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SPACE

1889

RED SANDS



SPACE 1889

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RED SANDS

Hear me, my people! Gather round and listen! From beyond the skies the invaders came, a world full of rapacious beings who called themselves "Earthmen," but we call red devils.

The red devils have returned, spreading like a dirty plague among the planets, carrying their prejudice and belligerence with them.

Too late our leaders discovered the Earthmen would not be satisfied with simple trade but desired conquest, tyranny, and enslavement in the guise of "civilizing the heathen."

Too late they realized the violent power the Earthmen had—advanced rifles, cannons capable of ranges far beyond our own, and rapid-firing guns that could tear apart our massed legions from long distance.

They stole our flying technology and placed it in ships clad in metal, powered by foul-smelling fuels from resources squandered as cavalierly as our long-lost ancestors. Now, they maneuver around us, ignoring us like we ignore the durge fly, confident in their might and fearing only each other.

But in the hills and back streets one can feel the resentment building. The Ground Cleansers' ranks are swelling and the Cult of the Worm is laboring toward the surface. I hear a messiah is arising who will rally our people and splash our sands with the Earthmen's blood!

Listen, my people, and harken to my words—look for the Red Sands!

—Overheard ranting of the street prophet Yurias, by Sergeant Major Ian McSweeny, 1st Syrtis Major Native Infantry Battalion A, Syrtis Major Colonial Brigade

SPACE 1889: RED SANDS

India may be the jewel of Queen Victoria's English Empire on Earth, but other precious stones shine brighter. The finest of these is Mars. First visited by Thomas Edison and Jack Armstrong in 1870, Mars inflamed the imaginations of Earthmen and lit the torch of exploration to the other planets.

Two decades have only touched the shell of the various worlds. Dry Mars, while smaller than Earth, has almost equal surface land to probe. Moreover, Mars has wonders galore! Its canals make the Suez Canal of Earth seem a city sewer drain. The pumps, locks, and water movers are so far advanced that after almost twenty years the finest engineers of Earth have yet to decipher their mechanisms.

But they will. After all, Earthmen have invented machines that record and play voices, light without a flame, engines that consume liquid fuel rather than wood or coal, even

Barely getting out with our lives, we returned from the Belt in secret, by routes I'll not divulge to ink and paper. Suffice to say the Captain and Helmsman were amenable to a far longer journey and the crossing of a few additional ether waves to ensure no further intervention by our enigmatic nemeses. The mysterious assassins already murdered our Trimman by poison, poor devil, and Captain Cooper would brook no further delay.

The translation of these glyphs remains foremost in my mind, for if the writings of the Egyptians and Duleans point to a common source, the very implications could be so staggering as to unseat all prior assumptions.

Only the most effete among our readership will find Ms. Mathieu's performance acceptable. There can be no denying that she makes the role her own—sadly, she does so at the expense of the libretto. Can there be any doubt her many non-sequiturs and numerical asides are an attempt to inject her nouveau leanings into a production whose *conventional* offensiveness?

Perhaps a few, or even one, in the audience made sense of her ramblings. Perhaps he could contact this reviewer who has no time for the assembling of secret messages. Aside from this minor concern, Ms. Mathieu was as charming as ever in the role of the Chamelcon's Handmaiden.

ORIENTAL JOURNEY.

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Our journey was halted near the Libyan border, where officers of the French Foreign Legion—quite agitated and hostile—ordered us at gunpoint to turn back. We could hardly blame our hosts for doing as they were told and asking no questions, but our porters were able to piece together from overheard conversation the cause of consternation. The Legionnaires had lost contact with at least one fort in the remote Libyan Desert, and from what the porters could gather the malady was something far worse than Bedouin raiders. The word they used was "plague."

vehicles that transport people and goods between planets. This is the last decade before a new century and everyone wants a place in history.

Widespread commercial electricity is just being adopted on Earth. Almost without exception, industry is powered by coal-fired steam boilers. Transportation of the era is notable for its general lack of single-person conveyances, in favor of trains and horse-drawn carriages. Sailing and steam vessels ply the worlds' oceans. Aerial flyers coast upon the skies of Mars. Alexander Graham Bell's telephone is in use in urban centers, and British orbital heliograph stations transmit flashes of light—much like Morse Code—almost instantaneously between Earth and Mars.

By 1889, the waning 19th century is popularly acknowledged as an age of wonder. Earth's nations have expanded among the planets, planting colonies, guiding people they see as savage heathens on the path toward what they consider to be true civilization, and introducing European justice and security to all lands.

FIN DE SIÈCLE

Yet not all is well in the twilight of the Nineteenth century. The European powers teeter on diplomatic brinkmanship, edging ever closer to war. The scientific exploits of vanguard inventors lead to advents in destructive technology whose impact can scarcely be grasped by the Victorian mind.

Natives of all the planets show signs of revolt, listening to the whispers of entities that do not always appear as they truly are. Anarchists and revolutionaries work to bring about the eradication of official establishments, while doomsayers warn of the end of days.

Worst of all, speculations abound regarding a new, rising power, a far-flung and secretive cult of deadly assassins some have dubbed the Brotherhood of Luxor. Headed by an inner circle of secretive masterminds named after the Titans of Greek myth, only the Brotherhood knows what it wishes to achieve with its acts of atrocity.

SPACE TRAVEL

Since the existence of ether was proven as scientific fact, numerous inventions have been built to function from its use, none more prominent than Thomas Edison's ether propeller, first demonstrated in 1870. This is the crucial device that allows vessels to soar between the worlds, carrying passengers from Earth to Mars, Venus, and even more exotic destinations. While interplanetary travel is hardly commonplace, it is an accepted facet of life in 1889.

Space voyages tend to be lengthy, sometimes lasting a month or longer. Ether flyers—as they are typically known—make use of solar boilers. A reflecting lens focuses the sun's rays onto a boiler, thus producing steam to power the ether propeller and the rest of the ship's systems, without the need for combustion or smoke (both of which tend to be lethal to spacefarers).



LIFTWOOD

Liftwood trees grow in a certain region of the Martian highlands, and nowhere else. Attempts to grow the trees in greenhouses have all failed to date, as have laboratory attempts to synthesize the specific protein that concentrates in its sap. This complex organic compound has been found to produce so-called “contragravitational effects”—in layman’s terms, anti-gravity. In practice, ships constructed from liftwood soar through the skies as lightly as balloons or zeppelins.

This has led to a renaissance of flight, brought on by Edison’s discovery of liftwood in 1870 (yet another development of his and Jack Armstrong’s fateful expedition). Since then, aeronautical research has resulted in countless advances. Zeppelin-Daimler airships, held aloft by hydrogen and utilizing highly safe and efficient internal combustion engines, are in widespread use in Europe, on Earth. On Mars, the kites of the Martians ply the orange skies much as sailing ships did on Earth’s sea of old. With liftwood so scarce, piracy is common among the Martian flyers, and conflicts over liftwood supplies are constant.

CLASH OF NATIONS

In 1889 Britain is a constitutional monarchy, with Queen Victoria presiding alongside Parliament. As far as republics go, America’s is relatively stable, while France’s is

SYRTIS MAJOR, Feb. 5—The gunship I
 With portions of Her Majesty’s
 colony on Mars racked by fiery
 revolt, and the becalmed
 Oenotrian War flaring up
 the implications of the situ-
 ation at Shastapsh cannot be
 overstated.

Cairo
Munitions
New
Jersey
U.S.A.
possible
supplies

While the Colonial Office
 persists in its issuance of state-
 ments to the contrary, the fact
 remains that Shastapsh is not
 secure now, if it ever was secure
 in the first place. Moreover,
the mutiny plaguing Shastapsh
is not isolated to that city—it is
endemic to the region, and spread-
ing like sickness through every
corner of Victoria’s fair empire.
 Someone must take action.

Troubling whispers and such.

Clattering at the keyhole too clumsy for burglars.

And that Martian who bumped into me at the canal
and paused for a moment, as if he knew me.

Again my thoughts turn to the dig east of
Karkarham—those corpses that were gone the next
day, and the tattered black robes marked with a
most curious silver Ψ .

Signs point to the Brotherhood of Luxor, about
which I have received dire warnings.

We must persist.

The past holds the key to the future, and it takes
Explorers to unlock the past.

We're unsure as to whether it's mineral or
vegetable, and the ultimate source could be
Zina or Venus. All we know for certain
is that it's lothal. We're quite lacking
on reliable information, old chaps, so
contact that Society of yours before we go
risking our necks again! Cheers!

not. Germany and Russia remain hereditary monarchies, with traditions deeply rooted in bloodlines that stretch back for centuries. Japan is a society in transition, whose feudal beliefs are blending quickly into those more proper for an age of machines.

What all these nations have in common is their aspiration to be a "great power." In 1889 a nation is not called a great power unless it can command interplanetary colonies, robust trade among nations and worlds, and liftwood.

More than any other aggressor state in the 1880s, Belgium's actions have consistently thrown international relations into chaos and disarray. Driven by their King Leopold's overriding obsession with establishing a new empire safe from French and German meddling, the Belgians have pursued aggressive imperialistic agendas in the Congo and on Mars. Resentment of the Belgians on Mars has led to the generally poor reception of anyone whose complexion is ruddy enough to earn him the epithet, "red devil."

A SOCIETY OF EXPLORERS

Operating under the aegis of the British Association for the Advancement of Science (BA), the Explorer's Society has been gaining traction in recent years as the primary source of information on the various exotic locales of our Solar System.

With a recent influx of new adventurers, scientists, and aeronauts, the Society is poised to cultivate nothing less than a latter-day scientific and cultural renaissance. Still, much of the Explorer's Society remains wedded to the concept of the Society as a brotherhood and Old Boys' Club first and foremost, and a scientific clearinghouse second. Clashes between aristocrat Explorers and those of lower status—increasingly admitted to the Society on the basis of their talents rather than their blood—occur with greater and greater frequency. Some see this as necessary progress, other view it as an aberration from the established social order and buck the trend any chance they get.

Called "Section X" by those who are in the know, the Explorer's Society keeps a low profile despite its recent recruitment campaign. This is necessary to protect the Society's members from scrutiny. For the most part, the concern is mere privacy. With the rise of revolutionary cults and subversive organizations on Mars, a modicum of secrecy is crucial to protect the very lives of the Society's operatives. Several Explorers have been lost in the Asteroid Belt, the steppes and highlands of Mars, and even in remote locations on Earth, such as the Libyan Desert.

After years of inaction, the Explorer's Society has revised its policies extensively. It is no longer just a society of researchers; instead its members are resolved to stand against the forces of ignorance, superstition, and violence. Faced with such would-be despots, they hold aloft the torch—the light of Knowledge—yet stand ready with the sword.

MAKING HEROES

Welcome to *Space 1889: Red Sands*, a game of pulp exploration and adventure in an alternate late-Victorian era. In this setting, intrepid adventurers wander the untamed lands not only of Earth but also the moon, Mercury, Venus, and Mars. These heroes brave hostile creatures, elements, and threats to protect innocents and save civilizations from destruction.

Every world has secrets. Some can dramatically tip the balance of strength between nations, some can destroy that balance altogether. Individuals and organizations lusting for the ultimate authority have found their best route to be filling the vacuums they plan to create. Some are revolutionaries, like the Fenians desiring independence for the Irish. Others, anarchists who staunchly believe the best government is no government at all. Then there are radical Martians, such as the Ground Cleansers, who are unwavering proponents of the extermination of every Earthman on Mars.

THE EXPLORER'S SOCIETY

The British Association for the Advancement of Science (BA) oversees numerous affiliations dedicated to pushing the frontiers of science, including the famous Royal Geographic Society, also known as Section E.

Less known is the last chapter founded, Section X, or the Explorer's Society. This branch devotes itself to exploring the fringe mysteries of science, the secrets of the past, and exposing conspiratorial occult cabals in the name of science.



Because of the wide, varied spectrum of its activities, the Explorer's Society is more egalitarian and accepting of foreigners and women than other organizations of the time. Although it rarely makes headlines or garners publicity like its fellow divisions due to the sensitive cases it handles, the Explorer's Society enjoys greater private recognition than any other in the network.

The organization supports affiliates in many ways, from funding to legal representation to investigations.

Finance: All members receive a monthly recompense commensurate with tenure and contributions. An initiate or novice begins at £1 a month, gaining an additional £1 for each increase in rank. Parties on a Society assignment can expect the organization to cover all essential expenditures as well.

Publicity: The Society is equipped to manage any member's public relations and provide an official outlet for the coverage of members' activities. Thus, it is unspoken but understood that associates need not boast about their exploits publicly in order to gain notoriety. So too, members need not spend vast amounts to publicize their accomplishments. The Society is known to commission popular, prolific authors—the likes of Arthur Conan Doyle, Jules Verne, and H. G. Wells—to pen tantalizing epics of its members' daring escapades.

Legality: The law is an important pursuit to the organization. The Society endeavors to procure the proper documents required for its members on assignments, and retains and avails practiced attorneys to counsel and represent members—extricating them from legal predicaments when necessary. (Treat this as Connections: Legal for all Society members.)

Information and Research: In the Society, members have access to one of the most comprehensive archives and roster of experts on Earth. The home library of the Society headquarters in London boasts the best collection of information (+2 to all Investigation rolls regarding any Earth legend, history, or culture; +1 for other worlds). The organization has branches in such major cities as Cairo, New York, Hong Kong, Syrtis Major (Mars), and Fort Collingswood (Venus). Each enables the most exhaustive research on the locale possible (+1 to Investigation rolls).

The Explorer's Society is more than a funding source and springboard to adventure; it is a social club as well. The organization expects heroes to attend a reception once every month, both to update the top brass of their activities and to regale fellow associates with tales of exploration and invention. Heroes on assignment are excused from these functions, but should resume attendance at the first opportunity afterward to retain the Society's good will.

Potential recruits and prospective members are carefully screened to assess their true character before they are invited to join the Explorer's Society.

CHARACTER CONCEPTS

The heroes of *Space 1889: Red Sands* are human (by and large), but they are far from average. They have aligned themselves with the British Association's Explorer's Society, forever marking them as unique a collection as any found throughout the worlds. The Explorer's Society enables men and women from all origins and ideologies to cooperate and function as a determined unit in broadening the bounds of scientific knowledge, unraveling mysteries, stifling advocates of violence, and promoting peace and tolerance in the preservation of Earth and other worlds alike.

Foremost, members are united by their stance against villainous conspiracies such as the Brotherhood. It is a struggle largely unrecognized. It is time for *you* to take up the struggle! The permutations of potential characters in *Space 1889: Red Sands* are virtually infinite. Given the endless available choices, following is a list of common character types and example backgrounds to spur your imagination.

Ponder for a few minutes what kind of character you'd like to play and, when you've reached a decision, proceed to **Making Characters** on page 9.

Adventurer(ess): Permissive upbringing or a lust for thrills afforded you a life of adventures. Recently, you noticed conflicts are on the rise and becoming more dangerous. Talk abounds that a powerful organization, the Brotherhood of Luxor, is responsible for the crisis. With the Society's backing, you should be able to halt this evil cabal's villainy.

Agent: Spying for a government enlightened you to the factions now taking part in the great game of espionage. Spies behaving oddly, pacifists turning to violence, trivial affairs having greater impact than they should—all point to something, or someone, pulling strings: the Brotherhood of Luxor. You resigned when your superiors would not believe you. It is time to act, lest your country fall into ruin.

Anarchist: You are convinced any regimes that imposes its will on reasonable people is wrong. You've devoted your life to stopping them. Lately, you see something far worse. Those you used to trust have disappeared or become more apprehensive. There is a secret group offering support to any who strike certain choice quarries, but doing so often kills innocents alongside the intended targets. The masterminds

behind the group are aligned with the Brotherhood of Luxor. You joined the Explorer's Society to end its reign before it could properly begin.

Archeologist: Your services have never been in greater demand. Yet, you hear whispers of parties other than museums or universities seeking treasures of lost civilizations. You know of wondrous relics, far more than they appear to be. Indeed, ancient records often speak of extremely powerful devices. What you uncover should only be possessed by those you trust to promote the common good.

Big Game Hunter: You've led safaris into all types of terrain and witnessed countless strange phenomena. Of late, your allies seem less reliable, and those you've trusted for years either vanished or refused to cooperate. Something is changing their attitudes and the Brotherhood of Luxor is prowling just beneath the surface. You're about to begin the greatest hunt of your life.

Clergy: Missionaries and evangelists spread their faith to the least fortunate corners of all worlds. You have seen those you have helped be misled or harmed. Some warned that the Brotherhood of Luxor frowns on your efforts, and is certain to kill you if you persist. You joined the Society to continue your sacred duty. With peers and fellow affiliates, you intend to unmask the ungodly Brotherhood.

Colonial Officer: As part diplomat and part administrator, your constant warnings to the Foreign Office of potential dangers got you cashiered. You learned there are things more lethal than bullets—like the alleged manipulation of global events by the Brotherhood of Luxor. Membership in the Explorer's Society enables you to follow your gut instincts and prove you were right all along.

Criminal: Smuggler, poacher, thief, or even a crime boss, all criminals are a part of society—just on the fringe. You never minded being on the “wrong side,” as long as everyone abides by the scoundrels' code. But then someone started muscling in on your territory, and permanently silencing those who wouldn't play along: the Brotherhood of Luxor. You turn to the Explorer's Society because it provides a convenient cover while you dig into the Brotherhood's doings.

Detective: Much like the famous Sherlock Holmes, you value sharp, deductive reasoning. In the past few cases you have detected puzzling inconsistencies and alarming evidence that hint at a grand, sinister plot. You sided with the Explorer's Society to gain assistance in solving the puzzle presented by the enigmatic Brotherhood.

Doctor: Your practice took you to places you never thought you would go. Among other things, it exposed you to hints of gruesome, unlawful experiments. You tried to find the culprit, but instead your reputation was almost ruined by false accusations of malpractice and negligence. The Explorer's Society is your best shot at clearing your name and bringing the villains—the Brotherhood—to justice!

Entertainer: Whether a respected thespian or a mere vaudeville act, all performers know the show must go on. But yours stopped when a terrorist blew up your friends to

get to the audience in the Royal Box. What enraged you was the ignorant police blaming the incident on your pals, portrayed as anarchists when you knew they weren't. Now you hunt the culprit you heard might have planned it all, the Brotherhood of Luxor. You owe them a special finale.

Guide: You've blazed trails across perilous territories on many worlds and always returned home safely. In your travels you collected stories of a certain Brotherhood of Luxor stirring up trouble in pristine locales far from civilization. You joined the Explorer's Society to lead like-minded individuals in ending the Brotherhood's evil exploitations.

Inventor: From your private lab you conceive new devices to benefit entire worlds. However, you are aware that some inventions are not being utilized to aid, but rather to *destroy* worlds. It is time to take your wondrous gadgets and your new affiliation with the Explorer's Society for a field test against the Brotherhood of Luxor.

Jungle Lord/Lady: Raised in the wilderness by natives, you were brought to civilization and taught manners—courtesies rarely extended to non-civilized “savages.” Before you left the jungle, you heard the Brotherhood of Luxor was bringing a new way of life. Then your old friends fell silent. You fear the Brotherhood may not have their best interests in mind. You aligned with the Society not just to discover more about the worlds, but also to combat the Brotherhood.

Merchant: You always prided yourself on consummating bargains benefiting all parties involved. Lately, you have been undermined by schemers you are certain are harmful to others as well. Promising transactions falling through at the last minute, or old business partners reneging on trades, soured you to the point of joining the Society to weigh the Brotherhood's involvement behind the raw deal.

Mechanic: The development of all these newfangled machines opened new avenues for your profession. You've fixed more broken doodads than most people have seen in a lifetime. You also notice that someone is deliberately passing off shoddy, unsafe mechanisms on the common market, and no one knows who. You joined the Society to dismantle the source, before things begin falling dangerously apart.

Officer: When you were an officer in the armed forces you saw anomalies. Anomalies that made you wonder if something more was going on. Confiding your suspicions of a conspiracy known as the Brotherhood of Luxor to your superiors got you discharged from active service, or they dismissed it as paranoia on your part. You enlisted with the Society knowing it's the only way to unmask the Brotherhood and its treachery.

Reporter: News is both entertainment and knowledge. It's also about seeking the truth, with a pen rather than a gun. You chased down accounts of the Brotherhood of Luxor and its diabolical subterfuge. Those stories earned you a permanent vacation instead of accolades from your editor. Hence, you chose to go freelance, reporting now for the Society alongside other truth-seekers.

Sailor: Naval personnel are not as in demand as in older days, but you've still sailed the worlds on dozens of different boats and lifts. During these journeys, though, you saw nasty changes. The waterfront regulars spoke of the power of the Brotherhood of Luxor and their murderous ways. You put no stock in that until several friends were killed in an “accident” that you knew the Brotherhood was responsible for. You joined the Society to avenge your loss.

Scholar: From tutors and governesses to university students and professors, scholars have always been in a unique position to study unusual events. You noticed a potentially disastrous trend in your analysis of current affairs, and it could become a reality if nothing is done to prevent it. The “Brotherhood” does not realize that meddling with history cannot be accomplished on your watch!

Scientist: Research regarding the new worlds begat new advents in modern science. But something unsettling is happening behind all the nascent discoveries. Some of your brilliant colleagues have gone missing or, worse, turned up dead, their labs ransacked or destroyed by arson. Your pursuit unveiled a name: the Brotherhood of Luxor, which you learned has been snatching up scientific breakthroughs, by hook or by crook, before they become popular. Joining the Society gains you both the influence and allies necessary to counter the Brotherhood's insidious network.



Soldier: Britain and other great imperial states exert their influence throughout the solar system. But along with power comes war. Often tasked with spearheading the military ventures of their nation, soldiers are used to being on the short end. But you have figured out that most recent conflicts have a common root in the Brotherhood of Luxor. You allied with the Society as a means to oppose the Brotherhood and avert the unnecessary loss of good men.

Vigilante: You just lost someone of importance to the machinations of a looming specter called Brotherhood of Luxor. You've vowed vengeance against the Brotherhood. You became a Society explorer to take advantage of its vast resources in your quest for justice.

Wanderer: A cowboy, an itinerant laborer, or a wealthy dilettante, while traveling the worlds you sensed drastic changes. Natives are more hostile, inhabitants are less hospitable, and bad things are happening to good people. You've joined the Society to stop anything further from ruining the worlds you knew.

MARTIAN OCCUPATIONS

Canal/Steppe Martians: A canal Martian might be a noble, a warrior, a priest, an airship captain or crewman, or a merchant. In any of these cases, the character has seen

enough of the Ground Cleansers' ways to know that the Martian rebels must be stopped. Steppe Martians are far less likely to join the Explorer's Society, focused as they are on their own tribal ways. The exception to the rule might be a warrior, a herdsman, a hunter, or some other career focused on survival in hostile areas—an exile from his tribe, or an envoy.

High Martians: These natives of Mars tend, as a group, toward extreme jingoism. Some would call it xenophobia. To the High Martians, it is just the path they have taken to survive for so very long on the red planet—they believe that might makes right. It is rare for one to leave his or her own people, much less join the Explorer's Society. That said, a few exceptional High Martians have done so. With the GM's consent, yours might as well. High Martian characters tend to be soldiers, airship crew, or hunters, disillusioned with their own people.

Lizard Men: These beings are rather primitive, but some individuals have proven themselves skilled and intelligent enough to join the Society. They are tenacious foes, cold and calculating planners, and loyal allies when everything is on the line. Lizard men might be servants, hunters, or jungle guides, or some other concept with the GM's approval.



ALIEN CHARACTERS

Just as humans with incurable wanderlust leave their homes and societies behind, so too do some aliens. In this age of interplanetary travel, it is not unheard of to find alien crewmembers on otherwise human vessels. Several aliens have even joined the Explorer's Society, where they gain prestige commensurate with their specialized knowledge of exotic planets, cultures, and languages. With the GM's permission and a feasible background, use the following templates for alien characters:

CANAL OR STEPPE MARTIAN

Adaptable: Canal Martians receive one free Edge.

Drought Resistant: Canal Martians add +4 to Vigor checks versus Fatigue from thirst.

Native Martian: Canal Martians subtract -1 from Strength checks and melee damage when on Earth or Venus, and subtract 10 lbs. from their Load Limit.

HIGH MARTIAN

Drought Resistant: High Martians add +4 to Vigor checks versus Fatigue from thirst.

Flyer: Pace 8, Climb 4", Dive +2" per 1" height lost, max dive of 16".

Grasping Feet: High Martians can manipulate and use their feet like a second set of hands.

Native Martian: High Martians subtract -1 from Strength checks and melee damage when on Earth or Venus, and subtract 10 lbs. from their Load Limit.

Slow Walker: High Martians subtract -1 from Pace, and their running die is d4.

LIZARD MAN

Armor +1: A lizard man's skin is leathery, warty, and as thick as cured leather.

Bite/Claw: Str+d4. A lizard man is never considered unarmed in combat.

Heat Adaptive: Lizard men receive +4 on Vigor rolls against Fatigue from heat and related effects.

Illiterate: There is no written language for lizard men. Therefore, all lizard men have this Hindrance.

Natural Swimmer: Lizard men receive +2 on Swimming rolls, and Swimming Pace equals Swimming skill die.

Primitive: All Knowledge skills cost lizard men twice the normal points to purchase or advance.

Reptilian Sensitivity: Lizard men subtract -2 from Vigor checks versus Fatigue from cold and thirst.

Scent Taster: Lizard Men always "taste" the air, giving them +2 on Notice rolls.

MAKING CHARACTERS

Once you have a general idea of who your hero is, it is time to flesh out the details. Characters for *Space 1889: Red Sands* follow the standard *Savage Worlds* character creation process, with a few minor alterations.

1. TRAITS

To begin, determine the traits that define your hero's capabilities.

ATTRIBUTES

Your hero starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

SKILLS

You have 15 points with which to buy skills. Raising a skill by a die type costs 1 point as long as it is no higher than its linking attribute. It costs 2 points per die type to raise a skill over its linked attribute.

All the skills in *Savage Worlds* rules are available in *Space 1889: Red Sands*. However, the only Arcane Background skill available is Weird Science, with its associated Weird Science Edge (see page 12 for more).

Piloting is expanded to include steering (as a helmsman) for aerial flyers, cloudships, zeppelins, and interplanetary ether flyers.

Boating covers guiding sailing and steam water vessels, as well as submarines, and is a general expertise needed to crew aerial vessels.

Riding encompasses the gamut of animals used for transportation from horses, camels, and elephant to gashants, ruumet breehr, flying skroll, and pacyosaurus.

Persuasion entails all types of eloquence, theatrics, or bargaining.

Driving includes both animal-drawn and steam-powered ground vehicles.

Survival covers foraging in and mapping of an area.

LANGUAGES

Your hero knows a number of languages equal to half his Smarts die. As the Society has its roots in England, one of these languages must be English. List your known languages on the character sheet: you are able to speak, read, and write each language you know (no roll required to communicate). Each permanent increase in your Smarts also earns you an additional language.

Common Earth languages include English, French, German, Russian, Arabic, Chinese, Japanese, Spanish, Italian, and Portuguese. Martian languages include Koline (the trade tongue), High Oenotrian, Parhooni, Umbran, Hellan, Noachan, and, rarely, Khallan. In addition, there are hundreds of remote dialects and offshoots of native

KNOWLEDGE SKILLS

In Red Sands, all available Knowledge skills have two supplementary uses. A single Knowledge roll can be made to reduce penalties for a subsequent Trait roll, provided the GM rules the skill applicable. For instance, Knowledge (Medicine) could be used to reduce penalties to a Healing roll. A success reduces a penalty by 1, or 2 on a raise.

Also, if a character uses his skill professionally during a session (journalist sells a story, businessman closes a deal, etc.), he makes a Knowledge roll. On a success, he earns £1d6 and on a raise, £2d6.

Battle covers ground, naval, and aerial tactics for mass battles.

Business includes accounting, appraising, and bargaining.

Engineering entails the creation of naval vessels, structural engineering, and demolition.

Gunnery concerns the maintenance and operation of stationary weapons, plus exotic artillery such as rockets.

History encompasses archaeology, Earth and Mars history, and sociology.

Journalism covers access to events as well as writing ability.

Law covers international, national, and Martian jurisprudence.

Mechanics includes knowledge of electricity and steam machines.

Medicine incorporates biology, human medicine, and xeno-physiology.

Navigation enables safe journey between planets, as well as ascertaining the direction of travel.

Science covers physics, chemistry, and geology.

Trimsman covers the handling of aerial flyers, aerial skiffs, and cloudships.

tongues too numerous to list. Two other languages, Semaphore and Morse code are not verbal but visual and audio communications, respectively.

SECONDARY STATISTICS

Charisma is +0 unless changed by Edges or Hindrances.

Pace is 6" unless changed by Edges or Hindrances.

Parry is equal to 2 plus half your Fighting skill die type. Edges, Hindrances, and certain equipment can modify your Parry score.

Status is 2 unless changed by Edges or Hindrances.

Toughness is equal to 2 plus half your Vigor die type. Edges, Hindrances, and Armor can modify your Toughness.

2. HINDRANCES & EDGES

Next, decide if you want any Hindrances. You may use the points from any Hindrances you take to gain one of the benefits below. You may choose one Major Hindrance (worth 2 points), and up to two Minor Hindrances (worth 1 point each). The sections on Edges and Hindrances on pages 11 and 12 tell you what choices are available, in addition to those in *Savage Worlds*.

For 1 Hindrance point you may gain another skill point or an additional £5 in starting funds. For 2 Hindrance points you can raise an attribute by one die type or choose an Edge.

Human characters also receive one free Edge. (See the previous page for Martian characters.)

3. STATUS

Space 1889: Red Sands' twilight-Victorian era features a fairly structured and hierarchical class system on the verge of breaking down. The Explorer's Society exemplifies the thinning racial, gender, and societal barriers, serving as a microcosm of the egalitarian views with which Victorian culture is still straining to cope. Meanwhile, a character's Status helps to bridge the divides and lets anybody be *somebody*.

Status is postulated as the true measure of the man. A person's social class may seldom change, but even an urchin with ambition might become as famous as Gunga Din and be recognized by nobility. Indeed, Thomas Edison was just another American until he invented the ether flyer and returned from Mars. Now he is the toast of European royalty.

All characters have Status—starting at 2 (Working Class) unless adjusted by Edges or Hindrances—to represent their station in society. Starting characters are neither greatly esteemed nor especially distasteful. The higher a character's Status, the closer to the top of the class structure they are; a position that has numerous benefits for the well-to-do.

For more information on how Status works in *Space 1889: Red Sands*, see page 31.

4. POSSESSIONS

Each character starts with two sets of attire appropriate to her station, plus £5 (equivalent to \$500 in standard *Savage Worlds* money). You'll want to spend some of your starting wealth on weapons, armor, and other equipment. See the Possessions chapter for a full list of available gear.

5. BACKGROUND

When did you first encounter the mysterious Brotherhood of Luxor? Did you petition to join the Explorer's Society or did it recruit you, and why? Devising a good background helps you figure out how to role-play your character, and gives your GM ideas for themes and complications to work into the campaign.

6. NAME

Finally, give your hero a name. Famous heroes often have two or more names: a birth name, as well as a nickname or alias adopted to safeguard their real identities, preserve their personal reputation, and protect loved ones from retribution.

Give your character a full name and decide whether you want an alternate identity, or simply a unique moniker for him.

NEW HINDRANCES

All standard *Savage Worlds* Hindrances are appropriate for a *Space 1889: Red Sands* game, with the following adjustments:

Bad Eyes: Usually Minor in this setting, as it is correctable by spectacles or monocle. (As always, the Hindrance becomes Major if the hero's eyeglasses are lost or broken.)

Outsider: Covers anyone who stands out, poorly, regardless of purported origin.

Poverty: A character with the Poverty Hindrance begins the game with a Status of underclass, rather than working class.

In addition, you can choose from the following new Hindrances.

AIRSICKNESS (MAJOR)

Suffering from airsickness in *Space 1889: Red Sands* is a serious problem. Your hero must make a Vigor check each time he leaves dry ground to go into the air. On a success he suppresses his illness. On a failure, he is nauseated and suffers a -2 to all trait rolls until he spends an hour on land.

Should his ship get caught in a storm, the hero must make his Vigor check every round until the storm subsides or he fails. If he is already airsick and fails, he suffers a -4 on trait rolls until the storm ends.

COCKY (MAJOR)

Sometimes it's important for foes to understand who they are dealing with, and you always take the time to let them know.

The first round in any combat must be spent announcing just how great your hero is and why foes should just surrender to him now. If for some reason your hero must act instead, it costs him a benny.

Villains with this Hindrance never take a finishing blow, leaving that to their minions, Mother Nature, or a well-designed death trap.

DISOWNED (MINOR)

Your hero did something disgraceful or scandalous in the past, bringing shame or embarrassment on your family. As a result, you have been disowned and your family refuses to acknowledge you. Your hero's starting Status is modified by -1 and starting funds are reduced by half. If also suffering from the Poverty Hindrance, your hero receives only 25% starting funds.

JINGOISTIC (MINOR/MAJOR)

This is the age of imperialism and colonialism, with its widespread belief in cultural superiority. The character with this Hindrance dislikes people from other cultures and believes his own culture to be vastly superior. He can't help belittling other cultures and praising the virtues of his own at every opportunity.

A character taking the Minor version of this Hindrance has a -2 Charisma among cultures other than his own. The penalty increases to -4 for the Major Hindrance. In both cases, the character may not use Leadership Edges with "foreigners" unless he has worked with them for at least one week and succeeded at a Persuasion check. (May repeat the check once per week until successful.)

LAND LOVER (MAJOR)

Some people never feel comfortable leaving solid ground. Your hero cannot buy any skills used to operate sailing ships or aerial flyers (i.e., Boating, Knowledge: Navigation, Knowledge: Trimsman, and Piloting) with starting skill points. Although he can learn these skills through advancement, he never quite grasps the concepts and always suffers a -2 on skill rolls. Worse, his clumsiness affects his fellow sailors, inflicting a -2 to group rolls to operate any vessel where he is a crewmember (including an officer).

MARTIAN BORN (MINOR)

You were born and raised on Mars during your youth, which impacted your musculature. On Earth or Venus (or any world with Earth's gravity or heavier), you reduce your Load Limit by 10 lbs. and suffer a -1 to all Strength rolls. Your maximum age is 18 and your Common Knowledge is Mars-related.

OBLIGATIONS (MINOR/MAJOR)

Although your hero has joined the Explorer's Society, he must also answer to his superiors. These can be military commanders, civilian authorities (such as the Foreign

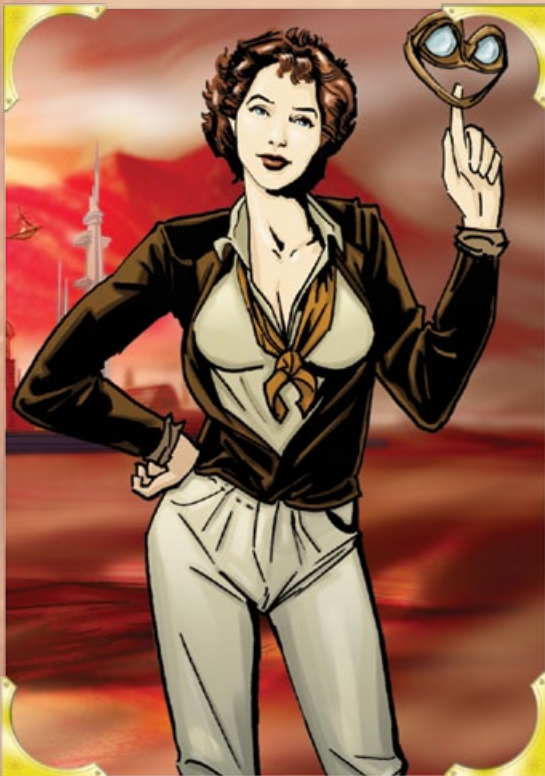
Office), religious functionaries, or other associations, but your character is legally or ethically bound to comply. You can expect your orders to occasionally be contradictory, inconvenient, or even dangerous. As a Minor Hindrance, your Obligations are binding, and any failure to comply converts this to a Wanted (Minor) Hindrance. As a Major Hindrance, your character's participation is considered crucial. If ignored, his Obligations become a Wanted (Major) Hindrance.

NEW EDGES

Most standard *Savage Worlds* Edges are available in a *Space 1889: Red Sands* campaign. The following Edges are not allowed: any Arcane Background but Weird Science, Arcane Resistance, Improved Arcane Resistance, Soul Drain, Champion, Holy/Unholy Warrior, Mentalist, Wizard, and Power Surge.

The following Edges provide alternative and additional benefits in the *Red Sands* setting.

Noble: This Edge is altered from the core system. Nobles in the Victorian era often had others to handle any obligations due to their station, and the benefits of their status outweighed what obligations they did have. However, a noble title was not a guarantee of wealth. In *Red Sands*, Noble does not convey any major obligations, but it also



does not provide the Rich Edge for free. A hero with this Edge has a starting Status of +1 step, in addition to other bonuses.

Rich: A hero with this Edge has a starting Status of +1 step. He also enjoys the usual benefits of being Rich.

Filthy Rich: A hero with this Edge has a starting Status of +2 steps instead of +1, in addition to the usual benefits of being Filthy Rich.

BACKGROUND EDGES

ARCANE BACKGROUND (WEIRD SCIENCE)

Requirements: Novice

Weird Science creates devices without time-consuming research and huge bankrolls. If you can imagine it, it works! The drawback is these gadgets are not replicable and cannot seem to be perfected for commercial production. But they do perform in a way that is sometimes miraculous to behold.

This background works almost exactly as explained in *Savage Worlds*. Your mad scientist must spend one shilling (1s) per Power Point for materials to recharge her devices, but otherwise receives her abilities and powers as described in *Savage Worlds*.

An explanation is necessary for the power's manifestation, as is a properly pseudo-scientific name for the device. The device itself must weigh the equivalent of a matching mundane item, and the GM must approve the creation.

LINGUIST

Requirements: Novice, Smarts d6+

Your hero has an ear for languages and a rare talent for recognizing similarities between them. A character with this Edge starts with a number of languages equal to his Smarts die, and can make a Smarts roll at -2 to make herself understood in any language or dialect she has heard spoken for at least an hour.

COMBAT EDGES

CANNONEER

Requirements: Seasoned, Shooting d10+

A gunner who can take out enemy ships with a well-aimed shot quickly grows in the admiration of his shipmates. It takes training and a good eye, and the Cannoneer has both. When dealing damage in ship combat, the character may modify his roll on the Critical Hit Table by 1 point either way, as he chooses. He does this after rolling the dice for a Critical Hit.

COUNTERPUNCH

Requirements: Seasoned, Martial Arts, Fighting d8+

Martial artists or bare-knuckle fighters with this Edge know how to respond instantly to an enemy's mistakes. Once per round, the character receives one free Fighting attack against one adjacent foe who failed a Fighting attack against him. This attack is made at -2. The Counterpunch must be a straight attack (no Disarm, Wild Attack, or other maneuvers) and may not be combined with Frenzy or Sweep. It may be used with the Defend maneuver (but not the Full Defense maneuver).

DIRTY FIGHTER

Requirements: Novice

You never learned to fight like a "gentleman," and use any trick in the book to win. Those with this Edge are particularly good at tricks, gaining a +2 to all Trick maneuver rolls.

QUITE FILTHY FIGHTER

Requirements: Seasoned, Dirty Fighter

The only fair fight is one you win. Tricks are second nature to you. Once per round, you may perform a trick in addition to one other regular action without invoking a multi-action penalty.

FLYING KICK

Requirements: Veteran, Martial Arts, Fighting d8+

A flying kick is a running attack that begins with a leap, followed by the attack, and ends with the attacker running past his opponent, all in a single movement. If the hero moves at least 2" before making an attack against an adjacent opponent, he may kick and then withdraw from combat without his foe, or other adjacent opponents, receiving a free attack.

IMPROVISATIONAL FIGHTER

Requirements: Novice, Smarts d6+

Explorers frequently find themselves in situations where they must fight using something not specifically designed for it—torches, broken bottles, parasols, or whatever else is at hand. A character with this Edge has practiced using such improvised weapons and does not suffer the usual -1 attack penalty when wielding them. For more on Improvised Weapons, see page 42.

MARTIAL ARTS

Requirements: Novice, Fighting d6+

Your hero is never considered unarmed in combat, and thereby not subject to the unarmed defender rule.

IMPROVED MARTIAL ARTS

Requirements: Veteran, Martial Arts, Fighting d10+

Your character has truly mastered the fighting arts—either his body and his chi are one, or he's as mean as a viper after a three-day binge. By standing still and concentrating, the hero subtracts 2 points of modifiers for a Called Shot on the next Fighting attack made with hands or feet. The character cannot move during the round this Edge is used.

MARTIAL ARTS MASTER

Requirements: Legendary, Improved Martial Arts, Fighting d12+

As Improved Martial Arts, but now the pugilist can subtract 4 points of modifiers for a Called Shot.

MUSKETEER

Requirements: Novice, Shooting d6+

In the course of an explorer's travels, he usually finds himself forced to use antiquated weapons such as muskets. As a result, many explorers become highly proficient with them. Normally it takes 2 rounds to reload a black powder firearm, but a character with this Edge can do so with only 1 action.

NIGHT VISION

Requirements: Novice, Notice d8+, may not have Bad Eyes Hindrance

Your hero has excellent night vision, enabling him to reduce lighting penalties by 1 in all circumstances.

PUGILIST

Requirements: Novice, Strength d6+, Vigor d6+, Fighting d8+

Your hero has learned to make his punches count. When fighting unarmed, he inflicts Strength +d6 damage with his fists.

LEADERSHIP EDGES

STEADY, MEN!

Requirements: Seasoned, Command, Persuasion d8+

Some leaders can maintain their followers' composure in even the most trying circumstances. Leaders with this Edge grant a +2 to all Guts checks made by troops under their command.

PROFESSIONAL EDGES

ACTOR/ACTRESS

Requirements: Novice, Charisma +2 or greater, Persuasion d8+

You know how to play to an audience! You gain a +2 to Persuasion when adopting a role, plus 2 additional languages. You are a professional performer, earning value in pounds equal to your Persuasion roll on a success. On snake eyes, however, your performance is a flop, dropping your Status by -2 and possibly inciting challenges from outraged critics and audience members.

ARMY CAVALRYMAN

Requirements: Novice, Male only, Fighting d6+, Shooting d4+, Riding d6+

As a combat cavalryman, you keep your seat in the saddle under trying circumstances and stay alert to your surroundings. You get a +2 to Riding and Notice rolls while mounted on any riding creature (the bonus does not apply to Riding rolls substituted for Fighting). You also receive a +2 on any Common Knowledge checks regarding the military.

ARMY INFANTRYMAN

Requirements: Novice, Male only, Fighting d4+, Shooting d6+, Survival d4+

Keeping your head down and your eyes open is a lesson valuable to any field soldier. Your hero receives +2 to Stealth and Notice rolls in rural environments, as well as +2 on all military-related Common Knowledge checks.



ARMY GUNNER

Requirements: Novice, Male only, Fighting d4+, Shooting d4+, Knowledge (Gunnery) d6+

You are trained to handle the largest weapons of war, even under less than optimal conditions. You get +2 to clear all jammed weapons that use the Gunnery skill. Additionally, when executing suppressive fire you receive +2 on the roll. If your suppressive fire result is a raise, Spirit rolls to recover from Shaken are made at -2. You roll Common Knowledge checks regarding the military at +2.

ARMY MEDICAL ORDERLY

Requirements: Novice, Knowledge (Medicine) d4+, Healing d6+

A character with this Edge can get wounded soldiers up and fighting again in seconds. If the medic can get to a wounded non-Wild Card by the end of the round in which he was wounded, he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of wounded.

ARMY NON-COMMISSIONED OFFICER (NCO)

Requirements: Novice, Command, plus those of the Army Service (Infantryman, Cavalryman, Gunner, or Medical Orderly) of your choice

In addition to the Edge benefits for the branch of your choice, you are able to project your commanding presence farther than normal. Add +3" to your command radius.

ARMY OFFICER

Requirements: Novice, Command, plus those of the Army Service (Infantryman or Cavalryman) of your choice, may not have the Poverty or Disowned Hindrance

In addition to the Edge benefits for the branch of your choice, you are a ranking officer who can fluently speak one additional language from the experience of a past command. You get +1 on Knowledge (Battle) rolls.

COLONIAL OFFICE ADMINISTRATOR

Requirements: Novice, Male only, Vigor d6+, Persuasion d4+, Notice d6+, Shooting d4+

You are the kind of good man who made the Empire what it is. You gain fluency in two more languages, +2 on Persuasion rolls when communicating with natives in their tongue, and +1 on Knowledge (Law) and (Business) rolls. You receive a stipend of £5 per month if you take the Obligations (Minor, Colonial Office) Hindrance. You may quit and lose the Hindrance, but forfeit the income as well.

EXPLORER

Requirements: Novice, Strength d6+, Vigor d8+, Survival d6+, Tracking d4+, Shooting d4+, Swimming d4+

You are almost always able to find your way in the worst of predicaments and guide others along. You receive a +2 on Survival rolls, and can make a Smarts roll to deduce your current location without specific knowledge of the area. You also resist disease and fatigue better than most, adding +2 to your rolls to counter hazardous or harmful environmental effects.

FOREIGN OFFICE AGENT

Requirements: Novice, Smarts d8+, Lockpicking d6+, Persuasion d6+, Notice d6+

You are an expert in the art of finding clues, blending in, and playing roles. You receive +2 on Persuasion attempts to remain anonymous, to Lockpicking rolls, the forging of documents, or sleight of hand, and on Notice rolls when searching a location. You earn a stipend of £5 per month if you take the Obligations (Minor, Foreign Office) Hindrance. You may quit and lose the Hindrance, but forfeit the income as well.

FOREIGN OFFICE DIPLOMAT

Requirements: Novice, Male only, Smarts d8+, Persuasion d6+, Notice d6+

You are a suave negotiator and quick to interpret clues from another's body language. French is a free language for you, and you make Persuasion rolls at +2 in a formal setting. As well, you roll Notice at +2 to sense lies or whether a person is under duress. You earn a stipend of £5 per month if you take the Obligations (Minor, Foreign Office) Hindrance. You may quit and lose the hindrance, but forfeit the income as well.

INVENTOR

Requirements: Novice, Smarts d8+, Knowledge (Science) d6+, Knowledge (Engineering) d6+, Knowledge (Mechanics) d6+, Repair d4+

You start the game with two prototype inventions completed (pending GM approval), each with Reliability d6. In addition, you earn 2d6 x £10 each year from royalties on your mundane patents.

MASTER THIEF

Requirements: Novice, Thief, Smarts d8+

You are an extremely clever thief, and know that it is best to have others do your dirty work. You start with a Thief henchman (Extra) and two Thug minions (Extras), who serve as extra muscle and act as you see fit. They also dutifully carry out monthly "jobs" that net you £1d6 per thug, plus £3d6 for the thief. If more than a single 1 is rolled on the monthly revenue dice, the smartest of the Extras must

make a Smarts check. If the roll is failed, that criminal is arrested, executed, and lost. This retinue is not normally replaceable, but your GM may permit recruitment. Your character suffers a loss of Status -2 upon taking this Edge, or -4 if his criminal activities are known to others.

MERCHANT

Requirements: Novice, Persuasion d8+, Knowledge (Business) d6+, Streetwise d4+

You are a natural salesperson. You add +2 to Persuasion rolls when negotiating, or brokering deals. You also have a nose for local markets, legal or otherwise, gaining +2 to Streetwise when attempting to acquire or sell anything.

NAVY CAPTAIN

Requirements: Novice, Male, Status 3+, Command, Boating d4+, Fighting d4+, Knowledge (Gunnery) d4+, Knowledge (Trimsman) d4+, Piloting d4+, Repair d4+, Swimming d4+, may not have the Airsick Hindrance

You are the Navy! You gain the Edge benefits for a Navy Petty Officer (see below), as well as one additional European language. You also have a knack for judging distances. Reduce all range penalties by 1 (to a minimum of 1) for all ship weapons under your command.

NAVY ORDINARY SEAMAN

Requirements: Novice, Male, Boating d4+, Fighting d4+, Knowledge (Gunnery) d4+, Repair d4+, Swimming d4+, may not have the Airsick Hindrance

You've seen enough of both the wet navy and aerial flyers to be useful on any ship. You gain +2 to Boating, Knowledge: Trimsman, and, while aboard a ship, Notice rolls. Common Knowledge rolls regarding the Navy or aerial ships are made at +2.

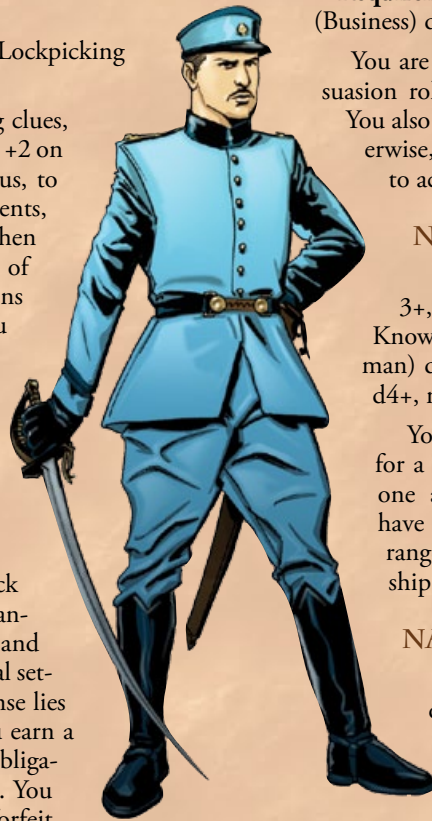
NAVY PETTY OFFICER

Requirements: Novice, Male, Status 2+, Boating d4+, Fighting d4+, Knowledge (Gunnery) d4+, Knowledge (Trimsman) d4+, Piloting d4+, Repair d4+, Swimming d4+, may not have the Airsick Hindrance

You're sufficiently experienced to manage most any ship. You receive +2 on Boating, Knowledge: Trimsman, and, while aboard a ship, Notice rolls. In addition, you gain the Command Edge when leading ordinary seamen, and all Common Knowledge rolls you make relating to navy or aerial ships are made at +2.

REPORTER

Requirements: Novice, Smarts d8+, Charisma +2 or better, Knowledge (Journalism) d6+, Investigation d4+



You are a popular journalist. You receive +2 Status, and a +2 on Knowledge (Journalism) rolls.

SOCIAL EDGES

ADVENTURESS

Requirements: Novice, Female only, Smarts d8+, Charisma +2 or greater, Persuasion d6+

You have found a gentleman who dotes on you, whether a male relative or rich suitor, who can always be counted upon to take you where the adventure is. You start play with an Extra, either a Rich Civilian or an Experienced Soldier, who is your traveling companion. As long as he is alive you can, with a Persuasion roll, have him take you anywhere or buy you anything he can afford. Should you lose the companion, you lose the status and financial benefit of this Edge. The Experienced Soldier has a £5 per month income to support your whims, while the Rich Civilian has £15 per month and grants you the status bonus for being Rich. Remember, all travel costs are doubled...but he pays for two!

ALTERNATE IDENTITY

Requirements: Novice, Persuasion d6

You have another identity you can assume, which makes you appear to be of a wholly different social class (lower than your own). When you assume this identity, you must use any modifiers for the lower social class. People who know you in one identity and meet you in the other can make a Notice roll at -4, opposed by your Stealth, to determine who you are. People who are more intimately familiar with you may suffer a reduced penalty, or none at all.

MASTER OF DISGUISE

Requirements: Veteran, Alternate Identity, Persuasion d8

You are capable of disguising yourself as a completely different person and acting as if you are a member of any other social class. Creating a disguise normally takes 15 minutes and a disguise/makeup kit. In addition, disguising yourself as a higher social class always requires the appropriate clothing (lower class clothing can be faked by disheveling better clothes). A disguise may be created without a kit at a -2 penalty, and it may be done more quickly (1d6 rounds) by taking a -2 penalty as well (these may be combined to do a fast disguise with no kit at -4). On a success, someone familiar with you may make a Notice roll at -4 to determine who you are, and a raise increases the penalty to -6.

ASSOCIATE

Requirements: Novice, Smarts d8+, Persuasion d6+

Your character has an associate who travels with him and acts as his helpful counterpart. The associate is an Extra under your control (although the GM role-plays the Associate in social situations). Depending upon who your hero is, he might have a Servant, a Rich Civilian "master" (with income of £15 per month) who is dim-witted enough to be talked into all manner of adventures, an Experienced Soldier bodyguard, or a Thief henchman. Other types of Associates are possible with the GM's consent. Should your Associate perish or depart, you must recruit another through normal advancement (i.e., take the Edge again).

TRAVELER

Requirements: Seasoned

You understand and adapt quickly to local customs, and thus you are never considered an Outsider in any land. Outside of your native culture, when the GM rolls on the NPC Reaction Table you may add +2 to the result. Among foreign cultures you also gain +2 on Persuasion rolls to parley with the locals, and improve their opinions of you and your allies.

SNOB

Requirements: Novice, Spirit d6, Strong Willed

You may make a single Intimidate attempt as a free action before an attack against someone of a lower Status level than your hero.

TWIT

Requirements: Novice, Smarts d6, Strong Willed

You may make a single Taunt attempt as a free action before an attack against someone of a higher Status level than your hero.

WEIRD EDGE

LIQUID COURAGE

Requirements: Novice, Vigor d8+

Whether it's a snifter of fine brandy or a shot of gin, alcohol has an amazing effect on you. Down at least 8 ounces of the stuff and you're virtually unstoppable. The round after the character drinks at least 8 ounces of hard liquor (three times that in beer or twice that in wine), his Vigor increases by one die type (which also increases his Toughness), and he ignores one level of wound modifiers (which stacks with other abilities that ignore wound penalties).

