce.

The scientists and students who work here typically remain for one-year intervals, after which their scholarship or invitation may or may not be renewed.

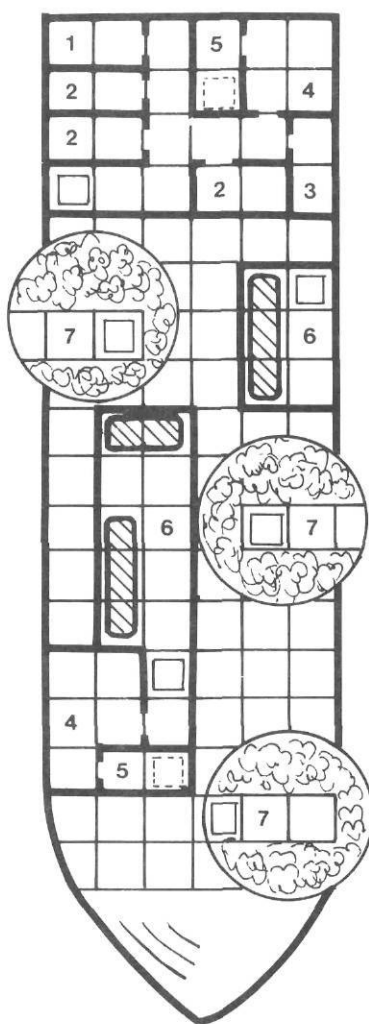
The Times Office: The *Times* has an office here (and on the *Foresage* as well). It pays heavily for this privilege, but it also receives all unclassified information first. The *Times'* subscription rate has quadrupled in the last three years, nearly driving *The Daily Mail* and several other newspapers out of business. The *Times* is engaged in several lawsuits as a result of this situation, but so far none have been successful.

The Greenhouse: The dome-shaped greenhouses on the heliographs are largely devoted to growing foreign plants in Earth soil. Experiments are then performed on these plants; many chemists and botanists have made incredible finds, ranging from colognes to food substitutes. As a result, a rash of "fakers" and "doctors" have appeared on Earth who purport to be selling

miracle "heliodrugs." They often claim that the Sun's direct light on some obscure Martian plant has resulted in a potent cure-all medicine. Many gullible British, Americans, and Irish have fallen prey to these charlatans.

In addition to providing oxygen for the station, the greenhouses produce fresh food for the staff and personnel stationed on the heliograph.

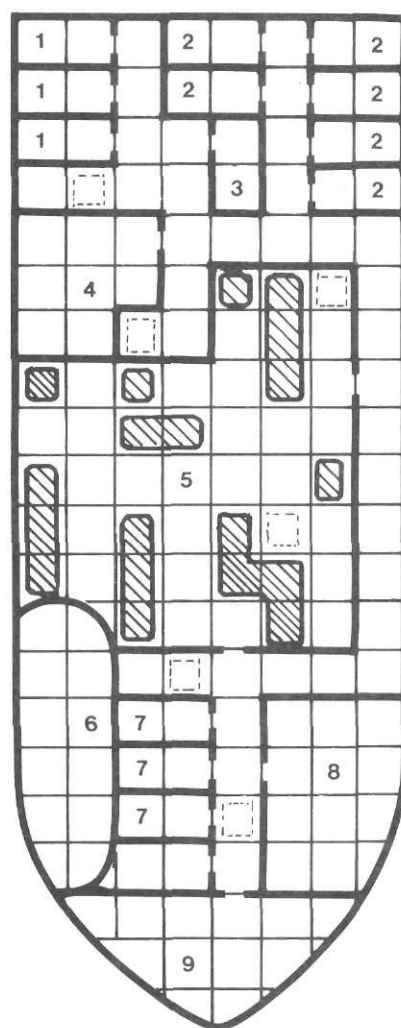
SUNSIDE DECK



SUNSIDE DECK

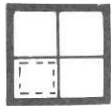
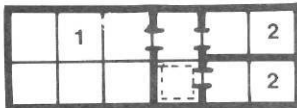
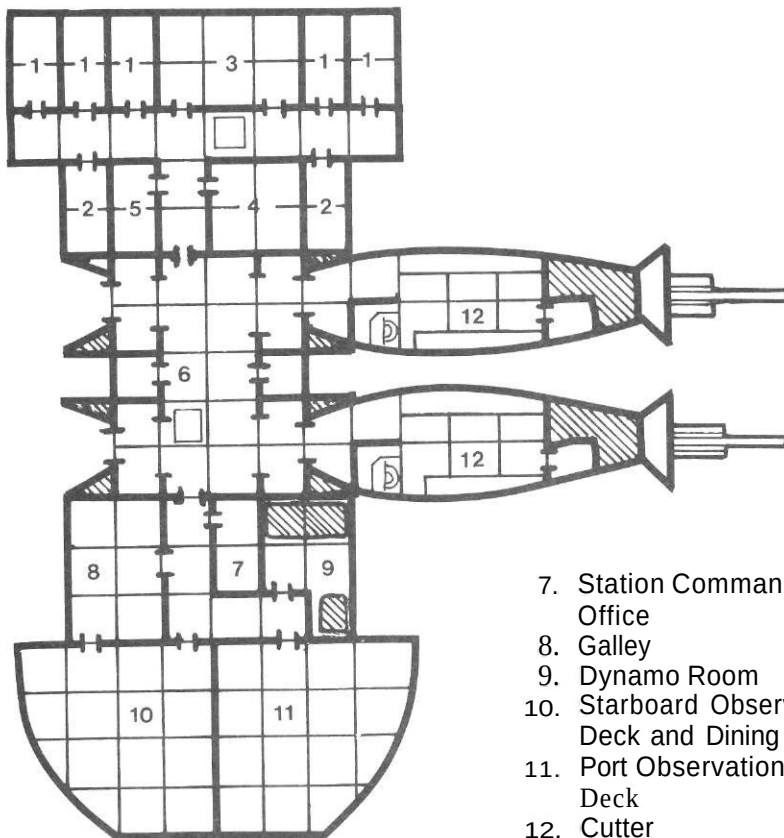
1. Station Commander's Quarters
2. Senior Staff Quarters
3. Shower and Head
4. Space Suit Storage
5. Air Lock
6. Machinery
7. Greenhouse

MAIN DECK



EARTHSIDE DECK

1. *Times* Office
2. *Times* Staff Quarters

PLANETARY CONTROL**EARTHSIDE DECK****LOWER DECK****MAIN DECK**

1. Staff Quarters
2. Scientific Staff Quarters
3. Shower and Head
4. Interplanetary Control Room
5. Interplanetary Machinery Room
6. Hydrotanks
7. Scientific Office
8. Oxford/Cambridge Lab
9. Forward Observation Deck

LOWER DECK

1. Visitors' Quarters
2. Shower and Head
3. Lounge
4. Library
5. Purser's Office
6. Docking Bay

Docking Bay: The docking bay is completely enclosed inside the station. A long, horizontal, corrugated door lifts to allow ships to pass in and out. Once the door is closed and sealed, the bay becomes airtight. The docking bay is large enough to hold the 15 tugs. Only limited repair facilities are present.

The Hydrotank: A hydrotank holding approximately 3000 imperial gallons of water supplies the greenhouse, steam engines, and numerous sinks and water closets throughout the ship with fresh water.

The Cutters: The cutters are battery powered and capable of little more than a brief burst of power to head down out of orbit and reenter the atmosphere. At that point their hydrogen balloons deploy, and they are powered by an airscrew. They are intended to allow the crew to escape in an emergency.

The Observation Decks: Three observation decks are located at what would be the "bow" of the station. All of the decks are a single room made almost entirely of reinforced glass. One observation deck is on the top of the ship, and one is set into each side of the hull. From these decks astronomers study the stars, and communications officers record messages. All three of the decks have mounted telescopes of various magnifying powers permanently installed on them.

The heliograph stations are not ships and do not have ether drives for propulsion. The *Harbinger* was constructed on Earth's surface (the *Fore-sage* on the surface of Mars) and then towed into orbit by 15 specially designed tugs. They are stationary platforms which will permanently orbit their home planets.

WHEN THE GROUP arrives at the station, Montrose has all station personnel brought to the docking bay and kept there under guard by one of the constables. That way, he explains, they are ready for immediate evacuation should that prove necessary, and, if there is a saboteur among them, he will not be free to place a bomb in some location that has already been searched once.

Worth asks Wren for his advice, and Wren suggests that they should begin by searching the large housing at the base of the interplanetary mirror mechanism, as that is centrally located and would be the best location to place a bomb to cripple the heliograph station.

The mirror machinery room is a rabbit warren of gears, steam pipes, pistons, and levers. The entire group searches the room intensively for half an hour, at the end of which time all

are satisfied that the room is free of a bomb of any type.