The effect lasts for one hour, and has no detrimental effects on brainpower, Agility, or other functions. If the character is looking to get drunk and does so, he retains the benefits above but suffers -2 to all Smarts and Agility-based rolls for as long as he continues to drink, and the next 1d6 hours thereafter.

POSSESSIONS

Your hero starts play with the clothes on his back, a spare change of clothes (both of his status level), and £5 (which may have been modified by your Edges and Hindrances). If you want anything else, you have to buy it.

Starting funds evaporate quickly. Members collect a monthly stipend from the Explorer's Society while working on Society business. Those who are independently wealthy or have a paying profession also receive income. Although other jobs are possible, it is not generally acceptable for Society members to, for instance, spend their time tending bar for a few shillings.

Be sure to maintain a healthy stack of cash on hand for travel expenses and the occasional bribe. Explorers never know where life might take them; money in a New York bank vault has little value on Mars!

CURRENCY

The standard unit of exchange in *Space 1889: Red Sands* is the British Pound Sterling, known to the lower classes as the “quid.” The pound is equivalent to 20 shillings and each shilling is worth 12 pence. Prices are given in pounds, shillings, and pence, such as £1, 3s/2p (one pound, three shillings, and two pence) or £2, -/10p (two pounds and ten pence).

In 1889, a pound was worth almost five US dollars. Adjusting for inflation, the pound had the purchasing power of approximately one hundred modern American dollars—roughly £1 = \$100 and 1s = \$5 if you need to convert *Savage Worlds* dollars to *Space 1889: Red Sands* pounds.

Admittedly, this is an oversimplification of the actual disposition of specie in 1889, and moreover, the system doesn't take into account the currency of nations other than Britain. This is by design, so you can explore the far reaches of the Solar System, battle sky pirates, and put down revolts on Mars without having to account for every sovereign, groat, and half-penny. If you ever need to know the exact physical currency your hero has in her purse, consult the

following section for all the historical details. Using the proper names occasionally helps to add flavor and a sense of verisimilitude to your rollicking tales of adventure.

IN CIRCULATION

In 1889, pounds were available in large paper notes in various denominations, but these were rare. Coins were more commonly used, and widely available in the following denominations: 20 shillings (sovereign), 10 shillings (half-sovereign), 5 shillings (crown), 2½ shillings (half-crown), 2 shillings (florin), 12 pence (1 shilling, also known as a bob), 6 pence (six-pence), 4 pence (groat), 3 pence (three-pence, pronounced “thruppence”), 1 pence (penny), ½ pence (halfpenny, pronounced “haypenny”), ¼ pence (farthing).



WEAPONS

Type	Range	Damage	RoF	Cost	Wt	Shots	Notes
Melee							
Axe, Hand	-	Str+d6	-	2s	2	-	Good for cutting wood too
Baton	-	Str+d4	-	2s	1	-	Wood, Toughness 6
Bayonet	-	Str+d4	-	7s	1	-	Str+d6 on rifle, Parry +1, Reach 1, 2 hands
Cudgel	2/4/8	Str+d4	-	4s	4	-	Can be thrown at -1 Throwing
Dagger/Knife	3/6/12	Str+d4	-	5s	1	-	Can be thrown
Great Axe	-	Str+d10	-	£5	15	-	Parry -1, 2 hands, AP 1
Great Sword	-	Str+d10	-	£4	12	-	Parry -1, 2 hands
Halberd	-	Str+d8	-	£2, 10s	15	-	Reach 1, 2 hands
Rapier	-	Str+d4	-	£1, 10s	3	-	Parry +1
Saber	-	Str+d6	-	£2	4	-	Useful from horseback
Sap	-	Str+d4	-	5s	4	-	Str.+d4+6 damage on drop
Short Sword	-	Str+d6	-	£1	2	-	Includes machetes
Staff	-	Str+d4	-	1s	8	-	Parry +1; Reach 1; 2 hands
Sword	-	Str+d8	-	£3	8	-	
Sword Cane	-	Str+d4	-	£2, 10s	5	-	As walking stick or rapier
Spear	3/6/12	Str+d6	-	£1	5	-	Parry +1; Reach 1, 2 hands
Torch	-	Str+d4	-	1s	1	-	-1 attack, target catches fire on d6 roll of 6
Walking Stick	-	Str+d4	-	10s	2	-	Parry +1
Whip	-	Str+d4	-	2s	2	-	Reach 1, may grapple
Ranged							
Blunderbuss	5/10/20	1-3d6	1	£2	12	1	+2 Shooting, 2 Actions to reload
Bow	12/24/48	2d6	1	£1, 10s	3	1	Must shoot standing
Crossbow	15/30/60	2d6	1	£3	6	1	AP 2, 1 action to reload
Derringer	2/4/8	2d6-1	1	£3	1	2	Easily concealed
Elephant Gun	30/60/120	2d10	1	£5	12	1	AP 2, Snap fire penalty
Flintlock Pistol	5/10/20	2d6+1	1	10s	3	1	2 actions to reload
Hand Bow	8/16/32	2d6	1	£2	3	1	AP 1, 1 action to reload
Musket	10/20/40	2d8+1	1	£1	10	1	AP 1, 2 actions to reload
Pistol	12/24/48	2d6	1	£1	3	6	AP 1, Revolver
Rifle	24/48/96	2d8	1	£2	10	8	AP 2
Rifle, Bolt act	24/48/96	2d8+1	1	£1, 10s	12	5	AP 2, older Bolt action
Shotgun	12/24/48	1-3d6	1	£4	12	1	+2 Shooting (2d10 slug)
Sawed-Off	5/10/20	1-3d6	1	£4	8	1	+2 Shooting (2d10 slug)
Double Barrel	10/20/40	1-3d6	1	£4.5	9	2	+2 Shooting (2d10 slug)
Lever-Action	10/20/40	1-3d6	1	£5	9	5	+2 Shooting (2d10 slug)
Shield gun	4/8/16	1-3d6	1	£2, 10s	12	1	+2 Shooting, 2 actions to reload.
Winchester	18/36/72	2d6+1	1-2	£1, 10s	8	7	AP 1, Lever Action Rifle
Throwing							
Dynamite	3/6/12	2d6	1	1s	0.5	1	MBT, +1damage/extra stick
Lamp Oil	3/6/12	Special	1	1s	1	1	Small Burst
Net	3/6/12	Special	1	1s	1	1	Entangle
Knife	3/6/12	Str+d4	1	1s	1	1	+1 Throwing, -1 Fighting
Improvised							
Small	3/6/12	Str+d4	1	—	1	1	-1 attack, Toughness 4
Medium	2/4/8	Str+d6	1	—	3	1	-1 attack, Toughness 6
Large	1/2/4	Str+d8	1	—	6	1	-1 attack, Toughness 8

SPECIAL WEAPONS

Type	Range	Damage	RoF	Cost	Wt	Shots	Notes
Heavy Cannon	150/300/600	4d12	1	£6000	600	1	AP 14*, LBT, 1 action reload
Medium Cannon	120/240/480	4d8	1	£1000	100	1	AP 9*, MBT
Light Cannon	72/144/288	3d8	1	£400	40	1	AP 7*, SBT
Rotating Cannon	48/96/192	2d12	3	£200	10	100	AP 5*, RoF 3 (Hotchkiss Rotating cannon)
Machine Gun	24/48/96	2d8	3	£70	5	250	AP 2, RoF 3
Martian Lob	-/-/144	5d8	1	£2000	200	1	AP 6*, MBT, 1 action reload
Rogue Gun	48/96/192	3d12	1	£2000	60	1	AP 6*, MBT, 1 action reload
Mars Heavy	36/72/144	3d10	1	£1000	40	1	AP 5*, MBT,
Rod Gun	48/96/192	2d10	1	£800	30	1	AP 7*, SBT, 1 action reload
Mars Light	24/48/96	2d10	1	£400	20	1	AP 4*, SBT
Sweeper	12/24/48	1-3d6	1	£200	10	1	SBT(3d6)/MBT(2d6)/LBT(1d6) damage
Catapult	36/72/144	3d8	1	£500	200	1	AP 2, MBT, 1 action reload

These weapons are Vehicular or Immobile During Combat.

AP #* = Heavy Weapon; LBT = Large Burst Template, MBT = Medium Burst Template, SBT = Small Burst Template.

ARMOR

Personal Armor	Armor	Cost	Weight	Notes
Boilerplate	+3	£4	15	Protects front torso only; see notes
Chain Mail Vest	+2	£3	15	Protects torso
Leather Vest	+1	8s	8	Protects torso
Martian Shield Gun	-	£2, 10s	12	Parry +1, -1 Shooting, is a gun
Martian Helm	+3	£1	6	Covers 2/3 of head (1-4 on d6)
Army Helmets	+4	16s	6	50% chance of protection vs head shots
Pith Helmet	+2	8s	2	50% chance of protection vs head shots

AMMUNITION

Ammo	Weight	Cost	Notes
Arrows	1/5	1s/10	For Bows
Bullets, medium	5/50	5s/50	For Pistols & Shotguns (to 2d6+1 damage)
Bullets, large (2d8+ damage)	8/50	10s/50	For Rifles, Shotgun slugs, and Machine Guns
Quarrels	1/5	1s/5	For Crossbow and Hand Bow
Shot and Powder	5/50	2s/50	For black powder weapons
Mars & Smoothbore Guns	12/1	5s	All black powder weapons
Catapults	15/1	1s	Covers rock preparations
Modern Shells: Light	2/1	10s	For Light Cannon to 5"
Modern Shells: Medium	4/1	£1	Medium Cannon > 6" to 8"
Modern Shells: Heavy	8/1	£2	For Large Cannon > 8" to 10"

MUNDANE POSSESSIONS

Miscellaneous	Weight	Cost	Notes
Bedroll	4	4s	Sleeping Gear
Book (blank)	2	2s	50 pages, writing journal
Brush or comb	0.5	1s	-
Camera	5	4s	-
Camp Gear	80	£2	Tent, stove, stool, and all outdoor needs
Carbide, Tin	1	1s	16 oz., mixes with water for fuel
Candles (dozen)	5	5s	1" radius light
Clothing, Cheap	5	5s	Includes cheap gloves and cap
Clothing, Common	5	10s	Includes common gloves & hat
Clothing, Fine	5	£2+	Includes fine gloves and hat
Clothing, Rough	3	£1	Heavy duty suit, hat etc. for wilderness
Clothing, Weather	3	10s	Rubberized hat, cloak and boots
Climbing Gear	6	10s	Per person, +2 to climbing rolls, no rope
Cocaine	0.5	£1	Trait Roll bonus; addictive
Compass	1	10s	Bonus to finding location Survival
Dissecting Kit	1	8s	+1 to analyzing dead
Fan	0.5	1s	+1 Bonus to avoid heat stroke
Flask	1	1s	Ceramic, holds 1 pint
Flint & Steel	1	1s	When you don't have a match
Folding Knife	0.5	1s	Improvised weapon, easily concealed
Forge, Portable	500	£6	Critical for Repairing damaged metal
Gramophone	10	£7	Record Player and Recorder
Grappling Hook	2	5s	3/6/12 range, 200 lb. weight
Holy Symbol	1+	1s+	Simple wood to expensive silver
Howdah	250	£5 to £20	Used to carry passengers or supplies
Lamp, Carbide	1	-/8p	4 hours, 8" ahead, 2 oz. carbide
Lamp, Miners	0.3	-/8p	2 hours, 4" ahead light, 1 oz. carbide
Lamp Oil	1	-/8p	12 pints, improvised weapon
Lantern	1	5s	1 pint/12 hours, 4" radius light
Leather Satchel	2	2s	Old style briefcase, holds 4 lbs.
Lock Picks, set	-	18s	Tools to pick locks at no penalty
Machete	2.0	-/2p	Str+d6 damage
Matches (gross)	0.5	1s	144 strike matches
Magnifying Glass	-	12s	+1 for investigating crime scenes
Manacles	2	10s	Toughness 12, Leg manacles force a Pace of 2
Mirror	0.5	2s	Pocket/purse size
Morphine	0.5	2s	Reduce wound penalties, addictive
Navigation Gear	8	£12	Useful for navigation readings
Nitroglycerin	5	£1	20 2-oz. bottles, 3d6 base explosive
Opium	0.5	1s	Cause fatigue, addictive
Photographic Lab	30	£7	Includes light tent & develop chemicals
Pickaxe	5	16s	Improvised 2 handed med. wpn. AP 2
Pocketbook/Purse	0.5	1s	Purses can hold up to 5 lbs. weight
Pocket Watch	0.5	£1+	Common Timepiece
Riding Tack	25	£1 to £5	Saddle, harness, and other riding gear
Rope, hemp (50')	2.5	1s	Can hold 300 lbs.
Rope, silk (40')	1	8s	Can hold 400 lbs.
Ruhmkorff's Apparatus	5	£2	8"-radius light, 24 hours on 1 voltaic cell
Scroll Case	1	1s	Holds 1 standard scroll
Shovel	5	12s	Improvised 2 handed medium club
Smoking Pipe	0.5	1s	Common, nicer pipes can run more

Miscellaneous	Weight	Cost	Notes
Spy or Field Glass	2	£4	Doubles or more the range seen clearly
Sunglasses	0.2	4s	Protect eyes from sun blindness
Tent, 10 man	35	£6	Protects 10 adults from weather
Telegraph Gear	1	£1	Allows the taping of telegraph lines
Toolkit	10	£5	+1 to a specific skill, exhausts on skill roll of 1
Torch	1	1s	4" light, 4-hour duration, d4 Impro. Weapon
Travel Bag	2	4s	Holds up to 50 lbs.
Trunk	6	8s	Holds up to 140 lbs.
Trunk, Watertight	8	£1	Holds up to 200 lbs. and floats
Umbrella/Parasol	2	8s	Improvised weapon (Str+d4), Parry +1
Voltaic Cell	1	10s	Primitive battery
Waterskin	1+	1s	Holds 2 qts. of water and weighs 5 lbs. full
Whistle	0.1	1s	-
Winter Blanket	5	3s	Cold weather gear
Writing Equipment	1	5s	-
Food			
Beer, per quart	2	1s	Average quality
Meal, Common	1	1s	A fine meal costs 2s+
Canned Rations	4	1s	Per day, lasts months
Cheap Rations	10	£1	7 days of biscuits and cheap food for 1
Champagne, bottle	2	5s	4-6 glasses of good champagne
Wine, bottle	2	3s	4-6 glasses of decent wine
Lodging			
Cottage	-	£200	Owner upkeep averages £2 per year
House	-	£650	Owner upkeep averages £10 per year
Mansion	-	£1,000+	Owner upkeep averages £100 per year
Lodging care	-	varies	10 times normal upkeep per year
Room furnishings, fine	-	£15+	Per room, quality furniture
Room furnishings, cheap	-	£2	Per room, cheap furniture
Rent, Common house	-	5s	Per week, renter upkeep 4 hours/week
Rent, Cheap tenement	-	2s	Per week, renter upkeep 2 hours/week
Rent, Apartment	-	3s	Per week, renter upkeep 3 hours/week
Rent, Fine Apartment	-	5s	Per week, includes maid 1/week
Average Hotel	-	2s	Per night, per person, includes breakfast
Fine Hotel	-	£1+	Per night, per person, includes breakfast
Daily Pay (average)			
Laborer	-	8s	Working 10 hours/day, 6 days/week
Skilled Tradesman	-	16s	Working 10 hours/day, 6 days/week
Clerical Worker	-	£1, 6s	Working 10 hours/day, 6 days/week
Professional (doctor)	-	£1, 10s	Working per visit, on call 7 days/week
Animals			
Camel	-	£11	Can carry 425lbs for 6 hours
Dog, Guard	-	£3	Use Wolf stats in <i>Savage Worlds</i> (SW)
Dog, Hunting	-	£2	See Notes
Elephant	-	£40	Carries 1,300 lbs. for 6 hours
Gashant	-	£5	Carries 325 lbs. for 8 hours
Horse, Riding	-	£9	Carries 265 lbs. for 8 hours, in SW
Mule	-	£7	Carries 185 lbs. for 12 hours, in SW
Pacyosaurus	-	£10	Carries 425 lbs. for 8 hours
Ruumet Breehr	-	£20	Carries 3,200 lbs. for 6 hours
Skrill, Flying	-	£100+	Carries 400 lbs. for 6 hours

Miscellaneous**Fuel, bulk**

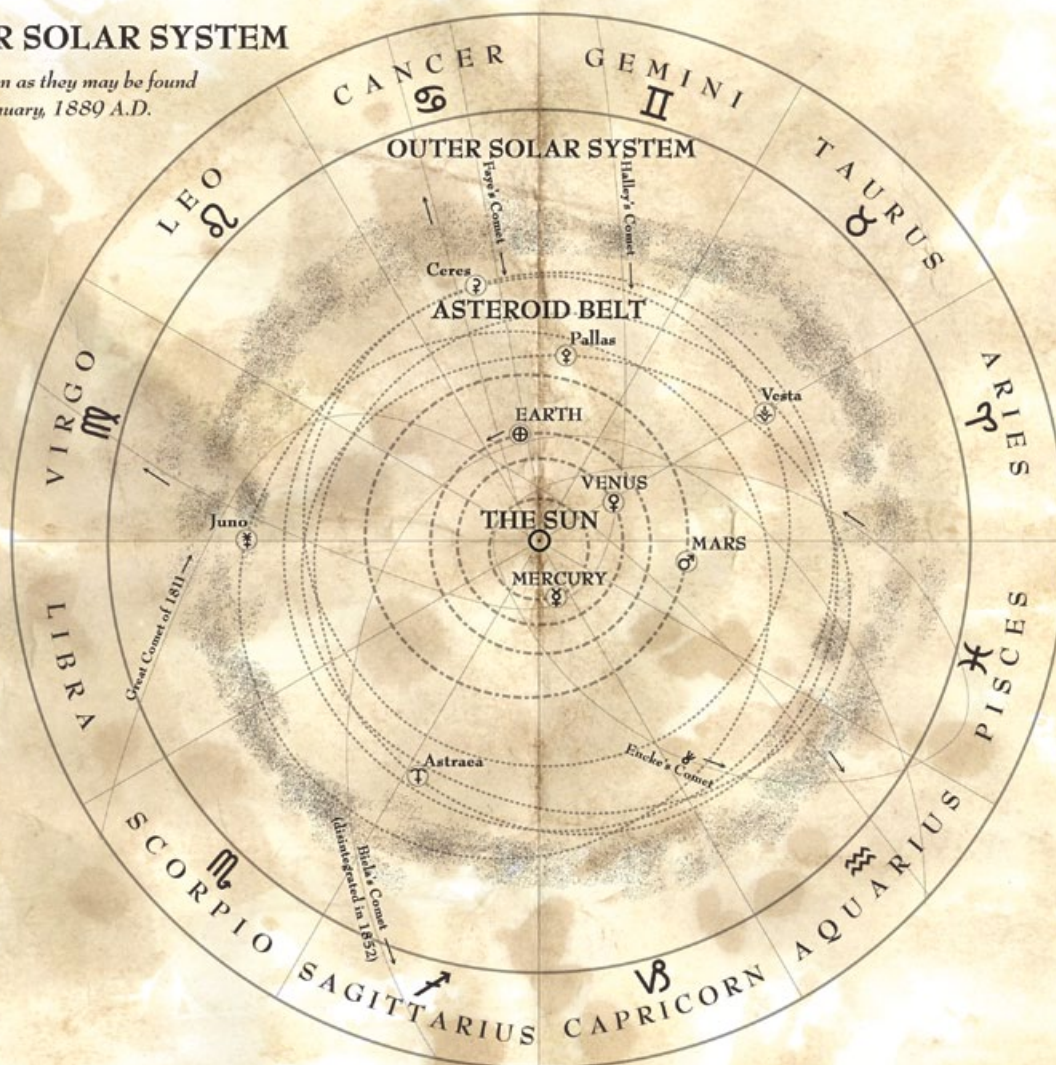
	Weight	Cost	Notes
Coal	2000	£1	-
Petroleum	2000	£3	-
Liquid Fuels	2000	£6	Kerosene, coal oil, gasoline, etc.

Vehicles

	Weight	Cost	Notes
Bicycle	25	£5	Seats 1 person + 50 lbs. gear
Carriage	900	£12	Needs 2 animals, seats 4 +200 lbs.
Wagon	1000	£25	Needs 2-4 animals, seats 2 +3,000 lbs.
Hansom Cab	600	£8	Needs 1 animal, seats 2 +100 lbs.
Large Boat	-	£8	Cargo capacity 6,000 to 10,000 lbs.
Small Boat	-	£5	Cargo capacity 3,000 to 6,000 lbs.
Steam Launch	-	£10	Common river transport
Aerial Launch	-	£4,840	Rare but popular transport
Aerial Skiff	-	£250	Uncommon, cargo capacity 2,000 lbs.
Personal Conveyance	-	£50	Rare but reasonably safe air transport

THE INNER SOLAR SYSTEM

*Celestial bodies shown as they may be found
on the first day of January, 1889 A.D.*



EQUIPMENT

ARMOR

Though armor's effectiveness diminishes against modern firearms, natives of less-advanced worlds adopt it as a common combat protection, and the modern inventor is always looking to develop and perfect materials to the point of complete and total imperviousness.

Boilerplate: Heavy steel plates in a leather sheath, protecting only the front torso. The boilerplate is destroyed (provides no further protection) when penetrated by a bullet.

Chain Mail Vest: This is a shorter version of the chain mail hauberk still found in isolated cultures, as well as on explorers traveling through untamed territories. The vest may just keep a claw out of one's back.

Leather Vest: Much like the chain mail vest, the leather vest is an abbreviated version of the leather armor. Users often decorate it to appear a bit more than a protective vest.

Martian Shield Gun: Combining the benefits of a small shield and a blunderbuss, this unique Martian armament is very useful in boarding actions.

Army Helmet: These helmets used by the military of all nations shield the head from bullets and even stray shrapnel.

Pith Helmet: A lighter helmet, used more for protection from the sun's rays than from gunshots.

WEAPONS

Black Powder Weapons: These arms are still favored by most Martian cultures, as well as certain tribes on Earth. When fired, the powder produces a cloud that obscures the shooter's exact position but his own vision as well. For one round following the shot, the shooter is considered to have light cover (–1) versus ranged attacks, but has the same penalty when firing.

Animals and other non-sentient creatures abhor the scent and taste of gunpowder enough that they must succeed on a Spirit check to attack (or continue to attack) a character enveloped by the smoke. The powder is usually found in six-pound kegs for 10s; these explode for 3d6 damage in a Medium Blast Template if ignited.

SELECTED WEAPONS

Baton: The listed price assumes a wooden club specifically crafted for combat, such as a policeman's truncheon. Makeshift clubs (such as chair legs, thick tree limbs, etc.) are free but count as improvised weapons (see page 42).

Blunderbuss: A blunderbuss is a black powder shotgun. It fires pellets, or improvised ammo such as nails and rocks (but incurs the penalty for improvised weapons, and halves range, when doing so).

Dynamite: Used for demolition and sold in cases of 100 half-pound sticks, dynamite sticks are often used as impromptu grenades. Each explodes for 2d6 damage in a Medium Burst Template (MBT), but may be bundled together to generate a greater explosion. Each additional stick adds +1 damage, and +1" to the blast diameter of the MBT. Explosion damage affects structures as well.

Hand Bow: A pistol-sized version of the standard cross-bow.

Lamp Oil: Normally used for a lamp (one pint provides 8 hours of illumination), lamp oil and similarly flammable substances also have combat applications. Upon impact, a shattered container splashes its contents in a Small Burst Template. Any creature in the area must make an Agility roll, or fall prone and become covered with the substance. See the Fire rules in *Savage Worlds* if the substance is ignited.

Net: Popular for restraining creatures and people, a net consists of a rope mesh with a line for control, lead sinkers for weight, and barbed fishhooks to deter escape. With a successful Throwing roll, a target is entangled. On his next action, the target must make an Agility or Strength roll at –2 to slip or tear free. Success releases the target but requires an action; a raise frees the target immediately, without losing an action.

Sap: Also called a blackjack or simply a "bag," the sap is a leather pouch filled with lead shot. A sap is considered an improvised weapon. If the wielder has the Drop, however, the sap inflicts +6 damage rather than the normal +4.

Sawed-Off Shotgun: A regular shotgun with its barrel sawed in half. This reduces the weapon's range but makes it easily concealable under a long coat or in baggage.

Shotgun, Double-Barrel: Shotguns with two attached barrels are called "double barrels." If the attacker wants to fire both barrels at once, he makes a single Shooting roll. If the attack hits, roll damage for both shots.

Shotgun, Lever-Action: The lever-action shotgun has a magazine in the barrel that holds up to five shells. The barrel is rotated by the lever, an action equivalent to drawing a weapon.

Sword Cane: A walking stick with a rapier or thin blade concealed in the shaft. Carrying a sword cane does not elicit any negative reactions for traveling armed.

Throwing Knife: Considered an improvised weapon when used for melee (–1 Fighting), a throwing knife is perfectly balanced for Throwing (+1).

Torch: An unlit torch is treated as an improvised baton (–1 Fighting). A lit torch may set ablaze a struck target, but its flame extinguishes on an attack roll of 1 (regardless of the Wild Die).



Walking Stick: Though well-balanced, these items are not intended for combat and therefore are considered improvised weapons.

Whip: The wielder is considered unarmed when attacked in hand-to-hand combat.

Winchester: This famous weapon is the king of lever-action rifles. The tube magazine reloads akin to a revolver, thus replacing a spent magazine costs just an action. Each magazine holds seven rounds.

SPECIAL WEAPONS

The following weapons are usually only found on vehicles or in fixed gun emplacements.

Cannon, Heavy: Modern breach loading 8"–10" ship cannons, capable of destroying light flyers with a single hit. Possessing twice the range of the best Martian cannon, these are only found on modern naval vessels, and usually confiscated by any corrupt party discovering one on a civilian ship. They require a four-man crew.

Cannon, Medium: Modern breach loading 5"–6" ship cannons, on board of most light vessels as main guns. Possessing a near-50% better range than the best Martian cannon, these are only found on modern naval vessels and confiscated by any corrupt party discovering one on a civilian ship. They require two-man crews.

Cannon, Light: Modern breach loading or quick-firing 4" (or smaller) cannons, available to both military and civilians (but not Martians normally) to discourage pirates. They have the range of the best Martian cannon. Land cannons weigh twice as much to account for the carriage. A light cannon requires a two-man crew.

Cannon, Rotating: Rapid-firing, very light cannon about 20mm in size. They are more expensive than machine guns, but can damage lightly armored targets. A rotating cannon requires only one crewman.

Machine Guns: Multiple versions of the famous Maxim machine gun are available, spitting up to 600 rounds per minute from cloth ammunition belts. They have over one-third the range of the best Martian cannons. A shipboard machine gun requires one crewman. On land, the weapon weighs 100 pounds, requires four men to move, and two to man.

Martian Lob Gun: A high-trajectory, large-bore weapon similar to the bombards of the medieval Earth. A ship can carry only one lob gun due to its considerable downward recoil, and this flaw always forces its placement at the center of the ship. Lob guns always fire as if they were at long range, and the impact causes an automatic loss-of-trim critical hit on the target ship. These monstrosities require three-man crews.

Martian Rogue Gun: A heavy, black powder, muzzle-loading cannon, the rogue gun is the heaviest direct-fire Martian cannon ever made. It requires a three-man crew.

Martian Rod Gun: A medium-weight, black powder gun firing solid ramrods capable of piercing better-armored ships. Rod guns require two-man crews.

Martian Heavy Gun: This smoothbore, 24-pound, black powder cannon is the Martians' primary ship gun, often fired in massive broadsides. Martian heavy guns require two-man crews.

Martian Light Gun: A smoothbore, 12-pound, black powder cannon slowly being phased out but still popular with smaller ships. Martian light guns require two-man crews.

Martian Sweeper: Used to "sweep the decks" of enemy ships, the sweeper is intended to damage the soldiers and crewmen, less so the vessel. The sweeper inflicts 3d6 damage in a SBT at short range, 2d6 damage in a MBT at medium range, and 1d6 damage in a LBT at long range. A Martian sweeper requires only one man to crew.

GEAR

Camp Gear: Everything a gentleperson needs for the outdoors, including a tent, cookware, folding stool, dining utensils, toiletries, and other camping necessities, all in a convenient case.

Carbide: A powder which reacts with water to produce flammable acetylene gas. Carbide is nonflammable by itself, which proofs it against accidental impact. Available in sealed tins.

Clothing and Housing: Your hero's clothing and accommodations are typically rated as fine, common, or cheap in quality. A Rich hero or Noble must always acquire fine attire and luxuries, or lose 1 Status every month.

Cocaine: Victorians usually administer cocaine via injection. The drug provides a +1 bonus to all trait rolls for one hour. Vin Mariant is a wine laced with cocaine consumed by many celebrities of the era. In a beverage, the boost lasts a mere 10 minutes. All forms of cocaine are highly addictive. A regular user gains the Habit (Major) Hindrance, at the GM's discretion.

Compass: This convenient device provides +1 to all skill rolls made to avoid getting lost on Earth and Mars.

Dissection Kit: Contains forceps, scalpel, and various instruments for dissecting and probing zoological and botanical specimens. The user gains +1 on Investigation rolls made to identify a creature's cause of death.

Folding Knife: A short, collapsible blade easily and safely ported in a pocket or purse. Treat as an improvised weapon in combat, equivalent to a dagger in damage.

Forge, Portable: Tools for the heating and forging necessary to repair damaged metal goods or vehicles. Attempting to Repair vehicles without this kit (or equivalent tools) incurs -2 on the roll, and successes are always considered temporary patchwork. The repairs must be redone and made permanent when the proper tools are available.

Gramophone: This wondrous contraption can record sounds and play recordings.

Howdah: A giant bowl for passengers and cargo, secured on the back of an elephant or ruumet breehr. More expensive versions include awnings to block sunlight and rain.

Lantern: Lighting a lantern is an action. A pint of oil burns for 8 hours. The radius of light can be adjusted from none up to eight yards (4"). A lantern used as an improvised weapon breaks upon a hit, dousing the target in flammable oil. Roll a d6; the victim ignites on anything but a 1. Lanterns successfully targeted with a called shot (-2), burst open and douse the bearer.

Magnifying Glass: Gives a +1 to Notice when probing locations for small visual clues. It may be used to start fires under sunlight on Earth, Mars, and Mercury.

Manacles: Immobilize either the arms (all Agility-linked skill rolls are made with -4 penalty) or the legs (reduce target's Pace to 2 and cannot run). Manacles have Toughness 12.

Morphine:

An injection of morphine deadens pain, negating wound and fatigue penalties by up to -2. It is also available in ingestible forms (such as Mrs. Winslow's Soothing Syrup). When ingested, it reduces penalties by just 1. Morphine is addictive, and regular users gain the Habit (Major) Hindrance.

Navigation Kit: Includes a sextant, chronometer, compass, and other instruments for celestial navigation. This kit nullifies the improper equipment penalty (-2) for Knowledge (Navigation) rolls.

Nitroglycerin: Nitro comes in boxes of 20 two-ounce vials, with space beneath for ice to keep stability. A vial can be thrown (3/6/12 range, 3d6 damage, Medium Burst Template), but a 1 on the skill die indicates the vial explodes at a distance equal to the Wild Die roll in inches (or in the thrower's hand if the result is 1). Each additional thrown vial adds +2 damage.

Opium: Inhaled recreationally by those who like to lose themselves for hours. Characters smoking a ball of opium must succeed on an immediate Vigor check or gain 2 Fatigue levels for four hours. Making the Vigor roll gains the smoker the equivalent of an eight-hour rest in just four hours, but with only a vague recollection of events in that interim. Opium is also available as laudanum, a cure for numerous minor ailments, and is dissolvable in wine. Both forms of this drug are addictive, and regular users gain the Habit (Major) Hindrance.

Photographic Lab: This portable lab has everything needed to develop photos in the field, including a special lightproof tent.

Ruhmkorff's Apparatus: A portable, electric light source. It's a backpack containing the "Ruhmkorff Coil," an unsophisticated transformer, connected by wires to a hand-held fluorescent light bulb (the "Geissler Tube"). The apparatus illuminates a radius of 16 yards (8"), and runs for up to 24 hours on a single voltaic cell.

Spy or Field Glasses: Range penalties for Notice rolls are halved when using a spy glass, but they are only useful when there's sufficient light.

Telegraph Kit: Contains a sending key, receiver, 100 feet of wire, clips, and runs on a single voltaic cell for up to a week.

Tool Kit: A generic term for a satchel or other portable container full of instruments crucial to a particular task. Examples include doctor's bag (for Healing rolls), biologist's kit (Knowledge: Medicine), portable laboratory (Knowledge: Science), detective's kit (Investigation), mechanic's tool box (Repair), performer's makeup (Persuasion used for disguise). It grants a +1 to the appropriate skill roll, but a 1 on the skill die exhausts the kit and requires that it be replaced.

ANIMALS

Camel: For arid environments, nothing beats a camel. They are far better suited to travel in extremely dry areas than other Earth creatures. Camels' common roles include transportation, beast of burden, and even entertainment (racing).

Dog, Hunting: Trained to track or chase quarry from hiding. Hunting dogs add +2 to Survival rolls to find food.

Elephant: Found in much of Africa and the Middle East, particularly India (bull elephants). They are typically used as beasts of burden or stylish transportation.

Gashant: The Martian gashant is the most common mount for riding, racing, and packing on Mars; the creatures are more prevalent there than horses are on Earth. Weighing around 800 pounds, a gashant is a horse-sized, beaked reptile with sharp clawed feet and the crisp grace of a bird of prey. It runs on two feet, with tail fully stretched to balance itself.



Pacyosaurus: A distant relative of the dinosaurs, the pacyosaurus has a dull look: a membrane-crested head, huge and strong back legs, a stubby tail, longer forelimbs, and wide footpads to navigate its swamp home on Venus. Characters are able to ride this rather docile creature bareback, as its smooth, leathery hide is fairly easy to hug using only the legs.

Ruumet Breehr: Larger, wider, stronger than an elephant, the nearsighted ruumet breehr is unlike anything ever seen on Earth. Ponderous and incredibly powerful, the beast owns the best carrying capacity of any land animal ever domesticated.

Skrill, Flying: Bigger than the condor, this leathery winged creature is reminiscent of a pterodactyl. Incapable of breeding in captivity, the skrill is almost never offered for sale and, when found, is usually the survivor of a Queln raid and likely in less than perfect health. Riding a wild skrill requires a Riding roll (–6) and a Strength roll (at –2) to hold on. If the rider remains mounted, he must make another Riding roll (–2) each round to maintain control, along with a Strength roll to hold on. If the rider stays mounted for three rounds, the skrill accepts the rider as its master. Future Riding rolls for that particular skrill are made without penalty.

VEHICLES

The following section fully defines and explains the game stats used to describe vehicles.

Acceleration (Acc): The vehicle's acceleration in inches per turn, according to the tactical tabletop rules. "Kites" are wind-driven, relying on air flow and direction for their acceleration. All kites have Acceleration 4" with the wind and 2" against the wind.

Cargo: The amount of cargo space measured in tons unless noted otherwise. All cargo is purchased in tons and broadly categorized as "perishables," "manufactured goods," and "raw materials," though the classification is rarely important.

The exact dimensions of cargo spaces are deliberately vague to minimize bookkeeping. As a rough conversion, a single ton may be interpreted as a 6-foot cube (1"x1"x1") of space.

Climb Limit (CL): The vehicle's maximum altitude with normal load, expressed as a height level. There are six height levels: Ground (landing and take off), Very Low, Low, Medium, High, and Very High. Changing levels requires a Trimsman skill roll. A level represents 72 feet (12") for range and movement purposes. At Very High altitude, an airship can engage its ether propeller.

Cost: The vehicle's price (in pounds); does not include the cost of ship armaments unless they are part of the ship design (war cruisers, for example).

Crew: The number of crewmembers required to operate the vehicle at full capacity. A "+" following it indicates the maximum number of passengers or gunners. In addition, two extra passengers are possible for every ton of cargo space vacant. Having fewer crewmembers aboard than listed incurs –2 to the crew's Driving skill rolls, and –4 when the complement is less than half.

For a ship, this is the number of crewmembers needed for maneuvering. "B" indicates a boilerman (for steam engines), "C" represents a cranksman (for screw-powered ships), and "T" denotes a topman (for wind-powered kites). Having fewer crewmembers aboard than listed incurs –2 to the crew's Boating skill rolls, and –4 when the complement is less than half. Moreover, an inadequate crew hinders the ship's operation. A character must have Boating skill of at least d4 to count as crewmember. If over one-quarter of the operators have Boating d4, the crew is considered "green" and must subtract 1 from all rolls, in addition to all other modifiers.

The next number is the quantity of gunners ("G") needed to man the ship's armaments effectively. Many vehicles with broadside-mounted weapons can get by with only those gunners needed to fire half of the arsenal at once.

The final number is the amount of Marines ("M") typically on board. These are soldiers trained to fight on ships.

Passengers may be inserted into empty cargo space on a 1-for-1 ton ratio, if necessary, but the journey usually proves less than comfortable.

Cruising Range (CR): The average distance in miles a vehicle may travel per day under normal conditions. Interplanetary Travel Speed (ITS) is given only for ether fliers and used as a divisor into the travel time to see how much it is reduced.

Deck: The number of reserves available to replace injured or killed crewmen and gunners. These are the only men able to fight a fire on the initial round.

Endurance (End): Food supplies available on board to sustain a full crew measured in units equaling two pounds per person each day.

Fuel: The duration for which an engine-powered ship may operate given normal tonnage of fuel (number in parenthesis) without sacrificing cargo, measured in days.

Hull Size: 100x this number derives the amount of lift needed by this aerial ship to attain High altitude. At 80% or less of this value, it can reach Very High; at 101% to 120%, Medium; at 121% to 140%, Low; at 141% to 160%, Very Low. It cannot get off the ground at over 160%.

Officers: The number of bridge officers available for piloting (the helmsman), and raising or lowering the ship (the trimsman, using Knowledge: Trimsman skill). The captain can handle either duty, and on ships of less than 100 tons may do both (albeit with multi-action penalty).

The signalman communicates with other ships by signals (Semaphore as a special language), though may substitute for any officers.

All officers may replace any crewman and perform the appropriate duty.

A second number indicates the number of Marine ("M") officers normally on board.

Ship's Class: Named after the first ship constructed of this type to designate all subsequent ships.

Top Speed (TS): The maximum number of inches a vehicle may move per turn on the tabletop. Wind direction determines a kite's top speed: 14" with the wind, 8" against.

Toughness: The number in parentheses is the vehicle's Armor, already added into the Toughness value. Although many vehicles are listed as having Heavy Armor, it is not always to denote they are particularly well-armored, but rather to reflect the inability of non-heavy weapons to damage them.

Weapons: Listing all armaments aboard and their arc of fire. "F" indicates the weapon can only fire toward the front arc (90°) of the vehicle. "A" indicates the weapon can only fire toward the aft arc (90°). "L" indicates the weapon fires toward the left side (90°), and "R" for the right side (90°). Combinations permit multi-directional firing; for example, "FRA" enables firing to the front, the right side and the aft of the vehicle, a full 270°. Some weapons have a 360° fire arc and are therefore able to fire in any direction.

LAND VEHICLES

BICYCLE

Bicycles in this era have chain-driven rear wheels, pneumatic tires and brakes. Inventors often adapt bicycle frames as the chassis for motors.

Acc/Top Speed: Half rider's Pace/rider's Pace + running die; **Travel Speed:** 25; **Toughness:** 6 (1); **Crew:** 1 + 1 max; **Cargo:** 50 pounds maximum.

CARRIAGE/WAGON

While railways have become the major mode for long-distance transportation, most people still prefer riding in carriages and wagons. The closed carriage remains favored for most journeys and a symbol of the rich. Open carriages exposes passengers to the elements. Wagons are mostly for cargo transport. These stats also include stagecoaches and other animal-drawn conveyances.

The stats assume two animals capable of a 265-pound load each. Otherwise, reduce the passenger/carrying capacity proportionally. If greater, adjust the cargo by the extra carrying capacity. More animals (maximum eight) increase capacity as above, but not speed. If half or more of the animals are killed, the vehicle stops, or crashes when exceeding the acceleration pace.

Acc/Top Speed: Half animal's Pace/animal's Pace + running die; **Travel Speed:** 25; **Toughness:** 10 (2); **Crew:** 1 + 4; **Cargo:** 200 pounds (adds 200 pounds for each person less).

HANSON CAB

A frequent sight in major cities, these animal-pulled taxis prove convenient even in urban areas.

Acc/Top Speed: Half animal's Pace/animal's Pace + running die; **Travel Speed:** 30; **Toughness:** 8; **Crew:** 1 + 2; **Cargo:** 100 pounds.

AQUATIC VEHICLES

LARGE BOAT

Differentiated mainly by carrying capacity, these are the small-cargo sail movers on the canals, rivers and near-shore waterways of Earth, Mars, and Venus. Reduce speed by half against the current.

Acc/Top Speed: 2/10; **Travel Speed:** 1d6x 10; **Toughness:** 13 (2); **Officer:** 1; **Deck:** 1; **Crew:** 2T + 9; **Cargo:** between 2 to 4 tons; **Guns:** None normally, but may mount a forward and/or aft machine gun.

SMALL BOAT

Personal sail or rowed boats, shuttling passengers to and from larger boats, or drifting on the reasonably calm canals and rivers of Earth, Mars, and Venus. Reduce speed by half against the current.

Acc/Top Speed: 2/10; **Travel Speed:** 1d6x 10; **Toughness:** 10 (2); **Officer:** 1; **Crew:** 1T + 4; **Cargo:** between 1.5 to 3 tons; **Guns:** None normally, but may mount a forward machine gun.

STEAM LAUNCH

Relatively small boat powered by a steam engine. Reduce speed by 1 against the current.

Acc/Top Speed: 2/8; **Travel Speed:** 50; **Toughness:** 12 (2); **Officers:** 1, **Crew:** 1B + 9; **Cargo:** between 2 to 4 tons. **Guns:** None, but may mount a front and/or aft machine gun.

AIR VEHICLES

AERIAL LAUNCH

A popular exploration craft known for affordability and adaptability. This craft is extremely common wherever aerial flyers are found.

Class: Launch
Acc/TS: 4/12
Climb Limit: VH
CR: 300

Hull Size: ½ (50 tons)
Toughness 14 (4)
Officers: 2
Deck: 0

End: 1000
Cargo: 5 tons
Weapons: May have 1RFL MG
Fuel: 40 days (20 tons Coal). Steam power overload rules (page 45) apply.

AERIAL SKIFF

Simple wind-driven craft for transferring cargo or people where it may be unsafe to land a larger aerial ship.

Class: Skiff
Acc/TS: ½ Kite
Climb Limit: M
CR: 100 to 200
Food: 0
Cargo: 1.4 tons
Weapons: None

Hull: .02 (2 Tons)
Toughness: 10 (2)
Officer: 1
Deck: 0
Crew: 1T + 1/-0.1 cargo
Cost: £132

PERSONAL CONVEYOR

A one-to-two person flying machine incorporating liftwood for lift and a muscle-powered propeller for velocity. The pilot may double the daily travel speed but must make a Vigor roll or gain a Fatigue level (full day's rest to remove). Personal conveyors with a fatigued pilot travel at half speed.

Acc/Top Speed: Half driver's Pace/driver's Pace + running die; **Climb Limit:** Low; **CR:** 100; **Toughness:** 6 (1); **Crew:** 1 + 1; or **Cargo:** 200 pounds; **Cost:** £50.

SPECIAL AERIAL VEHICLES

These are air ships unlikely to be obtained by the heroes, but may be encountered during their travels. See the Aerial Ship Rules on page 44 for more information. A ship's Class is generally descriptive of its shape and function, but has no rule-based effects.

AERIAL GUNBOAT

The Aphid-class is typical of the light military patrol craft built by the European powers on Mars and occasionally on Earth. They are still rare and often assigned a specific region to patrol. A few have been lost by Britain in her current war with the Martian Oenotrian Empire.

Class: Aphid
Acc/TS: 4/12
Climb Limit: VH
CR: 300
Food: 500
Cargo: 14.5 ton
Weapons: 1LFR LC, 1 FLA and 1 FRA RC, 1 L and 1 R Machine Gun, Heavy Armor.
Fuel: 20 days (40 tons coal). Steam power overload rules (page 45) apply.

Hull Size: 2 (200 tons)
Toughness: 22 (8)
Officers: 4
Deck: 3
Crew: 2B + 6G
Cost: £23,220 (military)

GERMAN ZEPPELIN

Developed by Germany and widely sold to nations without reliable access to liftwood or wish to explore Venus, the zeppelin is a rigid airship held aloft by hydrogen. Hull hits on a zeppelin causes only one wound regardless of the weapon's shell, but any critical hit resulting in a fire combusts the hydrogen gas, crashing the zeppelin in flames. Those on board suffer 2d10 fire damage, plus damage from the crash.

Class: Zeppelin
Acc/TS: 4/12
Climb Limit: VH
CR: 300
Food: 1000
Cargo: 94
Weapons: 1 FLA and 1 FRA MG
Fuel: 20 days (20 tons gasoline). Steam power overload rules (page 45) apply.

Hull Size: 2 (200 tons)
Toughness: 16 (4)/5 (0)
Officers: 4
Deck: 2
Crew: 2B + 2G + 15
Cost: £20,000

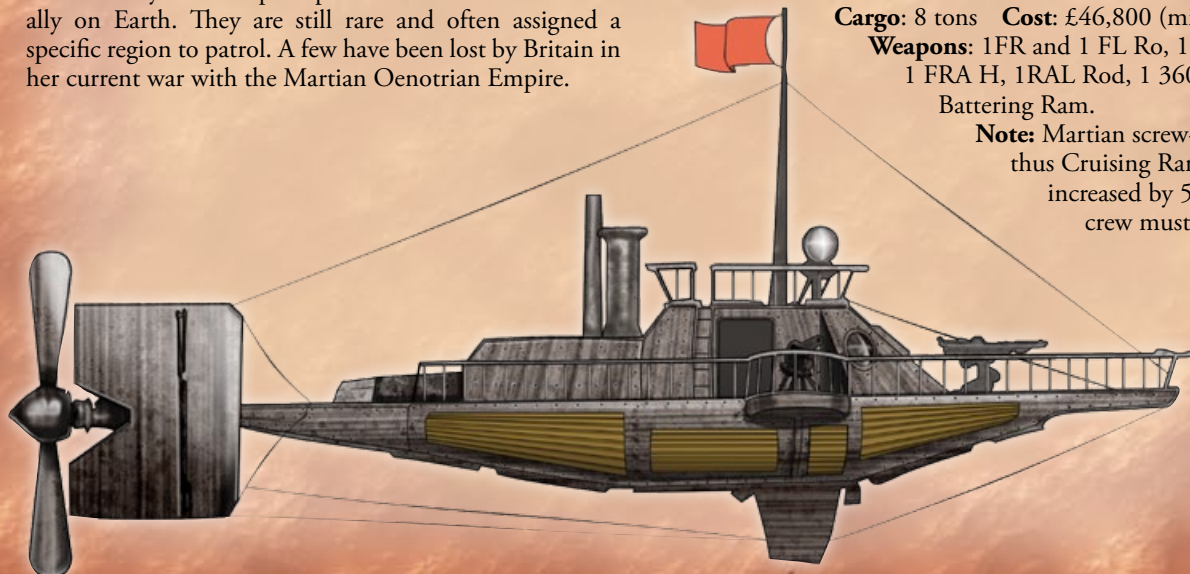
MARTIAN LARGE SCREW GALLEY

The Imperial Oenotrian screw galleys are representative of vessels this size and class. They are fitted with a battering ram to enable collision with other ships and suffer only half normal damage.

Class: Hullcutter
Acc/TS: 2/6
Climb Limit: H
CR: 150
Food: 1000
Cargo: 8 tons
Weapons: 1FR and 1 FL Ro, 1 FLA and 1 FRA H, 1RAL Rod, 1 360° Lob., Battering Ram.

Hull Size: 7 (700 tons)
Toughness: 21 (4)
Officers: 7 + 1M
Deck: 7
Crew: 21C + 14G + 9M
Cost: £46,800 (military)

Note: Martian screw-powered, thus Cruising Range may be increased by 50%, but the crew must make Vigor



roll each day or suffer one level of Fatigue (full day's rest to remove). Fatigued crew is capable of only half normal speed.

MARTIAN LARGE WAR KITE

These powerful air galleons, as demonstrated by the Imperial Oenotrian vessels, have impressive broadsides and often boast decent armor. They are fitted with a battering ram to enable collision with other ships and suffer only half normal damage.

Class: Whisperdeath **Hull Size:** 7 (700 tons)
Acc/TS: Kite **Toughness** 25 (8)
Climb Limit: H **Officers:** 5 + 1M
CR: 200 - 400 **Deck:** 7
Food: 1000 **Crew:** 7T + 10G + 9M
Cargo: 19 tons **Cost:** £59,340 (military)
Weapons: 1 F Rod, 1 FRA and 1 FLA H, 1LA and 1 RA H, 2 drogue torpedoes and 2 liquid fire, Heavy Armor.
Note: Wind-powered, thus Cruising Range is affected by wind direction. Drogue torpedoes (£20) are lowered one height level under ship (reducing Acc. by 1 and Top Speed by 5) and must collide with a target to do 7d12 damage. Liquid fire (£150) is a Large Burst Template weapon which hits a target below with 1d6 flames, -1 per height level difference.

MARTIAN MERCHANT KITE

Merchant kites are quite large, upwards of 2,000 tons, and require a considerably big crew to handle the complex rigging. The crewmembers are often armed to battle pirates.

Class: Warm Winds **Hull Size:** 20 (2000 tons)
Acc/TS: Kite **Toughness** 34 (4)
Climb Limit: M **Officers:** 6
CR: 200 to 400 **Deck:** 20
Food: 1000 **Crew:** 20T
Cargo: 2199 tons **Cost:** £112,600
Weapons: None.
Note: Wind-powered, thus Cruising Range is affected by wind direction.

MARTIAN SMALL SCREW GALLEY

Armed Martian screw galleys, such as the Small Bird-class ships, are used for dispatches and gunboat patrols. Unarmed screw galleys (increase Acc/Top Speed to 2/8, 200 miles/day, Cost: £10,600, Cargo: 100) are usually found as personal pleasure boats for rich Martians.

Class: Small Bird **Hull Size:** 2 (200 tons)
Acc/TS: 2/6 **Toughness** 16 (4)
Climb Limit: VH **Officers:** 4
CR: 150 **Deck:** 2
Food: 1000 **Crew:** 6C + 5G
Cargo: 21 tons **Cost:** £13,000
Weapons: 1LFR Rogue, 1 FLA and 1 FRA S

Note: Martian screw-powered, thus Cruising Range may be increased by 50%, but the crew must make Vigor roll each day or suffer one level of Fatigue (full day's rest to remove). Fatigued crew is capable of only half normal speed.

MARTIAN SMALL WAR KITE

These small aerial ships are usually used for scouting and escorting merchants in reasonably safe areas, or as excursion boats for the wealthy—a tradition started by the original Bloodrunner. Most nations are selling these kites to civilians.

Class: Bloodrunner **Hull Size:** 1 (100 tons)
Acc/TS: Kite **Toughness** 15 (4)
Climb Limit: H **Officers:** 4
CR: 200 to 400 **Deck:** 1
Food: 1000 units **Crew:** 1T + 4G
Cargo: 9 tons **Cost:** £7,600
Weapons: 1FLA H and 1FRA H.
Note: Wind-powered, thus Cruising Range is affected by wind direction. One person can fly this ship in non-adverse conditions.

BRITISH AERIAL CRUISER

Apart from a handful of very large, armed, interplanetary ether flyers, the Intrepid is the most powerful aerial vessel in service with any fleet. Its main and secondary batteries are well-armored, and its 4.7-inch quick firing guns give it a considerable advantage in combat.

Class: Intrepid **Hull Size:** 16 (1600 tons)
Acc/TS: 2/8 **Toughness:** 38 (10)
Climb Limit: H **Officers:** 7 + 2M
CR: 200 **Deck:** 21
Food: 49 **Crew:** 11B + 24G + 18M
Cargo: 302 tons **Cost:** £194,540 (Military)
Weapons: 1 F 6" gun, 1 A 4"L gun, 1 FRA 4"L, 1FLA 4"L, 2L and 2R 4"L, 2L and 2R HRC, 2L and 2R MG, 2 tether mines, 4 bomb racks (4 loads). All weapon crews behind hull-level armor.
Note: Boiler-powered. Heavy Armor. Earth based only.

RANGER-CLASS GUNBOAT

American interests on Mars are, for the most part, nonterritorial and thus require few ships or soldiers to maintain. In the American quarter of Thymiamata, which is now home to several thousand Americans, the small and swift Ranger-class gunboat has entered service.

Class: Ranger **Hull Size:** 3 (246 tons)
Acc/TS: 2/8 **Toughness:** 15 (2)
Climb Limit: H **Officers:** 5
CR: 200 **Deck:** 20
Food: 1000 **Crew:** 20T
Cargo: 33 tons **Cost:** £112,600
Weapons: None.
Note: Wind-powered, thus Cruising Range is affected by wind direction.

SETTING RULES

This chapter features additional rules distinct to the Victorian world of *Space 1889: Red Sands*.

STATUS

As a general rule of Victorian times, inferiors are not permitted to socialize with their betters. There are, however, certain notable exceptions able to fraternize with nearly all ranks of society—fantastically rich dilettantes, heroic soldiers, intrepid explorers, royals, and world famous inventors, to name but a few. Their fame transcends social barriers, garnering royal attentions as easily as preferential bargains from a lowly street hawker, or more importantly, exclusive invitations and privileged grants for endeavors. The most eminent persons of the era are explorers, inventors, and those who have demonstrated honor, valor, and initiative.