Wren is now clearly exhausted and says to Worth and the other searchers, "I'm afraid I'm not as strong as I thought. Let me stay here and rest a bit while you search the ship. I suggest you break up into small groups and comb every corridor and closet on the station. If Inspector Montrose will favor me with the loan of one of those revolvers, I'll make sure no one tampers with the machinery." He takes out his pocket watch and examines it. "Tempus fugit, gentlemen. It is now 3:30 a.m. "

THE FUTILE SEARCH

RAVACHOL WILL WAIT until 4:30 a.m. to set the timer on his bomb. He will then go directly to the docking bay. Once there he will demand that one of the small emergency cutters be placed at his disposal.

The constable will object, but Ravachol has a revolver and will threaten to use it. He will take along a prisoner capable of piloting the craft.

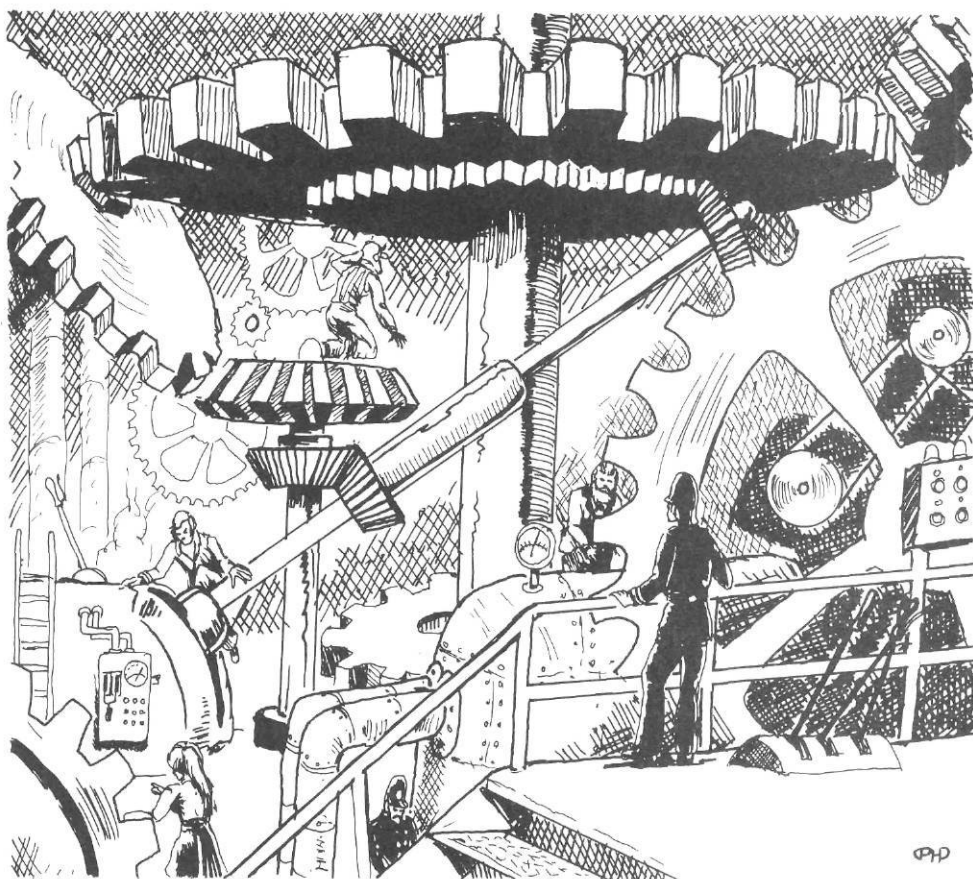
If the characters have become suspicious of Wren, they may decide to double back and will then catch him in the act of planting the bomb or making his escape. If not, they will carry out their frantic search for the bomb. Worth will accompany the characters, as most of the rooms are very large, and Worth can single out key areas. The characters will want to stay together so that they can cover each area very quickly. Montrose and his constables will form another search party. Build the suspense as the scientist leads them from room to room, and 5 a.m. approaches.

At 4:50 a.m. Montrose finds them and says the following:

"Not much time left now, and I've started to evacuate the scientific personnel. We won't be able to get everyone off, though. It seems your Mr. Wren lost his nerve. He forced his way into the docking bay and seized a cutter at gunpoint."

"Mortimer Wren?" Worth asks skeptically. "I don't believe it. Why, I'd sooner believe that Mortimer had suddenly sprouted wings and learned to fly than that he had threatened another man's life."

This is the last opportunity for the characters to deduce that Wren is the saboteur. However, they must immediately run back to the machinery room and think to examine Wren's picnic basket. If they do so they will notice the ticking sound made by the timer in bottle of Port and try to disarm the bomb. The easiest way to do so is to simply separate the two bottles; the detonator is not powerful enough to do any significant dam-



age by itself. A more complicated way would be to carefully open the bottles and dismantle the timer mechanism. The character attempting this rolls Agility skill dice for a Moderate task, failure resulting in detonation of the bomb. (See the rules on explosions for pertinent damage to any nearby characters.)

If the characters do not figure out Wren's actual part in the plot, then at 5 a.m. a terrific explosion can be heard, and the floor of the station begins vibrating.

"The bomb!" yells Worth. "By the sound of it, he's hit the interplanetary mirror mechanism. We've got to examine it quickly: If the gears aren't turning it could back up the turbines and blow up the entire station!"

As the group races down the corridor toward the center of the ship, the grinding noises become louder, and the vibrations become stronger. When they come to the door leading into the machinery room, whoever touches the doorknob first will burn his hands on it. Fire (or some extreme heat) is obviously present on the other side. If the characters decide to open the door, have anyone less than 20 feet away roll against Agility. Failure means the character takes 2 points of damage from the scalding steam which comes rushing out. It is obvious that there is no possible way to enter the room without being burned alive. In the meantime, terrible groans can be heard from the machinery inside.

"There is only one chance to save the station now," says Worth. "Someone is going to have to go out and manually disengage the mirror before it tears the station apart. I know where there is an access hatch—who will come with me?"

INTO THE ETHER

WORTH WILL LEAD them to the access hatch, which is a two-room air lock. The first room contains six space suits, tools, the oxygen tubes, some carbide lanterns, and six sockets in the wall. A thick, metal, riveted door leads to the second room which has a short ladder climbing to a hatch in the ceiling; six covered sockets also line the wall. Worth will help the volunteers put on the heavy space suits and will then put on his own.

Once the characters are in the second room and the bulkhead door is sealed, Worth will tell them to lift the lid of a socket and plug the end of their oxygen hose into it. The hoses have a special fitting which allows a tight seal. The characters can now breathe air out of the second room, through the tube, while they are in space. The characters will find that by putting their heads together (literally) they will be able to hear each other talk (in a muffled way) through their metal helmets.

The characters have come out on the stern-side of the square housing on top of which the interplanetary mirror rests. Worth leads them to a doorway which he opens to reveal a small space only slightly larger than a broom closet. The vibrations are especially strong here. Characters who miss a quick roll against Agility will be thrown against a stanchion or the deck and suffer one wound. Worth pulls out a 12-foot-long crank from a locker and inserts it into a socket in the wall. He then directs everyone to start turning the crank (up to four people can get around it at once). By turning the crank, they will slowly unscrew the main cog

from the mechanism so the other gears can spin freely and the pressure will be alleviated.

Slowly the vibration stops.

ENDING THE ADVENTURE

THE PLAYERS WILL receive the following rewards for completing this adventure.

Experience: All characters will receive one experience point for this adventure. If any character engaged in close combat with Ravachol, that player receives a Close Combat experience point as well.

Renown: All the players will receive one renown point for Service to the Crown for their role in saving the station. If Ravachol is captured, add an additional point. If the bomb does not go off, add another point. If a player character dismantles the bomb, that character will receive two renown points for a Heroic Act. (If the bomb detonates and he somehow survives, he will receive four points.) If the bomb detonates, then all characters who leave the station with Worth to disengage the mirror will receive one renown point for a Heroic Act. Any character who receives a total of three or more renown points will also be knighted.

Money: The players will receive a monetary reward from the Crown of £100 if the bomb detonates but the station is saved by their quick action to decouple the main cog. If the bomb does not detonate, they will receive a reward of £1000.



Ausonian Stalker

IN THIS ADVENTURE, the player characters find themselves saddled with the unnerving task of hunting down a savage killer in the sewers of a Martian canal city.

SYNOPSIS

AT THE ONSET of this adventure, the player characters have entered Ausonia, a backwater city-state to the southeast of the British Colony on Mars. While doing business in the city, the player characters learn of a series of bizarre murders that have been committed during the

nights of the past few weeks. Eventually, the murderer is tracked to an entrance to the city sewers.

The ecology of the sewers is fatal to Martians, so the player characters are pressed into service to pursue the killer and bring him to justice. Entering the sewers, the group eventually discovers Herr Doctor Franz Wortmann, a German scientist who has developed a serum that adapts Teran creatures to the Martian sewers, making even normally docile beasts ferocious and bloodthirsty in the process. (One of the doctor's escaped

creatures has been committing the killings in Ausonia—prematurely, as far as the doctor is concerned.) Wortmann's plot is to overthrow Syrtis Major with these creatures, but first he is testing his plan at Ausonia.

Doctor Wortmann exposes the characters to the serum, intending to add them to his murderous menagerie, but the strong will of our heroes prevents them from falling fully under its effect. Finally, they manage to expose Wortmann to his own serum, and when he runs for the antidote, the player characters follow. The antidote reverses the serum's effect on the player characters, and they return to Ausonia's prince, having succeeded in their mission.

GOING TO AUSONIA

IN ORDER TO run this adventure, the referee will need to get the characters to Ausonia. Only at such a remote location could Doctor Wortmann hope to test his plot and prepare for the destruction of Syrtis Major. Also, placing the adventure in a backwater region ensures that the characters are the only Earth humans available for ferreting the doctor out and that without European officials to appeal to, the player characters have little choice but to take the job.

The characters might be in Ausonia for one of several reasons. They might have happened upon it while exploring the region of the neutral cities. They might be lying low from authorities who frequent more travelled regions. Or perhaps they have been sent to investigate rumors of someone else hiding out here. They might even have been sent on a diplomatic mission. Whatever the reason, it will need to be serious enough to keep them in the city several days.

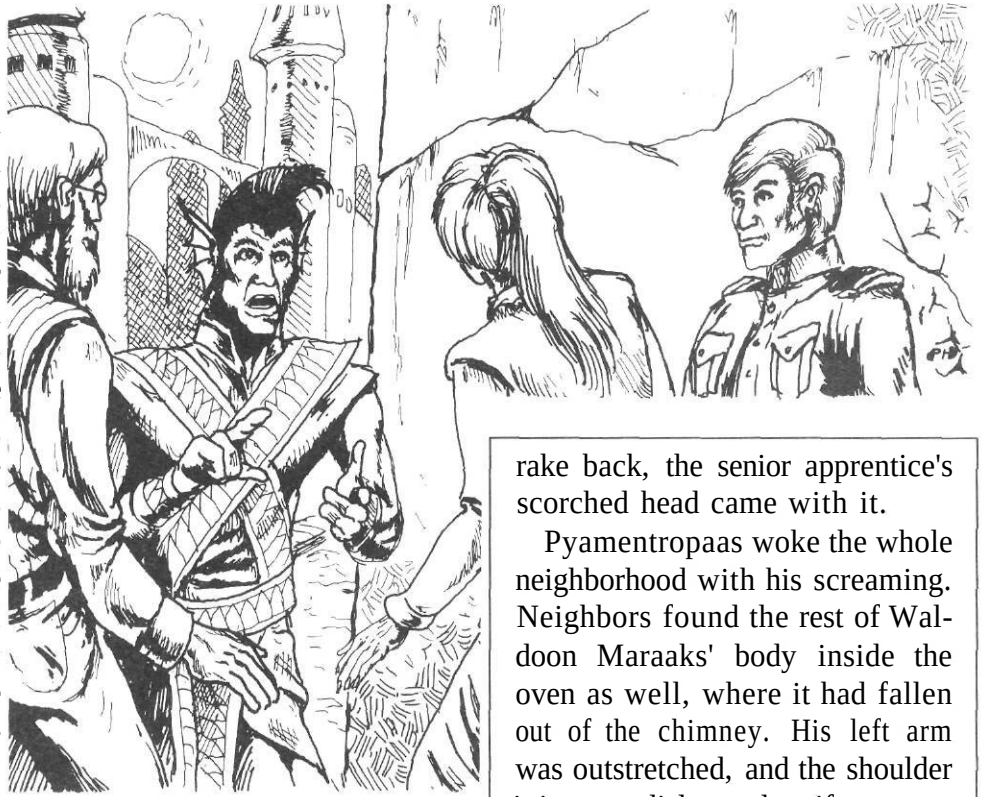
AUSONIA

AUSONIA IS one of the neutral cities to the southeast of the British holdings on Mars. The small city-state lies in the Trinacria region, slightly more than 200 miles overland from the city-state of Trinacria. Only one canal enters Ausonia, and it leads southwest to the city-state of Hellania. About 150 miles outside of Ausonia, the canal intersects a north-south canal that runs from Trinacria to Auson. Trinacria is located about 200 miles north of this intersection, so the total distance from Trinacria to Ausonia is 350 miles by canal. By comparison, Hellania lies 1000 miles away by canal, and Auson, 650 miles away.

Lying at the terminus of this side canal, Ausonia is not a large city by Martian standards. It does maintain some trade with Trinacria, but this is limited by Ausonia's isolation and by the poor condition of the locks at the crossover point of the Trinacria/Auson canal and the Hellania/Ausonia canal. While the locks still work, they must be pumped by hand or by beast. Rather than go to this trouble for every vessel, light cargoes being switched from one canal to the other are usually carried from one vessel to another by pack animals. Only in the case of larger cargoes are the locks used.

AN ILL WIND

WHILE DOING BUSINESS in the city, the player characters begin to hear rumors of bizarre murders being committed. Wherever they go—be it bazaar, tavern, inn, or whatever—the citizens of Ausonia are grumbling about the news, complaining that the ruling families are more concerned with maintaining their daily comforts than with protecting the citizenry. If the players question any of the speakers more closely, they will hear one of the rumors listed in the rumor table. Roll 1D6 for the story recounted. After the players have heard two of the three stories, go on to the next section of this adventure.



RUMOR TABLE

1-2: Kiithauk Gneesh, a west side rug merchant, was walking home with some friends from the tavern near midnight five nights ago when he heard a scream from the second story of his home. After fumbling with the lock for several minutes, he finally got his door open and rushed upstairs with his friends, only to find that his wife had been slaughtered in bed. It is said that both her arms were broken, and her throat was torn out.

After he had recovered from the shock, Gneesh went to the commander of the Ausonian Guard, but the Guard hasn't been able to figure out who committed the murder. They almost threw poor Gneesh in jail as a suspect but decided not to when the friends who had been with him raised a fuss.

Gneesh swears the only way in

or out of the house was either to go through the locked door or to fly through the bedroom window upstairs.

3-4: Two mornings past, Anaantool Pyamentropaas, a junior apprentice at the Sistopol Street Bakery near the great gate of the palace, rose as normal and began the fire in the great oven, then drew water for Waldoon Maraaks, the senior apprentice baker, to wash himself in after rising. But Maraaks could not be found.

Returning to the oven, young Pyamentropaas found that the chimney was not drawing well, so he went outside and mounted the 15-foot stack with a ladder, then plunged a pole into the chimney to drive the blockage out. Eventually he felt the blockage fall free, and greasy black smoke began to exit from the stack. Upon returning to the oven doors, the young apprentice inserted a rake to pull out what had fallen from inside the chimney. When he pulled the

rake back, the senior apprentice's scorched head came with it.

Pyamentropaas woke the whole neighborhood with his screaming. Neighbors found the rest of Waldoon Maraaks' body inside the oven as well, where it had fallen out of the chimney. His left arm was outstretched, and the shoulder joint was dislocated as if someone had tried to drag him up the inside of the chimney by his hand.

5-6: Dreel One-eye, a ne'er-do-well who frequents the docks, said he was "running a footrace" with a dockworker late last night and was in the lead when he heard the dockworker make a strangled cry. Glancing over his shoulder, Dreel says he saw a short figure rise from the dockworker's body, then begin to race after old One-eye himself.

Dreel said he led the figure on a merry chase through alleys and over fences; the figure kept gaining on him. Finally Dreel ducked into an alley and dove into an open cellar. He guesses that the figure didn't see where he had gone; he heard it run right on by. The dockworker was found by the Guard a few hours later; his head had been twisted to the side until his neck had broken, and the right side of his face was torn open to the bone.

JOINING THE SEARCH

ONCE THE PLAYER characters have heard about the murders being committed in Ausonia they may volunteer to join the search for the murderer. If this is the case, the referee will need to assign chances of them happening to be in the right area of the city when one of the killings is committed.

The referee should keep several things in mind when running this part of the adventure. First, the creature is an orangutan, which is why it is able to run, jump, and climb so well while still appearing humanoid in the darkness. Remember that although an animal is doing the killing, the evidence should not make this obvious; as far as the player characters are concerned, it could be the work of a madman. Also, it should not become obvious right away that the creature's home is in the sewers; after each killing, the thing flees into one of the abandoned areas of the city (every Martian canal city has plenty of them) before reentering the sewers, and it exits the sewers at a different spot each night. Finally, one killing a night is enough to sat-

isfy its bloodlust, and the killing need not be discovered by anyone until the next morning.