Status in Victorian society is crucial for determining how characters interact with people of different stations. Typically, “inferiors” are expected to show a proper modicum of respect to their “betters,” and the upper classes expected to adopt a protective, almost patriarchal stance over those less fortunate, unwashed masses. The very concept of status is based upon a responsibility to aid those who have aided you in the past. A person’s status determines their influence and ability to call upon more powerful Favors from those who owe them. All too often, status is used as a means of intimidation by the upper classes, and an excuse for surliness by lower classes. Some claim the very concept of civility is nearly dead.

Status in *Space 1889: Red Sands* is rated in five levels, as shown in the Status table. Every member of a given status level receives the listed salary at the end of each month of game time. These amounts supersede those listed for the Rich and Filthy Rich Edges in *Savage Worlds*.

Starting characters begin as Working Class, barring Edges or a Hindrance that alters their Status. Being Rich increases Status by one level, and Filthy Rich increases it by

another. Characters with the Noble Edge have their starting Status increased by one level. The Poverty Hindrance reduces Status by one level.

STATUS TABLE

Status	Monthly salary	Max. Favor Cost
Underclass	£4	1
Working Class	£15	2
Middle Class	£35	3
Upper Class	£80	4
Elite	£200	5

A character may actually have Rich (or Filthy Rich) *and* Poverty, reflecting someone who has a lot of money, but spends it wastefully on dissolute pursuits (resulting in a lower Status level and halved wealth).

A character’s Status cannot drop lower than Underclass or rise higher than Elite.

STATUS EFFECTS

People of different status levels do not interact well; the upper classes look down on the lower ones and the lower classes resent and envy their betters.

Upper classes wield power over the lower ones. When using the Intimidation skill, a character gains a +1 bonus for each Status level he is higher than his target, or suffers a –1 penalty for each Status level he is lower.

On the other side, higher classes are more easily incensed by the mocking of their lessers, while the lower classes are unimpressed by the ridicule of those who have such an easy life. Characters gain +1 to Taunt rolls for each Status level they are lower than their target, or suffer a –1 penalty for each Status level they are higher than their target.

The downside of all this class separation is that no class talks freely or shares information with someone of another station. Any use of Streetwise suffers a –1 penalty for each level of Status difference between the characters.



FAVORS

Favors are an important part of *Space 1889: Red Sands*, representing the interplay between the classes and the benefits of rank and privilege. They also serve to motivate players to act heroically toward people who are socially their betters and might not always behave like they deserve to be helped! Characters gain Favors by assisting NPCs in the game. Favors are gained by providing significant support to another person or organization. A character might gain two Favors from a person in the event of directly saving their life, the life of a loved one, or preventing the loss of a Status level.

Consult the Gaining Favors table for specific events that earn Favors for heroes. These are examples of events that can gain Favors for explorers. These are not the only ones by any means.

In general, helping someone gains an explorer a number of Favors equivalent to the Status level of the person aided. In other words, if one helps an Underclass person, she gains 1 Favor. Do something for a Working Class person, gain 2 Favors, and so forth. Gain a prize for a country, your hero gains as many as 3–5 Favors from the Elite Queen, King, or other leader.

GAINING FAVORS

Favors	Event
+1–5	Complete a publicized adventure. The amount of Favors gained depends upon the Status of those aided by the heroes, at the GM's discretion.
+3–5	Seize a prize for a country (for example, a pirate ship of a faction warring with a European power). Favors gained depends on significance of the prize.
+1–5	Help someone avoid loss of Status due to scandal or misfortune.
+1–5	Save someone's life.
+1–5	Successfully researching, creating, and selling a new Invention. The amount of Favors gained depends upon the Status of the buyer.

SPENDING FAVORS

Favors can be spent at any appropriate time (GM's discretion) to gain aid, but a character's Status determines the maximum number of Favors that can be spent on any one form of assistance. It is their station that decides the amount owed—not the debtor's class. See the Favor Costs table, opposite, for examples of what a Favor is worth.

Example: *A member of the underclass and an elite both have five Favors to spend. The elite character can spend all five to gain money or equipment equal to £1, but the underclass character can only spend each favor individually to gain -12p each, or 1s for all five.*

Sometimes the heroes get themselves in trouble, behave badly, or commit less-than-savory acts in the pursuit of the greater good. These sorts of scandals can cause huge headaches if they go public, so characters might want to call in their hard-earned Favors to make such problems “disappear.” The Scandals Table lists the Favor costs for doing so.

SCANDALS

Event	Favor Cost
Making unproven or false allegations	1
Divorce, arrest, or other minor scandal	1
Found armed at social events or in civilized urban environments	2
Convicted of a felonious act in a court of law	5
Wanted: Minor (Bounty of 1d4 x £10)	3
Wanted: Major (Bounty of 1d6 x £100)	4

A scoundrel who has no Favors to call in may, at the GM’s discretion, lose a level of Status due to the controversy. This is a major event, one that rarely (if ever) happens for scandals whose Favor Cost is 2 or less.

FAVOR COSTS

Benefit	Favor Cost
Gain money or equipment equal to 2s or less. Gain the assistance of a single Guard Extra for one game session.	1
Gain money or equipment equal to 10s or less. Gain the assistance of a 1d4+1 Guard Extras for one game session. Gain the assistance of two Soldier Extras for one game session.	2
Gain money or equipment equal to £1, 10s or less. Gain the assistance of a 2d4+2 Soldier Extras and one Officer, for one game session. Gain the assistance of a Captain for one game session. Gain invitation to “open” social event or club.	3
Gain money or equipment equal to £5 or less. Gain the assistance of a 20 Experienced Soldier Extras and one Officer, for one game session. Gain the assistance of a Captain and his Crew, or the aid of a Wild Card Inventor, for one game session. Gain invitation to “closed” social event or club.	4
Gain a monthly stipend of £5 for six months. Gain the assistance of a 40 Experienced Soldier Extras and one Officer, for one game session. Gain the assistance of 2d4+1 Captains and their Crews, or 2d4+1 Wild Card Inventors, for one game session. Gain invitation to “restricted” social event or club.	5

INVENTIONS

Inventions are the lifeblood of the *Space 1889: Red Sands* setting. Steam-powered, bolted, ironclad, and esoteric notions thought of as too fantastic for our own time—let alone the Victorian Era—are capable of existing here. Most inventions are not the products of Weird Science, per se. There is nothing mystical about the ether; it has been proven to exist. Since the actual laws of nature match their scientific postulation in 1889, inventions are simply the embodiment of established scientific principles.

Weird Science skips steps to produce strange prototypes that function only in their creator’s hands (take the Arcane Background if you want your hero to do such things). Inventions, by comparison, work for anyone given sufficient reliability.

STEP 1. DESIGN

The origin of any invention is the concept. Decide what it is you are working to build. A compilation of inventions that might intrigue you is included in this book (page 35), or you can conceive something original and discuss it with your GM.

This stage entails applying certain knowledge and making a roll to design the initial schematics. All inventions first require a successful roll of a Knowledge skill (Science, Engineering, or Mechanics) to perform research and draw up the schematic.

Choose which Knowledge your inventor uses from among those listed as required to create each device. If two skills are listed and your inventor possesses both of them, his roll to design the device is made at +1. If three skills are listed and your inventor has all of them, the roll is made at +2. Each attempt takes 2d6 days.

On a success your inventor moves on to the next stage, construction. With a raise the inventor gains a +1 bonus on his Repair roll to build the prototype. Failure means the process yielded no usable results, and the hero must begin again. On snake eyes, the principles seem sound but are actually flawed, and as a result the character gets halfway through the construction stage before the project must be scrapped (although half of the necessary components and required time are already expended).

If your hero builds an original invention, you and the GM need to determine what requisite research and materials are involved in completing the plan.

STEP 2. CONSTRUCTION

When the design stage has resulted in a utilizable schematic, an inventor must gain access to the appropriate components or materials (as listed for each invention, or by GM fiat), and at minimum a portable forge suitable for its



construction. Your hero attempts to build the device using the Repair skill (modified by the invention). Each attempt takes 2d6 days.

If your hero scored a raise when creating the schematic, he gains a +1 bonus to the Repair roll. Success means your character has built a prototype with a Reliability die equal to his Rank: Novice: d4, Seasoned: d6, Veteran: d8, Heroic: d10, Legendary: d12. With a raise the Reliability is boosted by one rank (or given a +1 if Legendary). A failure invalidates the effort because of a flawed plan, necessitating additional research. The hero must go “back to the drawing board” and begin again.

On snake eyes the model explodes in a Large Burst Template, dealing 2d6 damage to the inventor and destroying all materials crucial for the invention. The blueprint was inadequately researched or the approach was faulty from the beginning. Either way, your inventor goes back to the research stage.

The successfully finished prototype works perfectly—but only in laboratory and controlled environments, or in the creator’s hands. Prototypes typically cost much less than commercially available creations. The amount of prototypes your hero can build is only limited by time and resources.

RELIABILITY

Every device has a Reliability die, ranging from a dodgy d4 up to an indomitable d12. In the case of prototype devices, Reliability is based upon the inventor’s Rank (Novice: d4, Seasoned: d6, Veteran: d8, Heroic: d10, Legendary: d12) as well as his success in actually building the device. Each device’s description states when Reliability must be rolled (if at all). In all such cases, the roll is made at the standard TN of 4.

For the common man, English and German factories actively churn out machines based on the most novel scientific principles. Commercial devices run the gamut from cheap knock-offs barely better than the prototypes they are based upon, to sleek, fine-tuned machines that actually improve upon the original design. Commercial devices always add +1 to Reliability rolls.

Use the Commercial Device Reliability table to determine the cost of a given invention at each level of Reliability.

COMMERCIAL DEVICE RELIABILITY

Reliability	Invention Cost Multiplier
d4+1	x2
d6+1	x4
d8+1	x8
d10+1	x10
d12+1	x12
d12+2	x15
d12+3	x20

STEP 3. SELLING INVENTIONS

You can avail a consummated invention commercially as long as there is a demand. If similar creations have already saturated the market—for example, the conventional boiler—you won't find any outlet for another device of identical function.

However, if you are among the first innovators, you have a chance to either vend the manufacturing rights or rely on patent revenues. Selling the invention generates 1,000 times your prototype cost as a one-time deal, but bars you from producing the plans and the device ever again, and you also lose the perfected prototype in the transaction. (You can always purchase one for yourself later!)

Applying for a patent costs $2d6 \times £10$ and $4d6$ weeks of waiting for approval. Each patent brings in $2d6 \times £10$ in royalties per month for the next 10 years of game time. However, should the dice for length of time show nothing but sixes, someone else has beaten you to the punch for the patent with a competing design. Your device is now worth whatever a buyer is willing to pay (typically 25–50% of the normal value).

SECURING INVESTORS

Sometimes an inventor needs people to believe in her—people with money. Your genius discovers an investor with a successful Streetwise roll (a success finds one, or two on a raise, and a charlatan on critical failure). Once you have identified the potential source of funding, you must attempt to convince the prospect that your idea will make him or her rich!

Make a Persuasion roll (which may be cooperative). On a success, the prospect becomes a backer and sinks £25 per month (£50 per month on a raise) into a specified invention until it is complete. A charlatan might attempt to steal the schematics, and the prototype as well.

An inventor must report his progress (by mail, if not in person) every two weeks to keep the investor happy, and demonstrate at least one research or construction success each time. Once a prototype is built, the investor expects to put it into mass production within one month.

Failure to comply might cause the investor to become disenchanted and demand the return of all investments to date, or even confiscate the prototype for ransom until the money is repaid.

The investor then attempts to sell the invention, splitting the proceeds evenly with the inventor (and other investors). The GM is encouraged to explore this relationship as some investors become good friends with the inventors, some turn into bitter enemies, some just bothersome nuisances, and the rest remain “strictly business.”

LIST OF INVENTIONS

The following table provides the details on a number of known and common inventions, many of which are commercially available. Inventors may attempt to produce their own versions of these machines, or simply use the list as inspiration for creating one's own flights of genius. The required Experience Rank to build each device is listed in its own column.

All costs listed on this table are for prototypes only. Commercial versions cost up to 20 times the price of a prototype to buy, but they're worth it. Consult the Commercial Device Reliability table (page 34) to determine the cost multiplier for commercial versions at each level of Reliability.

CUSTOM INVENTIONS

Sometimes your inventor needs a very specific device for a precise purpose, and nothing else will do. That's when you must go the drawing board, sweat over a set of plans for several long nights, and devise a way to make scientific principles work in your favor.

First you need to figure out the mechanics for the new artifice, and talk them over with the GM. Here we provide you with a few design notes to keep in mind when creating your own, original inventions.

No Need to Reinvent the Wheel, Old Chap: This book contains a comprehensive list of weird gadgets. Take advantage of them. If an existing machine does something similar to what you're going for, consider adapting it to your purposes. Or change the “Trappings” of an invention so it better emulates your inventor's particular talents.

Considerations of Power: Generally speaking, steam-powered technology is easier to construct, while more exotic power sources such as internal combustion engines and various turbines are more difficult.

Required Knowledges: Engineering involves the practical application of scientific principles to real-world designs, Mechanics is the branch of physics that deals with the behavior of bodies in space, and Science is a catch-all term for the various disciplines—Biology, Chemistry, etc.

Repair/Construction Modifier: This modifier ranges from +4 to –4, for the most part, reflecting how difficult it is to create and service the device, as well as how exotic/powerful the device is. A device that subverts the very laws of nature might have a modifier as severe as –5.

Cost: Use the listed inventions' prices as a guide. Of course, exotic fuels and materials tend to cost more money. Alternately, your inventor could travel to some exotic locale and collect what she needs!

Power Production	Required Knowledge Skill	Repair/Const Mod	Cost	Rank
Boiler, Conventional	Mechanics	+4	£15*	N
Boiler, Forced Draught	Mechanics, Science	+2	£30*	S
Boiler, Petrol	Mechanics, Engineering	+1	£15*	V
Boiler, Solar	Mechanics, Science	-1	£25*	H
Engine, Electric	Mechanics, Engineering	+0	£10	S
Engine, Internal Combust	Mechanics, Engineering	-2	£30	V
Turbine, Gas	Mechanics, Engineering	-4	£50	S
Turbine, Steam	Mechanics, Engineering	-3	£40	N
Power Storage				
Batteries	Mechanics, Science	+3	10s*	S
Solar Cells	Mechanics, Engineering, Science	-5	£100	V
Fuel Inventions				
Coal Gasificator	Mechanics, Engineering, Science	+3	£20+	N
Fuel, Liquid Rocket	Mechanics, Engineering, Science	+0	£2/ton	S
Fuel, Solid Rocket	Engineering, Science	+2	£1/ton	V
Fuel Refiner	Engineering, Science	+4	£15+	N
Hydrogen Lift	Engineering, Science	+1	Free+*	S
Monohydrogen	Mechanics, Engineering, Science	-2	£7/ton	H
Aerial Flyers				
Ether Sail	Mechanics, Science	-1	£5/Power Level	V
Gravity Control	Mechanics, Engineering, Science	-5	£10/Power Level	H
Liftwood, Improved	Mechanics, Engineering, Science	+2	£3, 12s/gal	S
Propeller	Mechanics, Engineering	+2	£2/Power Level	N
Propeller, Ether	Mechanics, Science	+1	£1/Power Level	V
Rocket Engine	Mechanics, Engineering, Science	-3	£1/ton	H
Aerial Flyer Equipment				
Analytical Engine	Mechanics, Engineering, Science	-3	£100	V
Armor Glass	Mechanics, Engineering, Science	-4	£50/ton	V
Etherometer	Mechanics, Engineering, Science	+3	£2	N
Gyroscope	Mechanics, Engineering, Science	-2	£20	S
Hertzian Commo	Mechanics, Engineering, Science	-2	10s/Power Level	S
Inertial Compass	Mechanics, Engineering, Science	-4	£10	V
Large Telescope	Mechanics, Science	+3	£20*	N
Orrery	Mechanics, Engineering	-1	£2	N
Photophone	Mechanics, Engineering	-1	£100	V
Range Finder	Mechanics, Engineering, Science	-1	£2*	S
Rustless Iron	Science	+3	1s/lb.*	S
Superhard Steel	Engineering, Science	+1	£5/ton*	V
Personal Devices				
Antibiotic	Science	-2	£3/oz.	S
Aspirin	Science	+1	£4*	N
Detonite	Engineering, Science	-4	1s	N
Food Pill	Science	-1	4s/oz.	S
Hand Lamp	Mechanics	+3	4s*	N
Infrared Liquid Sight	Science	-3	10s	V
Mineral Detector	Mechanics, Engineering, Science	+1	£10	S
Parachute	Engineering, Science	-3	6s	S
Sleep Gas	Science	-1	1s/oz.	N
Strength Elixir	Science	-4	4s/oz.	N
Suit, Diving	Mechanics, Engineering, Science	+3	£2*	N
Suit, Space	Mechanics, Engineering, Science	+2	£2*	S
Tangle Cord	Mechanics, Engineering, Science	-4	8s	S
Telescope, Infrared	Mechanics, Engineering, Science	-2	£15	S/V

Personal Devices (cont.)	Required Knowledge Skill	Repair/Const Mod	Cost	Rank
Water Breather	Mechanics, Engineering, Science	-4	£1, 4s	V
Welding Device	Mechanics, Engineering, Science	+2	16s	N
Woven Steel	Mechanics, Engineering, Science	-1	£1/suit	S
Vehicles				
Autogyro	Mechanics, Engineering, Science	-3	£7/ton	S/V
Glider	Mechanics, Engineering, Science	-1	£3/ton	N
Heavy Tractor	Mechanics, Engineering	-2	£50	S
Motorized Bike	Mechanics, Engineering	+1	£6	N
Personal Conveyor	Engineering, Science	+1	£5	S
Submarine	Mechanics, Engineering	-3	£500	V
Vehicle Weapons				
Lightning Cannon	Mechanics, Engineering, Science	-4	£50	H
Torpedo	Mechanics, Engineering	-3	£5	S
Torpedo, Improved	Mechanics, Engineering	-3	£20	V
Combined Inventions				
Required Inventions				
Aeroplane	Glider and Internal Combustion Engine	-4	£7/ton	V
Computer, Astrogation	Orrery and Analytical Engine	-1	£113	
Computer, Ballistic	Range Finder and Analytical Engine	-2	£113	
Flyer, Aerial	Lift, Propeller, and Conventional Boiler	+2	£125/Power Level*	
Flyer, Ether	Lift, Solar Boiler, and Ether Propeller	+2	£129/Power Level*	
Space Telescope	Large Telescope and Gyroscope	-1	£44	

A * means the device is available commercially.

INVENTION NOTES

Aeroplane: A heavier-than-air flying machine. The speed of the aeroplane in miles per hour is 60 + Reliability x5. An aeroplane consumes 70 pounds of gasoline per hour of flight and usually carries 280 pounds of fuel. It typically carries a machinegun, 1,000 pounds of fuel, cargo and/or bombs, and weighs 500 pounds, plus fuel and cargo.

Acceleration/Top Speed: Reliability x2/Reliability x3;
Toughness: 14 (2); **Crew:** 1+1 passenger; **Cost:** £7/ton;
Notes: Climb 10.

Analytical Engine: Mechanical computing machine utilizing punch cards for memory and programming. It provides a +1 bonus to Navigation rolls with a Reliability success, or +2 on a raise. Weighs 1 ton.

Antibiotic: Medical substance with bactericidal properties. It can be taken orally, applied topically, or injected into a body to battle infection and disease. The activation of a prototypical dose (on a successful Reliability check) grants +1 bonus to a Healing or Vigor roll to cure disease or heal a wound, or +2 on a raise. A Reliability roll of 1, however, causes -2 to the Healing or Vigor check. Weighs 1 ounce per 10 doses.

Armor Glass: Extremely hard glass that affords real protection without obstructing vision. It has the same Toughness as the outfitted vehicle's Toughness.

Aspirin: Analgesic medicine derived from salicylic acid, for relieving pain and the symptoms of fever. When taken every four hours while injured or ill, the user may ignore 1 wound penalty for an hour on a successful Reliability roll, and gains +1 to Vigor checks to recover from fever (two

hours and +2 on a raise). Dosage is two pills for an adult or one pill for a child every four hours. More dosages within the same duration have no additional effect. Negligible weight (but roughly 1/2 pound for 1,600 pills).

Autogyro: A flying machine depending on both powered and unpowered devices to lift and provide forward motion. It has a Cruising Range of 10x Reliability in miles per hour, a Climb Limit of Very High, and room for up to 1,560 pounds of cargo/passengers (200 of which is normally reserved for fuel tanks). An autogyro weighs 440 pounds.

Acceleration/Top Speed: one-half Reliability/Reliability x2; **Toughness:** 8 (2); **Crew:** 1+5; **Cost:** £7/ton; **Notes:** Consumes 50 pounds of gasoline per hour.

Batteries: Large vehicle batteries are defined by the Power Level contained within and Endurance (how long they can sustain the power output in days). Batteries have been perfected with a Power Level up to 8 but not beyond. Invented batteries' Power Level equals their Reliability. All batteries have a weight of Power Level x 1/2 x Endurance in tons, a cost of 10s x Power Level x Endurance.

Boiler, Conventional: Supplies power for most large vehicles and many buildings and homes. Weighs 10 tons, costs £150, and consumes 1 ton of fuel (coal) per day, all per Power Level. Boilers explode for 1d6 damage per Power Level, in a Large Burst Template.

Boiler, Forced Draught: An improved version of the conventional boiler, it uses a fan or blower to enhance fuel combustion and extract energy more efficiently. Weighs 5 tons and consumes 1 ton of coal per day, per Power Level. It is otherwise identical to the conventional boiler.

Boiler, Petrol: A steam boiler consuming liquid fuels (usually petroleum). It uses just 1/2 ton of fuel (oil) per day per Power Level, but otherwise identical to a conventional boiler. Petro boiler has perfected versions.

Boiler, Solar: Harnesses the power of the sun with focusing mirrors. Weighs 1 ton per Power Level, but Power Level is restricted to a maximum of no higher than the Reliability die. Prototypes cost £25 per Power Level. Commercial designs cost £250 per Power Level with no limit other than what you can fit on a ship. It does not consume fuel but eventually the pipes need cleaning.

Coal Gasificator: Converts coal ore directly to gasoline. For every five tons of coal processed, you receive one ton of gasoline. The conversion takes 8 hours and 2 Power Levels of output. The device weighs 1 ton.

Computer, Astrogation: Automatically adjusts the controls of an ether flyer and calculates the most efficient course to the destination. An astrogation computer grants +4 to Navigation rolls and is able to auto-pilot a flyer in the ether at Piloting skill equal to its Reliability. Weighs 1 ton.

Computer, Ballistic: A ballistic computer that passes its Reliability check increases a gunner's Gunnery skill one die type, or two die types on a raise, for a single combat. Weighs 1 ton.

Detonite: More powerful than dynamite, more stable than nitroglycerin. Detonite is available in half-pound sticks like dynamite, but each stick has a damage value of 2 times Reliability (2d4, 2d6, 2d8, etc.) and explodes in a Medium Burst Template. Additional detonite sticks increase damage by +1 and add +1" to the effective blast radius. Weighs 1/2 pound per stick.

Engine, Electric: Electric batteries to power flyer instruments such as ether propellers and atmosphere propellers. Weighs just 1/2 ton per Power Level, but Power Level is restricted to a maximum of no higher than the Reliability die. This is a very safe engine unless sabotaged or wired to produce an explosive arc (damage is as a conventional boiler, but limited to the engine's proximity).

Engine, Internal Combustion: Burns fuel inside the cylinder instead of outside, these engines take liquid fuels such as kerosene or petroleum. Weighs 3 tons per Power Level, but Power Level is restricted to a maximum of no higher than the Reliability die. These devices do not explode and use just one-half ton of fuel (oil) per Power Level generated per day.

Engine, Rocket: Enables an ether flyer to maneuver safely in low- to-zero-gravity environments, making landings on Luna and on asteroids hazard-free. Weighs 1/4 ton per Power Level, but Power Level is restricted to a maximum of no higher than the Reliability die, and the flyer's mass must be equal to or less than the engine's Power Level x20. The engine costs £1 per ton and 10 times for a perfected model. Acquire fuels separately, and the rocket consumes 1/2 ton of solid fuel per Power Level, or 1/4 ton of liquid fuel per Power Level, for each landing or liftoff.

Ether Sail: An alternative for locomotion, this sail relies on the ether currents for propulsion. It functions like an ether propeller but must be installed at a Power Level and weight of one-tenth the ship's tonnage (rounded up). It has 30 Efficiency and a cost of £5 per Power Level for a prototype. Power Level is the output required from the ship's generator.

Etherometer: Measures the density of the ether in deep space and utilized to avoid ether turbulence. Cost £2 for a prototype and weighs only 20 pounds when finished. When encountering ether wake, use the Reliability die as a cooperative roll for bonus to the Piloting check to avoid damage.

Flyer, Aerial: Much like the ether flyer, this is a fairly complex machine. It requires a lift, a power plant, kite design or air-screw crew, a propeller, some key crewmen and quarters for long-distance traveling. For full construction details, see **Construction of Flyers** on page 48. All components are considered to be at the inventor's Reliability level unless purchased commercially. The following example is the largest flyer that can be assembled without a shipyard: the 20-ton hydrogen flyer.

Example: The 20 tons of hydrogen lift and frame can be invented for free. Liftwood can be used but costs £100 per ton. The controls station, with scrounged running lines and gears, occupies one ton of lift. The propeller is the next necessary invention but predicates on the boiler. Therefore, we move on to the power plant, usually a boiler, which powers the propeller. It equates to 10 tons per potential Power Level, and a 0.25- or 0.5-Power Level plant weighing 2.5 (£17, 10s) to 5 tons (£35) is usually sufficient for a flyer this size. You need at least a pilot, a trimman if the pilot does not have that skill, and one engineer with Repair for the boiler. Each crewman occupies 1 ton of space but the first ten quarters can be constructed for only £3 each, £30 apiece thereafter. Given 2.5 to 5 tons for boiler and propeller, 1 ton for controls and 3 tons for crew (minimum), leaving you 11 to 13.5 tons for fuel, provisions, additional quarters, or a weapon mount. This prototype's design cost is £26, 10s to £44, £265 to £440 if purchased as a commercial plan, before maintenance and extras.

Acceleration: 4 or 6; **Top Speed:** 12 or 20; **Cruising Range:** 300 or 500 miles/day; **Toughness:** 14 (4); **Crew:** 3 + 13.5 or 11 tons of cargo/crew/fuel; **Notes:** Consumes 1/4 or 1/2 ton of coal per day. This flyer enables movement from ground to High (Very High if kept to 16 tons or less, Medium between 20 and 24 tons, Low between 24 and 28 tons).

Flyer, Ether: One of the most complex combination-inventions. It requires a lift, a solar boiler, an ether propeller, someone with Knowledge (Navigation), Knowledge (Trimman), Piloting, and Repair skills. All components are considered to be at the inventor's Reliability level unless purchased. The following example is the largest ether flyer that may be built without a shipyard: the 20-ton hydrogen-lift ether flyer.

Example: The 20 tons of hydrogen lift and frame can be invented free. Liftwood can be used but costs £100 per ton. The controls station, with scrounged running lines and mechanisms, occupies one ton of lift. The ether propeller is the next necessary invention and takes up to one ton per Power Level, followed by the solar boiler to power the ether propeller, which weighs a ton per Power Level desired. Both need to be under 4 tons each for a flyer this size.

You need at least a pilot, a trimman if the pilot does not have the Trimman skill, and two engineers with Repair (assuming a full, four-ton solar boiler). Each crewman occupies 1 ton of space but the first ten quarters can be constructed for only £3 each, £30 apiece thereafter. Given 8 tons for boiler and propeller, 1 ton for controls, and 3 tons for crew (minimum), this leaves you 4 tons of space left for air screw and power plant for atmospheric travel, fuel, provisions, additional quarters or a weapon mount. This prototype's design cost is £129, £1290 if purchased commercially, before extras. It enables flight like a balloon (drifts with the wind), movement from ground to Very High, Toughness 14 (4), and flight through space at a speed of at least $4 \times 24/20$, or 4.8, which rounds to 5 million miles per day. (For extras, see **Construction of Flyers** on page 48.)

Food Pill: Sustenance for the human body synthesized into tablets. A pill is the equivalent of a full meal when taken with a pint of water. Pills must make a Reliability check to provide the proper nutrients. Weighs 1 ounce.

Fuel, Liquid Rocket: Volatile, chemically refined liquids delivered to a rocket engine in measured levels to reduce the volume of fuel needed for improved thrust. Since the liquids are stable unless exposed to a spark or excessive heat and the combustion occurs inside the rocket engine, this fuel is safer than the solid type. Roll the Reliability die to determine the rocket engine's performance; on a roll of 1 it explodes. Treat an explosion as solid rocket fuel and add a fire result. If used for anti-vehicular or -structural weapons, the rockets' range is 216", always treated as Long range, and explodes on contact for 2d12 Heavy Weapon damage with AP 6; costs £12 for every six prototypes.

Fuel, Solid Rocket: A careful mix of gunpowder and other chemicals to ignite and thrust forward a rocket. Primarily of military and entertainment applications, this fuel may be added to a rocket engine but that is risky. If a 1 is rolled on the fuel or rocket's Reliability die, the fuel explodes for three times Reliability die in damage to the ship and automatically ruins the rocket engine. If used for anti-vehicular or -structural weapons, the rockets' range is 144", always treated as Long range, and explodes on contact for 2d10 Heavy Weapon damage with AP 4; costs £60 for every six perfected versions, £6 for every six prototypes.

Fuel Refiner: This potentially portable device lets you refine gasoline from crude petroleum. For every 5 tons of crude petroleum processed, you get 1 ton of gasoline and 4 tons of usable oil. The conversion takes 8 hours and 2 Power Levels of output. The device weighs 1 ton by itself.

Glider: This invention takes advantage of Bernoulli's Law to provide lift through the interaction between specially shaped wings and the atmosphere—similar to how terrestrial birds glide while in flight—and thus is independent of liftwood. The glider has room for only one pilot but is able to reach speeds of 60 miles per hour. The difficulty is getting it into the air. If dropped from an aerial flyer or launched off a mountain, it starts at the climb level of the launch. The glider must always move at least its Acceleration in distance or it drops one height level. The pilot can choose to descend but only by catching a thermal updraft near a mountain or similar steep surface will it climb. It takes a successful Piloting roll at -2 (or worse) to maneuver over an obstacle.

Acceleration/Top Speed: one-half Reliability/ Reliability, Cruising Range of 50x Reliability per day, and must roll Reliability when launched to do so successfully. **Toughness:** 8; **Crew:** 1; **Cost:** £3/ton; **Notes:** A glider can carry 1600 pounds for every 400 pounds of its weight.

Gravity Control: Capable of offsetting gravity much like magnets can be positioned to repel one another. The Reliability die determines the maximum climb an outfitted vessel may achieve: d4 = Very Low, d6 = Low, d8 = Medium, d10 = High, d12 = Very High. Weighs zero when activated and 50 pounds per Reliability die when shut off. Costs £10 per Power Level and requires ship's weight/100 (round fraction up) in Power Level.

Gyroscope: Larger, better cousin of the toy gyroscope. Inclusion of a gyroscope aids a trimman's recovery of the trim in a storm or battle with a cooperative roll using the Reliability die. Weighs 1 ton.

Hand Lamp: Perfected as Ruhmkorff's Apparatus, this illumination device is attached by a cord to a voltaic battery and a hand-cranked generator on a belt or backpack. In darkness, it provides six feet (1") of visibility per Reliability die. Weighs 5 pounds. Voltaic cells are purchased separately.

Heavy Tractor: A steam-powered land vehicle moving on rotating steel treads, capable of crossing most terrain types.

Acceleration/Top Speed: 1/2 Reliability/Reliability; Cruising Range of Reliability in miles per hour. **Toughness:** Reliability + 4, and 4 Armor if constructed of wood, 6 points if metal; **Crew:** 1+3; **Cost:** £50; **Notes:** Weighs 5 tons, and consumes 1/2 ton of coal every 8 hours. Able to pull 2 tons.

Hertzian Wave Communicator: Also known as radio or wireless telegraph, the Hertzian wave communicator broadcasts electrical signals through the ether without wires. The Reliability die determines both maximum range and the required power to send signals: d4 = 200 miles, Power Level 4; d6 = 2,000 miles, Power Level 6; d8 = 200,000 miles, Power Level 8; d10 = 2,000,000 miles, Power Level 10; d12 = 20,000,000 miles, Power Level 12. Weighs 10 pounds per

Power Level, costs £1 per Power Level. In atmosphere, the range for all models is limited to the horizon, barring the presence of relay towers.

Hydrogen Lift: Applies hydrogen gas to lift a flying vehicle airborne. Hydrogen costs £50 per ton, but an inventor can create 20 tons worth at no cost to outfit an aerial invention with this device and pay only the excess. Prototype hydrogen containment units require a success on Reliability check to deploy. This is not practical for vehicles over 200 tons due to rapid loss of altitude. It can lift up to 160 tons to Very High level, and 161 to 200 tons to High. It loses one maximum height level for every 40 tons beyond: 201 to 240, Medium; 241 to 280, Low; and it cannot leave ground at over 280 tons.

Infrared Liquid Sight: Drops of this liquid into the eyes enables the user to see into the infrared spectrum of light, as per the Infravision monstrous ability. The duration is Reliability in hours. The drops require a successful Reliability roll to function. Weighs 1 ounce per dose.

Inertial Compass: Developed because conventional compasses do not work on Venus and not well underground. The device requires a Reliability success to indicate correct directions. Inertial compasses have a Toughness equal to the Reliability die. Weighs 50 pounds.

Liftwood, Improved: A chemical compound that enhances the lifting power of Martian liftwood, but has no effect on its decay. One gallon treats 50 tons of liftwood, doubling its lift capacity on a successful application, and triple on a raise. A failure reduces the capacity by 50%. Weighs 8 pounds per gallon.

Lightning Cannon: May be mounted on a sufficiently large vehicle and is capable of firing a bolt of lightning toward a big target, such as a building, another vehicle, or a dinosaur. A successful Reliability check is necessary to avoid a fire result. Lightning Cannons need a power source with Power Level 2.

Range: 50x/100x/200x Reliability; **Damage:** 3x Reliability; **AP:** Reliability; **RoF:** 1. **Cost:** £50.

Mineral Detector: Often used for treasure hunting, this device can detect underground deposits of precious minerals, such as silver or gold, within 18' (3") times Reliability. The GM rolls the Reliability check to determine whether it detects hidden minerals. Mineral detectors use a voltaic cell (obtained separately) for up to 8 hours of operation. Weighs 100 pounds.

Mono-hydrogen: Mono-particle hydrogen providing 50% more lifting power than normal hydrogen at the same quantity, enabling a lift of up to 300 tons before the vehicle's climb capabilities degrade (losing one max height level for every extra 30 tons). Recharges as hydrogen lift.

Motorized Bike: Putting a motor on a bicycle may seem crazy but certainly improves the speed! This motorized version has the statistics of a bike but Acceleration is one-half the Reliability and Top Speed of 2x Reliability, Travel Speed of 5x Reliability, Cruising Range of 10x Reliability

in miles before out of fuel. Bikes need a Reliability success to get moving. Weighs 45 pounds (includes 2 gallons of gasoline).

Orrery: A mechanical model of the solar system with models of planets moving on gears to show their celestial positions at any specified time. A Reliability roll adds +1 to a subsequent Navigation roll on a success, +2 on a raise. Weighs 5 pounds.

Parachute: Large cloth canopy, usually silk for lightness and tenacity, for slow descent through atmosphere. Roll a Reliability check upon deployment to see if it works. Weighs 20 pounds.

Personal Conveyor: A small single- or double-passenger flying bicycle using liftwood for ascent, and propellers, vanes, or flaps for propulsion and steering. The personal conveyor needs a Reliability success to get off the ground.

Acceleration/Top Speed: one-half Reliability/Reliability; **Toughness:** 6; **Crew:** 1/1+1; **Cost:** £5; **Notes:** Lifts 200 pounds, weighs 26 pounds.

Photophone: Utilizes light waves in lieu of electricity to transmit voice communication. When focused with fair precision, it enables two parties to communicate securely in space. It ceases to work in atmosphere or inside Mercury's orbit. It has a range of half-a-million times the Reliability die in miles. It requires a Reliability check to function. Weighs 500 pounds. Photophones require 2 Power Levels of output to operate.

Propeller: Perfected by many inventors, this locomotion device propels ships through water or atmosphere. All propellers' weight is included in the boiler weight powering them. They have an Efficiency of 300 times the Reliability die. Power Level is the output required from the ship's generator. A propeller powers a ship at the speed of Power Level x Efficiency/Tonnage of Ship or 100 (whichever is greater), rounded down (if the result exceeds six, halve the margin over six, rounded down), then times 5 in miles traveled per hour.

Propeller, Ether: Invented by Thomas Edison 19 years ago, this electric device was instrumental in pioneering interplanetary travel. Three commercial models are produced: the Edison Propeller, at 25 Efficiency and a cost per Power Level of £1000; the Armstrong Propeller, at 20 Efficiency and a cost per Power Level of £500; the Zeppelin Propeller at 15 Efficiency and a cost per Power Level (limit 4) of £100. Inventors can create prototypes at a cost of £1 per Power Level, but are restricted to no higher than the maximum of the Reliability die, with 20 + Reliability die in Efficiency. Power Level is the output required from the ship's generator. It weighs 1/2 ton per Power Level. A propeller powers a ship at the speed of Power Level x Efficiency/Tonnage of Ship, rounded up, in millions of miles traveled per day.

Range Finder: This stereoscopic optic instrument provides precise calculations of distance to a target and increases Gunnery skill rolls. The device treats Medium

range as Short, and Long range as Medium on a successful Reliability roll, or contracts all ranges to Short on a raise. Weighs 10 pounds.

Rustless Iron: Rust- and corrosion-proof version of iron. Incredibly popular on Venus, the Venusians trade rare plants worth £10 for each pound of rustless iron. Roll a Reliability check every week on Venus, and every month elsewhere under wet conditions. On a 1 the iron begins to oxidize.

Sleep Gas: Extremely reactive liquid that vaporizes into gas when exposed to air, and causes unconsciousness within seconds if inhaled, unless passing a Vigor check. The gas needs a successful Reliability roll to vaporize properly, and with a raise the Vigor check is at -2. It covers one Medium Burst Template per ounce.

Solar Cells: Converts sunlight directly to energy with a power output equal to its Reliability die. Subtract 4 from the output if operating in an atmosphere, subtract 4 for every orbit further out from Earth or Luna, and add 2 for every orbit further in than Earth or Luna. Solar cells are useless on Venus. Weighs 1 ton.

Steel, Superhard: Steel alloy with much improved durability. Vehicles built with superhard steel gain a +1 Armor bonus, and it is considered Heavy Armor. A successful Reliability check for prototypes gives +1 Armor on a success, +2 on a raise. Multiply the Armor value by 1.5 (rounded down) for plates and suits fashioned from commercial superhard steel.

Steel, Woven: A procedure for creating a flexible, fabric-like material from steel for fashioning truly impressive body armor. Woven steel grants its Reliability die in points of Armor. Woven steel protects the torso for base price, can be tailored for the torso and arms or both legs for double the price, and torso, arms, and legs for triple the cost. The material weighs 1 pound per point of Armor, plus an additional 50% for arms or legs and 100% for both.

Strength Elixir: Exotic, injected concoction that boosts a person's strength with extracts of adrenalin. One dose raises a user's Strength two die types for its Reliability die in hours. Roll Reliability to determine whether the elixir works as designed; on a raise the duration is doubled. On snake eyes, the user suffers an adverse reaction and must roll Vigor (-2) or suffer 1 level of Fatigue (removed with 8 hours of rest after the elixir expires). Weighs 1 ounce per dose.

Submarine: A submersible vehicle for undersea explorations, powered by electric batteries while submerged and conventional boiler on the surface. It has a Top Speed of 5 miles per hour underwater, Reliability x2 in miles per hour on surface. It can submerge for its Reliability in hours before surfacing to recharge batteries. Submarines need a Reliability success to get moving. Weighs 20 tons.

Acceleration/Top Speed: 2/6; **Toughness:** Reliability +4 (Armor 6); **Crew:** 6+4; **Cost:** £500; **Notes:** A torpedo may be substituted for two passengers; consumes 1 ton of coal for fuel per day.

Suit, Diving: Sustains the user and enables voluntary movements underwater, without a long air hose attached. The maximum length of time in minutes before needing oxygen recharge is Reliability x10, but the user must roll a success on Reliability every 30 minutes or begin to drown. Weighs 10 pounds.

Suit, Space: Sustains the user and enables voluntary movements in vacuum. The maximum length of time in minutes before needing oxygen recharge is Reliability x10, but the user must roll a success on Reliability every 30 minutes or begin to suffocate. Weighs 20 pounds.

Tangle Cord: A spray can that fires an adhesive web (Range 3/6/12) covering a Medium Burst Template. It traps anyone caught under it or entering into it (per the *entangle* power). The duration is Reliability in hours, at the end of which the web hardens to a flakey plaster and crumbles to dust when touched. Tangle cord requires a Reliability success for the adhesive to function, but a raise incurs -2 on escape attempts. Each 2-pound can holds 8 webs.

Telescope, Infrared: Affords its user the *infravision* ability to see through darkness, fog, and mists. Too bulky to carry, it is usually mounted on vehicles. The device must succeed on a Reliability check to function. Weighs 100 pounds.

Telescope, Large: Designed for astronavigation. When charting a course with the aid of a telescope, roll the Reliability die as a cooperative roll. The chartsman gains +1 on his Navigation roll for a success, or +2 on a raise. Weighs 400 pounds.

Telescope, Space: A space telescope requires a Reliability success to focus clearly on a distant object in space, planet, or celestial body. On a successful Reliability check it grants +3 to Navigation rolls (+4 on a raise) when charting a course in the ether. This bonus supersedes those from the large telescope and orrery. Weighs 1.6 tons.

Torpedo: May be fired from either a submarine or surface vessel. Torpedoes explode on impact, with success on a Reliability check. If the Shooting die comes up 1 (regardless of any Wild Die), the torpedo has a mechanical fault and fails to function. On snake eyes, the torpedo explodes inside the tube, doing full damage to the vessel and setting off any other explosives in range.

A canny helmsman can attempt a Piloting roll (-4) to avoid oncoming torpedoes. A separate roll is required to evade each one.

Range: 30/60/90; **Damage:** 4d8+2, AP 10, Heavy Weapon; **Weight:** 500 pounds; **Cost:** £5.

Torpedo, Improved: Exactly like the torpedo, but Range is 60/120/180. Costs £20.

TRANSPORTATION COSTS

Transportation Type	Cost	Notes
Foot	nothing	10 miles/day, 20/day force march
Cab	1s	1 person for up to 2.5 miles or 1 hour
Cab per extra person	1s	Cabs can travel 25 miles/day, 4 passengers
Cab per set of luggage	1s	Up to 150 lbs. of luggage
Carriage	3s	Per 30 miles/person or set of luggage
Wagon	2s	Per day/person covers 10 miles
Riding, Animal	3s	Per day/person covers 20 miles
Riding, in Howdah	2s	Per day/person covers 10 miles
London Underground	1s	Per stop, 5-10 minutes between stops
Train, 1 st Class/2 nd Class	2s/1s	Per 10 miles, speed 25 miles/hour
Train, Baggage	1s	Per 50 miles – cross country 50 m.p.h.
Train, Sleeper	3s	Per 10 miles
Ferry	2s	Per trip, speed 10 miles/hour
Ocean Liner, 1 st Class/2 nd Class/Steerage	£1/10s/5s	Per 100 miles, speed 300 miles/day
River Steamer	1s	Per 10 miles, speed 5 miles/hour
Zeppelin or Steam Flyer	10s	Per 300 miles, speed 300 miles/day
Martian Flyer	6s	Per day, speed 200-300 (400 Kite)/day
Interplanetary Ether Liner	£6	Liner passage/trip, 2 occupants/room
Interplanetary Ether Cargo	£4	Cargo passage/trip, 2 occupants/room

Turbine, Steam: Uses high-pressure steam to turn rotary vanes, enabling it to produce the same power for the same cost at half the weight (2 tons per Power Level, but Power Level is restricted to no higher than the Reliability die). The maximum power output is the prototype's Reliability. These devices can explode, and do so with more force (3d6 damage), but no more than a conventional boiler in perimeter (Large Burst Template). They use just half ton of fuel (oil) per Power Level per day.

Turbine, Gas: Utilizes hot, expanding gases from combustion instead of steam. The weight is 1 ton per Power Level, but Power Level is restricted to no higher than the Reliability die. The maximum power output is the prototype's Reliability. These devices can explode, and do so with more force (3d6 damage), but no more than a conventional boiler in perimeter (Large Burst Template). They use just a quarter ton of fuel (gasoline only) per Power Level per day.

Water Breather: A small mask for breathing underwater as if the user is on land. It works for its Reliability in hours, but must succeed on a check for every hour of use. Weighs 1 pound.

Welding Device: Portable tool for fastening steel parts together without rivets, improving the structure's integrity to 1 + (0.1x Reliability die, rounding up) times its original Armor. The user must succeed a Reliability check or it causes a wound to the object or vehicle. Weighs 5 pounds.

IMPROVISED WEAPONS

Adventurers often find themselves fighting with objects never intended for use as weapons. Whether lost in the vast steppes of the Martian wilderness, mucking through the swamps of Venus or dancing in the promenade of an interplanetary ether flyer, a desperate adventurer must frequently adapt what is on hand.

All improvised weapons levy a –1 Fighting or Throwing penalty. If the object already appears on the weapon list on page 18 (such as a torch or lamp oil), use the listed stats. Otherwise, use the generic entry for a small, medium, or large improvised weapon, as appropriate.

TRANSPORTATION

Explorers don't get much recognition sitting in the drawing room or reporting from a library, no matter how well presented. Transportation methods, rental or per person costs, and notes on distances traveled are detailed in the Transportation Costs table.

Forced march can double foot speed, and force-marching animals increases speed by 50%, but both require a Vigor roll from all participants. Failing the check causes a level of Fatigue until a full day's rest is had.

INTERPLANETARY TRAVEL SPEEDS

The travel time between worlds depends on the speed of the ether propeller used. Most ships have the Edison Ether Propeller, with a base speed of 2.5 for liners and 2.0 for cargo haulers. The chart below gives the effective distance—in millions of miles, rounded down to the nearest ten thousand to facilitate calculations—between planets prior to navigational adjustments. After the Navigation skill check, divide the distance by the speed to determine the length of travel in days.

INTERPLANETARY NAVIGATION

Unlike sea and land travel, a port with a good view and a telescope lets you see your final destination on an interplanetary trip (unless it is blocked by another celestial body). What you can't see is the perilous wakes and eddies caused by planets orbiting through the ether. This is where a good navigator can ease the passage.

Prior to engaging the ether propellers, the navigator makes a Navigation roll to plot the ship's course (a non-player-controlled interplanetary craft is assumed to have an Extra with Navigation d8). A successful navigation check shortens the distance to 80%, and to 60% on a raise. A result of 1 makes the journey 10% longer!

The farthest a ship can fly away from the sun with a common solar boiler is 300 million miles, or 40 million miles beyond the Belt, before the boiler shuts down due to the absence of a sufficient heat source.

Instruments helpful in astrogation include the orrery (+1 Navigation checks), analytical engine (+1), astrogation computer (+4, but used in place of the orrery and analytical engine), large telescope (+1), and improved telescope (+2, but in place of large telescope). The bonuses stack, therefore a total of +6 is possible for the Navigation check.

INTERPLANETARY TRADE

While explorers do not typically engage in interplanetary commerce, they may need to maintain a cover or subsidize the ship's expenses, and trading is honest work.

Purchase: Cargo has a base cost of £1 per ton of raw materials, £100 per ton of food, and £200 per ton of manufactured goods. Mercury and Venus each provide 4d20 tons per day in raw materials. Mars provides 3d10 tons of raw materials and 2d10 tons of manufactured goods each day. Earth provides 4d10 tons of manufactured goods and 4d20 tons of food every 24 hours. Decide how much is available each day, and how much your heroes wish to purchase. Make a cooperative Streetwise roll once per day. A success enables acquisition of the cargo at base price. Each raise reduces the cost by 25%, to a minimum of 25% of original price.

Sale: Finding a buyer requires a cooperative Streetwise roll. On a success, the sale is made at the cargo's base cost. Each raise increases the sale price by 25%, up to 75% above the original cost. You cannot resell cargo purchased on the same planet. You are able to push through 2d6+3 tons of cargo per day, plus 2d6 tons more per 10% discount offered.

Resale: Secondhand goods are usually sold for 10% of the retail price. A successful Streetwise roll is required to find a buyer (a success finds one, each raise provides another alternate) and a Persuasion roll to sell the item. A raise nets 10% of retail cost, with an additional 10% for each raise, up to a maximum of 50% of base cost.

SPACE HAZARDS

Ether Wakes: The residual spatial ripples that planets and large celestial bodies leave as they travel through the ether are quite dangerous. They can damage a ship when crossed. Ether flyers meet one such wake for each planet they arrive at or depart from. It takes a Piloting skill check, cooperative with Knowledge (Navigation), to avert harm. A success prevents damage, while a raise cuts 10% off travel time by riding the wave. A failure incurs 3d6 damage to the hull. A critical failure causes the propeller to break down, requiring a successful Repair roll and 2d6 hours' time.

Meteor Storms: These seemingly random showers of celestial debris cause impacts which can cripple a ship. Draw a card for every ten days of travel through the ether. On a

INTERPLANETARY TRAVEL SPEEDS

Origin	Mercury	Venus	Earth	Luna	Mars	Belt	Jupiter	Saturn	Uranus	Neptune
Mercury	0	100	130	130	180	290	520	940	1840	2840
Venus	100	0	160	160	210	320	550	970	1870	2870
Earth	130	160	0	0.3	230	330	570	990	1890	2890
Luna	130	160	0.3	0	230	330	570	990	1890	2890
Mars	180	210	230	230	0	400	620	1040	1940	2940
Belt	290	320	330	330	400	0	740	1160	2060	3060
Jupiter	520	550	570	570	620	740	0	1380	2280	3280
Saturn	940	970	990	990	1040	1160	1380	0	2700	3500
Uranus	1840	1870	1890	1890	1940	2060	2280	2700	0	4600
Neptune	2840	2870	2890	2890	2940	3060	3280	3500	4600	0

face card, the ship encounters a meteor storm lasting 1d6 rounds. Unless someone in a lookout position succeeds on a Notice roll (–2) to see the meteors coming, the very first sign of danger is a dire pounding on the hull (3d6 damage). Each round the storm lasts, the ship takes a hit for 3d6 damage unless the pilot succeeds on a Piloting roll.

GRAVITY AND ETHER

Not all worlds have gravity similar to Earth. Mars's gravitational pull is about 90% of Earth's, Mercury's is 40%, and Luna's is a mere 16%. Asteroids are found to have miniscule gravity. In practical terms, this increases the carrying capacity of a character from Earth on these worlds without penalty (albeit the GM may suspend this for awkward or bulky items).

Earthmen (and Venusians, since Venus has roughly the same gravity as Earth) on Mars increase their load limit by 10 lbs., receive +1 on Strength checks, +1 Strength-based damage, +1" to vertical leaps, and +2" to horizontal jumps. Martians on Earth experience the opposite effect (–10 lbs. load, –1 Strength checks, –1 to Strength-based damage, –1" from vertical leaps and –2" from horizontal jumps).

On Mercury, these chaps double their load limit, double the Strength die for melee damage, double all Strength check results, gain +2" on vertical leaps, and +4" on long jumps. Coordinated maneuvering, on the other hand, is more difficult due to the body being unaccustomed to decreased resistance. All Agility checks are made at –2 for the first week on Mercury. Martians receive the same benefits.

On Luna, Earthmen and Venusians triple their load limits, Strength die on melee damage, and Strength checks, plus they add +4" to vertical leaps and +8" to broad jumps. Agility checks are made at –4 for the first week on Luna, –2 for the second week, and return to normal the third week. Martians receive the same benefits. Lunarrians do not travel to other worlds, as they would have a hard time even breathing without special aid.

Derelict ships without power, asteroids, and other objects adrift in the ether have very little gravity. Such environments let a person carry five times his normal load limit—very clumsily. All Agility checks are made at –4. Strength damage is unmodified, but all Strength checks are increased to five times the result rolled. Leaping is not advised, as there is not enough gravity to keep a person from spinning off into the ether.

Exposure to the ether is not automatically harmful. Treat the character as if holding breath to avoid drowning, and refer to the Drowning rules in *Savage Worlds*. Moving in the ether is like swimming in calm water and uses the Swimming skill. With access to sufficient oxygen (perhaps supplied by some enterprising inventor's useful device) and food, a castaway might survive in the vast reaches of the ether for a long time. Tall tales exist of survivors found drifting weeks, or even years, after their craft were destroyed, but such tales have not been confirmed by any reliable source.

AERIAL SHIP RULES

Aerial ships are one of the critical discoveries of the era. Nations of Earth recognize the prominence they can project through these ships, and the rapid speed at which it is projected. These vehicles play a pivotal role in the solar system, and will no doubt continue to do so for the foreseeable future.

WIND DIRECTION

For sail-powered aerial ships (i.e., kites), it is important to know which way the wind's blowing. To determine wind direction, roll a d12 and use 12 as the ship's heading on an imaginary clock face. The number rolled is the direction of incoming wind, so on a 1, 2, 10, 11, or 12, the ship is meeting headwind; otherwise, the ship is moving with tailwind. Draw a card for every hour of travel. The wind shifts on a 2, 3 or 4; roll d12 again. A roll of 6 indicates a gale charging from behind. Once wind direction has been determined for combat, it remains so until a Joker is drawn.