With a little bit of care, the referee can have the characters believing that they are seeking a Jack the Ripper type of murderer, which will make the next development in this whole puzzling situation all the more mysterious to them.

A SUMMONS TO THE PALACE

WHETHER THE player characters have joined the search for the murderer or not, eventually the creature will attack a member of the Ausonian Guard, and although it kills him, it is severely wounded in the struggle. Other members of the Guard find the body very shortly and follow a trail of blood left behind by the wounded creature. This trail leads them to an entrance to the sewers, and they promptly report this back to their superiors.

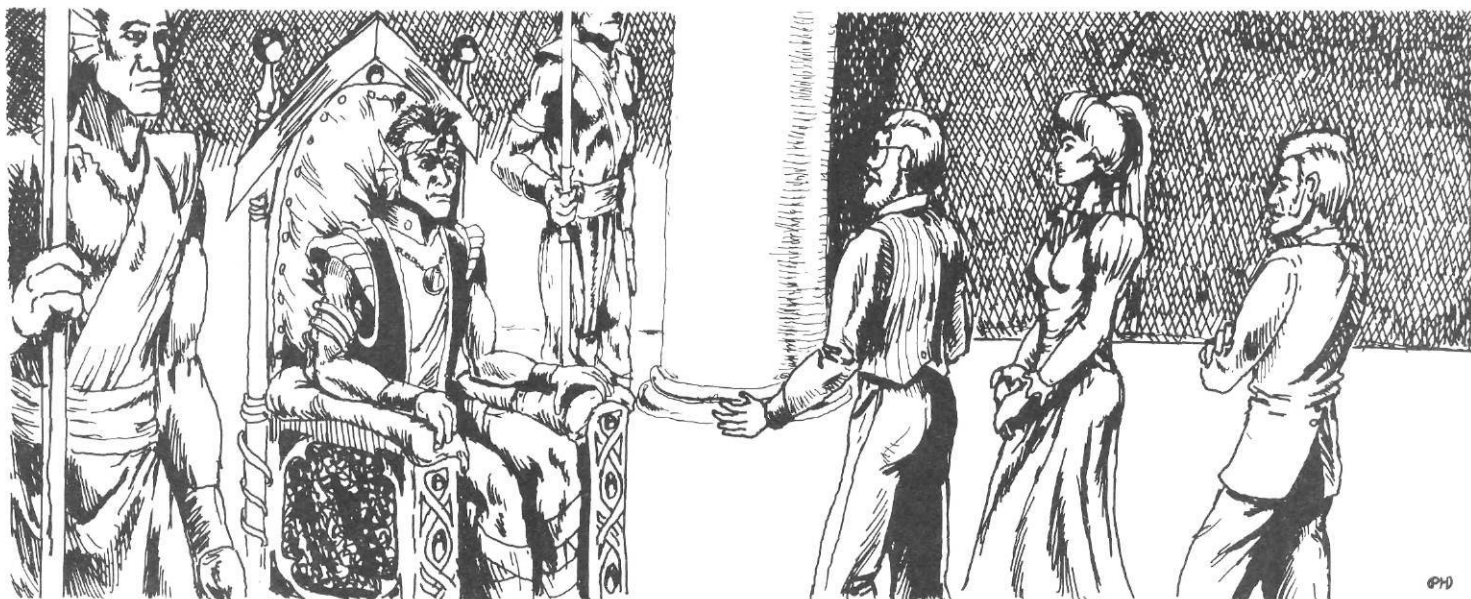
The Martian governors are stunned by this news. Because of the very nature of the sewers (see *The Ecology of the Sewers* on page 62), it is evident that the killer cannot be a Martian. Most importantly, however, no Martian can pursue the

killer into the sewers. But news reaches the ears of Ausonia's prince that Earth humans are in the city, and he summons them to attend him at the palace.

When the player characters arrive at the palace, they will be ushered in to see the prince, who will politely offer them refreshments. If they accept, he will wait quietly while they seat themselves and are served; then, while they are eating, he will tell them the reason for their summons before him.

"You have undoubtedly heard," says the prince, "of the series of murders that have been committed in the city. We have learned that the killer has taken shelter in the city's sewers, and it is evident that it is from there that he has been striking all along. Unfortunately, the Ausonian Guard cannot follow him into the sewers, so I need operatives who can. I have selected you."

"As off-worlders, you can enter the sewers in relative safety. You can track the killer down and capture or kill him for me. He was badly wounded during his last attack, so he should cause you little worry. As long as you are careful, I expect that you will



have little trouble in completing the mission quickly and safely.

"Once you return with the villain or proof of his death, I will pay you £100. I will not take no for an answer. By entering Ausonia, you have placed yourselves under my law for the duration of your stay, and that law requires that you perform whatever service the prince might ask. Furthermore, the very fact that the villain can survive in the sewers indicates that he is from off-world as much as you are, and to my way of thinking, you have a responsibility to police your own kind.

"As I have stated, when you return successfully from the mission, I will pay you well. Should you refuse, I will be forced to seize all of your possessions in payment for the damages done by this madman, and then throw you in prison for vagrancy. What is your answer?"

If the players ask why the guards cannot enter the sewers, the prince will explain the nature of the sewer ecology, assuring them that as off-worlders they have little to worry about other than the very largest of the scavengers. If they ask about the availability of equipment, they will be offered whatever the referee thinks reasonable. If they ask for details concerning the layout of the sewers, the prince will send them to see his archivist, who will show them diagrams of workings of the different levels (see page 161 of the **Space: 1889** rules and the descriptions on the next two pages of this adventure). No actual maps of the tunnels are available, however, since it has been ages since the sewers were constructed, and no one ever goes into them. Any other questions are left to the referee to answer as he sees fit.

Prince Jharmook of Ausonia (Trained NPC)

PRINCE JHARMOOK of Ausonia is much younger than is normal among canal princes, and it is probably only by virtue of the fact that Ausonia is a relatively small city-state that he retains his throne. The other merchant families in Ausonia have very little ambition to rise above their present status, seeing as it would saddle them with wearisome responsibilities.



The prince seems, on first acquaintance, to be a cold and aloof individual. This is, however, merely a result of the combination of his youth, his extreme loyalty to his people, and his pride, which manifests itself as a concern for the proper manner of behavior.

When the prince finds escape from the tedium of ruling (frequently, since Ausonia demands little of his time) he pursues several hobbies, including the study of astronomy and the history of warfare. If the occasion for war were ever to arise, it is likely that Prince Jharmook would acquit himself well as a commander of the Ausonian Army; already he demonstrates a knack for fieldcraft and a subtle understanding of the importance of geography in deciding strategy. The prince's native language is Hellan.

Attributes

Skills

Str: 1	
Agl: 3	Stealth 2, Marksmanship 3 (bow)
End: 2	Wilderness Travel 1 (mapping), Fieldcraft 2
Int: 4	Observation 4, Science 2 (astronomy)
Chr: 5	Eloquence 5, Bargaining 4, Linguistics 4 (Parhooni 3, Koline 1, English 1)
Soc: 6	Riding 5 (Gashant), Leadership

Motives: Loyal, Proud.

Appearance: Prince Jharmook is very tall and slender, even more so than is average among Canal Martians. He dresses simply, preferring long, dark robes designed with graceful lines, but in the costliest of materials which convey a sense of elegant solemnity. The prince's manner matches the aura conveyed by his mode of dress. His moods can range from polite attentiveness to dark anger, but even under the influence of strong emotion, the prince never loses control. His self-restraint has led more than one opponent to underestimate him seriously.

The prince always has an armed guard at hand, and his own bow is usually within reach as well.

INTO THE SEWERS

AFTER ACCEDING to Prince Jharmook's demand for aid, you are led through the streets of Ausonia by a few members of the Ausonian Guard. Citizens of the city stand aside as your group passes, and they eye you curiously. As you travel on, you begin to leave the populous center of Ausonia behind and soon enter what is popularly known as the "Northern Haunts," an abandoned area of decaying buildings and stone-cluttered streets.

The guardsmen lead you down a narrow alley that twists unpredictably, then suddenly ends at a blank stone wall. A rusted grating lies discarded on the pavement at its foot. But your eyes are drawn to a gaping hole a few yards to the left, a hole that exudes the warm, moist stench of the city's bowels.

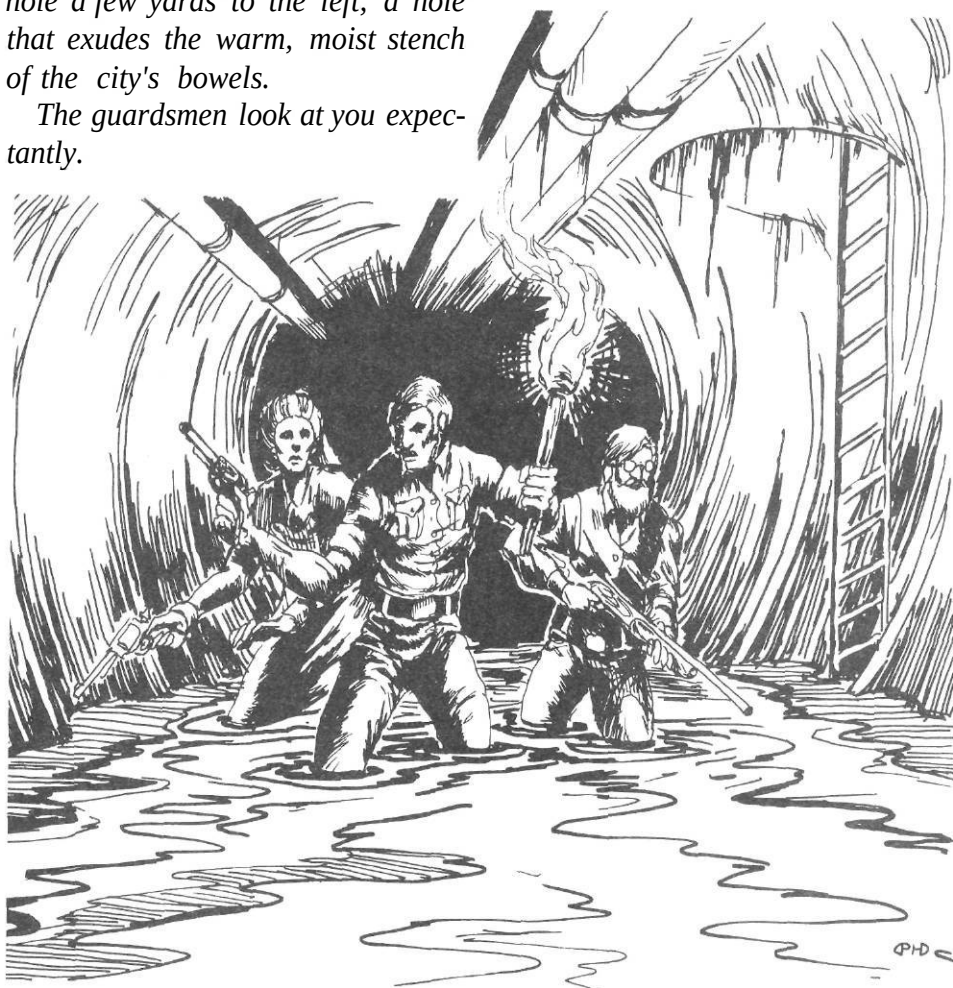
The guardsmen look at you expectantly.

This portion of the adventure will require some care on the referee's part to build tension in the players as their characters explore the sewers, looking for the murderer who is lurking there. The referee should try to convey a sense of mystery and danger to the players, describing the long, empty stretches of dark tunnels, the alien stench of the place, the damp and warmth of the air, and the strange gurglings that echo within.

The secret of running this scene is timing. The sewers are not a location of nonstop action, and some of the tension and even boredom that the characters would feel in traversing them should be conveyed. If the referee is careful, the characters will wander for a while, discovering nothing but branches and side pas-

sages, then just as they are beginning to be lulled into carelessness, surprise!—something happens to remind them of the danger they are in.

Two aids are included to help the referee run this portion of the adventure. The first is the encounter table on this page; the second is the sewer maps on pages 62 and 63. The referee should not feel bound by either of these aids, however. Just because the players happened to choose the correct turn every time, and every encounter roll came up "no encounter," does not mean that they should be able to waltz right through this scene. Conversely, the group should not have to wander the sewers for interminable hours, wading through hordes of savage creatures and suffering innumerable cave-ins. Instead, the referee should ensure that they find the doctor's hideout at the dramatically appropriate moment. The intent is to recreate swashbuckling adventure, not to simulate a computer-moderated labyrinth. It is even recommended that the referee choose some of the encounters from the table rather than follow the dice rolls every time.



ENCOUNTER TABLE

2D6	Encounter
2	Waste gasses
3	Cave-in
4	Willy
5	Croakers
6	No encounter
7	Water hazard
8	Giant snails
9	No encounter
10	Orangutan
11	Earth mutant
12	Spores

ENCOUNTER EXPLANATIONS

DESCRIPTIONS of the various sewer encounters follow:

Waste Gasses: In some spots in the sewers, the stone conduits that carry waste gasses from the lower levels of the sewers to the city above have ruptured and leak those gasses into the sewer's upper level, where they collect into pockets. The party has entered the fringe of such an area. Breathing will begin to become more difficult, and if the group is carrying torches or other sources of flame, they will begin to flare and sputter in response to the gas.

If the player characters carry flame any further in this direction, they will set off an explosion. Roll 1D6: On a roll of 1, 2, or 3, the party members are slightly scorched but take no damage; a roll of 4 or 5 means that each person takes 1D2 — 2 wounds; a 6 means that the ceiling and walls have collapsed, and the characters are buried alive unless they make a save versus their Strength, Endurance, Agility, or Intellect, in which case they escape, but instead take 1D6 wounds.

If an explosion occurs but does not collapse the tunnel, the characters can continue in this direction if they hurry. If they dawdle for more than a couple minutes, the gasses will begin to collect again. If the tunnel has collapsed, the group can proceed no further in this direction.

Cave-in: Some of the sewers' ancient stones are beginning to weaken. If this encounter is rolled, a small portion of the tunnel the characters are in suddenly collapses. Roll 1D6: On a roll of 1, 2, or 3, a block falls out of one wall, possibly providing access to a parallel tunnel; on a roll

of 4 or 5, a block falls out of the ceiling, striking one character a glancing blow for 1D6— 1 wounds, unless he makes a save versus Agility or Observation, whichever is higher; a roll of 6 means that a hole opens in the floor under one of the characters, dropping him into the next level of the sewers unless he makes a save versus Agility or Observation.

Willy: The group encounters Doctor Wortmann's henchman, Willy, as he roams the sewers. He has been sent by Wortmann to search for the escaped orangutan, but he does not really want to find it. When he spots the group, he will give out a cry of fright, then run back toward Wortmann's base. The characters can follow him if they like. Willy's description is on page 59.

Croakers: Croakers are swarms of tiny reptilian creatures something like carnivorous, six-legged frogs. They will attempt to eat anything they encounter, including the characters, if possible. They can be driven off by fire. See the Animal Chart on page 63 for croaker statistics.

Water Hazard: The group enters a section of the sewers in which the water flows very swiftly or very deep (referee's choice). Deep water means that the characters will have to swim to continue in this direction, a task made more difficult if they are trying to keep torches or powder dry. Swift water is typically only knee-deep, but unless the characters are careful, they could be swept off of their feet and down the tunnel for a couple hundred feet (make a saving roll versus the higher of Strength or Agility to prevent this).

Giant Snails: The largest of the creatures native to the Martian sewers, a giant snail is a great slab of

slime-covered muscle with multiple tentacles and a file-like tongue. Where one is found, several more will usually be close by. A giant snail can do a lot of damage to a character if it gets a hold on him, but it can easily be outrun. See the Animal Chart on page 63 for statistics.

Orangutan: This beast has been treated with Doctor Wortmann's serum, making the normally gentle creature a ferocious killer. It escaped from the doctor's menagerie and committed the brutal killings in the Martian streets above. The orangutan has been severely wounded (it has suffered 2 wounds) but is still alive, if barely. As a result of its wounds, it has lost some of its ferocity, and when it spots the party, it will flee back to the area of Doctor Wortmann's hideout. Characters may follow it there, if they wish. For statistics on this creature, see the Animal Chart on page 63.

Earth Mutant: A few Earth animals have escaped Doctor Wortmann's menagerie after being treated with his serum, and the characters might encounter them in the sewers. If this encounter is rolled, the referee should choose one of the Earth creatures from the Animal Chart on page 63. This creature will attack the party ferociously, with no sensible regard for its own safety, and will fight to the death.

Spores: The party has discovered a high spot in the tunnels where the water has drained completely away and left a sediment on the tunnel floor. A heavy mold is growing on that sediment, and if disturbed by the characters' feet, it will release a thick cloud of spores into the air. This cloud will cause severe coughing and choking but no permanent damage.

CAPTURED!