NAVIGATING THE SKIES

Traversing the skies is harder than it looks. A clear day allows one to follow distinct landmarks, such as rivers, canals, or roads, but in less-than-perfect conditions a navigator and pilot with more than a little skill are needed. Each day, a ship covers a distance matching its Cruising Range in miles (+50% for screw galleys that are pushing, or steam ships overloading the boilers; 200 miles for kites into headwind and 400 miles with tailwind). Presumably the craft is either landed or anchored during the night. Provided fair weather, a successful Navigation roll means the ship maintains course. It travels the full range with a successful Piloting roll (cooperative with your crew's Boating skill), adding an additional 50 miles on a raise. The ship covers half the range on a failure, and one-quarter on snake eyes.

Mercury is the easiest planet on which to operate flights but also the most limited. The planet features a twilight zone merely thirty to fifty miles wide, but 10,000 miles long and encircling the world. Weather in the zone is a constant breeze from above that alternatively heats and cools in a cycle. While it's storm-free, only special furnishings can permit flight into Mercury's dark zones.

Venus, on the other hand, is lashed by almost constant storms. (Draw a card. The storm is mild on a number, severe on a face card, and just fog on an Ace or Joker.) Limited visibility and vast swamps greatly hamper navigation by landmarks. Add to that the atmosphere's detrimental effect on liftwood, from the same elements that bedevil compasses and render them useless, and aerial travel is confined to zeppelins, and even then usually just in the mountains. Apply the Piloting and Trimsmen rules for navigating on Earth with the following changes: Navigating a course is possible only at Very High altitude and very challenging

without an inertial compass (–2; –4 if relying solely on inertial compass at lower altitude; –6 without the compass and at lower altitude).

Earth has extremely variable weather. Draw a card for each day of flight. The ship runs into a storm on a face draw; the storm is mild if Jack or Queen (–2 Piloting, Trimsman, and Navigation), and severe for King (–4 Piloting, Trimsman, and Navigation). Flying at night incurs the penalty for darkness. The trimsman must succeed on a Knowledge (Trimsman) roll to keep the craft airborne or risk crashing it. Success on a second roll with an additional –2 penalty allows the trimsman to recover, but failure crashes the ship. To make headway, the pilot must succeed on a Piloting roll (with crew making their own Boating rolls to complement the pilot's). The ship covers just half the range on a failure, and one-quarter on snake eyes. The navigator must succeed on a Navigation roll or the ship flies in a random direction for the distance traveled.

On Mars, storms are random encounters and very rare. They affect flights identically to an Earth storm. Draw a card; on a Joker a storm blows in.

Headwind reduces a kite's speed by half. The kite is tacking back and forth against it, provided the wind is not strong. Screw- and boiler-powered vessels are unaffected by normal winds, but like all flying ships must land or flee when encountering a powerful gale.

CRASH LANDING

Sometimes it becomes necessary to bring a crippled airship to earth, a difficult and extremely perilous proposition. Success on this maneuver depends upon the helmsman's Piloting roll or the trimsman's Knowledge (Trimsman) roll. Either may assist the other in a cooperative roll, but only one can make the fateful primary roll.

If the ship weighs more than 500 tons, the roll is made at –2; if over 800 tons, –4. On snake eyes, the damage suffered by the ship and all Wild Cards onboard is 5d6. On an adjusted roll of 1 or less, the ship and Wild Cards suffer 4d6 damage. If the roll is merely failed, the ship and Wild Cards suffer 3d6 damage. Success limits the damage to 2d6, and just 1d6 with a raise.

In all cases, most crew and passengers onboard are either killed or badly wounded. Every Extra onboard an airship when it crash-lands is assumed to suffer a single Wound, requiring a Vigor roll to determine his or her fate (see *Savage Worlds*).

Cargo suffers catastrophic damage, with most buried deep under the (typically fiery) surface of the wreck. Volatile cargo might very well explode (at the GM's discretion), dealing yet more wounds to the wreck. Other than what the characters are carrying, most equipment is lost or destroyed. A successful Repair roll salvages a specific, stated item weighing 10 pounds or less, and a raise uncovers two of them.

A ship that has crash landed might be salvaged or even made whole again. For each wound suffered by the ship in the crash landing, apply a –1 penalty to the Repair roll to salvage it. Each roll takes 4d6 days' time. If a ship suffers 4 or more wounds during a crash landing, it cannot be salvaged.

OVERLOADING STEAM ENGINES

An engineer may overload a steam engine to obtain 50% additional speed, but must succeed on a Repair roll every hour to prevent the boiler from breaking down. A malfunctioning boiler must be shut down (a success on the boiler crew's Boating roll) or it explodes, causing a wound to the craft and 4d6 damage to each crewman manning the boiler.

A makeshift sail can produce only a modicum of speed—half that of a normal kite, at best.

REPAIRS

Repairing ships damaged by adverse weather or enemy fire requires 1d4 days per wound, plus a dock (found in most major cities) for critical results. Repairing each wound or critical result incurs £10 multiplied by Toughness (including Armor) in expense. Ships receiving four wounds are not reparable, but can be salvaged for 10% of their purchase price, providing 1 ton of cargo per £100 of salvage value recovered.

FIGHTING BELOWDECKS

The space beneath the railed deck of a typical ship (including ether flyers) is crowded at best, what with the bunks, compartments, low ceilings, and every inch of space packed with cargo. Heroes using weapons longer than a short sword suffer –2 Fighting belowdecks.

HIRING CREW

This is a popular activity in all major cities on Mars and Earth. A prospective employer makes a Streetwise roll (others may aid) and spends 2d6 shillings each week to find a number of willing crewmembers equaling the Streetwise roll. One in every five crewmembers hired this way will be a specialist, such as a surgeon, captain, navigator, pilot, engineer, trimsman, or soldier. However, the specialty is random unless the employer spends £1 for advertisements in the local paper (or the equivalent).

CREW UPKEEP

Should the heroes secure their own aerial ship, they need to retain a good crew to keep it flying. The crew must be fed, paid, and once in a while given a chance to blow off steam.

Crew: Every ship needs officers—a captain, a helmsman (with the Piloting skill), and a trimsman (who has Knowledge: Trimsman). A ship needs a number of engineers (Repair and Knowledge: Mechanics) equal to half of the

ship boiler's Power Level (rounded down), or one for every crankshaft post on a screw galley, or one with Climbing skill for every 100 tons of a kite's weight (rounded up). Additionally, a ship requires deck crew equal to one person per 100 tons of the ship's weight (rounded up), requisite gunners to man the weapons, and an additional officer for every 15 crewmembers. The first extra officer is always a signalman versed in semaphore.

Provisions: Necessities are purchased as units for easier recordkeeping. Each unit represents all the food and water necessary to sustain a crewman or passenger for one day. Each unit of provisions costs 1s and weighs 2 pounds. A ton of cargo space can store 1,000 units.

In the absence of adequate provisions, crewmembers begin suffering Fatigue levels. Make a group Vigor roll for each day of half rations (-2 if less than half). The crew suffers a Fatigue level for each failure. When they become Incapacitated, 10% of the crew perish each day from starvation. Most crews mutiny before getting to this point.

Pay: Standard wage is £1 per month (plus room and provisions) for a member of the regular crew. Officers and specialists demand £2 per month, minimum. All prizes captured, whether salvaged or as spoils of battle, are divided into shares with three shares going to the ship's owner(s), the officers and specialists getting two shares, and the remaining crewmen getting a share each.

City Leave: This is a chance to the crew to relax, unwind, and release the pressures of working constantly in the air. Player characters on leave must succeed on a Smarts roll every night or indulge in alcohol and become inebriated (Agility, Smarts, and related skills are all at -1, but Toughness is +1) and squander 1d6 shillings. Every full week on leave gives player characters a +1 to Streetwise (maximum +2) in that location until departure.

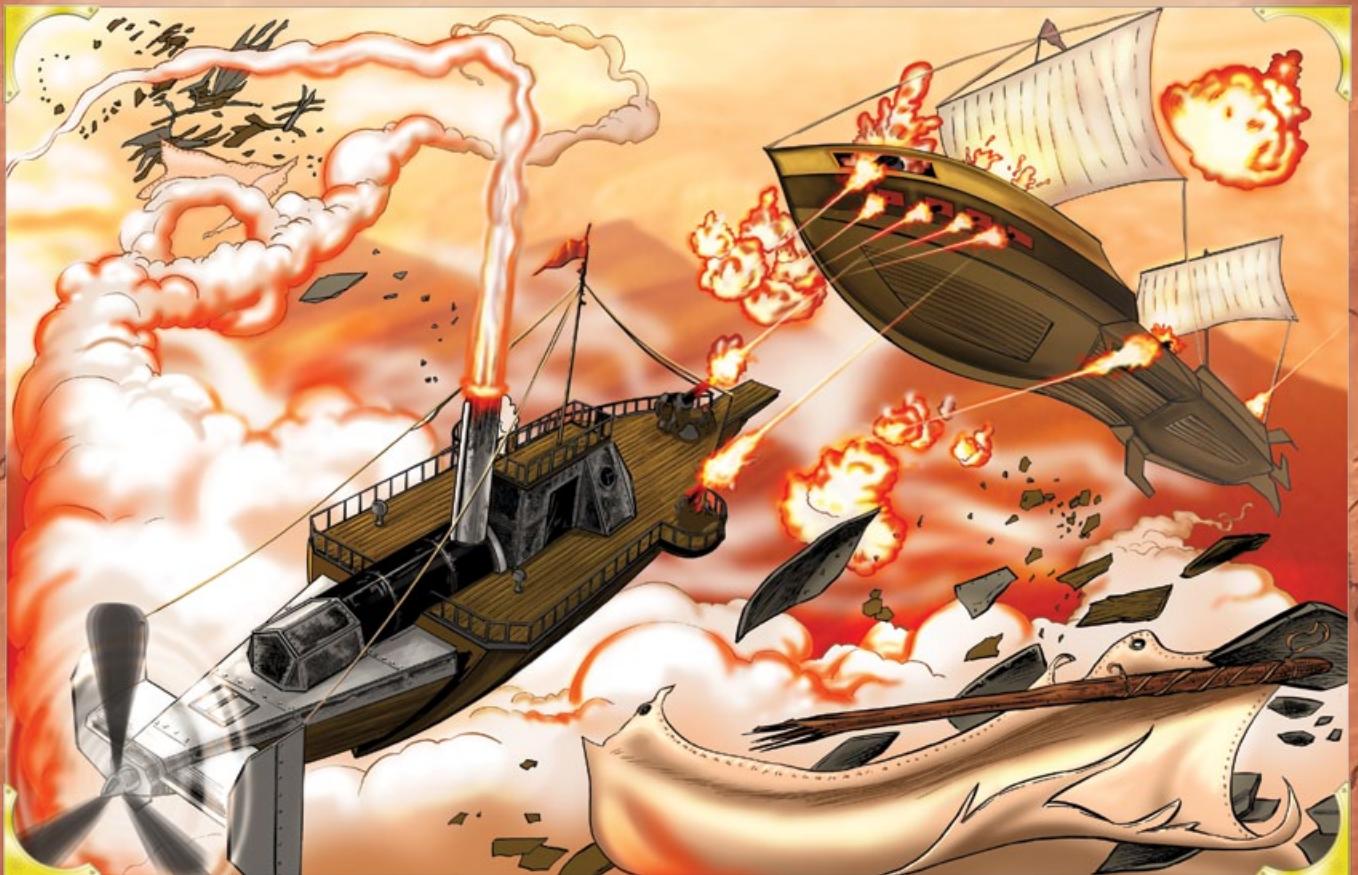
Cabin fever occurs when anyone spends more than 30 days aboard the ship without leave. The affected crew become Fatigued. After gaining a level of Fatigue in this fashion, the ship must make its way toward a city for leave or risk mutiny. A single night out usually resets the clock on the "30 Day Rule." Each week spent on leave negates one Fatigue level caused by cabin fever. Most interplanetary crews suffer this affliction on longer flights, and thus are always given leave upon arrival.

SHIP COMBAT

This section illustrates ship-to-ship aerial battles in *Space 1889: Red Sands*, with new details and rules added.

CONTACT

Ships with legitimate cargos steer clear of anyone they see. Escorts interpose themselves between any ship spotted and their charge, attempting to ascertain the approaching



party's intentions. Therefore, those with malicious intent normally set up ambushes either at a concealable position on land (in a valley or crevice, for instance), or drift just within the edge of a cloud in the sky, invisible and waiting for prey.

In a pursuit, the pilots of all ships involved make opposed Piloting rolls aided by their respective crews' Boating skill rolls, plus the margin in acceleration between the ships. (Because kites have a varying acceleration, determine the wind direction each attempt.) Each opposed roll equates to a 4-hour interval. If the pursuer wins with a raise, it puts both ships in close quarters; success gives the pursuer +2 on the next roll. The quarry gains +2 on the next roll on a success, and makes good the escape on a raise.

CLOSE QUARTERS

Once the ships are in close quarters, apply the standard chase and combat rules. The Range Increment is 50 and each turn is one minute long. Roll a d6 to determine each ship's present altitude: 1 = Landed or Crashed, 2 = Very Low, 3 = Low, 4 = Medium, 5 = High, 6 = Very High.

Ships may not fire on other ships if the difference in altitude level below the firing ship is greater than the quantity of Range Increments between the ships. Ships armed with drogue torpedoes or spike droppers can fire these weapons on those below them. Depending on the battery's orientation, rockets can be fired above or below ship.

All weapons fire once per turn with their normal RoF. All shipboard weapons have a restricted arc of fire, which must be taken into account—forward-firing weapons when pursuing and approaching, rear-firing when chased, side-firing when the pilot performs a turning maneuver. The fact that all weapons usually fire aimed attacks negates the penalty for an unstable platform. RoF can be doubled if not aimed but will, of course, incur the unstable platform penalty of -2. Relative speeds affect the chances of hitting as described in *Savage Worlds*.

AERIAL MANEUVERS

The captain may order one or more Maneuvers or Stunts each turn, depending on the Range Increments to the target.

Broadside: With a successful Piloting roll, the pilot can bring one side of the ship to fire on the enemy.

Change Altitude: The trimsmen is called upon to change the current altitude while the Pilot attempts to maintain the current distance. Success on a Knowledge (Trimsmen) roll success enables a one-level altitude change, and two levels of altitude may be changed on a raise. (The altitude limit for the ship still applies.)

Close: A successful Piloting roll brings the ship one increment closer, and two on a raise. This is an opposed roll when the target is fleeing. Crews of both ships can make a Boating roll to aid. A Change Altitude order may be

issued in conjunction and achieved if the trimsmen makes a successful Knowledge (Trimsmen) roll (only a one-level adjustment is possible).

Flee: A successful Piloting roll moves the ship one increment farther away, and two on a raise. This is an opposed roll when the target is attempting to close. Crews of both ships can make a Boating roll to aid. A Change Altitude order may be issued in conjunction and achieved if the trimsmen makes a successful Knowledge (Trimsmen) roll (only a one-level adjustment is possible).

Push: This maneuver is possible only with a screw galley or boiler-powered ship. With a screw galley, the crew must make a group Vigor roll to boost its speed by +1 on a success (+2 on a raise), but suffers 1 level of Fatigue on snake eyes. For a boiler-powered ship, the crew makes a group Boating roll to increase the ship's speed by the same bonuses, with the steam engine suffering a blowout to drop the speed by -1 on a botch. For either type of ship, success adds +1 to a pilot's next roll to perform a Close or Flee maneuver, and a raise gains an extra increment of distance on that maneuver.

Seek Cover: For battles in the mountains or near clouds (GM's discretion), the pilot with the trimsmen's aid can try to use them for concealment. If they both succeed, or one scores a raise while the other fails, the ship obtains light concealment (-1 to enemy attacks). With one success and one raise, the ship receives medium concealment (-2), and on a raise by both, the ship is almost completely obscured (-4). The ship loses one level of concealment for each turn this order is not maintained (re-roll the skill checks), and loses it entirely against other ships within the same increment. Should both pilot and trimsmen both fail their rolls, the ship spins out of control.

AERIAL STUNTS

These actions can only be attempted within one Range Increment of the target.

Boarding: To board another ship, the boarder must first maneuver up close with a successful Parallel stunt (opposed Piloting roll). The boarder's crew makes a group Throwing roll to establish grappling lines, opposed by a group Strength roll from the enemy crew, as they work furiously to sever the link. Success means the enemy ship has been grappled. A grappled ship no longer moves or suffers trim loss, unless both ships suffer the same loss or one ship drops two levels of altitude due to damage. In that case, the ship's weight breaks the grappling lines as it plummets.

Only marines, deck crew, and petty officers are available to perform this action. The remainder of the crew, the pilot, and the trimsmen are too busy firing weapons and guiding the ship.

High Martians simply fly across open space to board an enemy ship.

Ram: This requires an opposed Piloting roll. The ships must be within one height-level increment. If successful, the attacker inflicts 1d6 damage per 5 full inches of relative speed, but takes the same damage unless outfitted with a battering ram (reducing the damage by half, with AP equal to the attacking ship's Armor value).

SHIP DAMAGE RESULTS

Out of Control: When a ship suffers damage matching or exceeding its Toughness, the pilot and trimsmen must both make their respective skill rolls. If the pilot fails, treat any Roll Over or Flip results as a Rolling Deck instead, which forces all deck crew and gunners not in turrets to make an Agility roll or fall overboard (likely to their deaths). Spins, Skids and Slips are treated normally. If the trimsmen fails, the ship drops one altitude level and he must attempt to recover trim with another roll. The ship descends another level on a failure—the trimsmen can keep rolling until he is successful, or the ship crashes.

CRITICAL HITS

Damage against flying ships has the normal effects, but a few consequences have been added for Critical Hits.

Engine: A struck mast reduces a kite's Acceleration by 1 and Top Speed by 2. A hit to the air screw or driving chains cuts the vehicle's Acceleration by 1 and Top Speed by 2, but is repairable by the ship's crew with Repair roll (–2) on the next turn. Success reduces the Top Speed penalty by 1. A

raise reduces the penalty by 2 and completely restores the acceleration. The repair crew is too occupied to change the ship's speed.

Locomotion: The lifting panels are jammed, so the ship cannot change altitude voluntarily until they are freed, and the problem incurs a –2 Piloting penalty until they are. To free the lifting panels takes a Repair roll at –2 (or Boating roll at –4 from deck crew or an officer) to rectify.

Controls: A stuck rudder restricts the pilot's ability to move the ship either straight or turn to only one side (Roll a d6; 1-3 left, 4-6 right) until cleared, and the problem incurs a –2 Piloting penalty in the meantime. Unsticking the rudder takes a Repair roll at –2 (or Boating roll at –4 from deck crew or an officer) to rectify.

Chassis: This is a hull hit. Roll a d6, with a 6 indicating a fire has started as well. Roll 1d6 for each fire still burning at the beginning of a round: 1 or less = Fire burns out on its own; 2–3 = Fire continues to burn but no significant damage or spread; 4–5 = Fire causes one wound and continues to burn; 6+ = Blaze spreads and starts two more fires. Kites incur +1 on this roll, while steel ships receive –1.

Fighting a fire takes a number of men equaling at least one-half the ship's Toughness or six, whichever is less. Each team of six may fight one fire. While the deck crew can fight a fire in the first round, all others take one round to assemble. Putting out a fire requires a successful group Boating roll at –2.

Crew: Inflicts 2d6 crew casualties randomly among the active deck crew and gunners first. They may roll to recover after the battle as normal. If doubles are rolled, a random player character is hit too, taking damage from the weapon separately but receiving the ship's Toughness as Armor if not on deck.

Weapon: One random weapon is destroyed. The crew manning it also takes the full blunt of the blast, but less the ship's Toughness for a weapon in a turret or belowdecks.

Wrecked: The hit ripped the liftwood panels away and the ship is about to crash. A trimsmen can make a heroic attempt to control the plunge with a Knowledge (Trimsmen) roll at –4. Success means half of the remaining crew is killed and player characters suffer half damage. Otherwise, all characters on board take 4d6 damage from the crash and all but 10% of the remaining crew are killed.

CONSTRUCTION OF FLYERS

Constructing a flyer is a matter of personal choice and finances. The process (or customization) entails the following considerations: Hull Size (including type of lift and optional ram), Propulsion, Fuel Storage, Armor, Armament, Exotic Weaponry, Crew, and Cargo, with ether flyers adding or substituting ether propeller and solar boiler.

Hull Size: Choose a size from 1 to 20. That number multiplied by 100 is the amount of lift in tons. Ships under 100 tons (Hull Size 1) tend to be personal vehicles and are

Climb Limit

The altitude a flyer can attain is limited by the percentage of a ship's total tonnage that is in use, as shown on the following table.

Tonnage Used	Altitude limit
80% or less	Very High
81%–100%	High
101%–120%	Medium
121%–140%	Low
141%–160%	Very Low
over 160%	Cannot lift off

bought starting in 10 ton increments. Hull Size can port tonnages up to 60% more than itself but weighed capacity will reduce climb levels attainable. If fitting the hull with a battering ram, the ram weighs 10% of the Hull Size. Wooden hulls have a base cost of £50 per ton in Martian yards, £80 per ton in British yards, and Toughness 14 (4). British yards can make steel hulls, which have Toughness 16 (4), for £100 per ton. Rams cost £10 per hull ton at all yards. Ships over 2,000 tons have not yet been built.

Propulsion: Steam-powered vessels use conventional boilers with air-screw propeller, taking up 10 tons of space per Power Level (available in 0.25, 0.5, then ranging from 1 to 12). Forced draught boilers are also available at less space (5 tons per size) but twice the cost. To generate Cruising Speed, multiply the Power Level by 6, then divide by Hull Size (minimum tonnage of 100), and round down; if the result is greater than 6, take half of the value exceeding six, drop all fractions and add 6, with a maximum of 12. Cruising Speed times 2 is the vehicle's Top Speed, and the Travel Speed is Cruising Speed times 50. Acceleration is one-third of the Top Speed (rounded down). The cost is £500 times the Power Level for conventional boilers, and twice that for forced draught boilers.

Screw galleys require a number of turn-cranks. Each turn-crank position (for the crewman turning the crank-shaft much like a rower on old galleys, plus the actual mechanisms) occupies 10 tons of space. You need 10% of the ship's tonnage in turn-cranks to generate a Cruising Speed 1, 20% for 2, 30% for 3, and 40% for 4. No screw galley machinery can move a ship over Hull Size 2 faster than Cruising Speed 4. Hull Size 1 can reach Cruising Speed 5 with six turn-cranks and Cruising Speed 6 with eight. Hull Size 2 can reach Cruising Speed 5 with eight turn-cranks. Cost is £100 times the total number of turn-cranks. Top Speed is twice the Cruising Speed. Cruising Range is 50 times the Cruising Speed. Acceleration is one-third of the Top Speed (rounded down).

Kites require 10% of total tonnage for the rigging and topmen's quarters. You need one topman for every 10 tons of rigging (round up), minimum two tons. Cost is £600 times the Hull Size. The Acc/Ts is 2/8 against the wind and 4/14 with the wind, regardless of size. Cruising Range is 200 miles in headwind, and 400 miles with tailwind.

Fuel Storage: Steam ships use fuel to generate power, at one ton of fuel per Power Level of a conventional boiler per day of use, halved for forced draught boilers. Fuel storage determines the amount of days the ship can sail before refueling.

Armor: Some ships fortify their exterior in addition to any Armor value inherent in the structural material. Every point of Armor weighs 5% of the hull tonnage if made of steel (British or Earth yards only), or 10% if protected by double-hulled brick lining (available from Martian yards). Steel costs £10 per ton, while Martian protection costs £50 per ton.

Power Level and Efficiency

Ether propellers and sails are rated by how much power they are able to output (the Power Level) and how efficient that power output is (the Efficiency rating).

A higher Power Level indicates greater output, and likewise a higher Efficiency represents a smaller amount of lost energy during operation. Interstellar Speed, representing the millions of miles per day a ship can travel, is calculated thusly—Power Level times Efficiency, divided by the tonnage of the ship (rounded up).

Armament: Modern European military weapons are normally unavailable to civilians, especially in British shipyards on Mars or any shipyard on Earth. Martian weapons and surplus smoothbores sold in older military stores on Earth can be installed on Mars. You may purchase machine guns as long as they are stored while in port. A flyer can mount one forward mount (RFL), one aft mount (RAL), one left wing mount (FLA) and one right wing mount (FRA). Each of these 180° mounts may be replaced by two 90° mounts, with both having a center arc of fire and each an opposite arc. All additional guns may only fire to right or left as part of a broadside.

Guns may rest protected for no weight increase if firing in a single direction, but at a 10% gun weight increase if firing in more than one arc. These protective mounts may be of an Armor value different from rest of the ship. Machine guns must be able to fire at more than one direction to be given protection. Martian yards cannot fit protections for guns capable firing in more than one direction, ever. All protected weapons cost 5% more per point of protection.

Crew: All officers, crewmen, or gunners' quarters are included in the weight. Marines or passengers take 1 ton of space each. Cargo space is required for units of provisions (converted to two pounds per person per day). Cost is £20 per additional quarters, plus provisions.

Cargo: Any unused space is considered cargo space, free of cost.

SPECIAL WEAPONS (VEHICULAR OR IMMOBILE)

Weapon	Range	Dam	Cost	Wt	RoF	Notes
Cannon, Heavy	150/300/600	4d12	£6000	600	1	AP 24*, LBT, 1 action reload (HC), crew 3
Cannon, Medium	120/240/480	4d8	£1000	100	1	AP 14*, MBT (MC), crew 2
Cannon, Light	72/144/288	3d8	£400	40	1	AP 10*, SBT (LC), crew 2
Cannon, Rotating	48/96/192	2d12	£200	10	3	AP 6*, (RC), crew 1
Machinegun	24/48/96	2d8	£70	5	3	AP 2, (MG), crew 1

Martian Weapon	Range	Dam	Cost	Wt	RoF	Notes
Mars, Heavy	36/72/144	3d10	£1000	40	1	AP 5*, MBT, crew 2
Mars, Light	24/48/96	2d10	£400	20	1	AP 4*, SBT, crew 2
Martian Lob	-/-/144	5d8	£2000	200	1	AP 6*, MBT, 1 action reload, crew 3
Rod Gun	48/96/192	2d10	£800	30	1	AP 7*, SBT, 1 action reload, crew 2
Rogue Gun	48/96/192	3d12	£2000	60	1	AP 6*, MBT, 1 action reload, crew 3
Sweeper	12/24/48	1-3d6	£200	10	1	SBT(3d6)/MBT(2d6)/LBT(1d6), crew 1

Other Smoothbores	Range	Dam	Cost	Wt	RoF	Notes
9" SB	36/72/144	3d8	£1000	60	1	AP 6*, SBT, crew 2
10" SB	36/72/144	4d8	£2000	80	1	AP 8*, MBT, crew 3, 1 action reload
11" SB	48/96/192	4d10	£3500	150	1	AP 10*, MBT, crew 3, 1 action reload
15" SB	72/144/288	4d12	£6000	300	1	AP 12*, MBT, crew 4, 2 action reload

AP #* = Heavy Weapon; SB = Smooth Bore; LBT = Large Burst Template; MBT = Medium Burst Template; SBT = Small Burst Template; ammunition storage should be figured by weapon and the amount of reloads wished. P for Damage = Personnel only.

Exotic Weaponry: Single-use exotic weaponry is seldom found on civilian ships. Martians (and black marketers) sell them to anyone with the money. There is one internal and one external space for exotic weapons for every 100 tons (rounded down) of hull space. Hale rockets, liquid fire racks, bomb racks, and spike droppers each take one external space. Smutts torpedoes and tether bombs take internal space each.

Martian Weapon	Range	Dam	Cost	Wt	RoF	Notes
Drogue Torpedo	below	3d12	£20	10	-	AP 4*, any officer lower/raise/cut
Liquid Fire	below	Fire	£200	20	-	1d6-altitude dif = # of fires started
Power Grapple	24/48/98	-	£200	20	1	Uses 2 crew, 2 turn reload, grapple
Spike Droppers	below	P	£150	5	-	1d6-altitude dif = # of crew hit
Tether Mine	above	4d6	£200	-	-	AP 4*, deck hands raise/lower/cut

European Weapon	Range	Dam	Cost	Wt	RoF	Notes
Bomb Load	below	2d12	£10	5	-	AP 5*, 1d6-altitude = # hits
Bomb Rack	-	-	£50	10	-	1 crew fire, 4 crew reload
Drogue Torpedo	below	3d12	£20	10	-	AP 4*, any officer lower/raise/cut
Hale Rockets	up/down	2d10	£50	5	-	1 crew-fired rack of 6 at a time
Power grapple	24/48/98	-	£200	20	1	Uses 2 crew, 2 turn reload, grapple
Smutts Discharger	-	-	£1000	200	1	3 crew-fired, 2 turn reload, interior
Smutts Improved "	-	-	£1500	100	1	3 crew-fired, 2 turn reload, interior
Smutts Torpedo	6"/turn	4d10	£500	10	-	AP 5*, ram to hit, cause trim loss
Spike Droppers	below	P	£150	5	-	1d6-altitude dif = # of crew hit
Tether Mine	above	3d10	£200	-	-	-

Ether Propeller: A ship designed to travel between worlds must be able to attain Very High altitude in order to activate the propeller. Propellers weigh 0.5 tons per Power Level. There are three existing brands of ether propeller: The *Edison* has Efficiency 25, costs £1000 per Power Level, and is able to accept power supplied by a solar boiler or batteries. The *Armstrong* has a Efficiency 20, costs £500 per Power Level, and is able to accept power supplied by a solar boiler or batteries. The *Zeppelin* also has Efficiency 20 and costs £100 per Power Level, but operates at Power Level 8 maximum even if a solar boiler could supply more.

Solar Boilers: The final consideration for an ether ship is the solar boiler. It costs £250 times the Power Level, and weighs one ton per Power Level. Any amount of Power Level may be purchased for it.

EXTRAS

The following are some of the commonly expected additions for an aerial vessel, as well as other, non-essential features which are nonetheless quite useful.

Armory: A well-armed crew is a confident crew. Moreover, they are poised to blast enemy boarders to pieces in close combat. The typical armory fills 1 ton of space and costs a mere £5 to install. However, the weapons must be purchased separately!

Brig: A miniature prison cell capable of detaining up to two inmates, costing £20 and taking 1 ton of space. Sturdy doors (Toughness 12) and walls (Toughness 15) minimize breakouts.

Chart Room: A small area where the Navigator can consult a library of charts and plot courses undisturbed. It requires 1 ton of space, costs £50, and adds +1 to Navigation rolls made with the benefit of its resources.

Conservatory: A lounge for relaxation, recreation, and light entertainment mitigates the onset of cabin fever, essentially doubling the 30-Day Rule. It weighs 2 tons, costs £200, and can accommodate ten persons. Every additional ten persons require 1 more ton of space and £100 in furnishings.

Galley: Essential for large ships that undertake long journeys, this area provides crew and passengers a place to take their meals together. It requires 4 tons and costs £10.

Laboratory: A facility like this enables research to continue even on long voyages. The minimum size is 1 ton and is free for an inventor. Each additional laboratory space costs £100 per ton.

Lifeboat: A small craft, constructed of lift-wood, which holds up to nine passengers and is kept onboard the main craft in case the crew and passengers must abandon ship. A lifeboat uses the stats for a steam launch (see page 28), except it

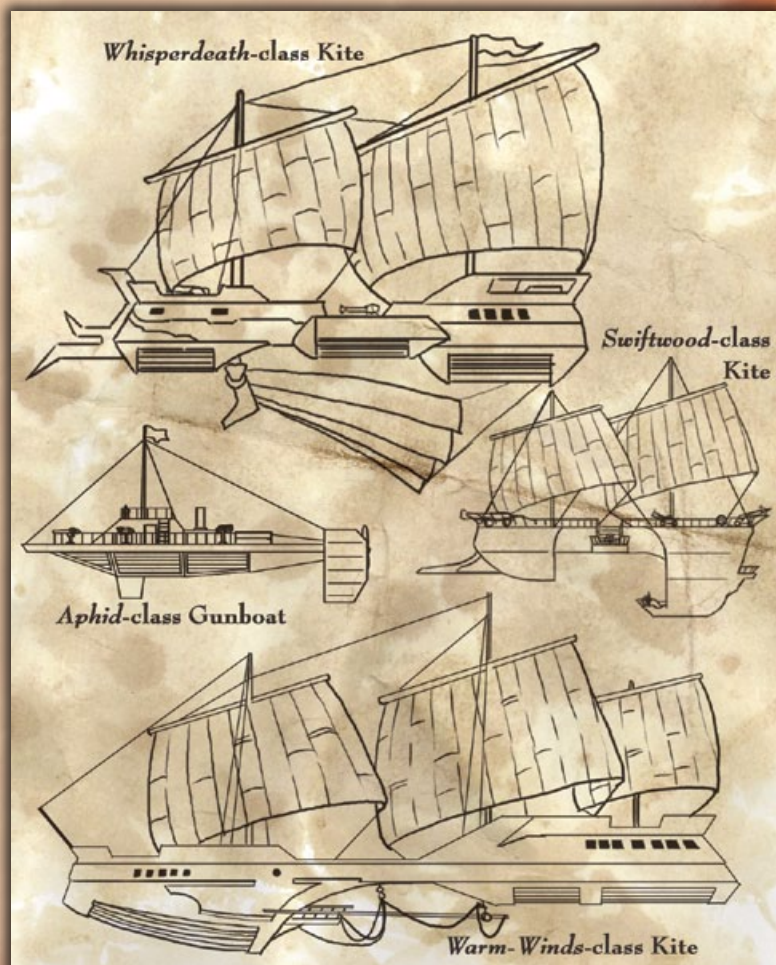
has no steam engine and cannot propel itself; it can only descend 1 Height Level per 3 rounds of controlled descent. Lifeboats weigh 2 tons and cost £300.

Medical Station: A fully equipped medical bay to treat wounds in emergency situations, a medical station grants a +2 to Knowledge (Medicine) and Healing skill checks. It costs £150 and takes up 1 ton of space for every two patients that may be treated at a time. Any roll of 1 on a Healing skill die exhausts the supplies, requiring a restock at £5 per patient allowance (i.e., £10 minimum).

Quarters, Crew: Crew quarters tend to be spartan, but are a step up from being told to string your hammock in the cargo hold. For each 1 ton of space allotted, two crewmen may be quartered, which costs £5.

Quarters, Passenger: Passengers cannot be crammed into tiny berths except on the most uncouth of vessels. Usually 1 ton of space is allotted per intended passenger, costing £10.

Quarters, Gunners/Marines/Officer: Similar to passengers, it takes 1 ton of space to house one Gunner, Marine, or Officer. The cost is £5.



THE RED CAPTAINS

In the latter part of the 1870s, a number of humans were entranced by Mars and decided to put down roots. Many of these were ex-officers in various services, prime among them the Royal Navy. They combined martial and aeronautical skills with a zeal for adventure, and soon were an unofficial brotherhood of human captains plying the skies in Martian ships.

Martians dubbed them “Red Captains,” because of how the golden-skinned locals regarded the humans’ ruddy complexions. Begrudgingly accepted as equals by the Cloud Captains of the Shistomik Mountains (who are known as pirates to everyone else), they are hated by the High Martians of the Astusapes.

The Red Captains do little to disabuse others of the perception that they are ultimately loyal to the crown, though they are ostensibly independent. Historically speaking, they are roughly analogous to the Elizabethan Sea Hawks.

Prizes refer to the number of ships captured (not destroyed) by each Captain, while tonnage refers to the total weight of ships, cargo, and booty captured. Members of the Explorer’s Society have been known to place friendly wagers on which way a Captain’s fortunes will go. As of January 1, 1889, these were the five highest-scoring Red Captains.

THE LEGENDARY FIVE

Frederick Gustavus Burnaby: Steam Ram *Penelope*; 27 prizes; 43,200 tons.

Alonzo Quinton Freemerchant: Steam Gunboat *Baron Lortmore*; 21 prizes; 34,900 tons.

Frederick Armand LeBeg: Screw Ram *Gloire*; 17 prizes; 21,400 tons.

Michael Paget-Smith: Gun Kite *Lismore*; 15 prizes; 16,000 tons.

Arturo Diego della Mora: Screw Ram *Gato*; 17 prizes; 12,200 tons.

Quarters, Captain: A captain’s stateroom is his sanctuary, where he can consider the vessel’s next move away from the mercurial tides of his crew’s favor. While the crew dines together in the galley, the captain and his officers dine here. This cabin requires 2 tons of space and costs £40.

Reinforced Hatches: Internal security is as important to some captains as the ability to repel boarders. A ship with reinforced hatches has high-quality doors installed

throughout (Toughness 10), and each has a high-quality lock (–2 to Lockpicking attempts). This feature adds no tonnage but costs £20.

THE FLYER’S LIFE

Aerial travel is perhaps the most prominent difference between the world of Space 1889 and the real-world Victorian Era (except, of course, for the existence of the ether!). Since flight is so widespread a means of travel, you can be sure your brave Explorers will spend plenty of time on board one type of aerial craft or another. Sometimes he’ll be hanging on for dear life!

Considering the many hazards that might be encountered, any hero would be well-advised to avail herself of the Piloting skill. Though only one can take the helm at any one time, steering in shifts is advised. Additionally, if the captain and first mate are injured, your hero can valiantly leap to the crew’s aid! Knowledge of Navigation and the Trimsmen’s art are always useful, as one never knows when one is about to be hopelessly lost.

Storms: Storms are the primary threat to aerial travelers, and the rules for flying through them are covered on page 45. In practice, however, a captain will only need to run this sort of gauntlet when it is unavoidable. Usually aerial flyers take every opportunity to outrun or avoid storms, due to the extreme dangers they pose.

Liftwood flyers are the most susceptible to meteorological disturbances, as turbulence has the distressing tendency to tip them over and cause it lose trim quite quickly. The penalties to a Pilot’s skill roll are not insurmountable, but when the stakes involve the entire craft “capsizing” in midair and plunging to smash upon the rocks, the wiser man avoids the risk altogether.

If it is impossible to avoid or outrun a storm, a captain usually orders his craft grounded so the crew can wait for clear skies. Zeppelins are especially at risk to stormy weather, since they cannot avoid foul weather by landing. They must outrun or avoid storms, or pray their captain is up to the task.

Hostile Encounters: Sky pirates are found wherever aerial flyers ply the skies, which is now most of the inner Solar System. On Mars, High Martian raiders are all too common in areas where open rebellion is the norm, or where the Ground Cleansers hold sway. Enemy sky navies, large flying creatures, or even stranger encounters may be considered all in a day’s work, so be ready, Explorers!

GAZETTEER

This chapter presents information any traveler can glean from commonly available travelogues. The Solar System mostly remains a place of mystery. The Explorer's Society is eager to learn anything new your heroes discover.

ASTEROID BELT

The remains of a planet shattered centuries ago, the Belt is a dangerous place. Chunks of the broken world, dubbed Vulcan by astronomer-historians, drift in a dangerous cluster and are mostly uncharted. Lying about 257 million miles from the sun, they are perilously close to the limit for most solar boilers to operate reliably. Asteroids show cross-sections of the ancient world and are mostly iron, sandstone, or rock. Evidence of long-extinct Vulcan races, structures, and artifacts might still exist on some of the surfaces.

EARTH

Earth is home to adventure and regions yet unknown to any Explorer's footprint. Nations struggling with nationalism and socialism breed intrigue, while the old monarchs try to cling to power at any cost, oblivious to the new age.

Africa, the "Dark Continent," holds vast, unexplored wilds. Apes Hill supposedly hides a secret tunnel to the dark caves beneath Gibraltar. In a location lost to time, King Solomon's Mines are said to lie. Legends tell of a lost Roman city in the eastern mountains. The tale of the Elephant's Graveyard has inspired many an ivory hunter. The ancient city of the dead is said to lie in the vast Sahara.

China, under the failing Xhi Dynasty, is carved into sections mastered by European powers. In the mountains hide forgotten tombs of great kings and emperors from China's long history. In the Himalayas the lost valley of Shangri-La allegedly lies, guarded by the Yeti and powerful mystics.

Southeast Asia is fast falling to the resurgent French, who found colonies to assuage wounded pride. Laos is succumbing to French imperialism and whispers of lost civilizations

hidden deep in the jungles fuel French greed. Next door, under the able guidance of King Chulalongkorn, Siam has modernized her army and is one of the few Asian states with emissaries on Mars.

South America, a constant battleground between Brazil, Argentina, Bolivia, and Peru, is home to the legendary empires of the Incas and Aztecs. Tales of lost tribes and the fabulous City of Gold still draw explorers and con men of all stripes to the deadly rainforests.

JUPITER AND BEYOND

Jupiter, 480 million miles from the sun, is the closest body beyond the 300-million-mile limit of exploration. Who knows what frozen secrets lie beyond?

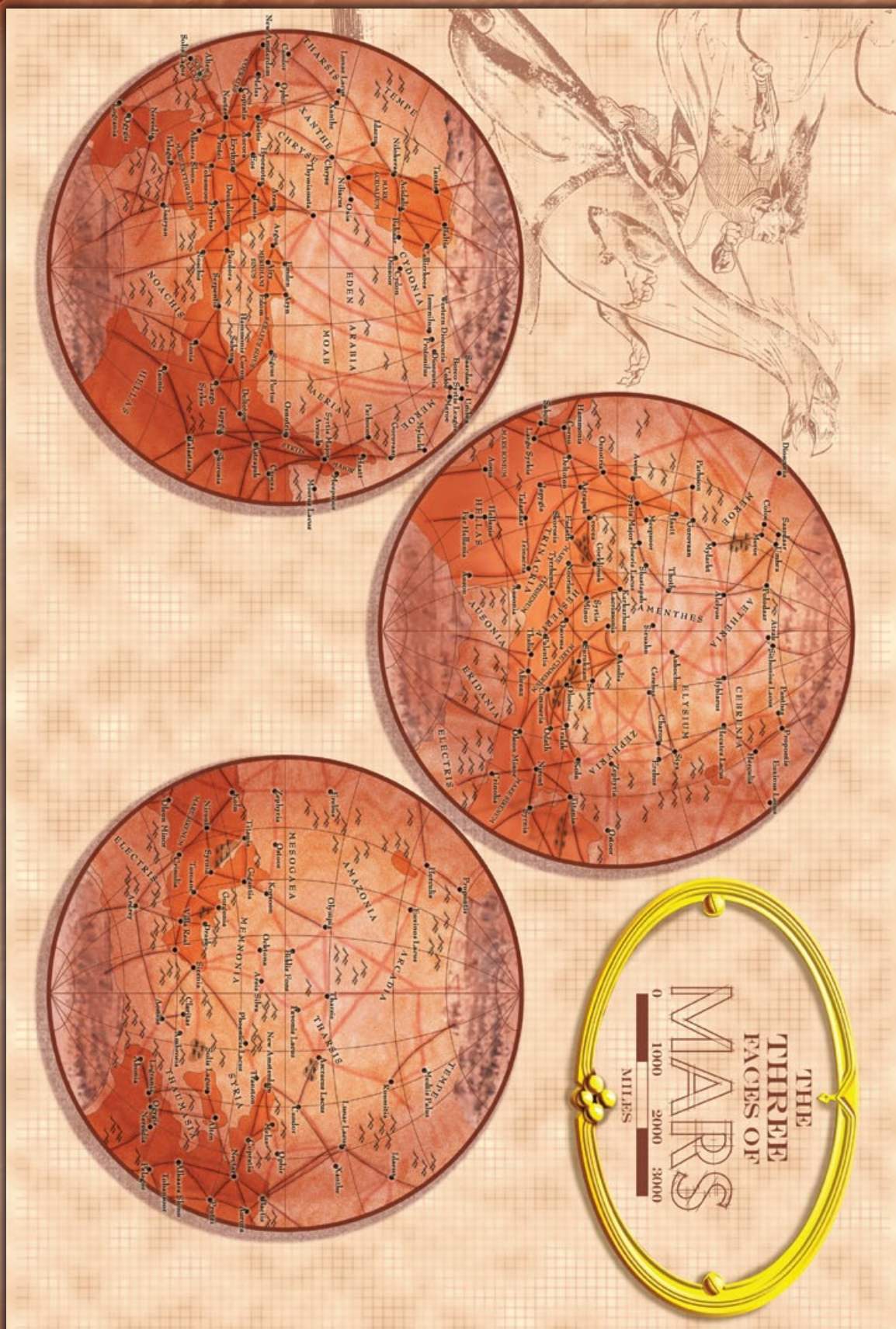
LUNA

Long thought devoid of life, the recent delve into the Great Canyon on the far side of the moon has led to the discovery of an ancient insect civilization and the rumors of another, even more ancient, people. If the Great Canyon hides one entrance to a lost world, might another deep crevasse become the entryway to an even greater discovery?

MARS

The crown of the English Empire and the planet that has excited more Victorians than any other, Mars is a vast world of mystery. Home to a decaying, ancient civilization, treasures both natural and created are scattered in the endless wastelands and cold deserts of Mars. Where is the burial chamber of Seldon the First, greatest known Emperor of Mars? Who were the Martians that created the planetary canal system? Where are the burial ruins of those Martians and their forgotten knowledge?

Earth's influences on Mars are important to note.



BRITISH MARS

The British Empire holds the Crown colony of Syrtis Lapis, composed of Syrtis Major, Haatt, and Avenel. Parhoon and the conquered city-state of Gordvaan continue to be ruled by the Commissioner-Regent and Colony Governor Lord Dundas for the eleven-year-old Parhoon Anwaak-to-be. Moerus Lacus and Meepsoor are treaty dependencies, and the city-state of Shastapsh has had an occupying force governing it since 1887.

The British have a formal defensive agreement with the Boreosyrtis League of Coloe, Meroe, Umbra, and Saardaar to the Northwest, giving them the promise of British protection in exchange for dictating their foreign policy and a monopoly on the Bhutan spice trade.

GERMAN MARS

Germany has a significant presence in the Western Dioscuria highlands north of the League, controlling the city-states of Ismenlus, Protonilus, and Dioscuria. They aim to weaken the Boreosyrtis League to secure part of the Bhutan spice trade and turn the Martians against the British.

BELGIAN MARS

The Belgians, through their mercenary Belgium Legion and a few Regiments of Regulars, have conquered the city states of Po-Poo-Hanna-Kitai (renamed New Amsterdam), Melas, Melas Lacus (renamed Copratia), and the towns and villages between.

OTHER NATIONS

France has great influence in the city-state of Idaeus Fons and the surrounding area. Japan's authority is limited to Euxinus Lacus. Russia has a presence in Hecates Lacus, using political prisoners to build a colony in the city-state and acting as a ploy to get Great Britain to allow them more freedom to deal with the faltering Ottoman Empire on Earth. America has small legations everywhere to aid their merchants and arms dealers. Siam also has a handful of emissaries on Mars, but it is unknown what they can offer the Martians.

NATIVE INFLUENCES

Major native influences on Mars are the Boreosyrtis League, the Oenotrian Empire (actually the Six Cities League, but run by Oenotrian Nobles) of Oenotria, Astrapsk, Crocea, Deltoton, Lapygia, and Skorosia (and the towns between them); and the Tossian Empire of Tossia, Hyoraotes, Thymaamata, Aramis, Dueccalionis, Pandora, Noachis, Pyrrhae, Tobansoor, Erythria, and Protei, which exercises dominance over most surrounding cities.

The Oenotrian Empire's war with England is stalemated, while the Tossian Empire has a defensive alliance with Prince Sitaani of Nectar to defend against Belgian raiders from the Coprates. Furthermore, the High Martian tribes

are disorganized but strongly opposed to Earth's presence, especially since the British crippled the Barrovaar High Martian raiding fleet out of the Astusapes Highlands and pillaged the Kraag Barrovaar.

MERCURY

While Mercury's twilight zone has been flown over, there is no evidence of advanced civilizations on the world. Glow crystals and shell glands are treasures worth finding, and the World Rivers' array of aquatic creatures is interesting to note, but there's little else.

The only permanent station on Mercury is England's Princess Christiana Scientific Station with its faculty of 20 scientists, 50 servants and workers, six government officials, and a score of Royal Marines with three small steam launches. Occasional visitors can be found outfitting for a journey up or downriver, but these are sightseers as much as true explorers.

VENUS

The second most fascinating world in our solar system is Venus. The planet's odd magnetic field confounds the use of normal compasses, and has a degrading effect on liftwood (rendering it useless within about three days). With almost constant storms of varying intensity, Venus is a challenge for any explorer. The world is inhabited by tribes of Lizard Men, both hostile and friendly, who live in large villages of primitive huts. Dinosaurs from out of Earth's past are alive and well—and hungry—on Venus.

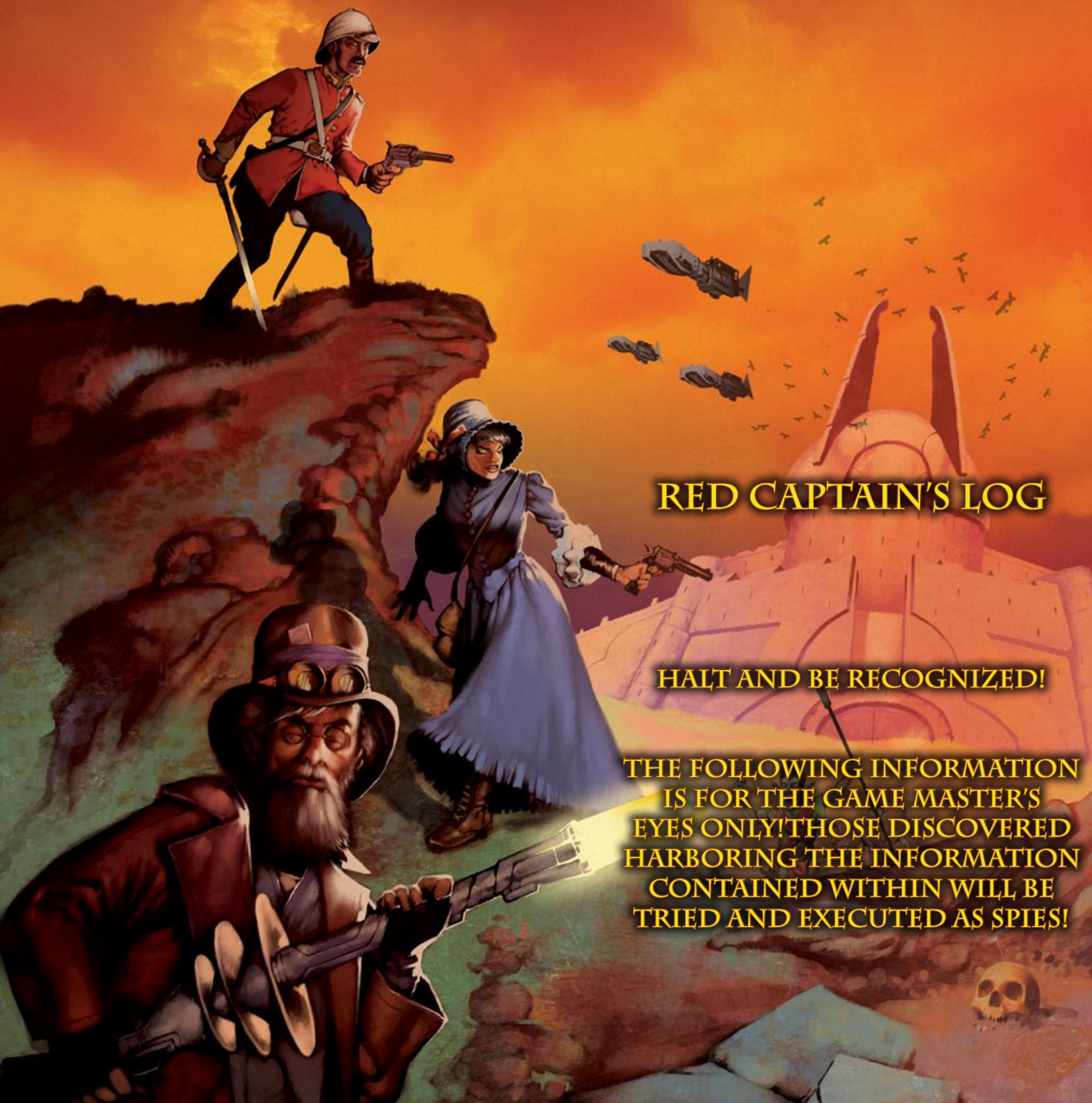
Earth's presence on Venus began with the Armstrong Expedition of '73, which was lost with only a single known survivor. The Collingswood Expedition of '74 established a base camp on Mount Maxwell, and was joined in '76 by a Times rescue expedition. The secret of decaying liftwood was revealed by the Heidelberg Expedition of '78—which was also the first expedition to actually return from Venus.

The Russians have fortified trading posts in the Aphrodite Mountain region, and the British have a small settlement on the Victorian Plateau, a military fort, and several outlying plantations and trading posts. The Americans have several trading posts and a near-stranglehold on the shipment of ice. The Italians have a few troops, trading posts, and plantations on the Sappho Plateau, while the Germans are a major presence on the western slopes of the Kaiser Wilhelm Mountains with four large towns and outlying plantations and trading posts. Two regiments of Schutztruppen guard the towns, with Lizard Man auxiliaries as well.

Many mysteries encircle Venus—what became of the Armstrong expedition? What strange creatures exist in the jungles and seas? Did a lizard man civilization more advanced than the primitive farming tribes ever exist?



SPACE 1889: RED SANDS



RED CAPTAIN'S LOG

HALT AND BE RECOGNIZED!

THE FOLLOWING INFORMATION
IS FOR THE GAME MASTER'S
EYES ONLY! THOSE DISCOVERED
HARBORING THE INFORMATION
CONTAINED WITHIN WILL BE
TRIED AND EXECUTED AS SPIES!