EVENTUALLY, WHETHER by stumbling upon it by accident or by following Willy or the orangutan to it, the characters will discover the hideout of Herr Doctor Franz Wortmann. What follows is a description of how the adventure will likely progress at this point. If your group chooses actions different from those described here, you will need to adapt the events to their actions.

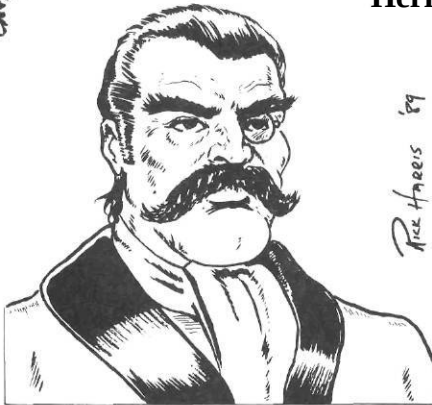
The first clue the player characters have that they are nearing the hideout is that they begin to hear a distant

cacophony of ape sounds. When they come near the mouth of the side tunnel in which the hideout is located, a light source will become evident, the electric lights that hang above the cages of the doctor's menagerie.

Wortmann's hideout has been constructed on piles that keep it above the water flowing through the tunnel, even if it reaches a depth of five feet. (The diameter of the tunnel where the hideout is located is near 15 feet, so the hideout itself has 10 feet of headroom at its centerline.) Metal steps lead up to the platform on which the animal cages are located, and the rest

of the hideout is sealed off by metal walls, something like the hulls of a submarine vessel. By ducking, it is possible to walk beneath the floor of the construction. That floor is also airtight, but an air-pumping machine and filter hang from it, cycling fresh air into the rooms above.

Within the sealed portion of the hideout are located the doctor's lab, storage area, and living quarters. His private chamber fills the upper half of a side tunnel that is 10 feet in diameter. Only about three feet separate the floor of the tunnel from the floor of the room, so a character



Herr Doctor Franz Wortmann (Trained NPC)

FORTUNATELY, history produces few men like Franz Wortmann. Wortmann's genius could have been a boon to humanity were it not for his insane desire to create chaos and inflict pain.

Insanity can often be attributed to a particularly disturbing experience in a person's life. Such is not the case with Doctor Wortmann. Even from his earliest childhood, Wortmann delighted in watching the sufferings of other creatures, and he spent many of his childhood hours developing tortures to inflict on animals he cap-

tured. This consuming interest in pain led Wortmann into the study of biology as a youth, and his natural intelligence gave him great success in that science. It is not surprising, however, that the doctor's colleagues rebuffed him after becoming familiar with his personality. What is surprising is that Wortmann did and does not seem to care about their rejection. To his egotistical way of viewing things, others' approbation does not matter.

Att.	Skills
Str: 5	Fisticuffs 4, Throwing 2, Close Combat 1 (pole weapon)
Agil: 2	Stealth 1, Marksmanship 2 (pistol)
End: 3	Wilderness Travel 2 (mapping), Tracking 2
Int: 6	Observation 5, Science 6 (biology)
Chr: 1	Linguistics 1 (English)
Soc: 4	Riding 3 (horse), Medicine 3 (to <i>inflict</i> pain)

Wortmann's insanity is not immediately evident. At first, it seems that Wortmann has an unshakable confidence in himself. Soon his self-assurance betrays an utter disdain for others which manifests itself as malevolence. It is terrible to fall into the clutches of Franz Wortmann.

Motives: Arrogant, Sadistic, Mad.

Appearance: Wortmann is a huge man, just over six feet tall and weighing 280 pounds. He is incredibly hairy, with bushy black eyebrows, immense mustachios, and long, oiled locks. He wears immaculate black trousers, a scarlet smoking jacket, a white silk cravat, and a monocle. His left hand usually holds a champagne glass and a lit cigar, leaving his right hand free to gesture. The doctor radiates a sense of barely suppressed fierceness that erupts in frequent actions of extreme and senseless cruelty.

Wortmann always carries a pistol in the pocket of his jacket.

would almost have to crawl to move along beneath it. A small ladder leads to an emergency *exit* at the rear of the doctor's private chambers.

If the group has pursued Willy to the hideout, he will duck under the construction and run to the back entrance, then slip inside before they can catch him. If the characters have pursued the orangutan, it will climb onto the menagerie platform, setting the other apes to howling. If the characters have stumbled upon the hideout by accident, they will have some time to look it over.

If the player characters mount the platform with the animal cages, they will discover nearly 100 cages—each cage holds one, and only one, animal. All are apes, and orangutans and chimpanzees make up the bulk of the lot. If a biologist is in the group, he will recognize that all of the specimens are from species that would normally be considered docile vegetarians. But these creatures have been altered somehow. Every one of them has unnaturally long fangs and claws, and all throw themselves violently against the bars in an effort to get to the player characters. It is obvious that bloodlust fills their primitive brains, and their howls of unearthly, bestial rage echo up and down the tunnel.

Once Wortmann realizes that someone is outside, he triggers a trap that he has set to capture the escaped orangutan. Steel gratings spring from the walls of the tunnel, closing off the tunnel 20 feet in every direction from his hideout. He then vents a knockout gas into the closed-off area to put the animal to sleep so that he can cage it once again. This knockout gas will work just as effectively on the player characters.



Willy (Green NPC)

NO ONE KNOWS where Doctor Wortmann came by Willy, nor what



he looked like before the doctor treated him with his serum. The serum that the doctor used, however, was an early version, and while it made its victims appear ferocious, it actually increased their timidity. Willy is so craven that he is useless for any task that requires the least amount of backbone.

Most people's first reaction to Willy is one of terror. If they have a chance to observe him and the doctor together, however, this quickly changes to pity. But those few who have tried to save Willy from Doctor Wortmann's depredations have invariably learned that Willy is simply not to be trusted. Every plan for escape whispered into his ear is quickly conveyed to Wortmann in fawning obedience. Together, Willy and Wortmann demonstrate the range of all that is worst in human beings.

Attributes

Str: 4
Agl: 5
End: 3
Int: 2
Chr: 1
Soc: 1

Skills

Fisticuffs 3, Throwing 2
Stealth 4
Wilderness Travel 2 (foraging)
Observation 1

Motives: Coward, Mad.

Appearance: At first glance, it is somewhat difficult to tell that Willy is even human. Doctor Wortmann's serum has hunched Willy's back and bowed his legs to the point that the knuckles of his hands nearly drag the ground. That same serum has widened and flattened Willy's nose, and it has lengthened his teeth, especially his canines, to the point that they protrude at all angles from his mouth, causing him to drool perpetually. Coarse black hairs spring from Willy's cheeks, chin, ears, hands, and feet, and they even sparsely cover his nose and sloping brow. Willy wears greasy trousers and a ragged jacket, but no shirt or shoes.

A BEASTLY SCHEME

WHEN THE characters awake, they find themselves in individual cages on the menagerie deck. Any equipment they had has been taken from them, and the males have been stripped of all clothing except for trousers. Ladies have merely been encaged, and their cages are strewn with pillows to add comfort. Within about half an hour, Wortmann comes out onto the deck and greets the group. Willy accompanies him, and if the group members have not seen Willy before, they will now have an opportunity to marvel at his ugliness. Given Wortmann's overweening ego and his exceeding sadism, the doctor wants to be absolutely certain that the characters understand both the brilliance of his plan and the horror to which the male members will soon be subjected.

"Greetings gentlemen," Wortmann says in his thick German accent (adding the word "ladies" if it is appropriate).

"I must admit that I was very surprised to find other Europeans in Ausonia, and particularly beneath it, but you provide a wonderful opportunity for me to improve my plan. Undoubtedly you have noticed the ferocity of the beasts in the cages around you; what you may not realize is that they are not naturally so vicious. While in their natural docile state, they are relatively easy to

transport from Earth, but once they have been sprayed with my special serum, they become veritable demons." The doctor pauses to flick his cigar at one of the unfortunate creatures, then laughs as it leaps against the bars, trying to reach him.

"With these beasts, I am going to bring chaos to Ausonia, and if the plan works well here, then next I am going to do the same, in a grander scale, at Syrtis Major. And you are going to help me.

"You think not?" he asks, peering at each of the party members. "Look here at my assistant, Willy. Doesn't he look terrifying? Unfortunately, Willy had an accident with an earlier version of my serum, and it made him as you see him now. But that serum had a flaw; it made him a craven instead of a terror.

"DIDN'T IT, WILLY!" the doctor shouts, and Willy cowers.

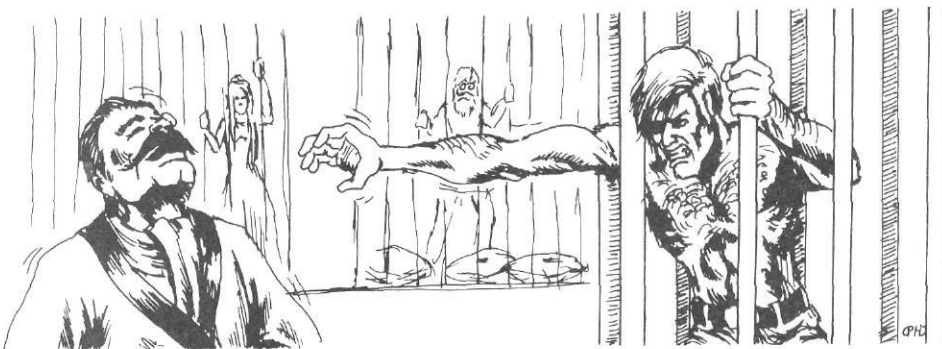
"But my new serum is a total success," Wortmann continues. "It not only makes a creature look ferocious—it makes it act ferocious as well. You will learn that soon enough because, of course, I am going to use it on each one of you."

With this last statement hanging ominously in the air, Wortmann sends Willy to the lab for the serum. Willy returns a few moments later with a large spray gun. Wortmann asks him if the antidote is still in its correct place in the lab, in case it should be needed, and after receiv-

ing an affirmative reply, he steps back to the doorway of the hideout and commands Willy to commence. It is obvious that Wortmann is afraid of accidentally being affected by the serum himself, but his sadism keeps him close enough to watch as the player characters are dosed. Willy walks to each cage in turn and sprays the male player characters with the serum, taking great care not to get any of it on himself.

When the serum touches each character, he is suddenly filled with blinding pain. The entire transformation takes only minutes, and during that time the character's skin burns unbearably as coarse hair begins to sprout from it, his gums throb agonizingly as his teeth begin to lengthen, and his bones ache unmercifully as his legs and back shorten and claws protrude from his fingers and toes. Even after the transformation is complete, the pain remains, and the character is filled with a blazing fury at anyone and everyone.

At this point, every player treated must make saving throws versus his Intellect and Endurance. If he succeeds at either one, he is able to retain his self-possession by sheer effort of will. If he fails at both, he is possessed by the rage and effectively loses his self-awareness. The referee should ensure that at least one character remains in control of himself, and in order to do this, it is suggested that each player roll in turn, with the player whose character has the highest attribute waiting until last. If none of the other characters succeed, the referee should simply tell the last player that he has done so. (Having the players roll one at a time also increases the tension and drama of the moment.)





TURNABOUT

ONCE THE MALE players have all been transformed, Wortmann instructs Willy to begin loosing the beasts. One at a time, Willy opens the cages, beginning with those nearest the far end of the platform and working backward toward the door to the hideout. In each case, Willy opens the cage in such a way as to keep its door between himself and the emerging creature. The doctor stands about 10 feet back and jabs the beast with an electric prod to get it moving off of the platform. Player characters will be treated in exactly the same way. In response to the prod, those who have succumbed to the rage engendered by the serum will naturally move out into the sewer tunnels on their way toward the streets above. Those who have not succumbed to the rage will be able to act on their own initiative.

Wortmann would never guess that anyone could maintain his self-control while under the influence of the serum, so he has not guarded against that eventuality. The spray can of serum is still lying on the ground where Willy laid it, and if a player can get past Wortmann, that player can pick up the spray can. Close combat should be conducted

after the character is released. Willy will not join in, but Wortmann will guard the spray can to the best of his abilities. During this combat, treat Wortmann's electric prod as a spear that only does one wound, and treat the characters as having one extra point in Strength and Close combat as a result of the change the serum has caused in them.

If Wortmann is knocked unconscious or killed, Willy will run away, and the characters will be able to search the hideout for the antidote. One application will be sufficient to return each character to his normal self. If Wortmann is sprayed with the serum during combat, he will run for the antidote but will succumb to the effects of the serum before having a chance to dose himself. Without the strength of will that the player characters have, Wortmann is completely overcome by bestiality and will flee into the tunnels, attacking anyone who gets in his way.

CONCLUSION

AFTER THE ANTIDOTE is found and used, the player characters will have to decide how to respond to the multitudinous killer creatures now roaming the sewers, some of them possibly other player characters. It will be a relatively easy

matter for the group to find access to the streets once again, and if they report back to the prince with the antidote, he will be able to have more synthesized and issued to the Ausonian Guard to use on anything that emerges from the sewer system.

Experience: All the players should receive one experience point for the adventure. Each character involved in close combat should also receive a Close Combat experience point. Any inventor receives one additional research die which may only be used for biochemistry. No renown points will be earned for this adventure, but a cash reward from the prince is a distinct possibility.

Money: If the characters escape but do not bring the antidote with them, the prince will still pay them the reward agreed upon, but he will be very displeased as the killer beasts begin to emerge from the sewers and start a wave of terror. If the group searches the sewers for any of its members who succumbed to the rage caused by the serum, the referee can run sewer encounters as normal, with any result of "no encounter" being treated as an encounter with a party member. The antidote will quickly return the affected character to normal, but while the player characters are involved in conducting this search, beasts will be escaping into the streets above (some of those beasts might even be missing party members, if the referee desires).

Finally, if Wortmann escaped into the tunnels, the referee should keep him in mind as a returning villain later in the campaign. Wortmann will undoubtedly find some way to return himself to normal, and he will certainly hate the player characters for what they have done to him.

THE ECOLOGY OF THE SEWERS

THE SEWER SYSTEM of virtually every Martian city-state is filled with scavenger organisms ranging from tiny bacteria to beasts the size of wolves. While the bacteria can, and will, digest anything that enters the sewers from above, the larger beasts help to accelerate the process by tearing apart and digesting carcasses and other solid wastes. These scavenger organisms work together in a complex ecosystem that needs only the refuse of the city above to

function. As by-products, sediment settles toward the bottom of the system, where it is pumped out for use as fertilizer, and gasses rise toward the top of the system, where they find their way into the buildings above and provide fuel for heat and light.

But the sewer ecosystem and the surface ecosystem are otherwise mutually exclusive. The sewer-dwelling organisms cannot survive in the light and relative cool of the Martian surface. And for a surface-dwelling Martian creature to enter the sewers is death—if the large scavengers do not tear him to pieces, the abundant

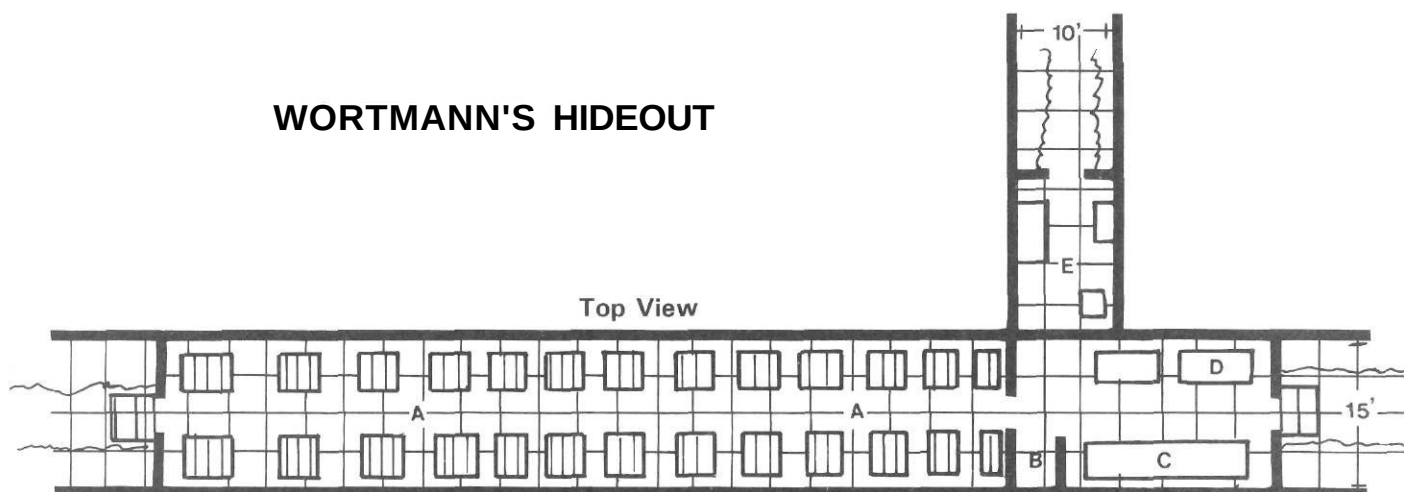
bacteria will soon dissolve his flesh right off his bones.

Virtually every Martian sewer system is divided into three levels, or regions, although in the larger cities, these three regions may each consist of multiple sublevels. The three regions of the Ausonian sewers have no sublevels.