THE CAPTAIN'S SECRETS

A MASKED CONSPIRACY

The dim lighting was intentional, not negligent. These were not people who wanted to be noticed or identified, not even by each other.

The soft patter of a cold London rain knocked faintly on the roof. Around the oblong dark oak table the masked individuals appeared alert but relaxed in their seats. All eyes focused on the cowed figure poised on a slightly elevated chair at the head of the table, the closest thing to a throne in a room of equals.

"Are you positive of your information, Hyperion?" inquired the Cowed One in an articulate British accent.

"Yes, my friend. Our victim was completely ignorant of the value of what he knew. We made certain he would never reveal this information to anyone else," chuckled the grotesquely masked Hyperion with hints of French affectation, as the veiled lady to his right nodded in agreement.

"Then I am needed on Mars. Lord and Lady Hyperion, I believe you both have a meeting in Libya. You know how to proceed afterward. Crius, Oceanus, please prolong our operations here on Earth. Coeus, if you could spare a few moments to see to the situation on Venus, I would appreciate it. The time of the Red Sands is nigh. The Brotherhood of Luxor shall prevail!"

With that, the cowed mastermind known only as Kronos, King of the Titans, stood and glided out the door.

THE BROTHERHOOD OF LUXOR

Dangerous menaces are legion, but none are more contentious than those wishing to amass and abuse power at any cost—those who relentlessly and remorselessly pit nations and worlds against one another in bloody campaigns, plunder priceless artifacts, and misuse their extraordinary abilities for their own gain.

The insidious Brotherhood of Luxor, with its mysterious leader Kronos, is perched atop the list of such would-be tyrants. Antithesis to the Explorer's Society, the brotherhood is thought to be pulling the strings of several fanatical puppets, while actively questing for a certain ancient secret

that would guarantee its sole control of Mars. Only the Explorer's Society possesses the resources and wherewithal to conduct an effective campaign against the brotherhood's evil machinations.

On March 9, 1870, Thomas Edison and Jack Armstrong landed outside of Syrtis Major and changed history. Kereeqe was a minor functionary and spy for the Worm Priests when he first saw the red men from Earth. Helping them learn his language helped him understand their language. He was appalled by what he heard them say in unguarded moments. He heard them comparing much of the power and technology of the Great Canal Prince Amraamtaba IX to primitive tribes on their native world.

Kereeqe would have preferred to have them killed, but they were allowed to return to Earth instead. Suddenly, his life had a purpose. He knew that the highest goal a Martian could fulfill was death, but to do that while eradicating an entire race of red-blooded demons would be a glorious end!

When the next Earthmen returned in 1872 and became friendly with the Prince of Parhoon, Kereeqe conspired with Gordvaan leaders and attempted a coup to dispose of the shortsighted prince and kill the demons. Kereeqe was shocked when his attempt not only failed, but led to a subsequent Gordvaan incursion against the Earthmen being lost, and the subjugation of another city-state.

THE GROUND CLEANSERS

At that point Kereeqe seceded from the Worm Priests, using his cunning and sway to isolate his followers from the other sects of the cult. He then began preparations to cleanse his world of the foul Earthers. First, he had his Canal Martian disciples initiate the Ground Cleanser crusade. Next, he traveled to Earth in the guise of a scholar from Mars to learn in depth about Earth cultures, politics, and technologies.

In 1873, while studying on Earth, Kereeqe noticed a misguided but persuasive young Earthman named Max Theon. He introduced Max to the Brotherhood of Luxor. Identifying himself only as Kronos and wielding experimental devices, Kereeqe convinced the young Theon that Kronos could perform sorcery and would teach him the secrets of hermetic magic. Max was to recruit all who were



interested in power into this special cabal, acting as the perfect front for the Brotherhood. Kereeqe wanted to quickly gather those who thirst for power—and the consequences be damned!

THE RISE OF KRONOS

After returning to Mars in 1878, Kereeqe expanded his influence further and solidified the persona of Kronos, the Cowled One. He refined his natural gifts of scientific genius and eloquence, and in 1880 instigated the Kingdom of Syrtis Major into full conflict with the Earthmen. He witnessed the Earthman's superior weapons and tactics triumph over the forces of Syrtis Major and seize the entire kingdom. Astounded, he realized it would take much more than a few manipulated principalities to vanquish the Earth demons. Still, he was patient and began combing ancient Martian records for hidden powers he could unleash.

By late 1883 he had decoded several possibilities but needed more resources. He returned to Earth and sought out Max Theon. As Kronos, Kereeqe ensnared additional candidates who would become the Brotherhood's core.

THE INNER CIRCLE

Using Max as the ostensive head of the Brotherhood, Kronos recruited his lieutenants. Belgian financier Mathias Etche (codename *Coeus*), and his Etchardian Bank, was first. Mathias has only one god, money, and he is willing to

sacrifice anything for more of that. With promises of problems for his competitors and a careful stream of occasional Martian or Earth artifacts, Etche's bank became the covert financial arm of the Brotherhood.

Next was the American, Dirk Cairo (Codename *Crius*) of Cairo Munitions. Dirk found the authorities interfering in his business of arms dealing something he could do without. With Kronos's connections and "clout," Dirk would go far in getting his weapons to those who could pay handsomely for them.

Then the German Johann Helfried (codename *Oceanus*), of the Helfried Transportation Company, came aboard. Johann was looking to bypass official channels for certain shipments, and the tools Kronos provided performed the trick admirably.

Finally, Raymond and Leone Mathieu (codenames *Lord and Lady Hyperion*), French entertainers, spies, and assassins for hire, were handpicked. After securing the support of these key cohorts on Earth, Kereeqe returned to Mars in 1885 to start rolling out the deadly inventions of Kronos.

RED SANDS

Millennia ago, the Red Sands were designed on Vulcan by members of a powerful, ruling faction to control the minds of Vulcans who displayed "incorrect thinking."

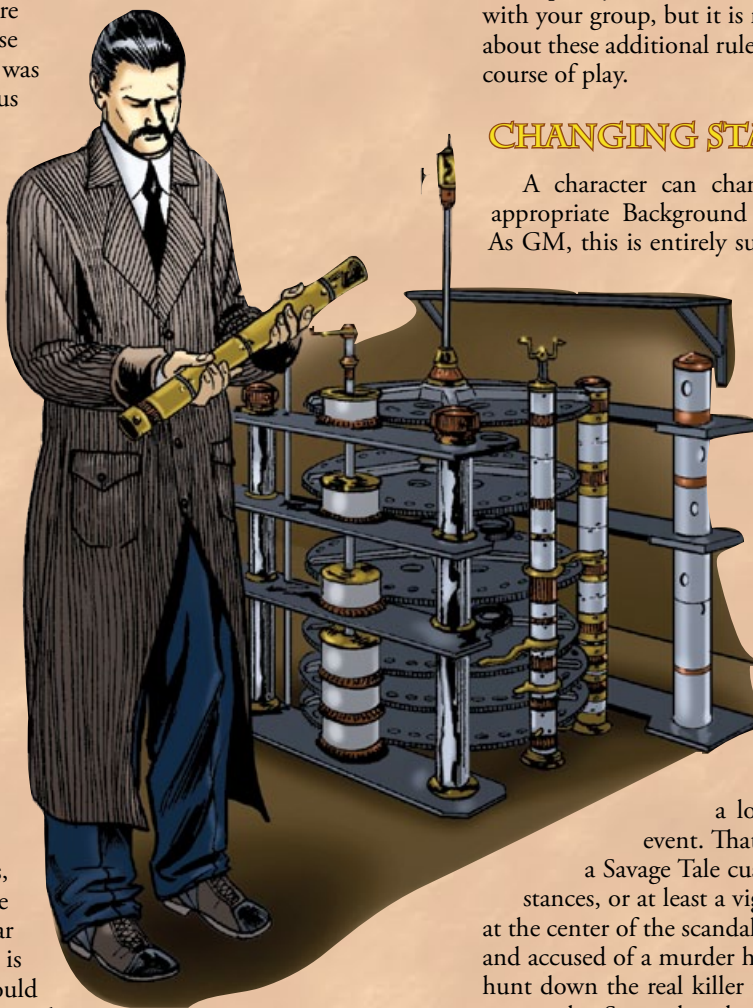
Members of the dissenting faction were persecuted for their beliefs until they fled underground to avoid imprisonment and torture.

Stymied in its bid for total control, the ruling faction unleashed its ultimate weapon—the Red Sands. To their horror, they found they could not control its spread. Within a few years, infectious hatred and derangement led to a cataclysmic war that destroyed the planet Vulcan and created the Belt.

Before the end, each faction had hidden weapon stockpiles throughout the solar system to ensure neither side could use them. Once Vulcan was destroyed, the various factions withered and eventually lost track of their hidden storehouses. Many remain hidden, ready to be uncovered by Kronos—unless some brave band of Explorers can reach them first.

If perfected by the Brotherhood, the Red Sands can be used to control the minds of those who ingest it. This makes victims susceptible to the control of the first person's voice they hear. If Kronos manages to take control of enough "fanatical" followers, he intends to use them to ignite a war on Mars. His hope is that the conflict would eventually spread to Earth and result in the destruction of both worlds. To Kronos' mind, such an ending will lead to an even greater beginning—this is what the Worm Cult teaches.

Now the time is drawing near. Kereeque, as Kronos, has put several plots in motion. All he needs is to perfect the mind control powder's formula—using a secret only hinted at in ancient Martian texts—to bring his plan to fruition. Soon, Earth's powers will be thrown into chaos, battling each other at home while the sands of Mars run red with Earthmen's blood.



In early 1889, in a lost Vulcan temple in Egypt near the Libyan border, Kronos' first batch of Red Sands is found by Raymond and Leone Mathieu. And that, Dear Reader, is precisely where the story of *Space 1889: Red Sands* begins.

MORE SETTING RULES

The following section provides more information for the GM on some of the rules presented earlier in this book. It is up to you how much of this information you share with your group, but it is recommended that they find out about these additional rules and mad inventions during the course of play.

CHANGING STATUS

A character can change their Status by taking the appropriate Background Edges after character creation. As GM, this is entirely subject to your approval, and you should carefully consider such requests, and require a convincing in-game reason to do so. Status did not change on a whim in Victorian society, and the GM should ensure it does not do so in the game. On the other hand, the player characters are the heroes of the game, and if anyone can change their Status, it should be them... just don't make it easy.

In the case of a nagging scandal that cannot be swept under the rug with Favors, we mentioned earlier that such a loss of Status should be a major event. That means a full-fledged adventure, a Savage Tale customized to match your circumstances, or at least a vignette dedicated to the character at the center of the scandal. For example, a hero on the run and accused of a murder he did not commit might have to hunt down the real killer to restore his lost Status. Failure means the Status loss becomes permanent. Or the hero could prove his innocence in a court of law, possibly using Streetwise to locate witnesses and Persuasion to convince a magistrate of his innocence.

INVENTIONS REVISITED

The following table lists the inventions described earlier with a suggested "special" component and where to get it. These rare and exotic components account for at least half the cost for the prototype.

Invention	Special Component	Procurement
Antibiotic	Special chemicals	Special order from chemical store
Armor Glass	100 glass sheets/ton	Special order any glass factory
Aspirin	Special chemicals	Any chemical store
Autogyro	Combustion chambers	Order from manufacturing plant
Batteries	Lead	Any foundry
Boiler, Conventional	Plate metal	Any foundry
Boiler, Petrol	Sealed tank	Order from any foundry
Boiler, Solar	Large mirror	Order from mirror factory
Coal Gasificator	Sealed tank and plate	Order from any foundry
Detonite	Special chemicals	Special order from chemical store
Engine, Analytical	Multiple fine gears	Special order from instrument factory
Engine, Electric	Copper wire	Any manufacturing supplier
Engine, Rocket	Tooled chamber	Special order from European foundry
Ether Sail	Ionized metal filaments	Special order from manufacturer
Etherometer	12 ozs. of Ethonium	Ether wakes
Food Pill	Special chemicals	Venus or special-order chemicals
Forced Draught	Formed propeller	Order from any foundry
Fuel, Liquid Rocket	Liquid nitrogen	Special order from chemical plant
Fuel, Solid Rocket	Chemicals	Order from any chemical plant
Fuel Refiner	Sealed tank and plate	Order from any foundry
Glider	High grade cable	Order from any European foundry
Gravity Control	Electromagnets	Special order from European manufacturer
Gyroscope	Large gyroscope	Special order from instrument factory
Hand Lamp	Generator segments	Any supply store
Heavy Tractor	Plate metal	Any foundry
Hertzian Commo	Wires and vacuum tubes	Order from glass and instrument manufacturer
Hydrogen Lift	Hydrogen	German air installation
Improved Liftwood	100 lbs. of fresh liftwood	Mars liftwood forest
Inertial Compass	Special liquid	Special order from chemical factory
Internal Combust	Combustion chambers	Order from a manufacturing plant
Lightning Cannon	Electrolium	Vulcan discovery only
Infra. Liquid-Sight	Special chemicals	Venus or special-order chemicals
Mineral Detector	Fine gears and sensors	Special order from manufacturing plant
Monohydrogen	Hydrogen and pressure tank	German air installation and foundry
Motorized Bike	Combustion chambers	Order from manufacturing plant
Orrery	Sensitive fine gears	Special order from instrument factory
Parachute	Yards of silk cloth	Any supply or clothing store
Personal Conveyor	Liftwood	Any aerial shipyard
Photophone	Sensitive photocells	Special order from camera factory
Propeller	Turn-shaft	Special order from manufacturer
Propeller, Ether	Ionized propeller	Special order from any foundry
Range Finder	Sensitive fine gears	Special order from instrument factory
Rustless Iron	100 lbs. iron ore/lb.	Any foundry
Sleep Gas	Special chemicals	Order from any chemical store
Strength Elixir	Special chemicals	Venus or special-order chemicals
Solar Cells	Specialized crystals	Special order or Mars hot side
Steel, Superhard	10 tons of refined ore/ton	Order from any foundry
Steel, Woven	Special chemicals	Special order from chemical store
Submarine	Plate metal	Any foundry
Suit, Diving	Rubberized suit and hoses	Special order from rubber factory
Suit, Space	Gumme suit and hoses	Mars and special order from rubber factory
Tangle Cord	Special chemicals	Venus or special order chemicals
Telescope, Large	Special lenses	Order from glass factory
Telescope, Infrared	Special red light generator	Special order from supply store
Torpedo	Tooled casing and shaft	Special order from European manufacturer
Torpedo, Improved	Tooled casing and shaft	Special order from European manufacturer
Turbine, Gas	Sealed tank and valves	Manufacturing plant and foundry
Turbine, Steam	Pressure release valves	Order from a manufacturing plant
Water Breather	Special chemicals	Venus or special-order chemicals
Welding Device	Sealed tank	Order from any foundry

Under Procurement, if only a type of business is listed it means the item is commonly in stock with no waiting. If an order is required, the inventor must wait 1d6+1 days before the item is ready. A special order means a wait of 2d6+2 days. If a specific geographic location is listed as the sole source (e.g., Rocket engines' tooled chambers are only available from European foundries), and additional wait may be required depending on the inventor's current location.

MAD INVENTIONS

The following creations are truly exotic and rare, and thus usually in the care of an obsessed inventor wanting to really stretch the fringes of science. Alternatively, these devices would make great Vulcan artifacts. Give careful consideration to whether you want your group to own or be able to create these devices, as they are, in some cases, exceedingly powerful. In short, they make better plot devices than gear entries, old chap.

Atomic Power Generator: A power plant able to harness the power of the atom without any side effects. This power plant, once constructed and charged, never needs fueling again. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -5. It weighs 10 tons, costs £20 to build, and generates 5 times its Reliability die in Power Level. *Special Component:* 1 ton of plutonium (Earth or Vulcan).

Cast Stone Chemical: This corrosive chemical makes stone as malleable as soft clay, permitting its reshaping into any form. Each pound of the compound softens 1 ton of rock per Reliability step. It costs £20 to create. It requires Knowledge of Mechanics, Engineering, or Science, and the roll to create it is made at +2. *Special Component:* 10 Martian Tomb Beetles (Mars).

Deep Diving Sub: Most submarines can dive only Reliability x10 in yards underwater. A deep diving sub has a specially strengthened hull that enables it to dive 100 fathoms (200 yards) per Reliability level. Reliability x10 is the maximum hours it can remain submerged. It has a speed of 5 miles per hour, a crew of eight, and four torpedoes or provisions for up to eight passengers. It weighs 70 tons, costs £200 to build and requires 2 tons of coal per day for the boiler. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -4. *Special Component:* Special hull casting (Earth).

Electric Rail Gun: Uses huge electromagnets to accelerate steel shells down its barrel. Range: 190/380/760; Damage: 4d10, AP 16, MBT, Heavy Weapon. It weighs 100 tons, costs £100 to build and requires a Power Level 6 source to fire. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -2. *Special Component:* 10 tons of magnetium (Vulcan or Venus).

Electric Rifle: A smokeless, almost noiseless rifle with the same range as a bolt-action rifle and RoF 4. It has capacity for 10 rounds of automatic fire before exhausting the internal power source. It must be recharged at a power plant and remain plugged in for one hour. It weighs 15 pounds and costs £20 to build. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -3. *Special Component:* 1 pound of electrolium (Luna or Vulcan).

Hell Fire: This chemical burns with such intense heat it can melt through solid steel in seconds. Hell fire cannot be extinguished, as it contains its own oxidizer for utilization anywhere from underwater to outer space. It melts through eight inches of Toughness 8 material in one minute (adjust up or down according to Toughness and thickness). Like noiseless powder, the Brotherhood developed this chemical and uses it sparingly (Reliability d8). Each half-block burns for half its Reliability in minutes. A ½ pound block costs £10 to synthesize. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to derive it are made at -4. *Special Component:* Tri-magnesium (Venus, Earth, or Mars).

Hibernation Chamber: An electronic device to sustain sentient creatures in suspended animation, so they need less than 1/1000 of the normal requisite of air, and no food or water for up to a year. Its timer may be preset to awaken the sleeper, or the chamber can be manually deactivated from outside. It weighs 30 pounds and costs £60 to build. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -3. *Special Component:* 10 pounds of solarium metal (Mercury).

Invisibility Device: A refractor that bends light rays around its field without absorbing or reflecting them. The consequent distortion often resembles barely noticeable heat waves. The affected perimeter has a diameter of Reliability x4 in yards, and when turned on acts as the *invisibility* power. It weighs 500 pounds, costs £1,000 to build, and requires a Power Level 2 source to operate. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -5. *Special Component:* 1 pound of absorbium crystals (Mercury or Asteroid Belt).

Land Juggernaut: Enormously large, armed and armored heavy tractor. The behemoth lumbers along at a speed of its Reliability in miles per hour. It has a crew of eight (commander, driver, two engineers, and four gunners), and Heavy Armor at Toughness 22 (10). A Juggernaut is usually armed with two machine guns (FRA, FLA) and a medium cannon (F). It weighs 30 tons, costs £150 to build and burns 3 tons of coal for every eight hours of operation. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -4. *Special Component:* Special tread casts (Earth).

Liquid Fire: A chemical compound which burns fiercely when exposed to oxygen. Water does not extinguish it but dry sand (or equivalent) will. When rolling d6 to see if liquid fire ignites or spreads, it does so on anything *but* a 1, and burns with 3d10 intensity. It weighs 8 pounds per gallon and costs £1 per gallon to create. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to synthesize it are made at +4. *Special Component:* 4 ounces of magnesium (Venus, Earth, or Mars).

Machine, Earthquake: Triggers earthquakes by tunneling a new fault line or agitating an existing one. Each attempt takes one month and requires a Reliability success to initiate an earthquake in an existing fault line, or a raise to create a new one. The strength of the quake is roughly proportional to the machine's Reliability (d4 covering roughly one square mile; d12 shakes 500 square miles). It weighs 100 tons, costs £300 to build, and requires a Power Level 60 source to operate. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -5. *Special Requirement:* 10 tons of vibratium (Vulcan or Mars).

Machine, Volcanic Control: Similar to the earthquake machine, this version induces eruption in a dormant volcano. It is an earth-vibrating machine with directional capability to affect volcanoes within a 200-mile range. Each attempt takes a month, as the proper frequencies are calibrated, and requires a Reliability success at -4 for an eruption, or a raise for a catastrophic one. It weighs 50 tons, costs £250 to build, and requires a Power Level 40 source to operate. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -4. *Special Requirement:* 5 tons of vibratium (Vulcan or Mars).

Mechanical Man: A convoluted clockwork with a humanoid façade. It can be programmed to perform simple verbal commands (one task per Reliability step). These must consist of one clear objective (e.g., "Allow no one but me to approach the atomic power generator," or "Position yourself between me and my enemies."). Its telephonic speaker and "ears" permit responses within its range of programming. It may operate in environments too hazardous for humans. Although too ponderous to fight effectively, it is nearly impossible to break free of a mechanical man's tight grip (Strength of d12+2, with a +4 bonus for its piston-equipped claws). It weighs half-a-ton and costs £20 to build. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -5. *Special Component:* 500 pounds of fine gears (Earth).

See page 171 for a typical mechanical man's statistics.

Mind Control Drug: This hypnotic substance is derived from the pollen of the Venusian death flower. It deprives a victim of will, and induces susceptibility to the commands and suggestions of the first person engaging the victim in conversation. This involves an opposed roll of the drug's Reliability (applying any Charisma modifier the speaker

might have) versus the victim's Spirit. The person engaging the victim must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the control.

The substance may be administered orally or injected with a hypodermic syringe, and either method binds the victim to the controlling effect for a duration of Reliability in hours. It costs £5 per ounce to distill. It requires Knowledge of Science to design, and rolls to derive it are made at -5. *Special Requirement:* 1 ounce of Venusian death flower pollen per 10 ounces of substance (Venus); 10 dosages may be extracted per ounce.

Mole Drill: An enclosed drilling vehicle designed to bore deep into the crust of a planet and explore subterranean caverns. It may burrow Reliability x10 in miles each day. It has provisions for a crew of four and four passengers, carries 20 tons of coal and consumes a half-ton of it per day. The drill weighs 30 tons and costs £200 to build. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -4. *Special Component:* Special drill cast (Earth).

Noiseless Powder: A variation on gunpowder that muffles a gunshot to near silence. To spot an assailant firing bullets made with noiseless powder requires a Notice roll with a penalty equal to half of the powder's Reliability (rounded down). The Brotherhood has developed their own version (Reliability d8) and the snipers keep a precious pinch in well-concealed, easily disposable capsules. One ton of powder costs £20 to create. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to derive the compound are made at -1. *Special Component:* 2 ounces of absorbium crystals (Mercury or Asteroids).

Ray, Freeze: This device projects an intensely chilling ray to freeze targets. It has an effective range of 10 yards (5") per Reliability die, and targets may attempt an Agility roll (-2) to dodge the beam. A hit means the target must succeed on a Vigor roll (-4) or be frozen solid, but thaws out with no ill effects in an hour. On a failure the weapon overloads, and cannot fire again for 1d6 rounds. It weighs 1 ton, costs £20 to cobble together, and requires a Power Level 4 source to fire. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -5. *Special Component:* 10 ounces of absorbium crystals (Mercury or Asteroids).

Ray, Gravity: This ray intensifies the environment's natural gravity in a limited perimeter. It can project over a Short range of 10x Reliability, Medium range of twice the Short, and Long range of four times Short. A struck aerial vessel loses one height level as per loss of trim, a naval vessel is pulled beneath the water, and a land vehicle becomes immobilized. The ray affects a Large Burst Template. Characters caught within or entering the area must make an Agility roll or be immobilized for as long as the ray remains in effect. It weighs 10 tons, costs £10 to build, and requires a Power Level equal to its Reliability die to

operate. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -5. *Special Component*: 1 ton of magnetium (Vulcan or Venus).

Ray, Heat: This hefty, vehicle-size device focuses sunrays through a series of highly polished lenses to emit a beam of intense light, capable of melting objects in seconds. It has an atmospheric Range of 500/1000/2000 (which converts to millions of miles outside of atmosphere), RoF 1, damage of 1d6 per Reliability (but loses 1d6 for every orbit away from the sun past Mercury; e.g., -1d6 at Venus, -3d6 at Mars) and -2d6 in an atmosphere. It weighs 1 ton, costs £100 to build and requires a Power Level 6 source for operation. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -4. *Special Component*: Super-polished lenses (Earth or found artifact).

Ray, Mind Control: This machine projects hypnotizing rays to compel targets to act as one wishes. This involves an opposed Reliability roll versus the victim's Spirit (-2 if the ray hits with a raise). The shooter must score a success and beat the target's roll to gain complete control.

For the most part the victim becomes docile, answering questions as succinctly as possible, and performs all commands given to the best of aptitude but in a mechanical, emotionless and expressionless manner not unlike an automaton. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the control. The effect lasts for the Reliability roll in days.

A Mind Control Ray has a Short range of its Reliability, Medium range of twice its Reliability, and Long range of four times Reliability. It weighs 1 ton, costs £10 to build, and runs on a Power Level 1 source to project. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -5. *Special Component*: 1 Venusian death caller gland (Venus).

Ray, Weather Control: A large, bulky ray projector able to create storms in an atmosphere or disperse them. Only one attempt per week is possible and requires a successful Reliability check. It weighs 20 tons, costs £10 to build, and needs a Power Level source equal to its Reliability to function. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -5. *Special Component*: 1 tons of Solarium metal (Mercury).

Superconductor: Electrical power is lost through resistance in internal wiring. In the superconductor, a chemical variation on the sap of the gumme tree reduces the loss with improved insulation and less-resistant wiring. Devices constructed with a superconductor operate normally with only half the normal Power Level (rounded up), but at double the cost. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -5. *Special Component*: 1 gallon of gumme tree sap.

Synthetic Growth Hormone: Artificial compound spurring accelerated growth when ingested. Adults are unaffected, but youths age 16 and under experience a 10% increase in weight and height per week. In game terms, a character gains the Monstrous Ability of Size +1, increasing by +1 per week.

The hormone is immediately addictive (Habit, Major) and the creature (or plant) will refuse to accept nutrients from any other sources. Flaws in synthetic growth hormones are often fatal. Make a Reliability roll each week; on a success the serum works normally. On a failure the subject suffers 2d6 damage, and if a 1 is rolled the subject dies. A dosage weighs 1 pound and costs £2 to create. It requires Knowledge (Science) to design, and rolls to synthesize it are made at -5. *Special Component*: 1 pound of Venusian Mimic (Venus) per 10 pounds of compound.

Synthetic Life: The creation of artificial lifeforms from primarily synthetic chemicals among vats of recombinants and a unique catalyst is not unheard of. The cost is £50 per experimentation, and flaws in the process are often deadly. It requires Knowledge (Science) to design, and rolls to create the prototype lifeform are made at -5. The abilities and statistics of any new lifeform thus created are the province of the Game Master to devise. *Special Component*: 1 pound of Venusian mimic (Venus) per synthesization.

Underwater Gun: A specially vented, breach-loading gun firing a uniquely streamlined, underwater projectile. The gun produces the same effect as a light cannon, but can be fired from a submerged submarine at surface vessels or other subs (provided a successful Reliability roll is made). It replaces two torpedoes in a submarine and costs £20 to construct. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -4. *Special Component*: Special gun cast (Earth).

Walking Tripod: A tall, tripedal vehicle operable in most terrain and up to 20' of water. Clocked at a speed of Reliability x2 in miles per hour, this armor-plated beast has Heavy Armor, Toughness 18 (6). It may be fitted with 1 machine gun or light field cannon. A walking tripod weighs 2 tons, costs £10 to construct, and burns a half ton of coal for every eight hours of use. It requires Knowledge of Mechanics, Engineering, or Science to design, and rolls to construct and Repair it are made at -3. *Special Requirement*: Special leg casts (Earth).

Kronos is rumored to be manufacturing walking tripods in a secret factory, for use in his overthrow of humanity's interplanetary empire. Some say Kronos' workshop is on Mars, others claim it's hidden in the deepest jungles of Venus. Most frightening are the tales that place this factory on Earth—in prime position to strike humanity. The truth is up to you.

THE MANY WORLDS

The heroes' effort to foil the machinations and plots of the Brotherhood of Luxor takes them to many worlds. This guide provides all the information you need to help your players lead their characters around the Solar System. Within each section you'll find details on national politics, important cities and towns, ancient mysteries, and the like.

SAVAGE TALES

Occasionally you'll see a  symbol followed by a page number and small block of text. This directs you to a Savage Tale relevant to or situated at the location. In the mountains of the Astusapes Highlands on Mars, for example, the heroes might want to see Kraag Barrovaar. If they follow up on this idea, you may end up running the Savage Tale, **Escape from the Kraag** (page 134)!

Be sure to read each Savage Tale before running them, as some have in-game prerequisites that should be met.

TRIALS AND TRIBULATIONS

Each region lists environmental conditions travelers may encounter, as well as indigenous creatures. You can use these tables for random encounters or as inspiration for both scheduled and spontaneous adventures.

ASTEROID BELT

This cluster of fragments is all that remains of the long-lost planet Vulcan, and lies at the farthest reach of current travel. The asteroids circulate with fairly stable orbits, but the flights of micro-meteors and the periodic collision with them make things less than predictable. Deal a card for each day in the asteroids—if a face card comes up, roll a d12 for an encounter.

ENCOUNTERS

d12	Encounter
1–2	Micro-meteorite
3	Ship Ahoy!
4–6	Valuable Asteroid
7–9	Ruined Ship
10	Vulcan Ruin
11	Collision Course!
12	Savage Tale

Micro meteorite: A micro-meteorite hits the ship for 3d6 damage.

Ship Ahoy! The explorers encounter another ship, whose affiliation is left to the GM to determine. Roll 2d6 on the NPC Reaction Table (see *Savage Worlds*) to determine the ship's initial disposition.

Valuable Asteroid: An asteroid with a possibly valuable deposit of metal or minerals is spotted. Prospecting requires landing on the asteroid and testing the deposit. Draw a card. The suit determines what substance is present (Club: Electrolium; Diamond: Absorbium; Heart = Vibrotroium, spade = Magnetium). The find's value to a mining company is the card's numerical value times £10, with face cards worth nothing. A Joker uncovers £100 worth of Plutonium and an artifact of the GM's choice.

Ruined Ship: The floating hulk of a ruined ether ship is spied. Roll 1d6 to determine the ship's current state.

- 1-2: It looks as though pirates attacked, looted the ship, and killed the crew. Nothing of value is left and no indication whose ship it was.
- 3-4: The ship's hull was breached by a meteor hit. A search nets 1d6 x £10 in salvage.
- 5: Something blasted the ship apart. It is spinning dangerously (–4 on Piloting skill rolls to dock), but contains some £10 x 1d10 worth of valuable ore samples.
- 6: The ship's propulsion system is completely disabled, and it is still streaming air from some kind of damage. If the heroes dock with it, roll 1d6 to see what they find:

1–2: 1d4 survivors from an expedition (consult the Procurement adventure generator on page 81 to find out more).

3–4: The ship is salvageable if repairs can be made, but the lone engineer was killed in the accident and the inventor is Incapacitated. The pilot, a reporter, and an archeologist are fine but can't repair the damage.

5–6: The ship crashes onto a large asteroid just before the heroes attempt to board. There may still be survivors, but the explorers have to land to find out.

 **Vulcan Ruins (page 164):** The heroes uncover some curious, ancient ruins to explore.

Collision Course! Have the crew make a group Notice roll to spot an asteroid tumbling through space toward their ship. If successful, a successful Piloting roll avoids the rampaging rock. If either fails, the asteroid collides with the ship for 4d6 damage and grounds the ship on the largest asteroid nearby.

Savage Tale: The explorers stumble onto one of the Savage Tales in this book, or another of your own design.

EARTH

With the exception of unique inventions (such as aerial ships) and the ability to travel to other worlds, the Earth of *Space 1889: Red Sands* is just like ours.

Oversea travel is usually achieved by steamship or zeppelin. In either case, violent weather, random icebergs, and the rare pirate can turn the voyage hazardous. For each day of travel, draw a card; a black face card indicates an encounter. Since Earth is such a massive and varied place, no single table can do it justice. It falls to the GM to determine which of the following encounters is most likely to occur at any given time and place.

ENCOUNTERS

Air Pirates: These very rare vultures are exactly like regular pirates, but travel in a zeppelin (see page 29), from which they drop onto unwary prey. Use the rules for spotting an iceberg (see below) to detect air pirates. They tend to flee when noticed for fear of losing their rather delicate airships. Due to the doubling of crew and limited fuel, these ships usually confine themselves to targets no more than a one-day round trip away from their hideout.

Acc/Top Speed: 4/12; cruising range 300 miles/day; **Toughness:** 14 (4); **Crew:** 3+12 (Human Pirates—doubled up, page 183); **Notes:** Cargo includes 1 ton of fuel, a half ton of food, up to 6 tons of cargo. It uses a quarter ton of coal per day of travel.

Cave-In: A chunk of the ceiling in the place the heroes are exploring collapses. Everyone in the area must make an Agility roll (–2). A success indicates the character managed to leap out the way and has avoided taking damage. A fail-

ure means the character is struck by falling debris for 2d10 damage. A roll of 1 (regardless of the Wild Die) means the hero suffers 3d10 damage and is buried alive.

Buried characters can't extricate themselves and must be dug out. This requires a Strength roll at –4. Depending on the width of the tunnel, this may be a cooperative roll or a lone endeavor. Characters can repeat the attempt as many times as it takes, but each roll requires an hour of work. Diggers with tools add +2 to their roll.

The GM may decide that the cave-in has separated the party. Roll 1d6+3 to determine how much of the area is impassable (in yards). Each success and raise on a Strength roll at –6 excavates 1 yard. Diggers with tools receive a +4 bonus to this roll. Every roll represents an hour.

Earthquake: Areas of unpredictable geologic activity are common on Earth, usually found along fault lines. Heroes in an earthquake must make Agility rolls or be thrown to the ground and Shaken. A roll of 1 (regardless of the Wild Die) means the character has fallen down a crack and suffers 2d6 damage. They are also stuck, and cannot move until they recover from Shaken. Additionally, each character must succeed on a Spirit roll or suffer a level of Fatigue (that lasts for 24 hours) from being unnerved by the event. Characters underground or in a building when an earthquake strikes suffer the effects of a Cave-In instead (see above).

Iceberg: Present in the North Atlantic and near the poles, icebergs are mostly submerged and can be difficult to spot, especially at night. A ship's crew must make a group Notice check to detect an approaching iceberg, avoiding it completely if they score a raise. The helmsman must succeed on a Boating roll to avoid a spotted iceberg. Treat an iceberg as a Heavy Weapon with AP 6, which inflicts 2d10 damage when it strikes the hull. Naturally, this is nothing for an aerial ship to fret about, but such a crew might spy a naval ship in close proximity to an iceberg and try to help.

Rockslide: Each character caught in a rockslide must make an Agility roll (–2). On a success, the character has managed to leap clear or find a crevice in which to hide. On a failure, the character is swept along with the rockslide for 10+2d10", suffering 1d6 damage per 5" or part thereof. A roll of 1, regardless of the Wild Die, means the character is swept 20+2d10".

Sea Pirates: Lurking mostly on the seas of the Mediterranean, Eastern Africa, the Caribbean, and China, these leeches depend on surprise and cover of night. They seldom possess heavy weapons since most European powers sink such vessels on sight, but portable machine guns are not unknown. Use the stats below for a typical pirate ship, and the rules for spotting an iceberg (see above). Pirates are a cowardly lot, and tend to flee when noticed unless they have a specific goal in mind or a score to settle.

Acc/Top Speed: 2/10; cruising range 250 miles/day; **Toughness:** 14 (4); **Crew:** 3+17 (Human Pirates, page 183); **Notes:** Cargo is 2 to 4 tons; No guns normally, but may mount a machine gun forward and/or aft.

Storm: Storms are typified by dark skies and lashing rain. The downpour reduces visibility (treat as Dark for Lighting penalties), extinguishes most normal fires within 1d10 rounds, and only volatile materials have a random chance of igniting from fire-based attacks. Storm conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, strong winds, and so on. It's up to the GM to decide if other actions are affected.

Thunderstorm: Visibility is reduced to just 12" (and still subject to Dark Lighting penalties) and the ground turns into a quagmire. Any character running must make an Agility roll or fall prone and become Shaken. Most actions in this weather suffer a -2 penalty, including Driving, Piloting, and Riding rolls (due to slippery roads, poor visibility, and high winds). Other effects include flash floods, lightning strikes, and mudslides (same as a Rockslide), possibly damaging nearby buildings, drowning creatures, and preventing flying machines taking off or landing. If you want to be cruel, you can have a hero's vehicle struck by lightning for 2d10 damage (AP 10).

AFRICA

The end of the slave trade meant European powers turned to Africa for land and natural resources instead of inexpensive, demeaned laborers.

Great Britain owns holdings in Egypt and part of the Sudan; Sierra Leone, Nigeria and the Gold Coast in Western Africa; Somaliland and Kenya in East Africa; and the Cape Colony and Natal in South Africa. The South African Company, headed by Cecil Rhodes, has authority to govern Bechuanaland and Rhodesia.

Germany has holdings in Togo, Cameroon, and large regions of Southwest and German East Africa. France occupies Algeria and Tunisia; has colonial enclaves at Senegal, Gabon, and Djibouti; plus most of West Africa up to the Anglo-Egyptian Sudan. King Leopold of Belgium owns the Congo Trading Company, which has conquered most of the Congo basin. Italy has bases at Massawa and Assab in Eritrea, and has seized southern Somaliland (now known as Italian Somaliland). Portugal runs Angola and Mozambique. Spain rules a few offshore islands and Rio de Oro. The Boers, independent Dutch settlers, have taken the Orange Free State and the Transvaal as their own.

African powers are few. Most authority is at a tribal level, with a modicum of strong city-states like Timbuktu and Lavenda. The Abyssinian Empire is ruled by a new King-of-Kings, Menelik II, who ascended to the throne with Italian backing and now fears Italy will soon march on his kingdom. The Fulani States of Hausa, Nupe, and Adamaoua have been conquered by the Islamic Ful nomads, who operate as a loose confederation.

The northern half of Africa is Islamic and no longer under the control of the Ottoman Empire. The Mahdist Empire (or Dervish Empire) broke away from Egyptian and British rule and now controls Nubia, Darfur, and Kardofan with a strict Islamic doctrine.

Equatoria is run by a German who went native, converted to Islam, and is now called Emin Pasha. It is a tiny landlocked island of stability in the chaos of central Africa.

Rabeh's Empire stretches from Equatoria and Darfur to west of Lake Chad. The territories are East Bornu, Wadai, and Zandi (bordering the Congo). Rabeh is a renowned leader, cunning warrior, and able administrator. He is not a man to be trifled with.

Morocco is an Islamic sultanate walking a tightrope among the European powers to maintain its independence. Madagascar is also an Islamic sultanate, but better known as a wild haven for brigands, thieves, and pirates. It is currently just outside the reach of the European police.

ENCOUNTERS

Heat: See the *Savage Worlds* rulebook for handling the heat of the African equatorial sun. Temperatures of 110 degrees Fahrenheit are not unheard of. This hazard is ever-present, so be sure to factor its effects into encounters.

Sandstorm: Those caught in a sandstorm must make a Fatigue roll (-2) every hour until they find shelter (Survival at -4, one roll per group). A roll of 1, regardless of any Wild Die, indicates not only failure but the wandering character falls into a crevasse or canyon as well (2d12" deep). A sandstorm causes a -4 penalty to Driving, Piloting, and Riding rolls. A roll of 1, regardless of any Wild Die, means a horse throws its rider, or a vehicle takes an Engine Critical Hit as sand clogs the intake. A typical storm lasts 1d4+2 hours, but yours can last as long as the plot requires.

Stampede: A sudden stampede by spooked herd animals can be quite lethal for those on foot. Characters caught in a stampede have little hope of outrunning the herd, so they have to seek cover. Finding cover in time requires an Agility roll at -2. On a failure, the character is kicked by a few cattle as they thunder past, and suffers 2d6+2 damage. If any hero rolls a 1 on his Agility die, regardless of the Wild Die, he is caught in the path of the stampede and trampled. He takes 4d6+4 damage.

Tropical Diseases: Malaria, sleeping sickness, and other tropical diseases can be far more dangerous than agents of the Brotherhood. Exposure to a disease requires a Vigor roll, with failure resulting in the victim contracting the illness and gaining a Fatigue level. Native Africans and descendants tend to have natural resistances to these illnesses and get +1 bonus on the roll. Additional Fatigue checks must be made periodically at the GM's discretion until the character either recovers or dies. The speed of the disease is left to the GM's decision, the treatments given (tonic water or water treated with quinine, for example, aids in the staving off malaria), and the needs of the story.

CONGO

The Congo is the most discussed part of Africa. The Congo Trading Company has had control since 1876, and mercenaries force the natives to work on plantations. The company's headquarters is in the capital, Leopoldville, but most travelers start their trip in the port city of Bama. Hypotheses tout King Solomon's mine as being lost in the depths of the Congo basin, so there are explorers aplenty.

Bama: Bama is the main port and point of entry into the Congo basin. It is well patrolled by "police" of the Congo Trading Company, though any who spend lavishly on hunting safaris are welcome. All are warned that anyone caught smuggling treasures out is incarcerated "indefinitely."

 **Mines of Madness (page 150):** A woman begs the heroes to get her fiancé out of a Belgian jail in Bama, in exchange for leading them to King Solomon's mine.

EGYPT

While nominally still belonging to the shrinking Ottoman Empire, Egypt is thoroughly under British dominance. British explorers loot the ruins of the Pharaohs for treasures to be sold to collectors or museums. Legends tell of desert sands hiding the remnants of a "city of the dead," an ancient necropolis of early Pharaohs on a long dried-out tributary to the Nile. In the south, the Mahdist Empire is a concern and a British embarrassment.

Cairo: Cairo is the capital of Egypt and her largest city, home to over half of a million people. Though the native population is chiefly Arab Muslim, Cairo still houses many Westerners. Archeologists come here from around the world seeking to export Egypt's treasures, legally and otherwise.

 **Desert Demon (page 130):** A deadly thief is targeting Westerners in Cairo, luring them to the desert, then killing them, stripping the bodies of all possessions.

KENYA

The British control Kenya, but they are more concerned with the activities of German East Africa than exploiting the Kenyans. Kenya has great natural resources to interest many British investors, and the deep jungles and mountains of the interior are thought to hold many mysteries.

 **Lady in the Lake (page 145):** The heroes are contacted by the British government, and asked to investigate tales of a white woman held captive by natives near a lake bordering German East Africa.

MADAGASCAR

A wild, near lawless island and home to some of the Indian Ocean's worst buccaneers. Popular belief holds that in the cities and ports of Madagascar, one can find anything—legal or not—for a price. Of course, one must be able to defend oneself and one's goods, or one may end up the next item on the auction block!

MOROCCO

Across the straight of Gibraltar, the Sultanate of Morocco tiptoes a thin line in keeping its autonomy. The streets of Tangiers attract many European visitors and the Sultan's troops try to keep them safe. Still, a sensation permeates that all is not well in this quiet country and it is only a matter of time until something lights the fuse on the powder keg.

 **Monkey Business (page 151):** The heroes investigate stories of a French party searching for a legendary tunnel to Gibraltar in Ape Hill.

ANTARCTICA

A massive ice sheet over a mile thick covers most of the continent of Antarctica. The rest is either barren rock or ice shelves with nothing underneath at all.

ENCOUNTERS

Very little dwells in Antarctica and aside from mosses, lichen, algae and miniscule scraggly grasses on the coasts, nothing grows there. It is the perfect venue to test cold-endurance gear away from prying eyes. However, they had better work given the extremely dangerous temperatures!

Blizzard: Those caught in a blizzard must make a Fatigue roll (–2) every hour until they find shelter (Survival at –4, one roll per group). A roll of 1, regardless of any Wild Die, indicates not only failure but the wandering character falls into a crevasse or canyon as well (2d12" deep). A blizzard causes a –4 penalty to Driving, Piloting, and Riding rolls. A roll of 1, regardless of any Wild Die, means a horse throws its rider, or a vehicle takes an Engine Critical Hit as the engine freezes. A typical storm lasts 1d4+2 hours, but yours can last as long as the plot requires.

Cold: See the *Savage Worlds* rules to inflict the extreme cold of Antarctica on your group. Temperatures of 40 degrees below freezing (and lower) are not uncommon, and indeed the temperature almost never rises more than 5 degrees *above* freezing. This hazard is typically ever-present (and more pronounced the farther inland one travels), so be sure to factor its effects into any other encounters.

Heavy Snow: Heavy snowfall is extremely common in mountainous areas. Needless to say, it can make the ground difficult to traverse. Walking through deep snow counts as Difficult Terrain. In addition, Agility and linked skills suffer a –1 penalty because the character is knee-deep (or higher) in the snow. A blizzard lasting more than three hours results in heavy snow, in addition to the blizzard's effects.

Windstorm: Antarctica gets very little moisture, so these storms consist of snow and ice particles kicked up by the powerful winds, similar to a sandstorm (see page 67).

 **Ice Caves (page 141):** A natural shelter hidden from the world, this network of caves, carved out of solid ice, hides a deadly secret.

ASIA

The aftermath of the Opium Wars has brought forced Westernization to Asia. The situation is further aggravated by a series of calamities, including the Sino-French War, earthquakes, and a devastating plague in China.

CHINA

Controlled by Empress Dowager Cixi until the progressive-minded 18-year-old Emperor Guangxu comes of ruling age, China is recovering from its loss to the French in the Sino-French War of 1885, and a hopelessly corrupt bureaucracy isn't helping. Relations with the Japanese are still poor. With the country in shambles, the scramble for China's "lost" treasures and demands by museums for the latest discoveries have spurred numerous expeditions vying for the prizes.

Hong Kong: The British gained control of Hong Kong and the Kowloon Peninsula after the Opium Wars. Though technically leasing the isle, the British have effectively made it a Crown colony. This major shipping point is also the center for the (legal) global opium trade.

Shanghai: The Opium Wars in the mid-19th century subsequently opened the Chinese city of Shanghai to foreign trade and settlement. The municipality is now compartmentalized into Chinese and foreign districts. The foreigners of the so-called "International Settlement" come from many countries, but most are British or American. The Shanghai Municipal Council governs the International Settlement instead of any Chinese bureau or official.

 **Tomb of the 7th Dynasty (page 162):** Professor James Matheson contacts the heroes while they are in Shanghai, proclaiming to have uncovered the Treasure Vault of the Seventh Dynasty in the Haung Province.

SOUTHEAST ASIA

Three European powers run most of the countries in this area. In the East, the British have taken the Burma Empire in a series of three wars. Malaysia and North Borneo are also British-controlled. The Dutch rule Sumatra and Southern Borneo. Finally, the French govern Cambodia, Cochinchina, and Tonkin, and have made great inroads in Laos. Only Siam maintains full independence.

 **Secret of Angkor (page 159):** A diplomatic envoy from Chulalongkorn, Emperor of Siam, asks the heroes to investigate claims that the French have found a significant artifact belonging to the ancient kings of Siam at Angkor.

INDIA

A Crown colony since the financial scandals of the East India Company in 1874, India was proclaimed the "Jewel in the British Crown" when Queen Victoria was pronounced the Empress of India in 1877. The British view India simply as a reservoir of natural resources and have done little to improve the lives of the Hindu people. While the natives clamor for more autonomy, foreign treasure hunters ravage the culture as they scour the lost corners of India's past.

Bombay: "Mumbai" in Hindi, after the city's patron god Mumba Devi, foreigners still refer to it as Bombay, a corruption of a Portuguese phrase meaning, "the Good Bay." A major textile center, the city is segregated between the British (and other foreigners) in the affluent parts and the natives in the rest. It is a gateway into India proper, and many transactions for Indian artifacts transpire here.

 **Alexander's Mark (page 123):** On a piece of authentic, ancient Indian pottery, a hero discerns what looks to be a map with Greek markings for Alexander the Great's Conqueror's Stone.

TIBET

Though officially under Chinese rule, Britain has been sending Indian explorers, traders and spies into Tibet to assess its economic value. So far the imposing mountains and antagonistic tribesmen have kept Britain's interest limited to a low simmer.

AUSTRALIA

Since the unearthing of gold in 1851, Australia has risen in Britain's estimation from a spot to discard its outcasts to an almost independent state. Australia resembles the American West in many ways, with railroads linking towns and the aborigines treated disdainfully, banished from their ancestral lands by gold miners and sheepherders.

 **Golden Dome (page 137):** From the wild interior come rumors of a domed temple of gold, spotted from afar by miners before the aborigines drove them off.

EUROPE

Despite England's global might, Europe's future is still very much in doubt. Prussia has come to dominate the German Empire with an aggressive young emperor. A united Italy desires more colonies and power. Austria-Hungary's formation has wrested the balance of strength in Eastern Europe from the weakening Ottoman Empire. With alliances constantly shifting and anarchism on the incline, Europe is heading down a path that many fear will end in a war of unimaginable scale.

AUSTRIA-HUNGARY

The Austro-Hungarian Empire consists of the Kingdom of Hungary and a number of other lands collectively known as Austria. Emperor Franz Joseph and the beautiful Elisabeth (fondly known as “Sisi”) rule the territories. Prince Rudolf, the couple’s only son, committed suicide with Baroness Marie Versera (his mistress), this year, leaving the heirless empire in a precarious position.

BELGIUM

An “independent and completely neutral state,” according to the Treaty of London of 1839, Belgium stays publicly on good terms with everyone. King Leopold is intent on building an empire through the Congo Trading Company and Belgium Mars Legion, and though Brussels remains neutral in European affairs, his business practices would shock all but the most ruthless.

FRANCE

The Third Republic of France under President Sadi Carnot (1887–1894) is still in charge, but by late 1889 the prime minister is Charles de Freycinet. In 1890 this becomes official. Despite protracted political instability and recurring problems from strangely efficient anarchists, the country is nevertheless experiencing a cultural and artistic maturation known later as the *Belle Epoque*.

 **Paris Problems (page 154):** In the new Moulin Rouge a murder most foul has been committed, and the heroes are drawn to investigate the crime.

GERMANY

Emperor Wilhelm II has taken more direct control of the German Empire, seeking prestige and power for his young nation. His qualms with his Prime Minister and architect of the Prussian-dominated Empire, Otto von Bismark, come to a head in 1890, when he replaces the formidable diplomat with his own choice, Count Leo von Caprivi.

ITALY

Italy is a constitutional monarchy ruled by King Umberto I from the capital, Rome. The country has an elected parliament, but voting is restricted and senators are chosen by the king. Umberto recently united the various city-states of Italy into a single nation, with the sole exception of the Vatican. The current premier is Giovanni Giolitti, a liberal with a reputation for corruption.

Italy is very unstable. Disease, famine, food riots, and the absence of voting rights among most of the population make it a nation ripe for upheaval.

 **Italian Mark (page 144):** The heroes stumble upon a plot to assassinate Pope Leo XIII and make it look like the work of the Italian king.

OTTOMAN EMPIRE

The Ottoman Empire is widely known as “the Sick Man of Europe,” having been in decline for decades and lost much of its holdings. Sultan Abd al-Hamid II reigns over Turkey, Armenia, Persia, and other remnants of this dominion from his residence in Istanbul.

 **Turkish Delight (page 163):** When Professor Bottoms is poisoned, the heroes race to Turkey for the cure, buried in Xerxes’ legendary tomb.

UNITED KINGDOM

The mightiest country on Earth, the United Kingdom is headed by Queen Victoria, although the real power lies in the hands of Parliament and Prime Minister Gladstone.

Queen Victoria’s husband, Prince Albert of Saxe-Coburg-Gotha, died in 1861, and since then she has rarely appeared in public. The queen’s withdrawal has increased the profile of her children, most notably Bertie (Edward VII, who eventually inherits the throne) and his wife, Alexandra.

Prime Minister William Gladstone is a liberal and a deeply religious man. He has instituted numerous reforms during his time in office, including ending the sale of military commissions and extending the right to vote. He founded the Church Penitentiary Association for the Reclamation of Fallen Women to help provide support for former prostitutes. The recent murders by the man the papers dub “Jack the Ripper” has raised questions about Gladstone’s motives, and even musings whether he is the killer.

The 77-year-old Gladstone supplanted Lord Salisbury in 1880. Queen Victoria was quite fond of Lord Salisbury and Benjamin Disraeli, the conservative prime minister prior. She found the dour Gladstone a polar opposite to the earlier men’s sense of humor and amicable demeanor.

London: With a population of over four million, London is the largest city of all worlds and the capital of Earth’s largest empire. Drawing representatives from every nation and every crackpot with an axe to grind, London is also the most dangerous city on any world. It is no wonder the Explorer’s Society chose London as its base of operations.

Though dirty and haphazardly built, London has begun to improve. The city has its own publicly funded fire department, and the slow introduction of electric lights has diminished the risk of fire. A properly constructed sewage system and the use of flush toilets have largely repaired the city’s image as a great cesspool. The Temperance Movement and the East India Company has increased the popularity of tea, while Martian *bhutan* spice is all the rage in high society, resulting in the decline of gin mills. The founding of Scotland Yard has helped keep crime in check (though with fewer than 50 detectives, they often hire consultants for tough cases, such as the current Jack the Ripper enigma).

 **Hyde Park Horror (page 140):** Scotland Yard, still reeling from the Ripper case and its fallout, commissions the heroes to investigate a perpetrator’s attacks on nighttime strollers in Hyde Park.

THE AMERICAS

The Americas have sidestepped some of the troubles of Europe, but also suffered a string of wars for independence and revolutions that have shaken all countries to the core.