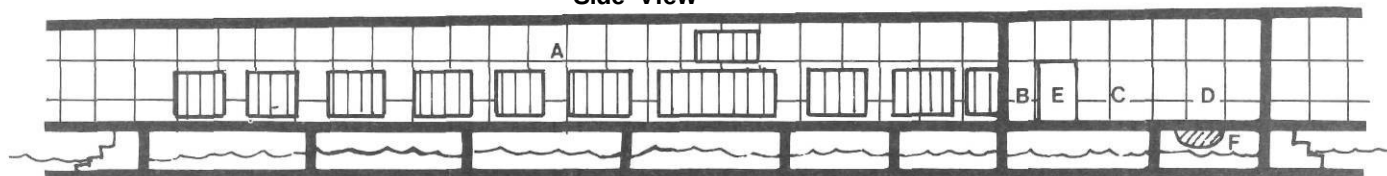
The lowest region consists of a simple, fan-like arrangement of wide tunnels radiating out from the canals. The middle region mimics that arrangement, but includes side branches connecting the main tunnels. The topmost level follows the arrange-

WORTMANN'S HIDEOUT

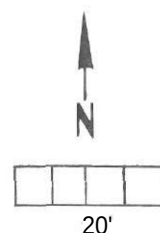
Top View



Side View



- A. Menagerie Deck
- B. Willy's Corner
- C. Lab Equipment
- D. Galley Equipment
- E. Wortmann's Private Chamber
- F. Air Filter and Pump



ment of the middle level, but adds an intricate pattern of smaller tunnels between the side branches in order to reach all buildings in the city.

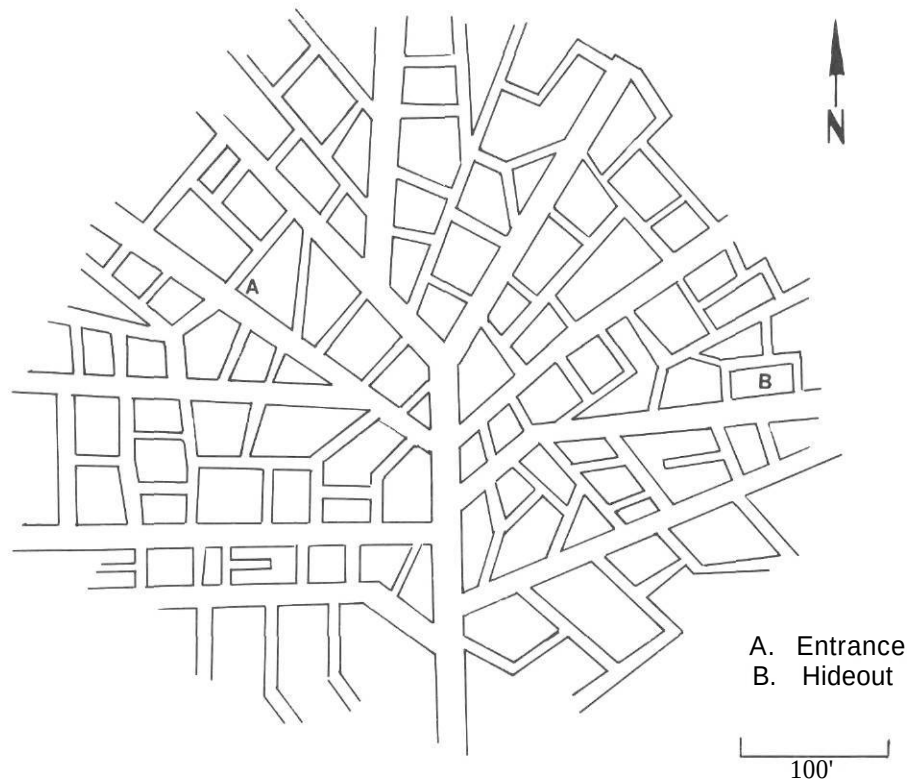
Waste materials drain from the city above into the first level, where decay begins. It is on this level that the largest scavengers dwell, the creatures that tear apart refuse too large to be ingested by the micro-organisms below. The tunnels of this level run about six to 10 inches deep in water on the average, and that water flows toward the center of the city with a slow but steady current.

Along its course, any excess water drains into the tunnels of the middle level. The water on this level is generally six to eight feet deep, and the current is very sluggish as it flows back toward the outskirts of the city. It is on this level that micro-organisms digest the already liquefied wastes, producing flammable gasses and fertilizing sediment as by-products. A bewildering network of narrow conduits carry the gas directly to the buildings in the city above, where it is burned for light and heat; the sediment is siphoned from the tunnel floors and pumped to collection points near the fields outside the city. By the time the water on the middle level reaches the city's outer limits, it is essentially almost pure enough to drink.

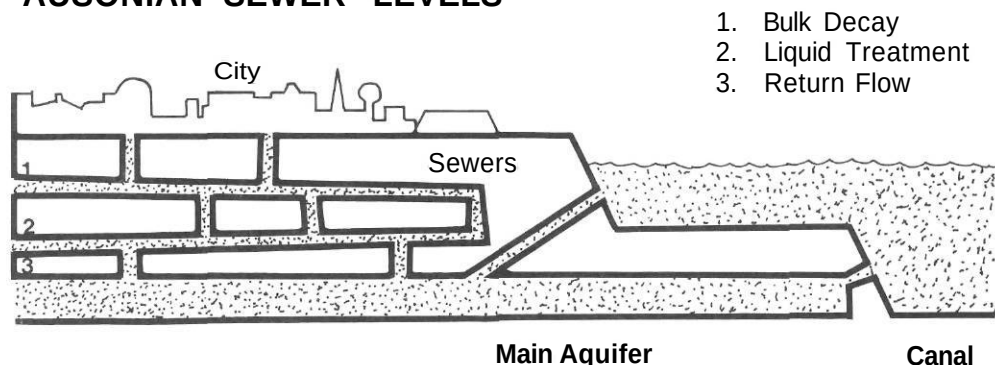
Finally, the water cascades in great subterranean waterfalls into the lowest level of tunnels, where it begins its journey back to the canals. The tunnels on this lowest level are almost totally filled with water, and the current is very swift and strong. When the water reaches the city's heart, it enters the course of the canals located there and rejoins the planetary water system.

ANIMAL CHART: Ausonian Sewers

Type	# App	Size	Move	Wnds	Save	Wt (lbs)	Weapons
Scavengers							
Croaker	Swarms	1 x 1	L40	1	—	2	Swarm (6, 1, 0, 1)
Giant Snail	1Dx 1	1 x 2	L10	12	—	500	Tentacles (4, 1, 1, 1), Teeth (3, 2, 0, 2)
Earth Mutants							
Orangutan	1	1 x 1	L40	3	1	85	Talons (4, 3, 0, 1), Teeth (3, 2, 0, 2)
Chimpanzee	1	1x 1	L45	2	—	65	Talons (3, 2, 0, 1), Teeth (2, 2, 0, 2)



AUSONIAN SEWER LEVELS



THE STORY OF SPACE: 1889

It was as a result of intense intellectual conversations between Professor B. Etienne Moreau of the Sorbonne and American inventor Thomas A. Edison that the latter devised a practical use for the luminiferous ether. Its nature suggested to Edison a device which could "sail at speeds heretofore undreamed of through the luminiferous ether." It was, in fact, a quirk of fate which forced his first such invention to fail—his prototype could not overcome the atmosphere—forcing Edison to set his sights toward the airless heavens. The space age had begun.

Edison himself made the first manned voyage in an ether flyer of his own invention, accompanied by Jack Armstrong, a Scottish soldier of fortune. The two managed to pilot their craft via hydrogen balloon high enough to allow their ether propeller to take hold. Unfortunately, their landing on Mars was not as smooth, and the balloon was damaged. The expedition would have been stranded forever were it not for the fact that the planet was inhabited.

Edison and Armstrong were taken prisoner by a local Martian potentate, Amraamtaba IX. Armstrong learned the language, and Edison impressed the ruler with his knowledge. The pair was soon freed, and Edison was provided with materials to repair his balloon. Within months the repaired flyer was ready to carry Edison, Armstrong, and a curious Martian back to Earth. The expedition landed safely outside Cincinnati on the 7th of August, 1870.

Earth was electrified. Edison and Armstrong received fame and fortune. Within a year, dozens of companies were manufacturing Edison Flyers, and flyers of several nationalities were soon making regular trips to Mars. The British established a permanent quarter in the Martian city of Parhoon. Belgians and French quickly followed suit, establishing themselves as colonial powers. The Germans turned their attentions to Venus, a world covered with harsh swamps and inhabited by ferocious dinosaurs. Edison had opened a cornucopia of worlds and markets for the colonial powers of the Earth, the backdrop for the adventures of a lifetime—Space: 1889!

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