BRAZIL

Brazil is a country under martial law. Marshal Deodoro da Fonseca overthrew Dom Pedro II and founded the United States of Brazil. Fonseca's coup was largely funded by the country's coffee-growers, whose major influence on the government effectively make Brazil an expansionist oligarchy. Explorers wishing to probe the jungle interior would do well to befriend one of these powerful individuals.

 **Incan Incursion (page 143):** The heroes discover the Brotherhood's interest in certain ruins deep in the Brazilian jungles, which may hide a formidable weapon.

COLUMBIA

In a state of flux between those wanting a strong central government and more liberal elements, both are concerned with a growing separatist movement in Panama.

UNITED STATES

The isolationist United States under President Benjamin Harding is determined to rebound from the American Civil War of 1860–'65. The south is still recovering, and the opportunities pioneered by Thomas Edison's inventions have led American business to the stars, but America is still trying to figure out just what kind of military power she is.

UNDERWORLD

Within the Earth lies another world, lighted by crystals and warmed by the Earth's molten core. The plants and animals dwelling in these ancient lands would have been at home during the Jurassic period. Lost for centuries, this world is becoming accessible through fantastic burrowing machines and a few secret paths in South America.

 **Diggers' Doom (page 131):** The heroes are invited to be the first to journey through the Earth in a digging machine, only to realize they are not the first at all.

LUNA

With the discovery of a world inside the moon inhabited by intelligent insects, the scientific community is scrambling to dispatch expeditions for further examination. Sadly, some of those expeditions are Brotherhood-financed.

 **Lunar Library (page 147):** Professor Bottoms sends the heroes to examine a weird red glow on Luna.

MARS

Mars is a world both cool and dry, and was the first planet visited by Earthmen 19 years ago. Since then, the European countries have begun taking over some of the Martian principalities and older kingdoms, creating colonies of Earthmen, and fostering widespread resentment.

ENCOUNTERS

Outside the cities, Mars is lawless. Encounters with aerial marauders, nomad raiders, skril riders, and canal pirates are frequent, and storms are common. For each day of travel, draw a card. On a face card, roll d12 for an encounter.

d12	Event
1	Storm
2–3	Windstorm
4–6	Nomads
7–9	Aerial Pirates
10–11	High Martian Raiders
12	Skrill Riders

Storm: A rare Martian storm blows up. Treat as an Earth sandstorm (see page 67) lasting 1d4 hours.

Windstorm: The winds of Mars have whipped up. Along the canals, cities, and mountains, treat this as a storm but with good visibility. Anywhere else, this is a sandstorm exactly as found in the deserts on Earth (page 67).

Nomads: A band of 3d6 nomads is spotted. The GM can roll or decide their disposition based on the area in which the encounter takes place. If they outnumber the heroes, or the heroes look weak, they are more likely to attack. They might also attempt to stalk and steal what they can.

Aerial Pirates: An aerial flyer is spotted. First roll on the Flyer Type table, opposite, to determine what sort of ship it is, then roll on the Crew table to see who mans the ship. Each ship has a full complement of crew and (hostile) passengers onboard, most of whom are combatants.

High Martian Raiders: This (likely) hostile vessel is crewed by High Martian raiders hungry for battle and the spoils of victory. Roll a d6 to determine how many screw galleys, of what size, are encountered. 1–2: One small; 3: One large; 4: Two small; 5: One large and one small; 6: One large, battle-damaged and headed home. Each of these vessels is assumed to be fully manned.

Skrill Riders: This is a raiding party of 3d6 skril riders (Hill Martians on skril) looking to plunder. They take humans prisoner out of curiosity.

AERIAN HILLS

Home to numerous small Hill Martian clans, the Aerial Hills are a rolling scrub of grassland, looming rocks, and ancient bits of roads. Home of the famous steppe tiger and wandering plant eaters, this landscape offers little for non-dwellers.

FLYER TYPE

d6	Ship
1	Small screw galley
2	Large screw galley
3	Small kite
4	Large kite
5	One large kite, one small kite
6	One large kite, two small kites

CREW

d6	Crew
1–2	Human pirates
3–4	Canal Martian merchants
5	Canal Martian pirates
6	Special (Roll d6 on the table below.)

SPECIAL ENCOUNTERS

d6	Crew
1–2	Merchant of dubious morals. Attacks if he outnumbers the heroes by at least 50%. The ship has two heavy cannons and Canal Martian crew.
3–4	Martian noble with four guards, who attacks if he outnumbers the heroes or if his ship is bigger.
5	Down-on-his-luck British “Red Captain”, with a boiler-powered small screw galley. He sees the heroes as a quick score. He has human officers and Canal Martian crew.
6	Small Irish Fenian screw galley (human crew), with modern weapons and Martian cannons.

ASTUSAPES HIGHLANDS

Long a barrier of towering sharp cliffs and High Martian kraags, the recent excursion by the British to rescue an American ambassador and his daughter from the High Martian King Hattabranx in his kraag at Barrovaar has caused the High Martians to reevaluate the British. The king has sworn revenge and consults with his worm priests on how to accomplish it. In addition, a tribe of skrill riders recently made their home in the mountains, and the High Martians fear this is a sign they are losing hold on their lands.

 **Escape from the Kraag (page 134):** Captured by High Martians, the heroes must devise a daring escape.

AVENEL

An ally of Syrtis Major in the defeat to Parhoon and Gordvaan, Avenel is the last major city before the Oenotrian Empire's capital, Oenotria. Though unhappy with British dominance, Avenel has long been a pawn of its powerful neighbors and in some ways prefers the British rule and its emphasis on maintaining tradition. The current war with

Oenotria has the forces of Avenel on high alert. They hope Major General Charles Mansfield Clarke's column will slow the oncoming Oenotrian assault on Avenel.

 **Avenel Espionage (page 125):** The heroes uncover an Oenotrian spy ring attempting to sabotage communication of the major general's column.

BOREOSYRTIS LEAGUE

The four city-states of Coloe, Meroe, Umbra, and Saardaar tightly control the *bhutan* spice trade. They keep watch over the well-protected plantations nurturing the *bhutan* plants which are commonly known to grow nowhere else. With the British heavily engaged in the Oenotrian War, the Boreosyrtis League's merchant princes have concerns over Britain's ability to deliver the defense she promised. Should Britain lose her monopoly of the spice—a privilege resented by both Martians and other countries of Earth—it would be a major blow to the British Empire.

 **Bhutan Cutting (page 128):** A Martian offers a cutting of the *bhutan* spice to the highest bidder. A deadly bidding war ensues.

GORDVAAN

A key city on the main trade route to the Boreosyrtis League and the valuable *bhutan* spice trade, Gordvaan was conquered after it failed to capture Parhoon. Given its long tradition of economic and political might, the current subjugation to Parhoon and the British is a sore spot. Moreover, Gordvaan has fallen from its once-prideful pedestal as a center of art and science. Gordvaanians now seem content to boast about their past rather than create a better future.

 **Gordvaan Greatness (page 138):** A Gordvaanian inventor believes he can improve the mechanisms controlling the Martian canals, but the Brotherhood has other ideas on how to apply his discovery.

GREAT COPRATES RIFT VALLEY

The second deepest dry-land feature known in the solar system, the Great Coprates Rift Valley boasts breathtaking vistas. The beauty stands in stark contrast to the violence that has overtaken it in the past few years. King Leopold is determined to become rich and the valley is his best bet.

HAATT

The princes of Haatt—technically a British province—still hold their traditional seats of authority, but report to a British governor in Syrtis Major. Since the princes primarily make their money from canal tolls, they are content with foreign rule so long as they keep their income. They charge for the use of extensive locks that hoist ships between the level of Gordvaan and the seabed of Syrtis Major.

 **The Haatt Gambit (page 140):** Brotherhood operatives aim to assassinate Haatt princes during a party held in honor of the heroes!

ISIDIS AND THOTH DESERTS

Similar to the Sahara Desert of Earth, the Isidis and Thoth deserts are dry, reddish, sand-dune-covered, barren lands, with scattered oases and tiny tribes living nearby that guard them. Other than insects and avian scavengers, nothing can live in these cold, dry, wind-blown deserts.

MEEPSOOR

A treaty dependency, the Meepsoor princes accept British subsidies and allow the British dictate their foreign policies in return. Given the war with Oenotria, the princes are beginning to wonder if they made a wise choice. Shastapsh's revolt to the east means Meepsoor might bear the brunt of a reprisal from the princes of Shastapsh without the defense promised by the British. A defeat of any British column could change the princes' mind, though the British troops in Meepsoor might be enough to keep them in line.

MELAS

Melas was the first city-state to be conquered by the Belgium Legion in 1883. Under the iron fist of the 3rd Regiment, the natives are treated little better than slaves.

 **Message from Melas (page 148):** The heroes must rescue a reporter imprisoned by the Belgium Legion.

MELAS LACUS (COPRATIA)

The newest acquisition by Belgian expansion, Melas Lacus was annexed in 1887 after internal unrest prompted King Leopold to declare it a protectorate. Belgian Regular troops were swiftly deployed to secure it. Now garrisoned by the 4th Regiment *Ligne* (Belgian Line Infantry), the city and surroundings all serve King Leopold's wants.

 **Gumme Revolution (page 139):** The heroes must smuggle weapons to the enslaved Martian workers of the gumme tree plantations in Melas Lacus.

MOERIS LACUS

Like Meepsoor, the Moeris Lacus princes relinquished control of foreign affairs to the British for subsidies and protection from Shastapsh. With the British fighting Oenotria, Shastapsh, once conquered by the British, has thrown off British rule and is mustering for battle. If their forces head west they must go through Moeris Lacus. The city is tense, with Lieutenant General Edward Newdegate of the Moeris Lacus Highland Frontier Force trying to cover the approach from Shastapsh and calm the local princes' jitters. Moeris Lacus has a small Explorer's Society clubhouse.

 **Moeris Lacus Lunacy (page 152):** The heroes spot Moeris Lacus nobles meeting outlawed Worm Priests.

CULT OF THE WORM

This sect is composed primarily of High Martians, but a few Canal Martians and Hill/Steppe Martians may be found in their ranks. "Worm Cult" is the typical way one refers to them, but their name also translates as "Followers of Decay" or "Worshippers of Rot and Corruption." They are fueled by nihilism and violence, making common practice of blood sacrifice, murder, and terrorism.

The deities who preside over the cult and its sacrifices, and bask in the adulation heaped upon them, are called the "Living Old Ones." These mysterious and likely immortal beings have come to embrace the essential futility and wickedness of their long lives. They prefer Martian flesh, but do not withdraw their favor when humans are slain upon the cult's blood-drenched altars.

MEROE BADLANDS

The Badlands are a tangle of low hills, ravines, and scrub grass. The Hill Martians living here are more proficient than others in raiding. The dry canals that cross to the north, combined with the closeness of the rich Boreosyrtris League, means rich pickings can be had for the successful raider.

NECTAR

The independent city-state of Nectar, with its popular Prince Sitaani, resists Belgian forays as best it can. The prince has reluctantly agreed to a defensive alliance with the Tossian Empire, but fears the Tossians may use the pact to take the principality as their own.

 **Fruits of Freedom (page 135):** The heroes are caught between an aggressive Tossian general and the Prince of Nectar.

NEPENTHES-THOTH STEPPE

Composed of the Isidis Desert to the west, the Thoth Desert to the east, and rolling grasslands between the two deserts, the Nepenthes-Thoth Steppe is a wasteland home to twelve known tribes. The tribes—Alclyon, Isidian, South Isidian, Mylarkan, Neith, Upper and Lower Nepenthans, Nilosyrtran, East and South Shistomik, Thothan, West Thothan—are independent and loosely organized nomadic herders and occasional raiders. The farmlands and tributary canals that once made this area a breadbasket of Mars have long since been retaken by the desert.

NEW AMSTERDAM (PO-POO-HANNA-KITAI)

The second city-state to fall to the Belgium Legion, Po-Poo-Hanna-Kitai surrendered in 1885. Garrisoned by the 1st Regiment, Belgium Legion and made the new Governor General Andre Foucard's headquarters, the renamed New Amsterdam is under martial law.

 **Deep Dive (page 129):** The heroes discover a secret library in the ruined depths of the Old Palace and discover that the Brotherhood is also seeking to get into it.

OENOTRIAN EMPIRE

This is actually the Six Cities League of Oenotria, Astrapsk, Crocea, Deltoton, Lapygia, and Skorosia. Everyone else refers to it as the Oenotrian Empire because the Oenotrian nobles control the decision-making of their five affiliates. With the campaign against Britain in full swing, Oenotria is privately concerned they may have bitten off more than they can chew.

Oenotria: The headquarters, and for all practical purposes the capital, of the Six Cities League, Oenotria is bustling with activity and a bit of apprehension. The Oenotrian advance toward Avenel is lagging, and diverting forces toward the Syrtis Major Canal front is impeding the campaign further. Oenotria's large air fleet suffered severely against the long-range guns of the British fleet, and only a nearly three-to-one advantage helped even the odds a bit.

Astrapsk: Pressing the British to defend two canals, the Astrapsk force is not able to deal with the charging British juggernaut under British General Wood, forcing Oenotria to dispatch more heavy weapons its way.

 **Fire with Fire (page 135):** A Martian researcher postulates the location of a canal driller, which could counter the British war machine.

Crocea: A major shipyard for the Six City League, Crocea has battled the largest British column to a halt. Neither side is ready to risk their forces on aggressive tactics until something gives.

PARHOON

Long ago, before the coming of Sheldon I, Parhoon was the junior sister city to Gordvaan in the Kingdom of Haatanethra I. When the British came, the Anwaak (prince) of Parhoon welcomed them to establish trade links. When assassins (rumored to be from Gordvaan) killed him and his

young son, the British stopped Gordvaan from besieging to the city. They installed a three-month-old infant as the next prince, under the protection of Queen Victoria. When Gordvaan attacked Parhoon in 1879, the British and Parhoon rifles proved their worth. Now the people of Parhoon are one of the staunchest allies the British have on Mars.

 **The Parhoon Worm (page 153):** Brotherhood operatives initiate a plan to kill the young Prince of Parhoon and pin the blame on the British.

RUINS OF BORDOBAAR

On the canal crossroads between Crocea, Fadath, Astrapsk and Skorosia lies the haunted Ruins of Bordobaar. This vast city fell into decay after a plague reportedly turned the inhabitants into blood-mad savages. Attempts to recolonize the area have all failed due to night attacks and feared reoccurrence of the plague.

SHASTAPSH

Omahundaan II, with suspected aid from German and Oenotrian agents, successfully sparked a revolt in the conquered city of Shastapsh, thereby opening a new avenue of foray into British-dominated lands. While the militia is not well trained, it is large, includes several steppe nomad cavalries, and is complemented by both an Irish Volunteer Brigade and German Volunteer Combat Tripod Walkers. The Shastapsh army, aiming westward, is a serious threat to the British protectorate of Moeris Lacus.

SHISTOMIK MOUNTAINS

The vistas of the Shistomik Mountains demarcate Moeris Lacus lands from Crocea and the Swamps of Gorklimsk. Here, the High Martian tribes have ruled in their secluded mountain fortresses (kraags) since time immemorial, trading or preying on the canal princes as they wished. Oenotria's war with Britain has increased their activity, and it is only a matter of time before they start raiding both sides.

 **Shistomik Solution (page 159):** Crocean nobles send envoys into the Shistomik mountains to bribe the High Martian tribes into raiding British territory.

SWAMP OF GORKLIMSK

Between Crocea and Gorklimsk, the canal system collapsed into the largest swamp on Mars. The shallow rivers and low islands hide a multitude of pirates who have memorized the shifting terrain by heart. The overhanging fronds shelter those beneath from aerial observation, and make plotting routes through the swamp nearly impossible.

SYRTIS MAJOR

Syrtis Major is the British Crown colony on Mars. It was always powerful but was not ready to face Earth's rapid-firing guns and augmented cannons. Now the Imperial Residency of Commissioner-Regent and Colony Governor

THE GROUND CLEANSERS

Also known as the Society of the Purifiers of the Soil, the Ground Cleansers are an anti-human movement popular with Canal Martians. Its most extreme elements are bent on removing the red devils from Mars, by any means necessary.

It is rumored that some of the more radical members of the Oenotrian royal family are aligned with the Ground Cleansers' movement. Certainly, the organization boasts numerous power centers among the Oenotrian Empire's city-states. Agents of the movement do their best to interfere with diplomatic initiatives whenever they are able.

Lord Dundas oversees this seven-canal junction. The Mars Explorer's Society clubhouse is located in the large British Quarter.

Other points of interest include the ruins of the Old Palace (abutting the smaller Emerald Palace), the Legation Compound, the enormous Syrtis Major Shipyard, the Old and New Barracks, the Harbor District, and the crowded Syrtis Major Bazaar.

The present war has unsettled the residents and spy scares seem to be daily fare. With the population being mostly Martian, many Earthmen believe they hold deep resentments against the colonists and are a word away from revolting.

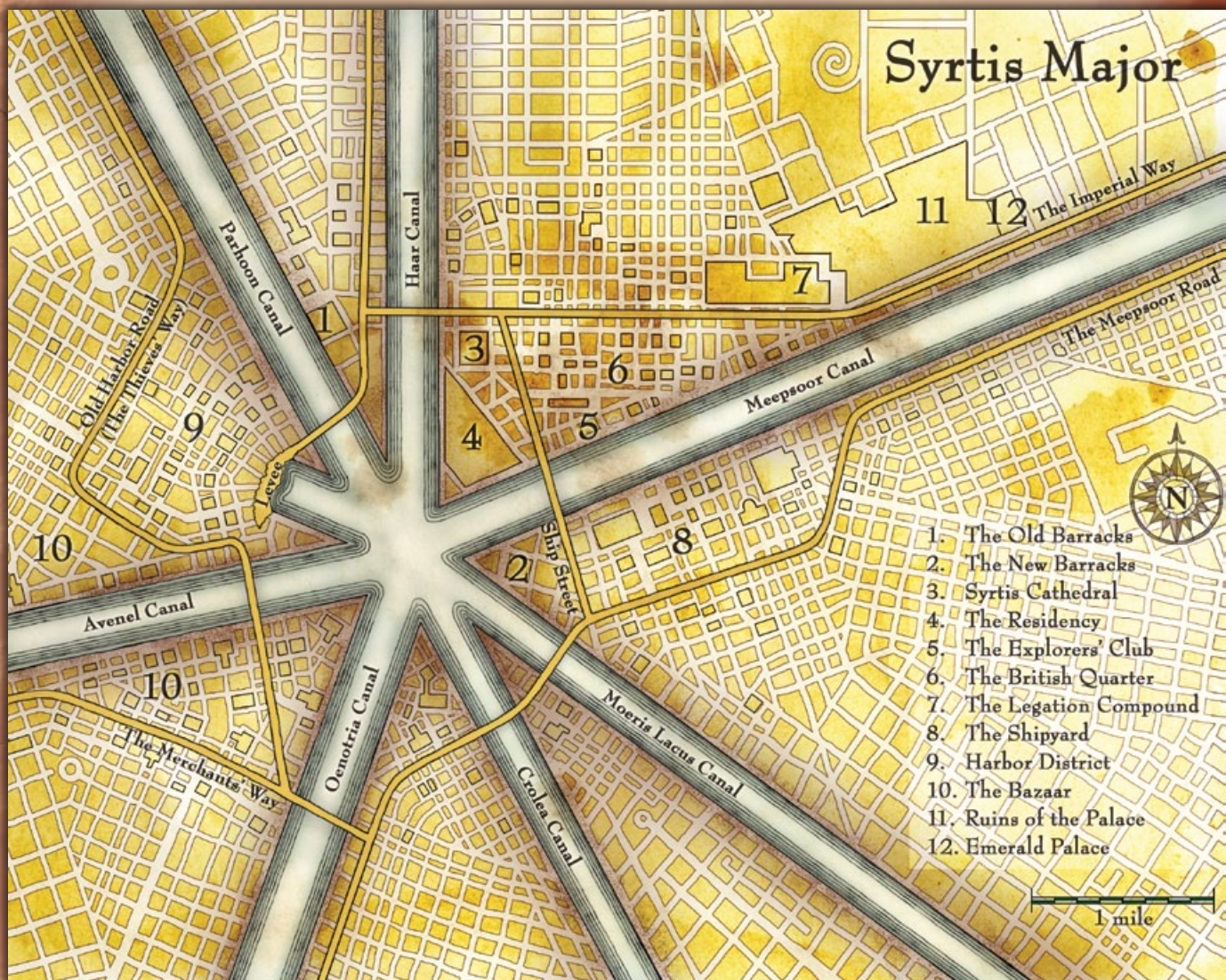
Legation Compound: The compound is surrounded by a low wall and houses diplomatic representations from a host of nations. The following nations have full embassies: the Empire of Germany, the Republic of France, the United States of America, and the Empire of Russia. The following nations maintain consulates of less-than-full embassy status:

the Kingdom of Italy, the Empire of Austria-Hungary, the Kingdom of Spain, the Kingdom of Portugal, the Kingdom of Holland, the Holy See, and the King of Siam.

➤ **Shipyard Sabotage (page 157):** The heroes discover a plot to bomb the shipyards, which would put a severe dent in Britain's war effort against the Oenotrian Empire.

➤ **Amraamtaba's Sacrifice (page 124):** The heroes uncover a conspiracy to make the Last Prince of Syrtis Major an unwitting martyr.

The war with Oenotria is currently focused on three canals: the Oenotria Canal and the advance of Lieutenant General Sir Henry Evelyn Wood with the new *HMS Truculent* war machine; the Astrapsk Canal under Major General Charles Mansfield; and the Crocea Canal under General Sir George Willis, with the largest force currently stalled, heading toward Crocea and the main airship yards.



ENCOUNTERS IN SYRTIS MAJOR

As with any major city, wandering in Syrtis Major runs the risk of unsavory encounters. For each jaunt into the city, draw a card. A face card or Joker (but not an Ace) indicates an encounter with Canal Martians.

Card	Event
Jack Clubs	1d6 Thugs attack.
Queen Clubs	A lady of the evening (distraction for 2d6 Thugs).
King Clubs	Gang of Thugs (2d6) with a Thug Leader accost the heroes.
Jack Diamonds	Thief strikes.
Queen Diamonds	A lady of the night (distraction for 1d6 Thieves).
King Diamonds	Wild Card Thief with 2d4 henchmen Thieves strike.
Jack Hearts	Martian running and being pursued by 4 other Martians. The fleeing Martian might be a spy, thief, or even an Explorer's Society member.
Queen Hearts	A Martian beauty is being accosted by 2d6 Thugs. She's either in trouble, or she <i>is</i> the trouble.
King Hearts	Heroes spot a figure climbing into a second-story window. It could be a Wild Card Thief, someone's romantic interest, or a spy.
Jack Spades	Panicked animal thunders down the street. See the Stampede rules on page 67. This could be an accident, or an attempt to cause harm to the heroes.
Queen Spades	A Canal Martian noblewoman attempts to abduct a hero for her collection. She has 2d4 Guards to do her dirty work.
King Spades	Heroes spot a cloaked man who lights a match and puts it into a satchel under a wagon, then walks away. The figure is a Brotherhood Assassin. The wagon holds an unconscious government official (Civilian), and the satchel holds a dynamite bomb that will explode in 2d4+1 rounds, dealing 2d6+8 damage in a 12-yard radius.
Red Joker	Heroes encounter 2d6 Thugs beating a victim to death. If the victim is rescued, he might lead to  Secrets of the Palace (page 156).
Black Joker	Heroes spot a human being dragged off by 3d6 Martian Guards, Regular. The reason is up to you.

TOSSIAN EMPIRE

The Emperor of the Tossian Empire has become concerned with the rapid expansion of Belgium in the Coprates. Having formed a defensive alliance with Prince Sitaani of Nectar, the emperor is waiting for the Belgians to overstep their bounds and attack Tossian forces in Nectar. With Martian rebels using Nectar for recovery and respite, it is only a matter of time before their pursuers clash with the heavy cavalry of Tossia, bringing further bloodshed to the embattled planet.

 **Tossian Trouble (page 161):** The Brotherhood is staging an assault on the Tossian Heavy Cavalry with Belgian arms, in order to spark a war between the Tossian Empire and Belgium.

WESTERN DIOSCURIA HIGHLANDS

To the north of the Boreosyrtis League sit the Western Dioscuria Highlands and the German-influenced city-states of Ismenlus, Protonilus, and Dioscuria. Martian rulers of this poor, dry-canal principality are happy to take German treasures for trade access. The Germans are suspected of maneuvering these relatively remote city-states to disrupt the Boreosyrtis League and frustrate British power.

 **Discord in Dioscuria (page 133):** German subterfuge threatens to backfire in Western Dioscuria.

MERCURY

Mercury's twilight zone is habitable, with some simple plants and large carnivorous animal life inhabiting the surface. Although a rich mineral source, the small world holds more rumors than wonders for explorers.

 **Base of the Sun (page 126):** A Vulcan relic fragment sends the heroes in search of the legendary Base of the Sun.

VENUS

Venus is not thought to harbor the remains of any ancient civilizations, but in the Sedna Deeps of the North Ocean rest the domed cities of the Raal, a timeworn race of lizard men far more advanced than the tribal peoples now populating the surface.

The scattered underground city-states of the Raal, recovering from their last war with the invaders from Vulcan, have just reached the point where they are again curious about the world above.

 **The Forgotten (page 155):** A newly found journal details a secret long thought lost.

ADVENTURES

At the heart of any good campaign is the story of the characters who undertake it, and (hopefully) win the day. This adventure generator is designed to help you, the Game Master, create interesting things for your party to do “on the fly.” At the beginning of a session, for example, your players might decide to depart Mars and take an ether flyer to the Belt and rummage for artifacts. You can mix results from the Adventure Generator and Encounter Tables along the way to help create challenging situations, deadly opponents, and esoteric obstacles.

This isn’t a random collection of encounters. The players decide what they want to do and where they want to go. The Adventure Generator simply adds a few complications and introduces some subplots to an otherwise mundane travel or search-and-salvage, as well as pointing you to Savage Tales you can insert along the way.

You’re encouraged to feature your own ideas and improvisations whenever they seem to fit. Maybe a fellow passenger is a spy for a rival country or fiendish organization, or perhaps the crew is planning on a mutiny! There are twists and turns you can personalize, and include in the scenarios you customize for your group.

This offers a good compromise between letting the heroes wander where they wish, and pushing them too quickly toward a final confrontation with the Brotherhood.

USING THE ADVENTURE GENERATOR

Start by letting the players choose what they’d like to do from the list below, then check the respective sections that follow. (Having a couple of each already rolled up expedites the process and gets everyone right into play.)

Investigation: The heroes scour the local newspapers, libraries, pubs, and clubs for interesting news, rumors, or gossip to follow.

Exploration: The heroes pick a location they want to explore and head off to find adventure and fame.

Procurement: The heroes try to find what they need for a new invention or a way to thwart an adversary’s device. This usually means difficult trips to procure unusual widgeons.

Social: The heroes take time to relax and mingle with social and/or famous peers, usually leading to some new mystery or intrigue.

Victorian Pulp: The heroes throw their fate to the wind and see what blows in. A compelling impetus pushes the heroes into the adventure, as they journey down a treacherous path to save the day.

INVESTIGATION

The heroes use their Streetwise, Investigation, and Persuasion skills to dig up suspicious stories or dubious reports that might indicate an enigma to decipher, or a possible Brotherhood plot to curtail.

1. SOURCE

First, roll a d6 to identify where the heroes discover their information.

d6	Source
1	Local Newspaper Report
2	Societal Grapevine
3	Local Rumor mill
4	Criminals
5	Constabulary
6	Client/Patron

Local Newspaper Report: Newspapers relay local events and important news. Sometimes, it is a strange article or an ad for unusual services that catches the heroes’ fancy. Other times, it’s a frightened reporter seeking help.

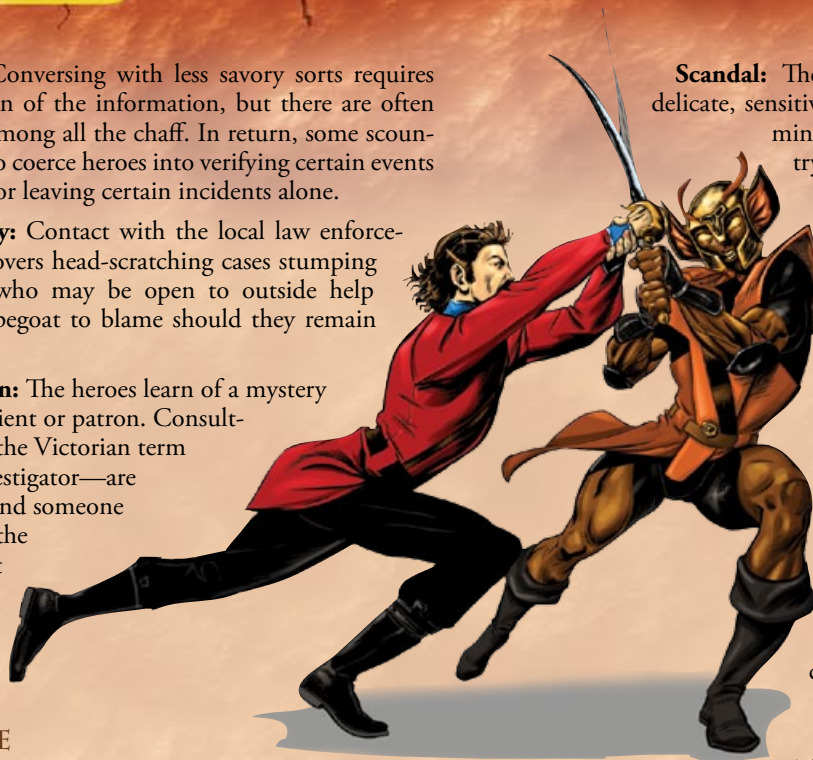
Societal Grapevine: People’s private affairs fuel the tongues of those without vibrant lives of their own, and what seems like innocent or titillating scuttlebutt to the mongers may hint at a mystery worthy of investigation. Or a gossip prompts the target (or a concerned “friend”) to enlist the heroes’ aid in uncovering the truth.

Local Rumor mill: Small oddities are often exaggerated beyond belief, but the incessant anomalies have drawn a hero to a sinister secret. It is not unusual for victims to look for the heroes’ assistance.

Criminals: Conversing with less savory sorts requires careful evaluation of the information, but there are often pearls of truth among all the chaff. In return, some scoundrels might try to coerce heroes into verifying certain events on their behalf, or leaving certain incidents alone.

Constabulary: Contact with the local law enforcement often uncovers head-scratching cases stumping the detectives, who may be open to outside help (and have a scapegoat to blame should they remain unsolved).

Client/Patron: The heroes learn of a mystery from a paying client or patron. Consulting detectives—the Victorian term for a private investigator—are commonplace, and someone who is aware of the heroes' penchant for solving perplexities is asking them for a miracle.



Scandal: The investigation centers on a delicate, sensitive matter. The scandal can be minor, such as an inappropriate tryst, or major, such as a royal personage with a distasteful secret. The heroes could be engaged to conceal or expose it, possibly making powerful friends or enemies along the way. Threatening the Status of elites is always a dangerous game.

Betrayal: Perhaps an official has embezzled from the treasury, a diplomat is smuggling state secrets, a local constable is negotiating to divulge a key witness's whereabouts, or a colleague and/or alleged friend has heisted a new invention.

2. INTRIGUE

Next, roll another d6 to determine the nature of the intrigue.

d6	Intrigue
1	Missing Person
2	Crime
3	Scandal
4	Betrayal
5	Unknown Creature
6	Strange Activities

Missing Person: The task centers on finding a missing person. To determine who is missing, roll 1d6. 1: Scholar; 2: Spouse of (roll 1d6 again for the mate; on 2 again, the missing person is Rich); 3: Officer (choose military branch or local constabulary); 4: Criminal (who was going to testify or provide information); 5: Judge (or equivalent); 6: Noble or Government Official.

Crime: Investigating the scenes, questioning suspects and witnesses, confirming alibis, and finally, identifying the culprit and why.

To determine the crime, roll 1d6 (or choose one that makes the most sense). 1-2 = Break-in, 3-4 = Theft, 5 = Blackmail, 6 = Murder.

d6	Crime
1-2	Break-in: Nothing was taken and the burglar was scared off (or was he?).
3-4	Theft: Something of importance was pilfered and must be found.
5	Blackmail: The blackmailer has evidence that would harm the target.
6	Murder: Who killed the (use the roll for missing person) and why?

Unknown Creature:

The case involves a mysterious creature with seemingly paranormal abilities: a monstrous glowing canine killing humans (perhaps just a large attack dog dusted in phosphorescent powder), a vampire draining victims in the swamp (could be a Venusian swamp leech that escaped a local collector), or a madman impervious to bullets (an experiment in human reanimation gone horribly awry). Maybe the creature only recently arrived, or it has just been discovered now. Roll 1d4 to determine the perpetrator's origin.

d4 Creature

- Mundane:** The churches, governments, and secret societies each have their own agenda. A victim is in the way of one of these factions. But what are their goals, why is this person in the way, and how far will they go to achieve those aims?
- Beast:** The quarry is an ordinary animal (though it should appear malign and cunning at first). It may be of unusual size or hideous appearance, but there should be a rational explanation for its existence—fleeing from a private collection, created by a mad scientist, or simply newly discovered.
- Monster:** This creature is an experiment gone terribly wrong. Whether it is a growth hormone that spawned a monstrous alligator, or a pile of absorptive goo that devours flesh upon contact. Let your imagination run wild, or select an appropriate bugaboo from the bestiary.
- Brotherhood:** A Brotherhood assassin squad is injecting local animals with a variant of rabies that degenerates the creatures into mad, flesh-craving killers. They turn only one animal at a time,

since they must slay it afterward to dispose of the evidence. The creatures are far too dangerous to handle more than one at a time.

Strange Activities: A peculiar occurrence, from someone bursting spontaneously into flames to a rain of toads, to bizarre pulses of light in a valley that resume when the investigators leave, has been brought to the heroes' attention. They must find the source or provide an explanation.

3. CAUSE

To find out the cause behind the intrigue, roll d6. As your plot begins to take shape, you may wish to adjust the results for any information previously uncovered.

d6	Cause
1	Accident
2	Misunderstanding
3	Common Criminals
4	Independent Inventor
5	Secret Organization
6	Brotherhood Operation

Accident: It was an accident, pure and simple. The missing person fell prone and is unconscious (possible amnesia) or dead (but unidentified), the scandal involves an accidental (or mistaken) slaying, or the "traitor" did not realize he or she had the information at all.

Misunderstanding: A misunderstanding sparked the incident. Maybe the Brotherhood thought the victim possessed intimate knowledge when he didn't, or the thieves stole a worthless vase they believed to conceal a treasure map.

Common Criminals: The trail leads to a gang of common thieves, mere street punks, or lackeys of a criminal mastermind. Whoever they are, they're just in this for a quick guinea.

Independent Inventor: The investigation hones in on a lone inventor, perhaps mad or just absent-minded, but free of any ties to the Brotherhood. If he is a victim of circumstance rather than one with malicious or callous intent, the inventor could become an ally and asset.

Secret Organization: Not all secret organizations are beholden to the Brotherhood. Some are government spy rings, some are cabals of financiers trying to corner the market and manipulate prices, and some are cultists reviving forbidden fiends to bring about apocalypse. Whatever the circumstances, none wants to be exposed. Decide what the organization is and how far it will go to maintain anonymity.

Brotherhood Operation: It is the work of Brotherhood minions, or one of their puppets, to advance their plans of destabilizing the worlds.

4. COMPLICATIONS

There are bound to be complications in the case. The more roadblocks, the longer time the heroes must take to get around them (or go through them). Add as many as you wish, rolling 2d6 to determine the nature of each obstacle.

2d6	Complication
2	Double-Crossed
3	Unexpected Foe
4	Trap/Ambush
5	Rescue Ally
6–7	Chase
8	Creature/Weird Invention
9	Natural Hazard
10	Unexpected Ally
11	Shocking Revelation
12	Discovery

Double-Crossed: A key figure in the scenario switches sides, working either for or against the heroes.

Unexpected Foe: The villain is a complete surprise ("It's my older brother!"), extra henchmen join the battle at an inopportune time for the heroes, or a seemingly harmless creature is actually a vicious beast.

Trap/Ambush: Anything from old standbys—spiked pit, anyone?—to elaborate mechanisms involving flame-throwers and moving walls will suffice. You can create your own devious machinery or ambush the party with 2d8 antagonistic minions.

Rescue Ally: An ally falls into the villain's clutches. It may be a ploy to deflect attention from the villain's endeavors elsewhere, or a lure to bait the heroes into a trap.

Chase: Whether on foot, on mounts, in vehicles, or flying through the sky, a chase adds excitement to any adventure. Sometimes the heroes do the chasing, sometimes they are chased.

Creature/Weird Invention: A creature or weird invention appears unexpectedly and interjects itself into the tale. Select a suitable entry from the bestiary starting on page 167 or one of the Fiendish Inventions on page 36.

Natural Hazard: Forces of nature impede the heroes. The Gazetteer lists environmental hazards specific to each setting. Pick a suitable peril for the world, area, and adventure.

Unexpected Ally: Maybe the natives revolt and join the heroes, or perhaps the old man met earlier in the adventure turns out to be a retired government official with very helpful connections. In any case, someone provides assistance at a pivotal moment.

Shocking Revelation: Something important is revealed during the adventure. The disclosure need not necessarily be bad—an admirer could profess undying love for a hero, for example. A less palatable truth would be that the local prince is really a Belgian agent in disguise, preparing to betray the city-state to marauders.

Discovery: The worlds of the Victorian Age hide many secrets, and not all lead to monetary considerations. Maybe the heroes procure a document that unveils all or part of a villain's machinations, or notice an encryption leading to a buried Vulcan artifact.

EXPLORATION

This genre of adventure is focused on the exploration of the unknown. The heroes have already identified the destination, so all that remains is to establish what they find and how they find it. You can also use this set-up to introduce a Savage Tale.

1. WHAT IS IT?

To determine what the heroes find in their exploration of a locale, roll d6.

d6	Discovery
1	Nothing
2	Mundane
3	Unusual Creature
4	Dangerous Creature
5	Ruins
6	Ruins and Worse

Nothing: Despite a possibly exciting journey and encounters, the venue is just what one might expect such a plain site to be. Ah well, good exercise. Stiff upper lip, old chap.

Mundane: The site does not meet anticipations. The fauna and natives are identical to those the heroes have seen on the path, and the tales circulating about the place were tall and hyperbolic in reality. For example, the alleged treasure is merely colored rocks, somewhat prized by the tribesmen but not even worthy of a second glance to Europeans.



Unusual Creature: A rare animal is found inhabiting the area. It is not dangerous, just elusive and perhaps a nuisance (stealing shiny objects, vandalizing tents, or releasing a stench when startled). It can be found with a successful Tracking check, followed by a Survival roll (–4) to trap it, or the heroes can try to obtain the trophy in “combat.” Unusual creatures have a decent value to zoos (1d10 x £10).

Dangerous Creature: This lethal predator may be mundane but abnormally large, or it possesses uncommon intelligence, perhaps even hunting in pairs or packs to heighten the danger. Choose an appropriate creature from the bestiary for the encounter. A zoo will pay handsomely for a live specimen (1d10 x £100).

Ruins: The usually trapped vestiges of long-lost civilizations with the treasure to match. These are typically forbidden ground if natives are about, and count on a ruthless rival expedition lurking nearby too. Heroes can collect artifacts worth 1d10 x £500 to a museum, with a 50% chance for the discovery of a Vulcan artifact.

Ruins and Worse: Unique monsters prowl the ruins. This may be a prehistoric dinosaur, a forgotten Vulcan clockwork guardian, or a mutated giant reptile or vermin. Heroes can collect artifacts worth 1d10 x £1,000 to a museum, with a 90% chance for the discovery of a Vulcan artifact.

2. HOW IS IT FOUND?

Knowing what there is to find, now roll d6 to determine how the heroes come upon it.

d6	Source
1	Indigenous Lore
2	Old Map
3	Native Guide
4	Eccentric Guidance
5	Strange Phenomenon
6	Competitor

Indigenous Lore: Legends told by local inhabitants lead the heroes here. This may involve several stops or just one, depending on the tale. In the case of asteroids, the stories might come from a bar full of ether spacers.

Old Map: Parchment, pottery, stone, or other enduring material bearing the marks of someone who might have lived in or discovered the site previously.

Native Guide: A local inhabitant (or ether spacer) offered to guide the heroes for a price. Of course, this may also be a cultist who thinks the heroes would make nice sacrifices for an upcoming ritual.

Eccentric Guidance: An idiosyncratic inventor swears that a new invention is picking up unusual emanations from the area, and leads the heroes to it. The device may not really work, making any discovery more luck than skill, or it may be just an empty “black box,” a cover for the putative inventor’s true goal of plunder.

Strange Phenomenon: An odd pulsating glow, a weak beacon, and peculiar rhythmic noises are just a few options to attract inquisitive heroes. Of course, any of these may be from a different expedition already in the area!

Competitor: The heroes spot and follow a rival or competitors. Roll 1d4 to determine the other party’s identity.

d4	Competitor
1	Ruthless treasure hunters
2	Immoral and greedy “archeologists”
3	Avaricious scoundrels (either pirates or master-minds)
4	Brotherhood operatives

3. COMPLICATIONS

Use the Complications table and entries on page 79 for potential setbacks and obstacles.

PROCUREMENT

The Explorer’s Society routinely provides inventors with the means to acquire special ingredients or information for their wondrous inventions. Rather than relegating the vital aspects of research to off-stage interludes, these activities can provide the crux of an adventure!

1. OBJECTIVE

Almost all inventions mandate a unique component not readily available through common channels. A list of suggested components is featured in **Inventions Revisited** (page 60). Either by the request of an inventive hero, or perhaps to gain or pay back a Favor, the characters’ objective is simple—procure the component from wherever it is usually found.

This stage may require an Investigation roll to figure out whither to go, unless the explorers are provided with information about where the component resides. Likewise, you might call for Streetwise rolls to establish contacts once the heroes arrive at their destination, unless they are provided with names beforehand.

2. TRAVEL

Whether heading across town or across the solar system, travel presents its own set of difficulties. Weather, fellow travelers, and accidents are all challenges heroes contend with. Roll a d6 to see what major event transpires on the way to the destination, and another d6 for the return trip. Daily random encounters are also possible!

d6	Event
1	Attack
2	Delay
3	Theft
4	Creature
5	Accident
6	People

Attack: The heroes face a deliberate attack. This may be a case of mistaken identity, retribution for a previous defeat, being in the wrong place at the wrong time, or Brotherhood operatives who decide to negate the possibility of the heroes interfering with their plans—by killing them.

Delay: Roll a d6 to determine the cause, or choose one:

d6	Delay
1	The journey takes twice as long due to a series of small delays (traffic jams, lost luggage, belated boarding, etc.)
2	Bad weather postpones departure, or possibly causes a crash
3	Cancellation of a connecting transport forces the heroes to find an alternative means
4	Malfunction of the transport leaves the heroes awaiting repairs or scrambling for a replacement
5	Red tape compels the heroes to bribe or circumnavigate a cantankerous bureaucracy
6	Antagonistic and overzealous official forces the heroes to muster their best Persuasion or Intimidation efforts. Failure results in a detour to the local jail cell, or being denied passage to the destination.

Theft: The heroes are victimized by the theft of an important article, are accused of burglary (which may have been planted), or stumble upon a heist in progress.

Creature: A problematic creature harries the heroes throughout the trip by trying to seize their belongings, disturbing their rest (see rules for staying awake in the *Savage Worlds* rulebook), or even threatening physical violence. There may also be more than one creature.

Accident: The vehicle has an accident or the heroes witness an accident. Was this operator error, mechanical breakdown, or intentional sabotage? It’s your call!

People: People are among the most interesting thing one experiences during travel. Roll a d6 to see what sorts of Ladies and Gentlemen are met.

d6	People
1	A new friend (a specialist Extra of the GM’s choice, who joins the party of his or her own volition).
2	An uncomfortable traveling companion (an obnoxious lout or an adversary unassailable in public without intervention of the law or irrefutable proof of wrongdoing).
3	A “whodunit?” mystery occurs for the heroes to puzzle over.

- 4 A person, perhaps a child, is missing and the heroes are asked to lend a hand in the search.
- 5 A chance meeting with a stranger could be far more than it seems; perhaps the heroes are given a cryptic clue of great value in an upcoming adventure.
- 6 Mysterious passengers stake out a section of the transport, and they don't take kindly to interlopers. They might be up to some mischief, or simply private folks who dislike strangers.

3. PURCHASE

Securing the component may be as simple as negotiating a price, but often escalates into a spot of bother. Roll d6 or choose one of the following twists.

d6	Payment
1	Money
2	Barter
3	Aid
4	Unavailable
5–6	Available at Cost

Money: The part is for sale but the price is exorbitant—at least 50% above the usual cost. The heroes can try to bargain it down, but the seller is greedy and unlikely to sell for less.

Barter: The item is only available for trade. The heroes may need to consummate the barter with their skills and services, such as the reinforcing a raid on the High Martian liftwood groves, or by securing yet another rare commodity for the exchange (which requires a whole new Procurement adventure).

Aid: The item is for sale at a reasonable price, but only with some additional assistance from the heroes. The seller may have a missing spouse or possession of importance, or is threatened by another party coveting the same item.

Unavailable: The item is presently unavailable. The seller knows where the heroes can obtain it, but wants extra quantity brought back for future sales in return for directions.

Available at Cost: The desired component is available for purchase at a fair cost (i.e., the typical price). Use the Complications table and entries on page 79 to add a wrinkle or two, lest things get too comfortable for our heroes!

SOCIAL

A gentleman—or lady, for that matter—adventurer does not confine life solely to hopping between exotic locales, interspersed with occasional fisticuffs or shootouts. Social propriety is equally as essential, and sometimes even more

so, in *Space 1889: Red Sands*. Given such, civil interaction with societal glamour is not a probability but rather an inevitability.

1. EVENT

Roll a d12 to randomly determine the nature of the event, or choose one that amuses you and makes sense for the heroes' circumstances.

d12	Event
1	Sporting
2–3	Private
4–6	Party
7–9	Club
10–11	Concert
12	Ball

Sporting: Certain recreations, such as fox hunting, croquet, steeplechase, and animal racing, are excellent for fraternizing with those of immense status and wealth—as opposed to soccer, prize bouts and even cockfighting for the unwashed masses. Most of these venues feature large wagers and conspicuous alcohol consumption, regardless of clientele or patronage.

Private: A small formal congregation, usually in the private home of an affluent individual, and typically involving no more than a handful of esteemed guests, including the heroes.

Party: Parties are a staple of polite society, enabling the host, guests, and acquaintances to share in common revelry. Whether it's a hedonistic bash of young aristocrats, their parents' ceremonial banquet, or a riotous drunken brawl in a pub, a party is conduit for renewing friendships, perpetuating contacts, and forging new companionships.

Club: The local chapter of the Explorer's Society, the closest equivalent, or another renowned association is hosting an event and inviting the heroes' presence.

Concert: When available, a concert is leisure of the finest degree. Occasionally, a famous adventurer is asked to delight the audience with a passionate recount of their exploits prior to the performance or during the intermission.

Ball: An affair of grandeur for heroes of upper class and elite Status, typically held to celebrate a particular crusade or commemorate a landmark occasion. Create a reason for the gala and a suitably impressive venue. If no hero has the prerequisite Status (or can call in enough Favors) to warrant an invitation, choose a different event. Lesser renowned characters may attend as guests of the invited (that person is held fully responsible for his/her guests' actions!).

2. DRAMA

The devil is always in the details, and social events are no exception. Roll a d20 to add some drama to the proceedings. You can add as many events as seem appropriate to your tale.

d20	Event
1	Sudden Death
2	Hidden Agenda
3	Villainous Guest
4–5	Unexpected Offer
6–7	Amazing Collection
8–9	Scandal
10–11	Faux Pas
12–13	Secret Admirer
14–15	Privileged Information
16–17	New Invitation
18	Bad Company
19	Smitten
20	Royalty

Sudden Death: Someone dies a natural but unexpected death. No one saw anything suspicious, the person just collapsed. The players will probably refuse to believe someone could just die, even if a physician confirms it. Decide who dies and how, and develop a couple of odd occurrences other guests can remember and randomly speculate over, just to fan the paranoia. Of course, there could be an actual murderer too, if that suits your purpose.

Hidden Agenda: The host has an ulterior motive; this gathering is not simple socialization. Perhaps a perfect murder is planned for the unwitting guests to witness, or a public pledge of allegiance to the Brotherhood is forthcoming, or there is a test of worthiness to determine who will be included in the host's last will and testament. Decide what the agenda is, as well as the dramatic fashion in which the host intends to make it known.

Villainous Guest: The heroes arrive only to find one of their recurring enemies is also a guest. As it is not socially acceptable to instigate hostility, the heroes must toe the impasse carefully and with finesse. Civility is demanded, insincere though it may be. Antagonists must resort to one-upmanship, contests of skill (gambling, dancing, or tests of knowledge, for example), and at most veiled threats through gritted teeth.

Unexpected Offer: During the course of the event, the host or another guest tenders the heroes with a potentially lucrative employment offer.

Amazing Collection: The host is an avid collector of a particular interest with a nonpareil collection. It could be musical instruments from another world, exotic livestock, or even handcrafts of ancient civilizations. The owner is a veritable authority in the field and, once the heroes have shown themselves gracious guests, is happy to assist should they require such expertise in the future.

Scandal: The event is memorable for all the wrong reasons. A noted aristocrat raises a scene, or a secret comes to light, which may be of little relevance and tame (a noble's daughter is pregnant out of wedlock) or of shocking import (the governor's collusion with the enemy). Decide whether the heroes are involved in the scandal, or even the source of

it. If the heroes commit a *faux pas*, the scandal should definitely involve them and, regardless of the truth, concerns a terrible mistake the heroes made or could have made.

Faux Pas: A character perpetrates an embarrassing mishap, such as spilling a drink, breaking a valuable object, or addressing a lady by the wrong name. This *faux pas* costs the hero 1 Favor and draws the ire of many. In the future, witnesses of the gaffe will always bring it up in conjunction with his name!

Secret Admirer: One of the heroes attracts a secret admirer. This is not automatically a romantic infatuation (though it could be). It may be an impressionable person desperate to follow in the hero's footsteps. Regardless, the admirer idolizes the hero obsessively and becomes increasingly irritating as time passes.

Privileged Information: A hero learns (either first hand or by eavesdropping) a vital clue. The tidbit should be somewhat guarded, rather than explicit, so the heroes have to do some legwork before realizing its ramifications. The hero gains this information no matter what else happens at this event.

New Invitation: The heroes' ready charm and wit earn them invitations to another event the following week. If they accept, but fail to arrive without first notifying the host (armed with a good, proper excuse!), it is considered a minor scandal (costs 1 Favor to smooth it over). If they do present themselves, they receive a +1 Charisma bonus for the duration of the new event.

Bad Company: The event is a disaster. Every guest is mind-numbingly dull, even those the heroes might want to meet. The heroes suffer a –2 to Charisma throughout as they fight to stifle yawns. Anyone choosing to leave early, however, stirs up quite a scandal. It requires considerable eloquence or the expenditure of 1 Favor before it quiets down.

Smitten: Have all players whose heroes are unwed roll a d12. The hero with the highest roll meets eyes with an enchanting guest's from across the room and is instantly smitten. These feelings may or may not be requited, but the hero should start arranging plans to woo the person or devise ploys to compel an approach. You should decide the quarry's interest and availability, or if this is actually a trap.

Royalty: A royal person attends the affair and the exposure rubs off on the heroes, giving each of them a Favor simply for being in the same venue. However, the Favor costs for any scandals that might occur at the event are doubled.

3. RESULT

The purpose of a social event is to improve one's station, make friends, and influence people. To do so, explorers must avoid committing a *faux pas*.

Each attending hero should be permitted a chance to avert a social blunder through role-playing and desperate Persuasion rolls. On a failure, the character makes a *faux pas*.

On a success the hero gains some social benefit. Each hero, succeed or fail, must roll a d10 to determine what benefits (or loss through *faux pas*) they take from the event.

d10	Benefit/Loss
1–3	Favor
4–5	Connection
6	Allies
7–9	Information
10	Benefactor

Favor: The hero conducted themselves well and made a decent impression. The hero gains 2 Favors. On a *faux pas*, the hero messed up royally and must spend 2 Favors to erase his dire mistake.

Connection: The hero makes an acquaintance with ties to a local government, military, or criminal organization (GM's decision as to which). Treat this as the Connection Edge. On a *faux pas*, the person takes an intense dislike to the hero and goes out of the way to harass the character, who now has an Enemy (Minor).

Allies: The hero manages to impress an individual over the course of the event. Decide the identity and background for this person; he joins the heroes as an Extra. On a *faux pas*, the individual took offense to, or was even outraged by, the hero's behavior. This costs 1 Favor to mitigate.

Information: The hero learns something of value for the current or possibly next adventure. On a *faux pas* the information is convincing, but patently false.

Benefactor: Explorations cost money, and heroes almost always need more funds. One character just made a new friend—with cash. Decide how much the benefactor has available (1d6 x £50 per month) and how often the heroes must meet with the benefactor personally to keep the money coming (usually no more than once per month). On a *faux pas*, a current benefactor withdraws support, or requests that the hero issues a formal apology to the host (if they fail to comply, the raging scandal costs 2 Favors to quench).

VICTORIAN PULP

Sometimes explorers let the ether carry them where it will, and are willing to take on any adventure that rears its ugly head. If you don't have a Savage Tale ready to go, use the following tables to whip up a thrilling tale.

1. VILLAIN

The villain is the heroes' chief nemesis, the spider in the center of the web, unseen and not confronted until the climax, when he gloats over the heroes stuck in his deathtrap. The villain should be a fully developed Wild Card equal in abilities to several of the party. Roll a d6 to determine the type of blackguard your heroes face.

d6	Villain
1	Avenger
2	Corruptor
3–4	Destroyer
5	Warlord
6	Zealot

Avenger: Desires revenge for a perceived offense; possibly a former hero driven to dastardly acts by tragedy.

Corruptor: Accomplishes goals through devious subterfuge and subversion rather than brute force. For example, spies and master thieves.

Destroyer: Actively working toward the permanent end of something or someone.

Warlord: A militaristic tyrant seeking to conquer with might, usually backed by military support or well-armed. Examples include colonial officers, pirate captains, marauder chieftains, and mercenary leaders.

Zealot: Complete, fanatical dedication to a villainous cause, be it political, sociological, economical, theological, philosophical, or any combination thereof. Anarchists and cultists fall under this category.

2. GOAL

The goal is the villain's primary motivation. Choose the villain's Hindrances to reflect demeanor and aim. A villain may have more than a goal, but one should always be primary and override all others. Roll a d6 for the villain's impetus.

d6	Goal
1	Destroy/Conquer
2	Discovery
3	Greed
4	Kidnap/Theft
5	Power
6	Revenge

Destroy/Conquer: Though they may be obsessed with world domination or eradication of all governments, most villains operate on a smaller scale. A German noble planning on demolishing an English ally's merchant fleet simply to demonstrate British ineffectiveness, for instance.

Discovery: This can be a prelude to a heist plot or simple power mongering, or it can stand on its own. For example, an evil villain searching for a legendary treasure or Vulcan artifact leads to a venture into uncharted territory.

Greed: There is more to greed than just money. Seeking to hoard political favors, rare resources, property rights, or lost knowledge can just as easily lead to villainous activities. Even a warlord must fund his conquests.

Kidnap/Theft: The villain covets a person or object. This may be a hero's close friend, a major figure pivotal in an ongoing war, or a new invention.

Power: Amassing influence, allies, and sensitive intelligence can bring power as easily as blatant military triumph.

Revenge: Retribution takes many forms, from simple humiliation to financial ruin to murder.

3. HOOK

To determine how the heroes become involved in the adventure, roll a d6.

d6	Hook
1	Hapenstance
2	Mistaken Identity
3	Motivation
4	Old Friend/Enemy
5	Patron
6	Rumor

Hapenstance: Through no fault of their own, the heroes find themselves thrust into the action. Starting in this fashion may leave heroes confounded by the situation, thus encouraging them to investigate.

Mistaken Identity: The heroes could be mistaken for someone else (whom the villain despises, naturally), or the heroes could mistake the villain or his minions for someone else.

Motivation: Heroes have Hindrances and goals, too, either of which can drag them into adventures. This one is personal.

Old Friend/Enemy: An old acquaintance seeks out the heroes for good or ill.

Patron: Someone approaches the heroes with a job offer. It could even be the villain!

Rumor: From overheard conversations to sensational news reports hinting at a story without facts, rumors are a part of life. Heroes' curiosity is often piqued to probe such hearsay and sort out the truth.

4. LOCALES

Exciting locations make for interesting battlegrounds and backdrops. In a campaign, try to use a mixture of locations and worlds so you can introduce a variety of sites. Roll 2d6 to generate one or more distinctive set pieces for your tale.

2d6	Location
2	Villain's Lair
3	Castle/Mansion
4–5	Ruin
6–7	Town/Settlement
8	Wilderness
9	Exotic Landscape
10	Landmark Building
11	Land/Sea Vehicle
12	Air/Space Vehicle

Villain's Lair: Much of the adventure takes place in the villain's hideout or headquarters. Roll again to see where this is located.

Castle/Mansion: Part of the adventure is set on/in a castle or mansion.

Ruin: This can be a war-ravaged town, forgotten temple, derelict fort, antediluvian remnants of a bygone age still in use (though sparsely), or a region decimated by militants, plague, malevolent creatures, or other odd phenomena.

Town/Settlement: The adventure occurs in public with a mass of residents.

Wilderness: Uninhabited, natural environment.

Exotic Landscape: This tale is set inside an active volcano, an asteroid with caves or ruins, a vast and trackless swamp, or an ancient canal on Mars.

Landmark Building: Whereas municipal locales involve generic buildings found in any city, this edifice is one of note, such as the Emerald Palace in Sytris Major or a High Martian kraag.

Land/Sea Vehicle: This could be an ocean liner, a canal barge, a stagecoach, or a train thundering over treacherous terrain. It could also be a nascent digger or submarine.

Air/Space Vehicle: An interplanetary ether flyer or any number of aerial vessels, including newly invented ones!

5. VILLAINOUS HENCHMEN

Villains rarely operate alone. Even the lowliest criminal has minions. Henchmen should generally populate the early scenes, saving the villain for the climax. Roll 2d6 once or more to determine the villain's allies.

2d6	Henchmen
2–4	Combat Veteran
5	Right-Hand Man
6–8	Gang of Enforcers/Soldiers
9	Seducer/Spy
10–11	Thieves/Pirates/Smugglers
12	Trained Assassin

Combat Veteran: Master of warfare and martial prowess, who should be able to take down an average hero in a fair fight.

Right-Hand Man: The villain's most trusted second is usually a jack of all trades. The right hand can talk, fight, and handle almost any vehicle made, as well as remain fervently loyal and a great liar in desperate circumstances.

Gang of Enforcers/Soldiers: Sailors, mercenaries, or scoundrels, it really makes little difference since these lackeys rely on numbers to compensate for incompetence. Those armed with modern weapons are more dangerous, and having elite armaments is not against the rules.

Seducer/Spy: Adept in applying wits, charm, or silver tongue to accomplish the goal. They can entice, extort, coerce, and corrupt, all with equal aplomb.

Thieves/Pirates/Smugglers: These lackeys depend on ambush, misdirection, and theft to frustrate or defeat the heroes. They are clever but rarely fanatical in their devotion.

Trained Assassin: The assassin's primary weapon is stealth. While skilled combatants, they prefer tricks, subterfuge, and the occasional dose of poison over raw power.

6. HEROIC ALLIES

Heroes rarely work alone, either. The Victorian Pulp genre inspires the good as well as the evil, and those with pure hearts are apt to join with the heroes, even if they don't do so right away.

Allies need not participate in combat—they could simply be a mouthpiece to relay vital information or transport the heroes to their destination. Roll a d6 to determine one ally for the heroes.

d6	Ally
1	Scholar
2	Soldier
3	Former Villain
4	Sailor/Merchant
5	New/Old Friend
6	Administrator

VARIATIONS ON A THEME

Considering the larger-than-life heroes and nefarious villains that populate Space 1889: Red Sands, you may return to Victorian Pulp often. Here are a few ideas for switching elements to and fro, to confound players' expectations.

Villain: Perhaps the villain is actually a kind soul, opposed to the heroes but not especially evil—despite all appearances. Or the villain turns out to be a hidden ally of the Explorers against an even greater threat.

Goal: Maybe the goal is what the villain is trying to prevent—the Explorers have been duped into serving the Brotherhood, and the putative villain is actually trying to avert a horrible tragedy.

Locales: Roll for two or more locales and blend them together, or have the location change abruptly mid-adventure.

Villainous Henchmen: As a twist, the henchmen are actually a team of killers attempting to defeat the villain. Or they plan to overthrow their leader once the Explorers are done for.

Heroic Allies: The allies aren't allies at all—they are a team of competitors, rivals, or turncoats bent on doing the heroes grave harm. Perhaps they are indeed loyal, but adhere to a strict code of honor and find the heroes distasteful. Or an ally of the Explorers could be the target of the villain's ire!

Scholar: Seldom combatants, but regularly able to provide clues and insight into whatever puzzles the heroes.

Soldier: This could be an active or reserve member of any military, or a proficient hunter of the outdoors, bring fighting skills and sense of tactics to the table.

Former Villain: May be a reformed scoundrel, a turncoat, or a notorious, integral member of a known opposition with its own agendas. All have information and abilities of value, if they can be trusted.

Sailor/Merchant: Possesses a waterborne or aerial ship, or is able to sway the captain of such a vessel. The ship may be an ether flyer, depending on the scope of the adventure.

New/Old Friend: Someone from a hero's past, or met as recently as the previous encounter. Using recurring characters encourages a sense of continuity.

Administrator: These range from museum curators to colonial officers to business persons. They can usually be counted on to open avenues of opportunity, ensure provisions, negotiate fairly, recruit crew replacements, or just offer timely information. Many of them, of course, do expect reciprocation—perhaps a Favor Owed will suffice, or perhaps an IOU is in order.

7. TWISTS AND TURNS

Victorian Pulp rarely runs as smoothly as the heroes would like. Ideally, there should be one or two twists and turns per episode. Use the Complications table and entries on page 79 for potential setbacks and obstacles.

Alternatively, you can make use of your own plot elements as twists and turns. Perhaps a recurring enemy shows up right in the middle of the adventure—at the worst possible time for Our Heroes—to throw a wrench into whatever plans the Explorers are hatching. Maybe a clue to a completely unrelated adventure is found in the course of this one, planting the seeds for later chapters. A group of adventurers or mercenaries who aren't necessarily enemies, merely competitors, could arrive on the scene to make life even more difficult for the group.

You might also make use of plot details, locations, characters, rivals, enemies, family members, and so on, from the character backgrounds your players devise. There is no better way to draw a character into the ongoing plot line—and make them feel essential to its continuation—than by weaving their personal stories into the overall narrative. Explorers might remember traumatic events in their pasts that are direct result of the actions of Kronos and the Brotherhood—the heroes just don't know it yet.

Finally, feel free to simply choose the particular twists and turns you want to introduce. Not all random adventures need be completely random! If a particular story element is too perfect to omit, add it wherever you like. Likewise, if your Explorers sieze upon some detail of the story that you considered of lesser importance, try letting them drive the action. Some of the most memorable adventures happen this way.

RED SANDS

Red Sands is a grand adventure in serialized form, wherein the brave heroes of the Explorer's Society test their mettle against the implacable Kronos, the Cowled One, and his Brotherhood of Luxor. At stake is the very survival of the solar system.

High adventure is the order of the day, but the GM should be careful not to neglect the individual stories and backgrounds of the group's members. Each should be given a chance to shine. While the overarching campaign usefully provides structure and a sense of continuity, its events should never overshadow those of personal import to the players. If you can find a way to weave the heroes' stories into the fabric of the campaign, so much the better!

Following is a brief synopsis of the *Space 1889: Red Sands* campaign. The 13 episodes are listed in the recommended order of play, but this sequence needn't be followed strictly. Feel free to shift the episode order or omit an episode that doesn't suit your group particularly well.

1. FORT OUBLIÉ (PAGE 88)

Novice heroes begin the campaign in the middle of a firefight in the Libyan Desert. On one side are fanatic nomads trying to kill European interlopers. On the other is the mysterious Legionnaire Fort Oublié. The heroes discover the deadly secret of the fort and the effect of "bad" Red Sands. Heroes learn they need to travel to Mars.

2. THE PRINCESS OF THOTH (PAGE 91)

The heroes' voyage to Mars goes less than smoothly. Pirates attack and disable the ether ship. Crash landing on the Nepenthes-Thoth Steppe, the heroes stumble upon an assault by forces of the city-state of Shastapsh on a caravan from Thoth. Rescuing the Princess of Thoth, the heroes escort her to her father, the Prince of Thoth.

3. THE DOOMED CARAVAN (PAGE 92)

The Prince of Thoth asks his new friends—the heroes—to escort a caravan with his emissary through the Nepenthes-Thoth Steppe to Meepsoor, and then on to Syrtis Major. En route, the explorers encounter Brotherhood agents and mercenaries, plus the steppe's hostile elements.

4. THE LOST TEMPLE (PAGE 95)

In Syrtis Major, the heroes rescue a Martian scholar from a gang of thugs. He requests their assistance in locating a temple whose name is lost in time. Brotherhood operatives stalk the party and jeopardize the quest into the Aerial Hills. The shrine is a forgotten site dedicated to the lost civilization of Vulcan. The truth about Vulcan's destruction is revealed.

5. MADNESS IN BORDOBAAR (PAGE 99)

Still in Syrtis Major, the heroes avail themselves of an opportunity to accompany a scientific expedition to the Ruins of Bordobaar. Slipping around Oenotrian air patrols to reach the no-man's-land between the Oenotrian Empire and the city-state of Fadath, the expedition finds more than it bargained for...and the heroes learn the origin of Red Sands.

6. EDGE OF REASON (PAGE 102)

The colonial governor commissions the heroes to investigate a canal town between Gorovaan and Mylarkt that has fallen silent. The governor pins his hopes on the heroes, as the last thing the Crown needs is another invasion from Mylarkt. The heroes discover that the town was a test site for Red Sands, an experiment that has gone terribly awry.

7. KRAAG OF KILLERS (PAGE 105)

When traveling through Parhoon, the heroes witness a High Martian raid and the abduction of several Martians. Survivors beg the heroes to rescue the kidnapped before the High Martians reach their impregnable kraag. The pursuit takes the heroes right into a High Martian kraag, where they chance upon the Brotherhood's top members.

8. AIRSHIP OF DOOM (PAGE 108)

Learning of the threat posed by the meddling heroes, Kronos—mastermind behind the Brotherhood of Luxor—lures them onto an airship, orchestrates its hijacking, and allows them to plummet to their doom!

9. VENUSIAN VENTURES (PAGE 111)

The heroes learn of a safari on Venus to gather the key ingredient for Red Sands. They must infiltrate it and counter it, at any cost.

10. EARTH ESCAPE (PAGE 113)

The heroes discover the Brotherhood is amassing special weapons to disperse Red Sands over a large area. The arsenals are hidden on Earth and soon to be exported from there. It is up to the explorers to thwart the scheme.

11. WAR CLOUDS (PAGE 115)

Rescuing Thoth royalty is not enough, as evidence indicates Shastapsh is planning to conquer Thoth with a new version of the Red Sands. The heroes must race through the heart of an enemy city run by minions of the Brotherhood to destroy the creation.

12. DEATH BALL (PAGE 119)

The heroes are invited to a gala celebrating another British victory against Oenotria (or a formal alliance with Thoth if the heroes were successful in saving Thoth). However, the Brotherhood sees this as the perfect chance to try out the latest Red Sands formula—which still has one terrible, unexpected defect awaiting the heroes and attending nobles.

13. RED SANDS (PAGE 120)

The final showdown to prevent Kronos, King of Chaos, from infecting the British Army of Mars with perfected Red Sands, discharged from his nearly invisible flying ship. If the villain prevails, he intends to repeat the endeavor against all factions on Mars, touching off a war that rages across the solar system.



FORT OUBLIÉ

“Fort Oublié” is an introduction designed to get players right into the action and adventure of *Space 1889: Red Sands*.

The heroes begin in the Libyan Desert not far from the Egyptian border. Give them a chance to introduce their characters, and let them know they have been traveling together from England for a few weeks. They are equipped for desert travel; the Explorer’s Society took care of all but their personal gear. When the pleasantries run low, read or paraphrase the following:

The sharp crack of rifles echoes through the dry desert air. The frenzied howls of the native raiders almost drown out the shouts of your comrades. This is a far cry from the meeting room of the Explorer’s Society you enjoyed only three weeks ago.

Ah, those carefree days! You recall Professor Alfred Bottoms welcoming each of you into the study after you were invited to join the Explorer’s Society’s inner circle. Fine brandy and fragrant cigars followed. You had not thought twice about venturing into the Libyan Desert to retrieve the famous Scroll of Anubis. It had been stolen from the Museum in Cairo, and the professor wanted it returned posthaste so his daughter could examine it. You had no fear you’d be able to finish the job in a trice.

Time was quite of the essence, since the contact who sold the information to the professor subsequently turned up strangled in his hotel room. The professor chose to stake his reputation on you—the Society’s newest recruits—to recover the scroll, thought to hold secrets that might be dangerous in the wrong hands.

And now you approach your goal—Fort Oublié, or in English, Fort Forgotten. You see the looming stone walls and the glint of rifles lining their battlements. If you can make it inside, you might just be safe from those raiders.

Angry chaps, from the looks of ’em.

The explorers are in a cluster of rocks about 200 yards (100”) from the west side of the fort. Their camels were just shot and left behind, along with most of their gear—other than a rifle with two extra clips, a single sidearm, a bayonet, a water bottle, and any personal gear they decided to carry. A knotted rope hangs from a crenellation to the ground. The desert raiders try their best to keep the heroes from getting into the fort. Deal initiative cards now.

Heroes curious about what is happening on the walls of the fort may attempt a Notice roll. On a success, they notice that many of the crenellations have what look to be a French Foreign Legionnaire guarding the wall, but none are firing. On a raise, they spot a hunched-over figure in the same uniform moving from soldier to soldier.

Bedouin Raiders (2 per hero): Use Human Native Fanatic stats on page 182.

INSIDE FORT OUBLIÉ

If the brave heroes should defeat the raiders, they hear enemy reinforcements arriving. They must realize their only hope is to get inside the fort. Since the front gate is locked (Toughness 16), the easiest way in is the knotted grapple line (Climbing rolls at +2).

The first hero to top the wall is surprised by a lunging, crazed legionnaire with horrible, bloodshot eyes and angry red splotches on his skin. The hero must succeed on a Guts roll or be Shaken. The legionnaire appears gravely wounded, but keeps stabbing with his bayoneted rifle while croaking hoarsely, “Die, scum!”

A Notice roll at this point enables a hero to hear the same cries from throughout the fort’s interior, with a raise pinpointing their locations at each of the far walls, in the watchtower, in the barracks, and in the stables. After two

rounds, two more insane legionnaires arrive, and three more join them on the following round. Once all have been defeated, the fort falls eerily quiet.

DERANGED LEGIONNAIRES (6)

Driven to madness by a degenerate form of Red Sands, these soldiers are more like mindless animals than men.

Attributes: Agility d8, Smarts d10 (A), Sprit d10, Strength d10, Vigor d8

Skills: Fighting d10, Notice d6, Shooting d6, Stealth d4

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Languages: none

Gear: Tattered legionnaire uniform, bolt-action rifle (24/48/96; 2d8+1; RoF 1; Shots 8; AP 2) with 1d4 shots left, bayonet (Str+d6; Parry +1; Reach 1).

Special Abilities:

- **Improved Frenzy:** Two attacks at no penalty.
- **Size +1:** The Red Sands-infected legionnaires added mutated bulk to their frame.

BESIEGED!

Outside, the fanatical raiders surround the fort and do their best to break in. The heroes must keep the fort secure from a rather sizeable group of ne'er-do-wells.

Bedouin Raiders (3 per hero): Use Human Native Fanatic stats on page 182.

If they are unable to gain access to the fort, the raiders finally leave around four in the morning. They are convinced the place is cursed. A few pot shots from them as they retreat encourage the heroes to keep their heads low.

WALLS AND WATCHTOWER

The grisly remains of legionnaires are pushed into each crenellation and another is propped up in the watchtower. The bodies are decomposing rapidly, and a Healing check reveals that they all died from the sickness that seems to have driven the legionnaires mad.

BARRACKS

Another mad legionnaire hides in the barracks. He's improvised a barricade from the beds for cover and concealment, and crouches there ready to charge out at anyone who approaches.

Legionnaire, Deranged (1): See above.

The barracks are in shambles. In a pile of torn blankets and personal effects is a satchel holding the diary of Sergeant Drummond of the force. The last few entries explain that a rich French couple visited the fort a week ago and met with Lieutenant Dubois and Captain Winter. The night of their visit, Dubois and a quarter of the command deserted with the French socialites.

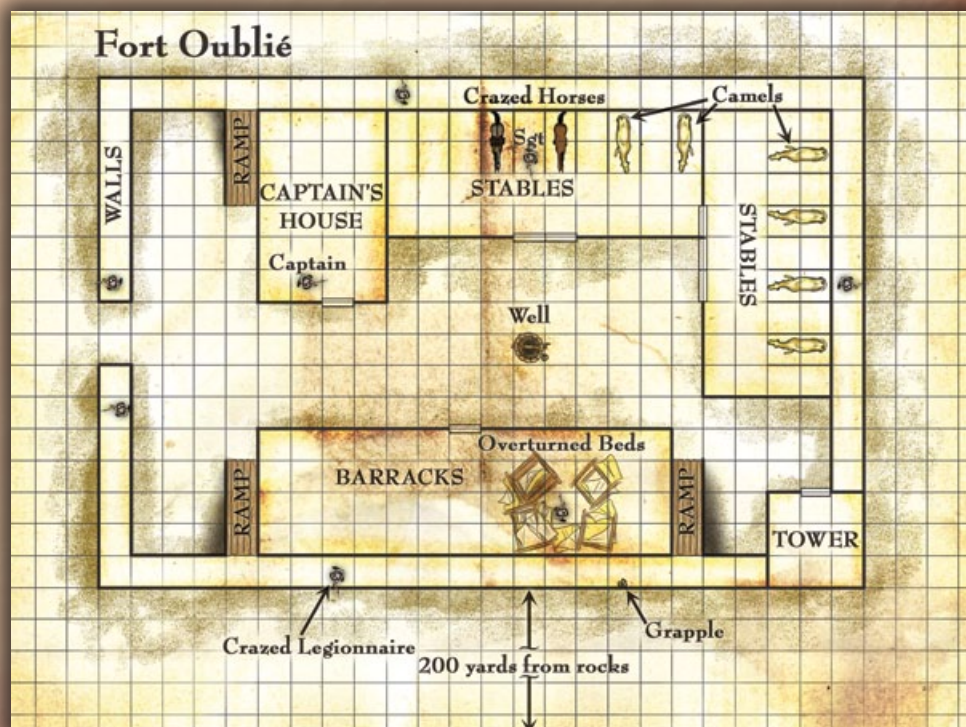
The captain would have followed to bring them back and try them, but Bedouin raiders attacked the fort. Worse, within a day the men started coming down with fever and red splotches. Between the epidemic and the raiders' constant assaults, the captain snapped and ordered the dead placed on the walls to make it look like the ranks are still strong. The men obeyed, but it seemed to make those suffering from the fever worse. Even Drummond himself was feeling ill.

The diary ends there.

STABLES

A half-dozen camels are huddled in the back of the stables. Facing the entrance and standing between two deranged horses is another demented legionnaire—Sergeant Drummond, with a saber and an empty pistol.

The horses charge anyone they see when the doors open. Drummond attacks anyone entering the stable by shooting with the empty pistol and stabbing with his saber simultaneously. The camels seem normal but have had nothing to drink for a few days, judging from the dry water troughs.



SERGEANT DRUMMOND

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

Skills: Fighting d10, Notice d6, Shooting d8, Stealth d4

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8

Languages: none.

Gear: Tattered legionnaire uniform, revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1) with 1d6 shots left, saber (Str+d6).

Special Abilities:

- **Improved Frenzy:** Two attacks at no penalty.
- **Size +1:** The Red Sands-infected legionnaires added mutated bulk to their frame.
- **Two-Fisted:** Attack with a weapon in each hand without multi-action penalty; -2 off hand.

DERANGED HORSES (2)

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

Skills: Fighting d8, Guts d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 10 (0)

Special Abilities:

- **Fleet-Footed:** Run d8.
- **Kick:** Str+d4.
- **Size +3:** The Red Sands mutated the horses to a much larger size.

WELL

The fort's well is covered, but a successful Notice roll indicates (by smell) that at least one dead body is in the water. Explorers who drink from the well must roll Vigor (-2) or contract a disease.

CAPTAIN WINTER'S QUARTERS

This building is locked from the inside (Toughness 10, normal lock). Captain Winter is alive, mad, and quite dangerous. He is armed with a loaded pistol and saber. He is also a Wild Card.

He has his own written account of the events that befell the fort. In addition to the information in Drummond's diary, the heroes discover the following snippets.

Winter once commandeered an old, elaborate scroll case from Dubois when he returned from a long patrol near Egypt.

Dubois refused to divulge from whom or where the scroll was obtained, but Winter felt it was best to hold on to it.

The French couple who arrived a week ago, the Bourgeois, asked to examine the scroll upon their arrival. Winter permitted it, and was incensed when a pile of blood-red sand spilled out after Monsieur Bourgeois opened the case. Apparently, the scroll in the case had been sealed for preservation.

Captain Winter ordered Mr. Bourgeois to hand over the contents, and as he grabbed the scroll case, he was struck from behind.

When he awoke, the visitors were gone with a quarter of his charges, the scroll case, and scroll. Apparently they poisoned the well before they left, as a horrific contagion struck the men after morning meal. The sickness seemed to twist their minds.

Winter believes he might have been able to halt the epidemic, but a Bedouin raid forced him to mobilize all his remaining soldiers. There was no time to fight the infectious madness.

Investigating the room reveals the spot where the scroll case struck the floor as Winter was knocked cold. Amidst some dust and tiny fragments, a small, broken corner of the scroll case remains. It bears a few strange glyphs.

A successful Investigation roll identifies them as markings occasionally seen in Egypt, and with a raise the character remembers seeing similar markings on Martian artifacts in the London Museum.



CAPTAIN WINTER

Never liked by the men even when they were sane, the mass dementia has heightened the captain's paranoia to the extreme.

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

Skills: Fighting d10, Notice d8, Shooting d8, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8

Languages: French.

Gear: Tattered legionnaire uniform, revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1) with 1d6 shots left, saber (Str+d6).

Special Abilities:

- **Improved Frenzy:** Two attacks at no penalty.
- **Size +1:** The Red Sands-infected legionnaires added mutated bulk to their frame.
- **Two-Fisted:** Attack with a weapon in each hand without multi-action penalty; -2 off hand.

RETURN TO LONDON

The return can be as simple as announcing, "After a week in the burning Libyan Desert and two weeks at sea, you return to the London Explorer's Society and give your report." Optionally, you can add a few random encounters to spice up the trip home.

Once back in London, the heroes discover (if they have not already) that the markings on the scroll case fragment are duplicated on certain pieces of Martian pottery currently held at Syrtis Major on Mars. Professor Bottoms asks the heroes to inform him when they are ready to leave for Mars, as he may have an errand they can see to for him.



THE PRINCESS OF THOTH

When the stalwart explorers are quite ready for their journey to Mars, Professor Bottoms requests that they show a copy of the Martian glyphs they found to his daughter, Esmeralda, as well as providing her with an account of what happened in the Libyan Desert.

He is confident Esmeralda is able to follow up leads more easily on Mars than he is able to on Earth. If the group accepts, the society pays their expenses for an ether flyer to Mars, or the equivalent if the heroes have alternative means of transportation. For the return flight, they need only contact the society affiliate in Syrtis Major.

If they do not charter their own flight, the heroes board *HMS Glorious Dawn*, a ten-cabin (double-occupancy), commercial flyer staffed with a captain, helmsman, trimsmen, chief steward, cook, two engineers, and three deck hands. The liner can carry another two tons of cargo for the 74-day voyage.

The other passengers are a minor German nobleman and his lady, two colonial office replacements, two businessmen (one *bhutan* spice dealer, one liftwood magnate), plus an American arms dealer and a good-natured cowboy on the vacation of his life. Unless you throw in a few random encounters, the trip is uneventful until the flyer arrives in Mars's orbit. Then, suddenly...

PIRATES!

Make a group Notice roll for the crew (at -2 due to darkness). On a success, they spot the pirate ship in time to warn the passengers. Then they engage in discussion as to whether they should surrender or fight. Everyone is torn between risking death by fighting, or surrendering and trusting pirates to ransom them. If the heroes speak up, their directives are heeded and obeyed with a successful Persuasion roll.

If it comes down to a fight, the captain has access to a small armory containing six pistols, a box of 50 rounds of ammo, and 10 knives. The German nobleman has a pistol, a sword cane, and six extra rounds in his room.

Failure to spot the pirates means the first warning is a sudden jolt, as the ship's engine room is wrecked by a cannon shot (treat as a critical hit). This is followed by a tremendous clang as the pirate ship collides with the liner for boarding.

Captain Ipswich, commanding the pirate vessel, was contracted to board the *Glorious Dawn*, grab the dispatches (from the colonial administrators and the mail pouch), and take what he wants from the other passengers. There are to be no prisoners, so he plans to send the liner plunging into Mars's atmosphere.

Ipswich is supposed to return the dispatches to Shastapsh and exchange them with "Sheldonex," a Martian merchant at the Willio Downs, for £40 worth of goods. Sheldonex is supposed to contact him, since Ipswich has never actually met the merchant.

Captain Ipswich: Wild Card. Use Human Pirate Captain stats on page 183.

Human Pirates (2 per hero, +1 per passenger/crew): See page 183.

The pirates fight long enough to grab the documents and leave. Unopposed, they comment on how wise everyone was, rob them, and depart, promising to signal for help on the liner's behalf as soon as they are clear. The pirates kill anyone who talks back, sarcastically ask if anyone else wishes immediate assistance, then laughingly depart.

Should the pirates be repelled (or if the heroes overtake the pirate ship), they attempt to disengage, only to end up damaging their own ship in the process, plunging *both* ships toward Mars!

CRASH ON MARS

The *Glorious Dawn* plummets to Mars, and passengers take damage based on the Crash Landing rules (see page 45). Make it seem as though the *Glorious Dawn* is about to fly to pieces at any moment—no matter what the heroes roll. A steady, extremely troubling vibration surges from beneath the deck, and the tortured groans of beams and supports warping and snapping are audible to all. With an enormous clatter of splintering wood, the ship runs to ground.

The liner has crashed in the Nepenthes-Thoth Steppe. A successful Knowledge (Navigation) or (Area: Nepenthes-Thoth Steppe) roll, or a Survival roll (-4), discerns their whereabouts as 2d6x10 miles west of the Canal, and about 250–300 miles from either major city-state.

The explorers must decide what to do, since the other passengers are either dead, or too disoriented and despondent to make any immediate plans. There is plenty of wreckage to improvise litters for the wounded, but it takes two people to carry one at a walking pace of 1 mile per hour.

Enough food and water remains for all survivors for one day. (See Hunger and Thirst rules in *Savage Worlds* rulebook.) If the heroes can make it to the Shastapsh-Thoth Canal, proceed with **Shastapsh Attacks**, below.

TRIBAL INTERVENTION

If the expedition seems doomed to failure, a wandering Hill Martian steppe tribe finds and takes them in. The tribesmen subject the party to a test of might (success on a Strength roll scores +1, a raise scores +2, and a failure scores -1), a test of mind (identical to above, but use Smarts) and a test of spirit (same, use Spirit).

These tests may be taken by whichever character the group nominates as the representative, and no aiding of another is permitted. If the combined score of all tests is positive, the party is given food and drink to restore their health, and then left to their own devices.

If the heroes' score is +4 or +5, the tribe provides them with one week's worth of food and water, and points them toward the canal. On a score of +6 or more, the heroes are gifted with everything above, plus warned that Shastapsh patrols have been active lately and hate the red devils.

If the end result is a negative score, the party is bound, gagged, and taken to the nearest Shastapsh patrol for reward.

SHASTAPSH ATTACKS!

The heroes first sight the Shastapsh-Thoth Canal from the top of a rugged hill. Below, a caravan is under siege by a cavalry force, which a Common Knowledge check (-2) identifies as Shastapsh Regulars. On a raise the viewer realizes they are well outside their normal territory.

A successful Notice roll spots about five caravan guards left, but that number plus two per hero in mounted Shastapsh cavalry. A raise spies the flag of a different city-state, likely that of the caravan's origin. The flag is unidentifiable unless someone has an appropriate Knowledge skill (e.g., History). Even then, unless the Knowledge is somehow related to Mars, roll at -2 to conclude it is the royal flag of Thoth.

Canal Martian Cavalry (5 +2 per hero): See page 177.

Canal Martian Guards, Regular (5): Caravan guards. Allow the players to run these Guards as allied Extras. See page 178.

The cavalry retreats if ever outnumbered. When they are victorious, the heroes find they have rescued Princess Aramaranda of Thoth. If no one speaks Koline or Parhooni, an old advisor named Kalamir translates the communication in rough English.

Unfortunately, Kalamir is a covert agent for the Cult of the Worm, following Kereeque the Mystic. He perverts the heroes' words to sour their relationship with the princess and any surviving guards as much as he can. While not a fighter, he is quite a persuasive fanatic and very aware of his surroundings.

Kalamir: Wild Card. See page 178.

Princess Aramaranda: Wild Card. See page 176.

The princess requests (or demands, if translated by Kalamir) the heroes escort her back to Thoth. Her royal barge is only 20 miles away at the canal town of Thoth-En-More.

SHASTAPSH STRIKES BACK

Halfway there, the Shastapsh cavalry shows up with twice the number as before, led by Commander Neesh. Kalamir recommends surrender, because he knows the princess's capture is central to the Shastapsh plan to coerce Thoth into an alliance. If Kalamir can get the heroes captured, and then framed for the whole event as well, that would be perfect!

Canal Martian Cavalry (20): See page 177.

Commander Neesh: Wild Card. Use Canal Martian Cavalry Officer stats on page 177.

If the heroes surrender, the princess and her advisor are whisked off to Shastapsh. The heroes are, strangely, left unchained and marched under watchful eyes (one Canal Martian per hero, plus one additional cavalryman) toward the original ambush point. When they arrive, the guards motion them to various spots, intending to position them just right for their execution. Then they hope to blame the abduction on humans, with Shastapsh taking credit for "rescuing" the princess.

If the heroes haven't figured out what's going on, have them make a Smarts check to do so. On a success they get to act in the same round as the soldiers. Those who fail are shot as the Canal Martian cavalrymen get the Drop. Combat ensues.

Once the guards are neutralized, the heroes can use their mounts to catch up with the princess and rescue her (and her "duped" advisor) from the remaining troops. Without the princess, the heroes have a short and difficult stay in Thoth, before being imprisoned or deported to the nearest British colony.

If the heroes triumph over the cavalry, they are escorted to the barge and then to Thoth in just a few days. They receive a warm reception by the Prince of Thoth (with Kalamir poisoning that welcome as best he can), and are granted lodging in the city until transportation to British-controlled areas can be arranged.



THE DOOMED CARAVAN

The Prince of Thoth requests that the heroes accompany a caravan with his emissary (Kalamir if he is still around, otherwise an experienced Martian diplomat named Thyrtis) through the Nepenthes-Thoth Steppe to Meepsoor, and then on to Syrtis Major.

The prince is willing to pay the handsome sum of £100 each for this task. He supplies the caravan with four ruumet breehr (all with howdahs, drivers, and wagons), and provides a mounted caravan guard of ten gashant riders with a leader, Wiiso. (Unbeknownst to the prince, Wiiso is secretly a Brotherhood operative, under orders to sabotage the mission!)

TIGER IN THE TENTS

The trip is estimated to take 40 days. After five days a routine sets in: march about four hours, break for four hours during the heat of the day, march four more hours, make camp, set sentries, and rest. So goes the routine, until the evening of the seventh day is interrupted by a steppe tiger!

Wiiso drugs and paralyzes the sentry on the west side of the camp, enabling the tiger to kill him without any alarms being raised. Then it stalks into the camp seeking more prey.

Steppe Tiger (1): See page 174.

Canal Martian Guards, Regular (9): See page 178. The guards are mounted on gashants (see page 171). Allow the players to run the guards as allied Extras.

 **Wiiso, Gashant Commander (WC):** Wild Card. See page 177.

 **Kalamir:** Wild Card. See page 178. (If **Thyratis** is along, use the Noble stats on page 179.)

After defeating the beast (with Wiiso sticking close to the diplomat to protect him), Kalamir, if present, suggests they quit and return to Thoth. Otherwise, Wiiso proposes the option. Heroes can convince either one to continue with a successful Persuasion roll.

STAMPEDE

On the tenth day, the ruumet breehr are skittish. Wiiso seems worried and warns the heroes to look out for more steppe tigers, as they are feared by the ruumet breehr. The behemoths are actually sedated. If successfully examined by someone with Healing, Knowledge (Animal Husbandry), or Riding, this fact is learned.

Around mid-morning, Kalamir dismounts from his beast and walks a while, citing numb legs. Just prior to the midday break, a herd of eegaar (see page 170 for stats) becomes startled and breaks in front of the caravan. Have the heroes roll Notice. On a success, they see the breaking herd and can grab onto something. With a raise, a keen-eared explorer hears the crack of a rifle just before the herd's thundering hooves blot out all other sounds. No matter what is noticed, the ruumet breehr panic, rear up, and flee!

Everyone on the beasts must make a Riding roll (–2) or be thrown to the ground for 2d6 falling damage. Anyone left on the back of a ruumet breehr can attempt to calm the

animal using their Riding skill (–2). Failure means the animal keeps charging for another round, in which the rider must again try to avoid falling off.



Anyone thrown or already on the ground in front of any of the animals is subject to being trampled. See the rules for

Stampedes on page 67. If any ruumet breehr is not stopped by a Riding check in five rounds, roll a d6. On a 1–4, the beast grows fatigued and stops to rest, while on a 5–6 it stumbles into a crevasse for 4d6 damage to animal and rider.

Kalamir has been walking and was ready to dodge the stampede, so his rolls to avoid it are made at +4. Should the caravan lose any ruumet breehr, either Kalamir or Wiiso again advocates returning, but still may be persuaded to go on with a successful Persuasion roll (–1 per ruumet breehr lost).

Only those heroes who scored a raise on the Notice roll heard the mysterious gunshot, but no one can tell from which direction it came. Neither Kalamir nor Wiiso heard the shot (or so they claim).

NIGHT RAID!

The sixteenth day of the caravan's deadly westward journey finds it headed directly toward Meepsoor. It is close to the steppe lands of the Shastapsh, and everyone is a bit apprehensive. During the day, have each traveler roll Notice. Success indicates they sense the heat waves rising off the desert still miles distant. On a raise, they faintly make out a flyer of moderate size traveling high and to the south, the flickering white flash of a mirror catches their eye.

That night, High Martian marauders and their chieftain glide silently out of the sky to attack, gaining +4 on their Stealth rolls to approach. They focus their attack on sentries and the diplomat's tent to abduct the emissary. If no one is watching, Kalamir goes willingly enough, counting on his status with the Cult of the Worm to save him.

There are two guards stationed outside the diplomat's tent, and another three are on watch duty—all are Active sentries. Four of the guards and Wiiso are asleep in their tent, and Wiiso does not allow them to leave until fully armed and dressed, which takes five full rounds after the alarm is sounded.

Armed with swords but largely untrained, the drivers protect their mounts (who are not really in danger), leaving the heroes and the other guards to defend the campsite.

Anyone who failed their Notice roll to see the High Martians on the wing is not dealt into the first round of combat. Two High Martians attack each guard out in the open, two High Martians do battle with each hero, and the chieftain tries to kidnap the emissary with any remaining High Martians.

High Martians (20): See page 179.

 **High Martian Chieftain:** Wild Card. See page 180.

If the envoy is abducted, the heroes can shoulder the task themselves and relay the Prince of Thoth's interest in diplomatic relations, or they can return to Thoth. They likely have no way of knowing or following the High Martians' trail. In any case, Wiiso argues vehemently against prolonging the mission any further, but may be swayed with a Persuasion roll (-4).

BETRAYAL IN THE DESERT

About halfway through the Isidis Desert, Wiiso makes his final move. Except for Kalamir, whom he "kidnaps," Wiiso poisons everyone with macaava root. This poison is almost always fatal to Martians (roll Vigor at -4 or die), but only knocks humans unconscious for 20 minutes or so unless they succeed on a Vigor roll (-2).

Any hero may try saving a Martian within 10 minutes of the onset of the poison's effect, but it takes a successful Healing roll (-2). Only one attempt per hero is possible, since other Martians will have expired in the interim.

It is feasible to track Wiiso (he is leading the ruumet breehr, which slow him to the pace of an average man). If his plan was successfully he has at least a five-minute head start, increasing to 15 or 20 if the heroes linger to help the poisoned Martians. If Kalamir is along, he is riding on a ruumet breehr and calls out to the heroes to rescue him when he spots them.

A bested Wiiso claims he is just trying to forestall the Earthmen from defiling his city as they

have so many others. An successful Notice roll opposed by Wiiso's Persuasion is enough to see he is not telling the whole truth.

A successful Intimidation or Persuasion roll prompts Wiiso to reveal he is working for a revolutionary Martian organization called the Ground Cleansers. A raise prods him to disclose that his faction is directly supported by the Brotherhood of Luxor. According to Wiiso, the Brotherhood wanted the mission abandoned, and if that wasn't feasible, the diplomat kidnapped and the entire caravan wiped out.

MEEPSOOR

A week later the caravan (or what is left of it) encounters a patrol of Meepsoor lancers and is escorted into town. The garrison commander telegraphs Syrtis Major and is instructed to put the heroes, plus the emissary and any other survivors, on a ship sailing up the canal.

The contingent is treated well, and after a day's rest sets sail for Syrtis Major. The trip proceeds without incident, and the heroes arrive in eight days. But if Kalamir is still with them (or the GM simply desires more encounters), run the following scene.

THE BROTHERHOOD'S REACH

On the fourth, stiflingly hot day out from Meepsoor, a small village the boat is passing suddenly erupts with armed Martians! They swarm the ship in a mass of two-Martian canoes. These are Ground Cleanser fanatics, with two camouflaged Brotherhood assassins. As the besieged ship has only a five-man crew, its defense hinges on the heroes!

Canal Martian Ground Cleansers (2 per hero, +1 per passenger/crew): See page 177.

Brotherhood Assassin (2): See page 185.

Canal Martian Crew (5): Allow the heroes to play these crewmen as allied Extras. See page 177.

The Ground Cleansers have been instructed not to harm Kalamir but to kill everyone else. The assassins try to ensure that Kalamir is either abducted or, if the heroes seem to be winning, to inflict enough bloody (but non-lethal) flesh wounds for Kalamir to denounce the Earthmen as poor protectors.



Each assassin has a false tooth encapsulated with poison, and they do not hesitate to use them as soon as they are captured. This alone raises more questions—any hero who inspects one of these teeth and succeeds on a Knowledge (Medicine) roll knows it would take a European extremely skilled with dental tools and exotic poisons to even attempt such a thing.

ARRIVAL IN SYRTIS MAJOR

The surviving heroes arrive in Syrtis Major with no further delays. There, they receive warm welcomes and enjoy local hospitality at the Imperial Steppe Inn, a fine hotel in the British Quarter. The courtesy extends for a full two weeks, and all of their gallantry is noted often and in tones of reverence.

As usual, if he survived Kalamir portrays the explorers' exploits as owing more to luck than skill. The old grump isn't interested in hearing the tales again.



THE LOST TEMPLE

Kereeque—better known as Kronos, the Cowled One—was recently told of a scholar in Syrtis Major seeking out ancient Vulcan sites. With his usual cold efficiency, Kereeque murdered and disposed of the kindly Queeleek.

Then Kereeque learned of the heroes' arrival in the city, and he devised a monstrously arrogant plan. He would trick his enemies into taking him to his goal, and in the process he would learn all he could about them. If all went to plan, Kereeque would gain the secrets of Vulcan and leave his foes dead in his wake.

IN THE NICK OF TIME

Kronos hired a gang of Martian thugs to attack an old scholar named Queeleek. Taking the dead Queeleek's identity, it was a simple matter for Kereeque to shadow the explorers until such a time as the thugs caught up to him.

While in Syrtis Major, when the heroes happen by the bazaar, the old warehouse row, or the shipyards, read the following passage.

Suddenly you hear a deep voice threatening. "Your secrets end here, old one!" followed by a high-pitched cry of, "No, my work!" Checking a nearby alley, you see a gang of Martian thugs assailing an elderly Martian in scholarly robes.

Canal Martian Thugs (2 per hero): See page 179.

 **Queeleek Thorshian:** Wild Card. "Queeleek" is actually Kereeque, also known as Kronos, the Cowled One. See page 187 for his stats.

PROF. THORSHIAN, AT YOUR SERVICE

Captive thugs break on a successful Intimidation roll, or a Persuasion roll (–4). They reply, in rough Koline,

We were hired at the Durge Watering Hole. It's a local bar, not so popular with your kind. A hooded figure hired us. He didn't mention his name and we didn't ask. He gave us some coins to rough up some old wisebeard. Oh, and we were supposed to take anything he had back to the Watering Hole.

If any heroes go to the bar, the mysterious patron has conveniently disappeared. He never shows himself there again.

Queeleek speaks broken English and seems to grope for words, but does a sufficient job understanding the heroes. If asked why he was attacked, the scholar sighs and answers,

I learned one they not know. They not understand what I find. Great secret. I learn of very old place. Text and stories say place full of death. Full of my...story. I think place say much of Martian way. Not a place of dead. Place of great things!

He then leads them to his small house near the ruins of the Emerald Palace. His home has been ransacked, and all his ancient texts taken. A successful Notice roll indicates the robbers were experts, as all hiding places were hit. A raise on the roll confirms that the robbers left no physical evidence whatsoever.

Queeleek has the heroes right a table, and pulls from beneath his robe a pouch full of old scraps of paper and pottery. They appear incredibly timeworn and he treats them like prized possessions. He points to several obscure marks, explaining,

This say "Hills of Kings." It so old it mean what we call Aerial Hills. It shows no-name temple. It shows above water. I think lost temple in hills. I know where. You go? You help?

ARSON!

As the heroes begin discussions, a bottle smashes through the window and breaks on the floor, and its contents burst into flames! Another hits the front door of Queeleek's hovel and sets it alight as well.

Both blazes are fueled by liquid fire (see page 63), and each is the size of a Medium Burst Template. If the heroes are unable to quench them, they rapidly incinerate all of Queeleek's worldly possessions—except for the pouch of paper and pottery clutched tightly to his chest.

Obviously, Queeleek is in danger and what he knows must be valuable. (The old scholar does nothing to disabuse the group of this notion.) Should the heroes still be reluctant to accompany him, the local British Colonial Office seeks them out next day to investigate the matter. If they have let Queeleek out of their sight, the explorers have to find and rescue him from another gang of Martian thugs.

THE AERIAN HILLS

The safest way to scour the Hills is from the deck of a flyer—which may be beyond the heroes' resources. They might negotiate with the local Society chapter for the use of a small steam launch. If the heroes can't operate it, a crew can be hired for standard wages. Unless a hero has the Connections (Military, Navy or Army) or Colonial Office Edge, they cannot arm the flyer with guns but may purchase a Martian sweeper. Of course, they could also go on foot, but this would mean hiking over 300 miles each way, over rough and hazardous terrain.

Queeleek guides the expedition directly west for approximately 250 miles, nearing the majestic cliffs where this continent met the ocean in ages past. Now winds batter the palisades where persistent waves once eroded them.

With the flyer holding a pattern over rugged ridges, Queeleek quite seriously asks everyone to look for the "Mark of the Sandwing."

The sandwing is a legendary creature resembling a dragon from Earth myths, which Queeleek explains if he is asked. Once per day, everyone but the helmsman and trimsmen may attempt a Notice roll to find the mark. Make a group

Notice roll for the crew. The roll suffers a -6 penalty at Very High altitude, -5 at High, -4 at Medium, -3 at Low, and -2 at Very Low. With a success, a character has spotted the mark.

The winds among the rocky cliffs are very treacherous. Though it is more difficult to search from higher altitudes, it is far more difficult to steady the ship down among the howling winds. Any day the ship spends at Medium altitude or lower, the trimsmen must make a Knowledge (Trimsmen) roll or the airship begins an uncontrolled descent. At Low Altitude the Knowledge (Trimsmen) roll is at -2 , and at Very Low altitude, -4 .

In the case of an uncontrolled descent, everyone on deck has to make an Agility check or fall overboard. A falling hero tied by a life line takes just 2d6 damage from slamming into the ship's hull. Otherwise, she suffers falling damage per *Savage Worlds* rules as she impacts the ground below (each altitude level is roughly 12").

The trimsmen must make a Knowledge (Trimsmen) roll or the ship's continues to plummet at one altitude level per round, until it reaches ground. At this point, the helmsman gets one final Piloting roll (at -1 per altitude level fallen) to avoid crashing the ship.

After spotting the outcropping, the party must land safely on an outcropping that bears an uncomfortable resemblance to a beast once slain by St. George. The winds impose a -2 Piloting penalty on the final approach, but success lands the ship safely.

INTO THE NAMELESS TEMPLE

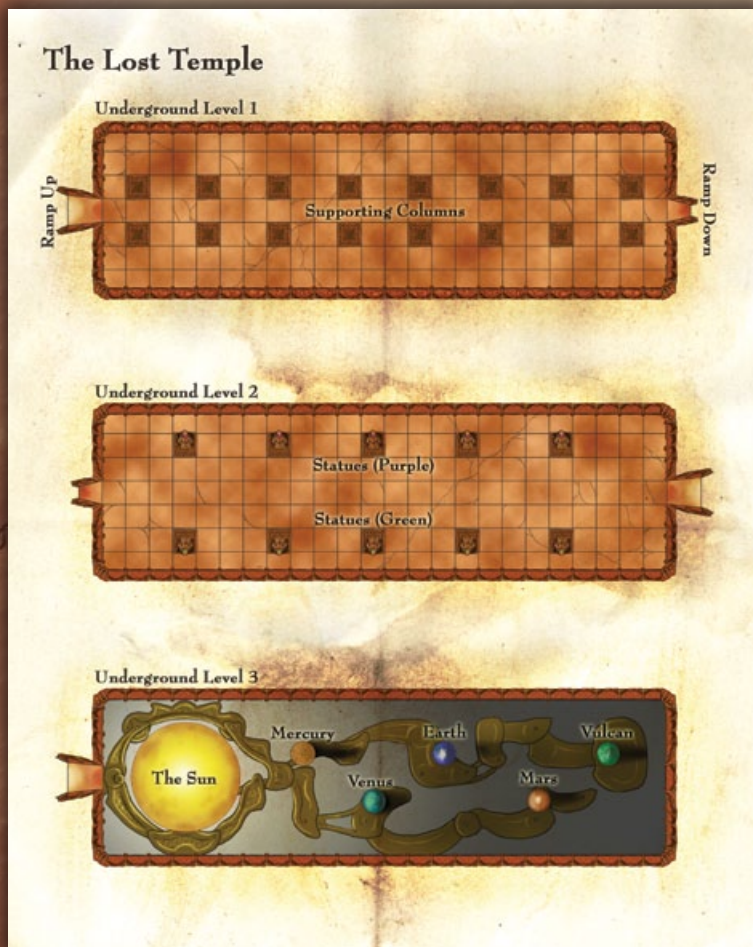
Careful examination of the proper site uncovers a stone slab with weathered carvings on one side. The carvings are in a series of ancient numbers, recognizable with a Smarts check (-4), or a successful Knowledge (Business) at -2 , Knowledge (Engineering), or Knowledge (History) check. The carvings show 1, 2, 3, 4, and have four more numbers with indentations.

The solution is to push the (1) indentation once then the (2) twice, let go, and wait. (If your group isn't the type to figure out these sorts of puzzles on their own, feel free to allow them a Smarts roll to solve it. If even that fails, Queeleek provides the answer after a bit of study.)

The slab slides open shortly after the heroes press the right combination. A ramp stretches into the darkness below. Pressing the incorrect keys triggers a 24-hour lock. The slab has Toughness 18 and is a solid three feet thick.

THE DANCING LIGHT

If the heroes leave someone to watch their ship, have that character attempt a Notice roll every 15 to 30 minutes of game time. On a success, he sees another aerial vessel combing the area; on a raise, he



identifies it as a Fleetfoot-class ship—a designation denoting a pair of sweepers, plus a normal crew of 13. The ship's captain and crew are in service to Kronos, and followed at his behest.

The heroes' best bet is to flee before the incoming ship, *Dancing Light*, can attempt to board them (and then return after it leaves). It takes the *Dancing Light* 15–30 minutes to close to attack range. It must make the same Piloting and Knowledge (Trimsman) rolls to land once it has repelled or captured the heroes' ship.

 **Canal Martian Captain:** Wild Card. See page 177.

Canal Martian Officers (3): Includes one helmsman, one trimsman, and one signalman. See page 179.

Canal Martian Crew (13): Includes one deckhand, six cranksman, and five gunners. See page 177.

 **Brotherhood Agent:** Wild Card. See page 184.

The Martians leave the helmsman, trimsman, and two gunners on board, and dispatch the captain, the Brotherhood Agent, the signalman, and seven crewmembers to investigate the open hole in the ground.

UNDERGROUND UNIVERSE

On the first level, the ramp leads down to a hall decorated with ancient mosaics. The figures depicted in them are humanoid, but deathly pale with wide black eyes—like nothing the intrepid explorers have ever seen.

Any character who succeeds on a Smarts check can puzzle out the general meaning of the mosaics. Untold ages of time are shown in a storyboard-like manner, depicting the rise of simple hunter-gatherers, their social evolution, construction of cities, and many technological advances. Finally the curious beings enter large, finned vessels. Throughout the history are eras of war, advancing toward ultimate destruction but always culminating in peaceful resolution.

Hundreds of tiny diamond fragments adorn the mosaics. In the later pictures small rubies are used to represent advanced power sources. The diamond flakes are of minimal value (up to £10 per pound, but it takes an hour to accumulate each £1 worth). The twenty rubies are appraised at about £50 each (requiring a Knowledge: Business roll, or Smarts roll by someone with the Merchant or Thief edge).

Each ruby, however, actually serves as a cork to contain a swarm of flesh-eating tomb beetles, so it's unwise to pry them loose. The beetles swarm out 1d6 rounds after the first ruby is extracted. For each ruby taken, one swarm emerges.

Tomb Beetles (1–20 swarms): See page 174.

A ramp on the far side of this chamber leads to the second level.

HALL OF STATUES

The second level features statues of the tomb makers, their names long forgotten. The ten statues on either side face the center and seem to be glaring at each other. Those on the right have beautiful purple-gem eyes, while those to the left have jade-green gems for eyes. The statues are automatons that attack if disturbed (not simply if the room is entered), pressing the assault until they expel intruders or are destroyed.

Automatons (20): See page 167.

There's another ramp on the far side of this level, leading even farther downward.

THE GREAT VULCAN ORRERY

The third and final level is what Queeleek seeks. It presents the inner solar system as individual globes—including Vulcan as it was when whole! Each sphere is 24 yards (12") across, seemingly floating in a black void. A path illuminates as the heroes walk along, leading first to Vulcan and then to each of the other worlds about 12 yards (6") apart. The globes shine with an inner light, and particularly bright spots highlight cities. The Vulcan cities are accentuated either with a purple or emerald pulse.

An excited Queeleek dashes from one orb to the next, sparing just a quick moment with each. He is near Mercury when a strange voice booms out of the shadows and stops Queeleek in his tracks. The language is incomprehensible, but the scholars among you know it bears a minor resemblance to both High Martian and ancient Egyptian.

A Linguist or anyone knowing either of the aforementioned languages can attempt a Smarts roll at –4 to deduce the meaning of the speech. On a success, she thinks it is giving brief historical lectures about each of the worlds interspersed with stern warnings. With a raise she can discern more precise meanings. Use this as an opportunity to convey any clues or information that might be helpful to propel your own tales.

After ten minutes (or when you feel it's appropriate), the Martian crew of the *Dancing Light* arrive. The Brotherhood Agent concentrates on running between the spheres and taking photographs of them, while his compatriots keep the Earthmen busy through parley or unchecked aggression.

The agent is simply there to record and destroy. He has a preset detonite bomb to affix to each of the five globes. Each bomb's timer starts at 59 seconds (approximately 9 rounds). If the Martians are able to engage the heroes in conversation, and the agent is stealthy enough, it is conceivable the first bomb could explode before the explorers realize what's happening.



THE DOOM OF WORLDS

The explosion of even one orb causes the display to stutter and crackle, and interrupts any conversation or combat in the chamber. Read the following passage.

An explosion illuminates the chamber and fills the air with acrid smoke, causing the booming voice to grow increasingly agitated. The green and purple cities of Vulcan pulse outward as if battling to overwhelm the others. Abruptly, several molten red pinpricks fire out ragged lines that honeycomb the globe. Finally the orb disintegrates into fragments, and its light gutters and dies. The other orbs remain radiant for a mere second before their lights die one by one.

The voice ends with a warning (understood by those who scored a raise on the earlier roll): "The path of the ancient ones leads to doom."

When the last light vanishes, a steady rumbling rises beneath the heroes' feet and shakes the entire chamber. Seconds later large fragments of rock fall from the ceiling. All characters still in the orrery must succeed on an Agility roll or be hit by falling masonry for 2d6 damage. Queeleek disappears, his yell drowned out by falling rocks, seemingly crushed under falling debris near Mercury.

The temple begins to crumble, giving everyone only 3d6 rounds to vacate. Consult the rules for cave-ins (on page 66) if anyone remains in the chamber when the ceiling finally comes down. The Martians and the Brotherhood agent, if they still live, abandon trying to engage the heroes and run blindly for the exit.

The heroes' flyer or steam launch is right where they left it, the crew close to panic and eager to lift off. After the temple collapses, the entire outcropping continues to shake for another 1d6 rounds before it too collapses into the deep canyons below, eradicating any evidence that the Vulcan temple was here. Anyone still on the outcropping when that happens almost certainly perishes. Heroes who escape can return to Syrtis Major with the tale of their exploits.

WHEELS WITHIN WHEELS

Of course Kereeque is not dead. He uses a teleportation device, hidden under his scholarly robes, to enact a convenient escape even as he seems to perish. The diabolical villain flashes to the surface, cowl himself to appear as Kronos, and commandeers the *Dancing Light* from its bewildered crew. Then he takes off, leaving everyone else to die. Do all you can to ensure Kronos's escape—he has a very important role to play in the tale of *Red Sands*!

WHAT'S NEXT?

Seizing the Brotherhood operative's camera gains heroes the location of several Vulcan sites of great antiquity. The largest of these is at the bottom of an ancient sea on Mars, which a successful Investigation at any good library (and 2d8 hours' time) verifies as the ruined Martian city of Bordobaar. Feel free to create additional Vulcan sites that correspond to your own tales of adventure.



MADNESS IN BORDOBAAR

Run this tale at any time after the heroes share the information collected at the Vulcan temple with their contacts and associates in the Explorer's Society (presumably that means Professor Alfred Bottoms).

FOR SCIENCE!

At their current residence, the group receives a telegraph from their society contact, urging them to meet with a Doctor Charles Grant and his assistant, Elizabeth White in Syrtis Major, and to share with them the tale of the lost temple and its demise. A check on the scientists' credentials with the Colonial Office confirms the pair are from London.

Dr. Grant is planning a trek to the ruins of Bordobaar in search of proof linking the pestilence that struck Bordobaar to the Black Plague that devastated ancient Mars. When the heroes share their story, Grant and White become quite animated and divulge they had unearthed certain pottery in Babylonia with Vulcan hieroglyphic mentions of the plague. They breathlessly urge the heroes to join them.

Certain people in authority seem eager to encourage Dr. Grant's expedition, and so the Colonial Office offers an older, unconverted Fleetfoot-class screw galley, *Gone-Like-Wind*, for the heroes' use. There is no charge, and inquiries as to who approved the loan are met with a cryptic reply, "This comes from the highest levels."

GONE-LIKE-WIND

Class: Fleetfoot	Hull Size: 1 (100 tons)
Acc/TS: 3/10	Toughness 15 (4)
Climb Limit: VH	Officers: 4
CR: 250	Deck: 1
Food: 2000 units	Crew: 6 C + 8 passengers
Cargo: 12 tons	Cost: £5,600
Weapons: none	

The heroes need to recruit crewmen (captain, helmsmen, trimsmen, signalman, a deck crew and six maneuver crew/cranksmen) for any posts they cannot themselves fill. To circumvent Oenotrian air patrols, the heroes are advised to travel 1,100 miles to Thoth, skirt Shastapsh, and then sail southward for 700 miles through the Karkarham pass, 500 miles farther south through Gorklimsk, another 500 miles to Fadath, and then carefully eastward 300 miles to the ruins. Dr. Grant is quite clear in his assertions that the trip will be grueling, arduous, and cracking good fun.

Dr. Charles Grant: Use Scientist stats on page 184.

Elizabeth White: Use Scientist stats on page 184.

THE TRIP

The trip to the ruins is as exciting or plain as serves your needs. Feel free to gloss over the journey itself and segue to the ship's arrival at the edge of the ruins after weeks of travel through contested lands. Encounters along the way might include:

Royalty Calls! Before departure, the Prince of Thoth summons the heroes to his palace for a personal audience. He is interested in the response to his overtures, and the Colonial Office requests that the explorers carry a few letters assuring the prince of the Crown's regards for his welfare. The Brotherhood of Luxor and Germany both want to sour this meeting, so each has planted their own spy on the *Gone-Like-Wind* to steal, destroy, or replace the letters with forged, offensive copies.

Bandits: The Karkarham Pass, a dry canal, is a caravan route and haven for both Shistomik High Martian and Shastapsh pirates. At least one encounter with the marauders should occur.

Ground Cleansers: Karkarham, Gorklimsk, and Fadath are independent city-states that have had very little contact with the "red devils." Expect Ground Cleansers to stir up trouble when the heroes travel through these territories.

A Clever Ruse? The Gorklimsk Marsh nestles between Gorklimsk and Fadath. It is infested with water pirates and cruel opportunists. While flying over the marsh the heroes spy a merchant boat under attack. This might be a trap set by the Brotherhood to nab heroic characters.

RUINS OF BORDOBAAR

At the end of its journey, the *Gone-Like-Wind* approaches the vast, dead ruin. Read the following passage.

The Ruins of Bordobaar are enormous and foreboding. The ancient palace bears the scars of battles long past. Skulls and skeletons litter the deserted streets. The unshakable feeling of being watched from the dark, gaping holes in broken towers is unnerving.

Anyone who succeeds on a Knowledge (History) roll (or a Common Knowledge roll at -2) is able to recount the tale of the sinister plague that snuffed out the once-thriving Bordobaar, causing massive physical deformities and uncontrollable, murderous outbursts of rage.

Those who succeed on a Knowledge (Local Area) roll (or Common Knowledge at -2) know of the recent attempts to re-colonize the city, and the unrelenting, vicious nocturnal strikes from man-sized savage beasts that halt all such efforts. A raise on the roll earns the tidbit that the palace treasury is said to have remained intact and hidden in the city, and all treasure hunters trying to locate it have found only death.

The scientists set up camp in the palatial ruins, in a relatively defensible area with a low wall and an ancient well. By noon, the camp is finished and the scientists ask the heroes to help them explore the palace before nightfall.

BORDOBAAR PALACE

Read the following when the expedition enters the palace.

The entire palace is dark and its many rooms are seemingly deserted, with only the broken windows to allow the thin Martian light. The upper floors are choked with blackened rubble. Scuff marks are plainly visible in the ashen dust on the floors.

A successful Tracking roll reveals that they are the impressions of bare humanoid feet. A raise spots evidence of long claws at the tips of the toes and at the heel.

Heroes searching the ground floor may roll Notice. Success finds an opening in the wall behind a collapsed column; two people can easily roll it aside to reveal a long corridor. A raise uncovers another opening in the floor which is blocked by a 300-pound stone slab. Beneath it, a shaft yawns dark and deep, stretching downward to some underground level.

THE SAVAGES

Have everyone roll Notice. On a success the heroes hear muffled scraping and growls from somewhere down the passage, behind the fallen column. The long corridor has doorways on either side, every ten feet or so. Investigation finds the rooms to be identical: square, with a floor-level alcove in the far wall. Inside the alcove is a pile of rubbish. Close examination and a successful Smarts roll reveals that it is a nest formed from bits of old draperies, tapestries, and bedding.

On a successful Tracking roll (or a Survival roll at -4), the heroes realize the nest has seen occupancy by a furred creature within the day. Before anyone can speculate on a course of action, the creature appears in the hallway (or out of a room 6" away if a guard was posted in the hall) with a loud roar. Deal initiative immediately.

The cry of the first creature brings two more every round until a total of 21 have appeared. If all of these are dealt with, the scientists have plenty of specimens to sample. If the heroes run outside to the camp, the savages won't follow until night falls, as daylight is far too bright for their comfort.

Savages of Bordobaar (21): See page 173.

EXPLORATIONS

If the heroes and scientists try to stay the night, they are attacked by increasing numbers of creatures. In the first hour, 10 savages attack. In the next hour, 15 savages attack. Then in the following hour, 20 savages attack. After that, each hour of the night sees an attack by 20 more of the troublesome rotters. Only completely collapsing the entrance to the long corridor stops them (and even that only stops them for a night or two).

The heroes and scientists should figure out a way to cut off the creatures' access so they can continue exploration, because defeating all the savages in Bordobaar is a well nigh impossible labor. At the end of the long corridor, a ramp descends to another labyrinthine level of rooms, which in turn access the catacombs that riddle the underbelly of the city. The onslaught of savages is quite unstoppable once it begins.

The labyrinthine rooms are part of an ancient, wrecked library. A successful Investigation roll (-2, each roll takes two hours) by someone versed in Martian history, language, or culture finds a slightly damaged scroll which records discussions among the Royal Family of Bordobaar of moving the treasury to a newly discovered underground vault, "beneath the deep chasm," to protect it from thieves. On a raise, the keen scholar detects a reference to the discovery of an "unimaginably old red cylinder." The very idea of something being unimaginably old in Bordobaar's heyday gives every scholar pause.

THE TREASURE CHAMBER

Climbing down the 300-foot shaft is a challenge for anyone, but falling would be worse. At the top, the ragged end of a deteriorated cable hangs uselessly from a rusted lifting mechanism. At the bottom (provided some light can be shone upon the depths) lies the entrance to a huge, 100-foot-diameter dome. A successful Tracking roll indicates that the heroes are not the first party to reach this point in recent years.

When the party reaches the bottom of the shaft (i.e., the top of the dome), read the following passages.

Shining a light into the dark interior of the dome unveils a vast, gleaming horde of coins, gold bars, and half-open crates of gems. In the center of a greenish, algae-choked pool, is a large, open, red cylinder. Scattered around the pool are bits of bone and skeletons in all manner of decaying uniforms, including a few of the European and American varieties from as recently as the mid-1880s.

Dr. Grant mutters excitedly, "It could be the very source of the plague!" and points to the crystal-clear glyphs that run up and down the sides of the reddish metal cylinder.

"It is imperative that we examine the cylinder," Elizabeth White insists to anyone who listens. "For science! Not to mention Queen and Country!" It is clear the scientists' minds are quite made up on this matter as they begin preparations to descend into the dome.

Deal initiative one round after anyone sets foot inside the dome. The Martian worm coiled in the pool senses vibrations through the earth and water, and emerges with a keening scream to attack the nearest prey.

MARTIAN WORM, GIGANTIC

This mutant monstrosity is the result of long-term exposure to a flawed version of the Red Sands. Unnatural in every way, it survives in a near-comatose state until vibrations from intruders arouse it to feed.

Even if it is “killed,” the worm continues to regenerate, retreating to the pool’s depths to recover sufficiently before resuming the attack. This is the only time one can reach the shaft and climb to safety without risking an attack.

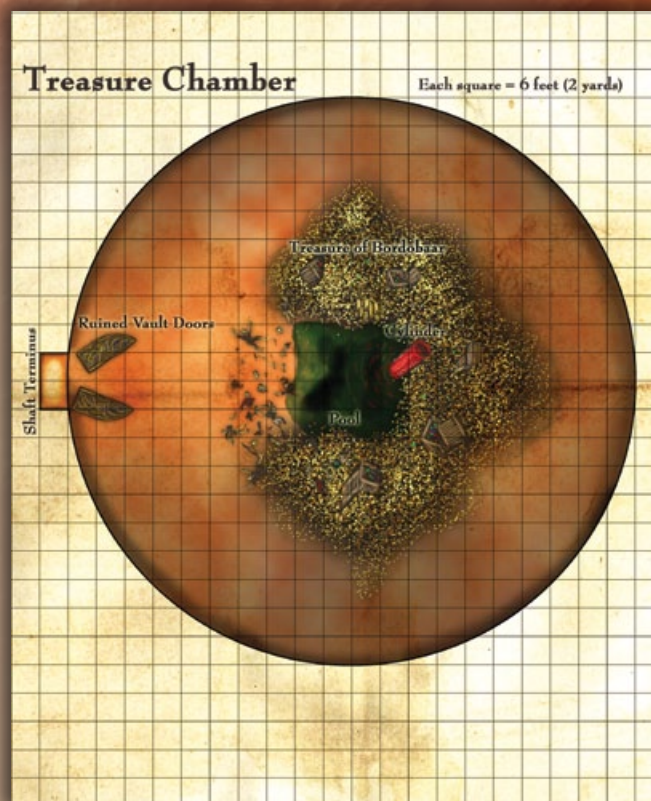
Attributes: Agility d8, Smarts d6 (A), Sprit d10, Strength d12+8, Vigor d12+2

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

Pace: 0; **Parry:** 6; **Toughness:** 21 (2)

Special Abilities:

- **Armor +2:** The rubbery skin of the worm is thick and tough.
- **Bite:** Str+d8.
- **Gargantuan:** The massive worm has Heavy Armor, and its attacks count as Heavy Weapons.
- **Hardy:** When Shaken, the creature does not suffer a wound from being Shaken again.
- **Huge:** Foes add +4 to attacks due to the worm’s massive size.
- **Reach 16:** The worm can reach 16” (96 feet), lunging almost half its body from its dwelling. Although bound to the 50-foot-deep pool—its ancient flesh has literally grown into crevices between the paving stones—it has enough reach to strike anywhere within the dome, and even up to 10 feet into the shaft.
- **Regeneration (Slow):** The creature makes a Natural Healing roll once per day. It can be Incapacitated by any sort of damage, but only damage caused by either of creature’s weaknesses kills it for good.
- **Size+10:** The mutant worm is a blubbery mass that is difficult to harm, nearly filling the entirety of the pool that spawned it.
- **Slam:** As an action, the worm may slam its body down over an area covering a Cone Template. Anyone in the area who fails an Agility roll (–2) suffers 4d6 crushing damage.
- **Weakness (Acid):** The smooth, water-permeable skin of the worm is extremely susceptible to caustic chemicals. A splash of acid deals 1d8+2 damage, a large beaker deals 3d6+2 damage, and Weird Science gizmos with acidic Trappings do full damage.
- **Weakness (Salt):** Over the centuries the worm has grown dependent upon the brackish water of the pool to keep it well hydrated. A handful of salt (or any other desiccant) flung at it deals 2d6 damage. A barrel full of salt dumped over it deals 4d8 damage. If a few barrels of salt are dropped into the pool, the worm dies within twelve hours.



RICHES AND DEATH

When the heroes destroy the mutated worm—which may require a hasty retreat, some scientific research to determine its weaknesses, and a daring return to its lair—they find themselves the owners of a stupendously valuable treasure. The danger, however, is in salvaging that treasure.

The red cylinder once contained a payload of Red Sands, and its placement in the depths of the palace was what led to the inevitable doom of Bordobaar. While the effects of a proper batch of Red Sands are horrible enough, the flawed formula in this cylinder was even more awful. Worst of all, the red cylinder—made of some unknown substance—still bears trace amounts of the substance, which is stirred up into an airborne toxin as soon as any vigorous activity (e.g., combat) takes place inside the dome.

If a character manages only to snatch a handful or two of treasure in haste (i.e., as much as can be gathered with one action), have the player roll a d8. The result multiplied by £10 is the worth of those hastily grabbed trinkets to a collector, jeweler, or numismatist. If a character has multiple rounds to gather booty, she may roll an additional d8 for each.

Removing all the treasure from the dome is a major salvage operation and a logistical nightmare, but it can be done. The heroes must import or build some means of lifting the load—a vehicle, a rope and pulley, or other apparatus—and succeed on any rolls necessary to put it in place (GM’s discretion). Also, unless the savages’ means of entry into

the palace are cut off or blocked, their nocturnal attacks almost certainly disrupt the process. Finally, the group must have space in their conveyance for approximately 20 tons of riches.

Once these tasks are squared away, the process of denuding Bordobaar's treasury takes a total of 5d12+12 hours, minus 1 hour for every allied Extra who pitches in for the entire duration. A group that successfully loots the dome makes off with enough money to grant them each a one-time payout of £1000, as well as permanently granting the Rich Edge to each Wild Card who gets a share.

DENOUEMENT

With samples of the savages' blood, tissue samples from the worm, and recordings of the red cylinder's ancient Vulcan markings, the scientists believe they have enough for several years' worth of experiments, and happily depart whenever the heroes are ready.

The return trip can be as eventful or uneventful as you wish. Both the Brotherhood and the Germans, though, would love to get their hands on the scientists and their samples. Numerous Martian organizations—both governmental and independent—would gladly kill to recover the lost treasures of Bordobaar.

TRY NOT TO BREATHE

The dome's stale air is rife with airborne particles of Red Sands. For every hour an explorer spends in the dome, he must make a Vigor roll (–2). Failure indicates the character has been infected by the flawed Red Sands and gains a level of Fatigue. He must roll Vigor (–2) every hour after that. In the interim, the victim develops red spots that become blisters and ooze yellowish pus. A character who is Incapacitated and fails another roll turns into a raving, violent madman indistinguishable from the savages of Bordobaar. A character who rolls snake eyes on any Vigor roll immediately falls unconscious, dies, and rises 1d6 hours later insane, mutated (add 1d6 Monstrous Abilities), and under the GM's control.

Successful use of the *healing* power instantly cures anyone afflicted with flawed Red Sands. The Healing skill is a little more dicey—rolls to treat the afflicted are made at –4 (in addition to any penalties for Fatigue levels). Even if the physician on hand has previously analyzed Red Sands in a laboratory (a highly unlikely scenario at this point in the campaign), Healing rolls are made at –2 (in addition to any penalties for Fatigue levels).



EDGE OF REASON

While in a city-state under British reign, Colonial Governor Lord Dundas telegrams the heroes an invitation. After a few minutes of tea and pleasantries, the governor wonders if the heroes might be of service to solve a dilemma. He explains,

Ladies and Gentlemen, I have just received word from the Commander of the Gorovaan garrison. A canal town between Gorovaan and Mylarkt called Kanoba has fallen silent. With all the unpleasant hostilities from the Oenotrians, I don't trust the Gorovaan natives to investigate this fully.

Your past efforts are known to me, and I believe this mystery requires a proven party to unravel. The last thing the Crown needs is another enemy excursion from Mylarkt. An aerial steam launch is available for your use, should you need it. However, the current shortage of manpower demands that you furnish your own crew.

I can advance £50 to offset your initial expenditures, plus assurances that the Crown will cover any reasonable expenses you may incur. If that is acceptable, here are the Letters of Introduction you will need for Colonel Harrison, Gorovaan Commander. And here is my hand on the accord.

TO GOROVAAN

As always, you may use the adventure generator to make the journey to Gorovaan a bit more colorful or you may gloss over the trip entirely. Upon arrival, the heroes find that their Letters of Introduction work flawlessly, and are admitted into the colonel's office.

Gorovaan is a tad rattled by talks of invasion, and the relatively small size of its garrison does little to soothe their qualms. The garrison itself lies within a walled compound near the center of town. The commander, Colonel Harrison of the Gorovaan 3rd Parhoon Brigade, is very pleased to see the heroes. He says,

You are Lord Dundas's men? Thank goodness you're willing to look into this mess with Kanoba. I dare not send any of my men to investigate, or I'd risk a revolt. Merchants are convinced that enemy forces out of Mylarkt must have overrun the canal city. Now they just speed around the town without stopping. They say there are dead bodies strewn everywhere, rotting in the sun. Your inspection should confirm these rumors or put them to rest.

KNIVES IN THE DARK

The heroes settle into the garrison's guest quarters, a small, one-room bungalow just inside the walled compound. That night, a band of Ground Cleansers led by a Brotherhood assassin attempts to end the investigation before it properly

begins. Four sentries stand guard over the heroes' quarters, but they are considered inactive after the group beds down for the night.

Using Stealth to get as close as they can to the small building, the Ground Cleansers leap out of the shadows and rush forth in a wave, brandishing swords and muskets in the hope of chasing off the guards and catching the heroes by surprise. The Brotherhood assassin is more crafty, waiting until the battle begins and using its din as cover for creeping into the bungalow through a rear window. He does his very best to slay at least one explorer for his masters. Only the assassin knows the Brotherhood of Luxor is the real perpetrator behind this attack.

Sentries (4): Use Canal Martian Guard (Green) stats on page 178. Allow the heroes to run these guards as allied Extras.

Canal Martian Ground Cleansers (2 per hero, +4 additional): See page 177.

Brotherhood Assassin: See page 185.

KANOBA

Kanoba is 200 miles from Gorovaan, almost equidistant between Mylarkt and Gorovaan. The canal flows between the walls, and from the air the town is ghostly still. Many of the buildings seem to have been damaged by artillery fire. There are an unusual number of roogies wandering the town. No bodies are visible from the sky, but the roogies would have taken care of any remnants outdoors. In any case, walking the streets looks to be an exceedingly perilous prospect.

The mayor's estate—another walled compound—seems the safest place to touch down and conduct an investigation. It has its own landing tower, gatehouse, a pair of intimidating gun towers, a garrison, granary, well, and the mayoral mansion itself. The latter structure consists of an entry chamber, feasting hall, six upper bedrooms, and an observation dome.

LANDING TOWER

This high tower is the only structure in the compound not covered by a net of anti-aerial wires, which are designed to rip apart any flyer trying to land in the courtyard.

Halfway down the ramp, the heroes discover two dead guards and are besieged by a swarm of durge flies that swarm from the corpses—really big ones to boot!

Durge Fly Swarm, Diseased (1): See page 170.

After the swarm has been dispersed, any hero who suffered 1 or more wounds must make a Vigor roll to avoid contracting a Red Sands infection. Those who fail gain one

level of Fatigue and begin running a fever. They must roll Vigor again every hour. Each failure adds another level of Fatigue as the fever gets worse. At Incapacitated the illness is life-threatening—one more Vigor failure kills the victim. In the interim, the victim develops red spots that become blisters and ooze yellowish pus. On a successful Vigor roll the fever breaks, and the character recovers after eight hours of undisturbed rest.

THE GATEHOUSE

The gatehouse is the gory aftermath of a battle. Just inside the lowered gates are the bones of those who died, and the floor and walls are splashed with brown bloodstains. Only bones remain

because the large pack of roogies that make this place their den has picked clean the flesh. The beasts stalk out of the shadows, growling viciously, and attack. The roogies are carriers of the Red Sands disease, just as the durge flies are (see above).

Roogies, Diseased (2 per hero, +1 per two allies): See page 172.

Anyone who checks the gate mechanisms after the roogies are eliminated finds that they are slightly damaged, most likely

by the cannon fire that ravaged the town. A successful Repair roll (+2) and 1d6 hours' time restores the gate to working order. When the gates are raised, the compound is secured from further intrusion (see **The Hunted!**, below).

GUN TOWERS

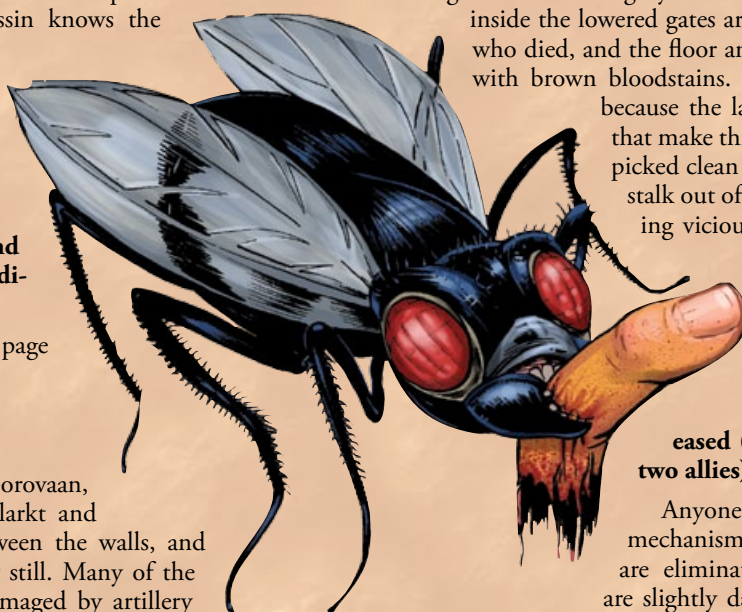
Opening the tower doors frees the overwhelming stench of death (roll Guts versus Fear/Nausea). The corpses of Martian gunners are slumped in grotesque poses, covered with large, crawling durge flies. If the odor does not deter the heroes, they find four dead bodies and two swarms per tower.

Durge Fly Swarm, Diseased (2 per tower): See page 170.

WALL GARRISON

Several barracks are built into the walls. The doors are open, and the noise of roogies bleating from overeating can be heard. From the open door, a hero who makes a successful Healing, Knowledge (Medicine), or Notice (–2) roll sees that most of the corpses do not appear diseased, but rather sustained musket or blade wounds that likely killed them. The roogies have gnawed the rest down to bone.

Roogies, Diseased (30): See page 172. The piteous beasts roam throughout the building, numbering 30 in all.



THE GRANARY AND THE WELL

Neither of these locations was affected by the battle. The granary is full and the well gives forth clean, refreshing water if the heroes need it.

MAYOR'S MANSION

The Mayor's mansion is shut up tight. Skeletal remains ravaged by roogies are scattered about on the front porch. The front doors are locked and barred. A search finds a broken window on the second floor (15 feet up). After climbing through the open window the heroes hear someone sobbing.

Following the sound leads to the mayor's study a few doors down. The door has been shattered by bullets. Inside, the heroes find the mayor's family, executed where they stood. The sobbing has ceased, but a Notice check (–2) or a successful Tracking roll uncovers a trail of light, small footprints to a concealed door. Another Notice check at –2 reveals a secret catch, which opens the panel with an audible *click*.

Behind it is a terrified little girl—the mayor's youngest daughter—alongside ample food and water. A Persuasion success is necessary to calm the child down enough so that she trusts the heroes. Once she is more sedate, the child comes willingly and offers the explorers her father's final notes, which she has been clutching tightly to her chest. The document reads as follows:

Last Testament of Mayor William A. Dunleigh, Esq.—

To whomever discovers the remains of Kanoba, I leave this warning from beyond the grave. My town is dead, and by the time this missive is found the villains at the gates of my manor will have enacted a bloody slaughter. Mere minutes remain—note well this account.

Without warning, we heard a voice booming out of the blue skies, demanding that everyone "STAND AND LISTEN!" I surmised the speaker was on some kind of airship but I could not see it against the sun.

A shower of red ash fell silently, lightly dusting all of Kanoba. From the observation dome I witnessed the effect on my people, most of whom stood stock still, mesmerized by that awful voice. My very blood chilled as the voice coldly instructed everyone to kill their masters.

The entire town went mad, an orgy of blood and murder overtaking all. Even now the unaffected are fighting as best they can, but I fear the demented are too many.

Half of my guards are doing battle with the other half. The gate was not closed quickly enough, so the courtyard and compound below are overrun with madmen. I can hear the insane howls of wild roogies, the faint, far-off screams of the dying.

My time is expended, yet I must pen this last detail. I can see the airship now, but not its name—it has descended to cannonade the town. The villains stand on deck in black cloaks emblazoned with a strange sign: Ψ.

I have hidden my youngest daughter and used a draught to make her sleep, with this account in her hand. Please care for her and avenge her family's death.

The heroes now have the big picture of the atrocity, and evidence of a pattern regarding Red Sands. The little girl pays her final respects to her slaughtered family before she departs with the explorers.

Millicent Dunleigh, the Mayor's Daughter: Use Civilian stats on page 175.

THE HUNTED!

If the explorers didn't raise the gates when they explored the gatehouse, they're in for a final spot of bother. (If they did raise the gates, skip this scene but describe the frustrated howls of roogies outside the compound.) As they exit the manor, they hear thunderous howls from the direction of the gatehouse, and must race to the flyer before a rabid horde of roogies inundates them.

Run this pursuit using the Chase rules (see *Savage Worlds*), using the range increment for a foot chase (1"), and an initial position of Extreme (5 range increments away). The roogies pursue fleeing prey right up the spiral stairs of the landing tower if they aren't eluded.

Roogies, Diseased (4 per hero): See page 172.

When the heroes escape onto their ship and pull away, they bear witness as the creatures turn on each other in a mad frenzy of bloodlust. To anyone who succeeds on an appropriate Knowledge roll, or a Healing roll, it seems this experiment of Red Sands did not yield the expected outcome. It was likely a mere test—using human beings as the subjects!

RETURN TO GOROVAAN

When the heroes return to Gorovaan, they may leave the child with relatives, local Dunleighs who offer the heroes what reward they can (GM decision). Certainly the good deed is worth a Favor for each hero. The Governor awards the heroes official commendations.

After 2d6 days of research and a successful Investigation roll, a scholar determines that the odd symbol from the mayor's last testament is the ancient Sign of the Titans, which looks like this: Ψ.

Under no circumstances can an erudite researcher learn more about the robed individuals who currently use the device, but it won't be long before the heroes themselves do battle with those black-clad murderers.



KRAAG OF KILLERS

Any evening while traveling between Parhoon and Gorovaan (or through the streets of either), the heroes can tackle this scenario.

A blaring horn interrupts the heroes' evening repast at a local inn, alarming them to a number of High Martian warriors raiding a nearby building. Several marauders advance toward the hotel, attacking anyone who resists. Deal action cards.

High Martians (2 per hero): See page 179.

During the fight the heroes spy a few screaming Canal Martians being carried away from a nearby structure by the raiders. These scalawags run off into the dark with their catch. With success on a Notice roll the explorers see the black silhouette of the *Glory Hound*, a Clairsight-class Martian screw galley, drifting at Very Low altitude. All of its running lights are shaded, rendering it nearly invisible in the night sky.

GLORY HOUND

Acc/TS: 3/10
Climb Limit: H
CR: 250
Food: 2000 units
Cargo: 10 tons
Weapons: 1RFL L, 1ALF S, 1ARF S

Toughness 16 (4)
Officers: 4
Deck: 2
Crew: 12 C + 4G + 10
Cost: £12,200

The raiders make off with their hostages and head for the Astusapes Highlands. Almost immediately, the local British Colonial Office or nobles beseech the heroes to rescue the abductees before the High Martians reach their fortified kraag. Presumably, the heroes are hard-pressed to refuse such a desperate plea.

PURSUIT

If the heroes do not have an aerial ship of their own, a native noble lends them a Bloodrunner-class kite and its crew—the *Air-of-Majesty*.

AIR-OF-MAJESTY

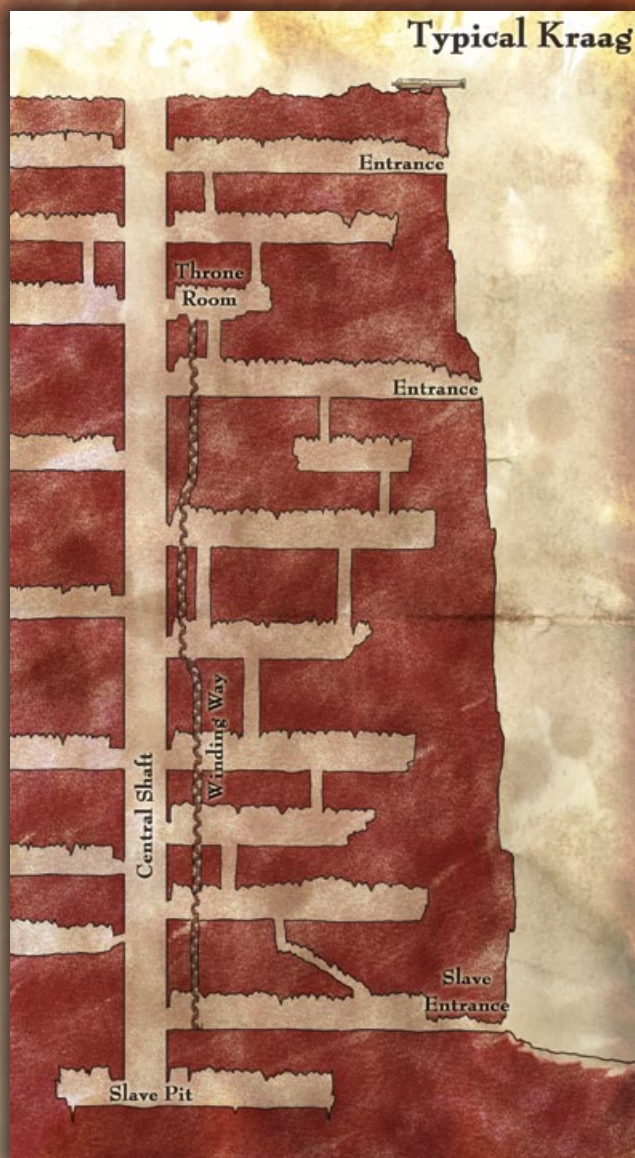
Acc/TS: Kite
Climb Limit: VH
CR: 200 or 400
Food: 2000 units
Cargo: 38 tons
Weapons: 1FRA S, 1FLA S

Toughness 15 (4)
Officers: 4
Deck: 1
Crew: 1 T + 2G + 20
Cost: £6,400

The crew include a captain, helmsman, trimsmen, deckhand, topman and 2 gunners (all of whom should be run by the players as allied Extras), plus space for up to 20 additional passengers.

Canal Martian Captain: See page 177. Allow the heroes to run the captain and his crew as allied Extras.

Canal Martian Officers (3): See page 179.



Canal Martian Crew (20): See page 177.

If the heroes launch within the hour, with a successful Notice roll (–2) they can just see the *Glory Hound* in the distance. The *Air-of-Majesty* is slightly faster than the screw-powered *Glory Hound* with the wind at its back. Play the pursuit using the Chase rules, using the range increment for capital ships (100”), and an initial position of Far (4 range increments away).

If the *Air-of-Majesty* catches the Martians, the High Martian raiders fly to attack their pursuers and impede their pace. Upon defeating the High Martians, an abductee relays the **Captive's Tale** (see below). Otherwise, the heroes need to sneak into the High Martians' stronghold and rescue the captives.

High Martian Captain: Wild Card. See page 179.

High Martian Officers (3) See page 180.

High Martian Crew (17): Includes two deck crew, twelve cranksman, and four gunners. See page 180.

High Martians (1 per hero): See page 179.

Hostages (3+): Use Civilian stats on page 175 for these innocent captives.

INTO THE SLAVE PIT

The kraag lies about 250 miles into the Astusapes Highlands. If the High Martians previously escaped, the heroes arrive in time to get a glimpse of her landing near the base of the outcropping upon which stands a small High Martian fortress. The *Glory Hound* lingers there for about twenty minutes, then ascends to tether at the fortress above.

The ship's crew land the *Air-of-Majesty* in a hidden valley near the kraag, and the explorers may hike over in a matter of hours. Soon they locate the entrance to some kind of cave complex, roughly 800 feet below the kraag proper, defended by five High Martians. If the heroes overcome them before they raise an alarm, the next step is much easier.

High Martians (4): See page 179.

High Martian Officer (1): See page 180.

Captured High Martians divulge nothing unless successfully Intimidated (they do not respond to Persuasion attempts—hostility is the best one gets). A cowed High Martian explains that all Martian abductees are pressed into manual labor. New slaves are segregated here for a while until the High Martians are certain their spirit has been broken.

The holding pen is in the complex below—rescuers are told to take a left at the first fork in the tunnel. There a ladder descends into the slave pit, which is guarded by another squad identical to this one around the rim above.

High Martians (4): See page 179.

High Martian Officer (1): See page 180.

Slaves (13): Use Civilian stats for these Canal and Hill Martian prisoners.

THE CAPTIVE'S TALE

One of the rescued Canal Martians, grateful to his benefactors, spins the following tale as soon as he can get the ear of a Wild Card.

I overheard one of the High Martians speak of troubling things. He did not realize I understood his language. He said that the noble Haaraakan of this kraag is hosting a summit of the Brotherhood leaders here on Mars, and we were to be a special sacrifice to something they called the Worm God.

I do not know what this Brotherhood is, but the High Martian said they were going to give gifts of powerful weapons to Haaraakan in exchange for his support against the red devils. I understood the meeting would be starting within the hour.

Another ex-captive (who was held longer than the others) mentions a winding ramp used to bring sacrificial slaves straight up to the kraag's audience chamber. Many others disappeared through it and did not return, and his captors threatened that if he didn't break soon, he too would join the others on the "Winding Way."

If the heroes decide to follow up on the story, be sure they take a few crewmen along with them—a High Martian kraag is an incredibly dangerous place to go mucking about in.

UP THE WINDING WAY

The entrance is a secret doorway in the left wall of the tunnel, beyond the first fork. See the accompanying map. Notice rolls to find the secret panel are made at +2 since the searchers know exactly where to look. Behind the panel is a dark passage and a ramp leading up.

The path winds upward some 800 feet. A successful Vigor check is required to make it to the top without suffering a level of Fatigue from the tough ascent. Once there, the heroes see an enormous audience chamber. Read the following passage.

Concealed just inside the slaves' entrance, you peek out into a grand chamber decorated with large statues of High Martians, intricate tapestries, and towering columns.

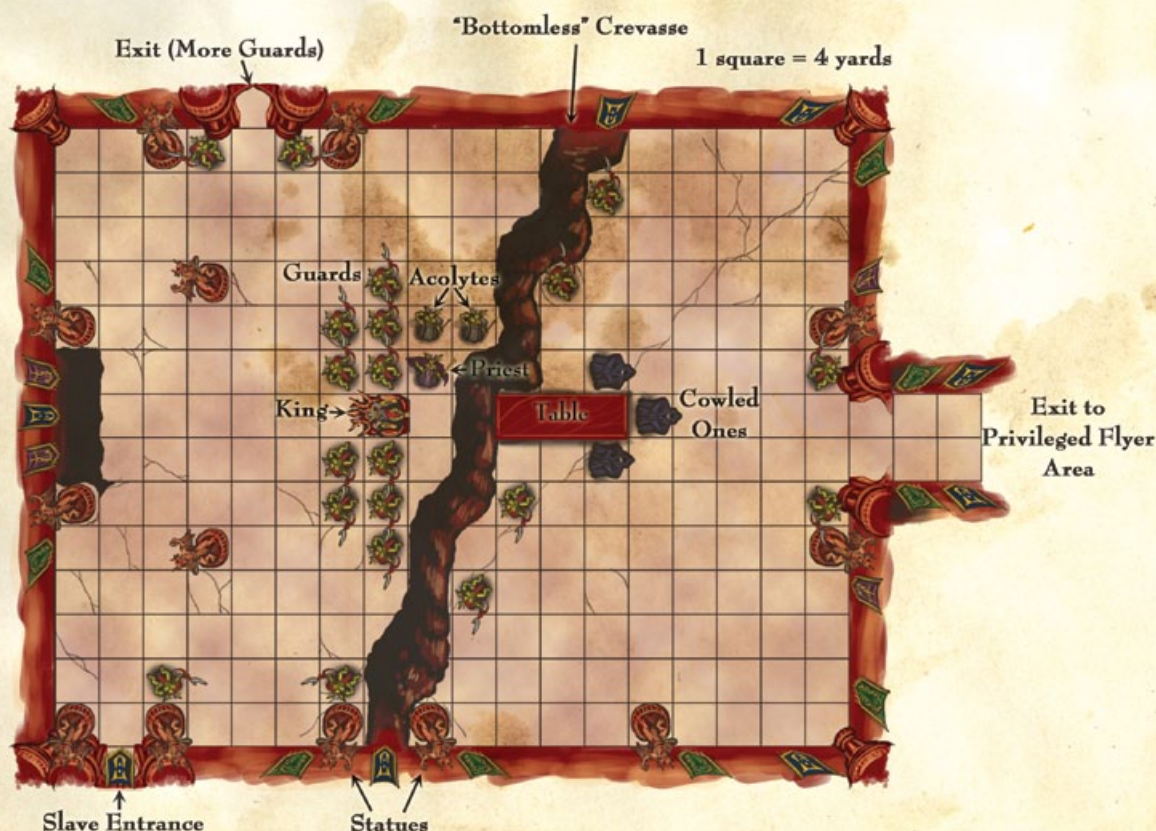
There are roughly a score of High Martians present, along with their leader King Haaraakan, a priest of the Worm cult, and two acolytes. The Martians are engaged in negotiations with three humanoids wearing cowed black robes, black gloves, and odd alabaster masks. The Sign of the Titans is emblazoned in white upon their black robes.

The speakers bargain back and forth in Koline, a Martian tongue, so one of the crewmen helpfully supplies a whispered translation for those heroes who don't speak the language.

The robed figure at the center says, "You have been steadfast in your duty and loyal to the Brotherhood, King Haaraakan. We offer you twelve light cannons, so that you might intensify your campaign against your southern neighbors—the red devils."

A successful Knowledge (History) roll suggests to a hero that the masks' designs originated on Earth, most likely in ancient Greece. With a raise, the hero knows these are classical Greek theater masks. They have open mouths that are shaped in such a way as to amplify speech. The leader's mask depicts Kronos, and the others are a male and female version of Hyperion, both titans in Greek mythology. Kronos is typically depicted tearing his own children limb from limb and consuming them raw.

Throne Room



On a successful Notice roll, a hero notes that Kronos speaks with a distinct British accent in his otherwise perfect Koline; on a raise, the voice is *terribly* familiar but the hero just cannot pinpoint it.

The negotiations continue.

"Lord Kronos," the King replies with obvious deference, "Our every desire is to aid you and your Brotherhood, but a major incursion is imminent. When will the promised weapons be delivered?"

The robed figure in the male Hyperion mask replies, "They will be here within five days. This you can be certain of, Your Majesty." The female adds, "We could not fail you, our most powerful ally, Your Majesty."

A successful Notice roll identifies the French accents of Lord and Lady Hyperion.

With a decisive grunt of pleasure, Haaraakan consents to the pact. He gestures to his soldiers and acolytes. "Bring us slaves for human amusements! Make them walk the Worm's Winding Way!"

Ten High Martian soldiers and two Worm acolytes are coming directly toward you! They'll be upon you in a trice. What do you do?

...INTO THE FIRE

When the heroes are discovered, the High Martians must make a group Notice roll to avoid being surprised; don't deal them a card in the first round if they fail. If they succeed, they immediately engage the heroes in combat. The high priest summons reinforcements. King Haaraakan, outraged at this trespass, brandishes a weapon and attacks.

The masked Brotherhood members, cursing audibly, flee the scene in the first round of combat. Kronos uses his teleportation device to simply vanish, but not before he points menacingly at one of the heroes. (Any one will do, but remember which hero Kronos marks for his *special* revenge—it becomes important later on.)

High Martian Soldiers (20): See page 179.

Worm Acolytes (2): See page 176.

Worm Priest: Wild Card. See page 176.

King Haaraakan: Wild Card. See page 180.

Kronos: Wild Card. See page 187.

Lord Hyperion: Wild Card. See page 188.

Lady Hyperion: Wild Card. See page 188.

After four rounds of combat, heroes may roll Notice to sense that many more High Martians are coming. They number 50 or more. Those explorers who do not retreat are almost certainly overwhelmed and captured. The GM should devise a subsequent scenario or run **Escape from the Kraag** (see page 134). King Haaraakan might keep captured heroes for ransom, or even give them to Kronos as a gift!

If the heroes beat a hasty retreat, they reach to their flyer and into the air just as the kraag guns signal an alert. The High Martians use every resource at their disposal to pursue the audacious fools who dared violate their king's presence. They don't give up easily. Captured heroes are returned to the kraag, clapped in irons, and dropped into the slave pit after a lengthy and painful interrogation. If the king was somehow killed in the fighting, captured heroes are soon put to death (so they'd better be quick about finding egress!).

HEARTH AND HOME

When the explorers get back to wherever they're currently calling "home," the British are quite appreciative to receive the heroes' information. They immediately bolster the policing of gunrunning into the Astusapes Highlands. French shipments, if the heroes noted the accent of Lord and Lady Hyperion, will be particularly scrutinized. The heroes discover no further information about their black-robed, masked adversaries until the following episode.



AIRSHIP OF DOOM

When their meddling sours relations between the Brotherhood and the High Martians, the heroes become a major thorn in Kronos's side. The Cowled One, ever the pragmatist, formulates a devious trap to do away with them. Kronos has enormous resources and an extensive network of spies and informants at his disposal. The brave explorers are about to find themselves in a very sticky wicket indeed.

Run this tale of airships and deathtraps any time the heroes are in Syrtis Major, a few months after the events of the previous episode.

CAIN IS ABLE

Abel Cain, a Colonial Office bureaucrat, seeks out the heroes with claims of possible Brotherhood activity aboard the *Grand Voyager*, an armed merchant ship due to depart from Syrtis Major to Avenel in just a few days. He presents as evidence the following telegraph, intercepted by Cain's office, to the heroes.

*THE GRAND PLAN IS PROCEEDING APACE
STOP YOU MUST ACCOMPANY THE VOYAGER
STOP BROTHERHOOD OF LUXOR NEEDS SUP-
PLIES DESPERATELY STOP BEWARE THE RED
MEN*

He is not sure whether the cabal is moving contraband into Avenel or smuggling it on board once it reaches that land, but wants the heroes to check into it since the British forces are spread too thin to verify every lead. He promises to secure round-trip tickets on the *Grand Voyager* for the heroes. Success would surely earn him a promotion, he insists. Regardless of the group's answer, thugs ambush Cain as he leaves their quarters.

Canal Martian Thugs (1 per hero and Extra): See page 179.

Abel Cain: Brotherhood plant; use Civilian stats. See page 175.

The thugs were paid to waylay Mr. Cain and warn him to keep silent or else. They know nothing about the man who hired them, only that he was human, and wore a black cloak pinned with a silver Y symbol. Cain pretends not to know what the symbol means, hoping it convinces the heroes his story is true.

If the heroes agree to the task, Cain thanks them profusely, sees them off, and returns to his duties confident they'll never return. Or so he was promised by the Brotherhood...

ON THE GRAND VOYAGER

Grand Voyager is a Warm Winds-class merchant kite, armed with four sweepers (two FL, FR, and two RA, LA) and a pair of rogue guns covering the front LA and RA, respectively. The 10 gunners, 19 riggers, 20 deckhands, and five officers are all armed Canal Martians.

The heroes are not the only passengers. Any two-traveler berths remaining after the heroes and their retinue settle in are filled by a British officer's wife and child moving to Avenel to reunite with him, as well as French, Belgian, and American merchants and their servants. All cargo is sealed in crates and stored belowdecks whenever possible. The French merchant has farming tools as his consignment, The monocled Belgian is a shipper of canned foodstuffs, and the cigar-chomping American traffics in buffalo furs.

All passengers are innocent civilians. The *Grand Voyager's* helmsman, trimsmen, signalman, and one of the officers, however, are undercover Brotherhood agents. The journey covers 400 miles, so the jaunt is expected to take about two days. The heroes likely spend much of that time attempting to detect cargo being smuggled aboard, seeking out stowaways, and looking for any other sign of the Brotherhood's interference. They find nothing amiss...yet.

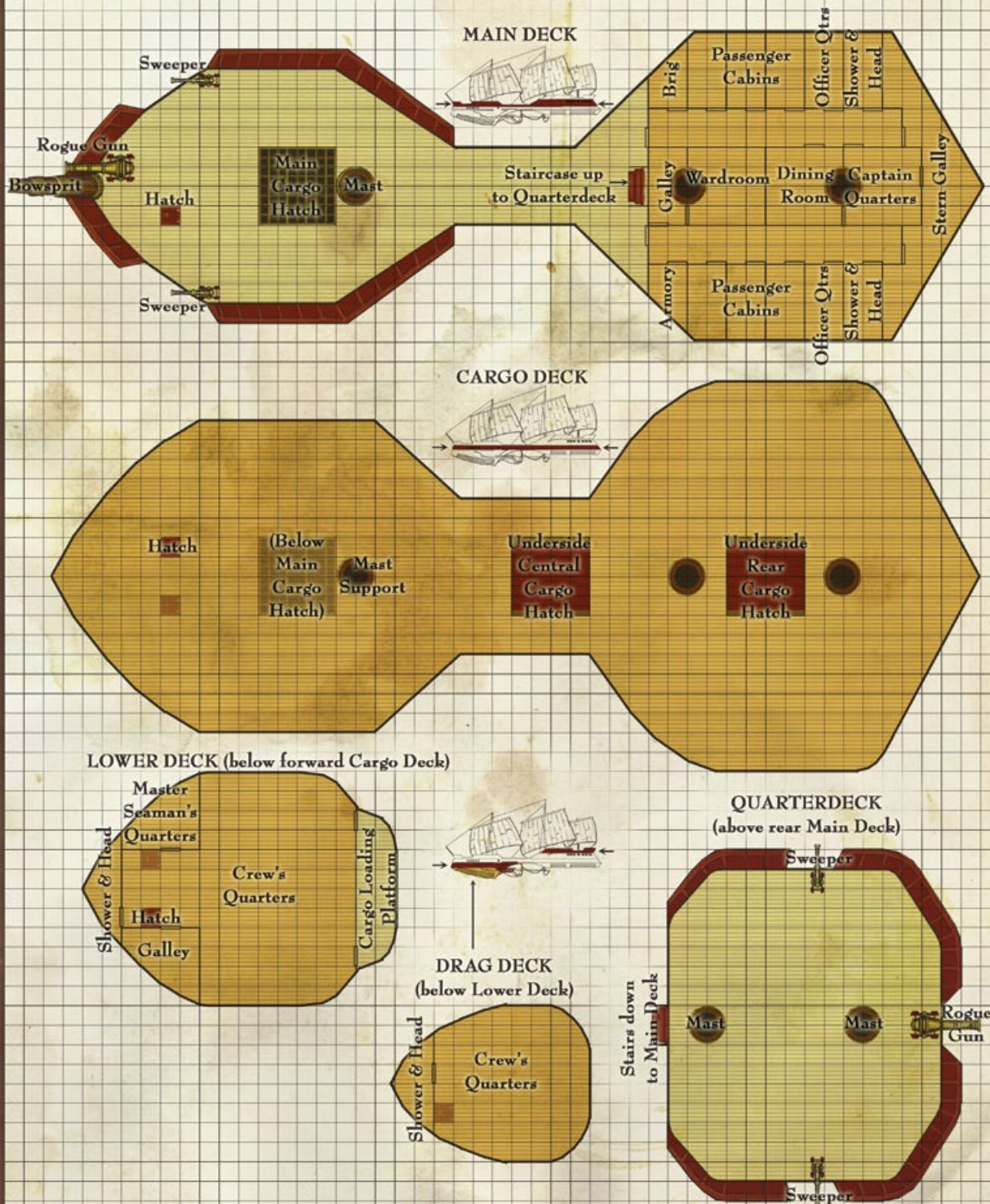
MUTINY, I PROMISE YOU

Near the end of the first day, Brotherhood agents lead a mutiny to hijack the ship. The first warning comes when the ship's captain scuffles with the signalman, who shoots him in cold blood.

Depending on the heroes' location when this occurs, they may or may not detect it. If the heroes are belowdecks

The Grand Voyager (Warm-Winds-class Kite)

1 square = 2 yards



they must succeed on a Notice roll (–2). Those within earshot hear the following.

From the quarterdeck comes the captain's bellowing voice, "You'll never have my ship!" Suddenly, a shot rings out, and a large number of crewmen begin deserting their posts to pick up weapons, looking somewhat less than shocked at this development. The Grand Voyager lurches sickeningly to starboard. What do you do?

Deal action cards! The helmsman turns the *Grand Voyager* northeast and out over the Aerial Hills, then locks the mechanism in place with a tiny detonator which he intends to use to destroy the steering mechanism. The trimsmen jams the liftwood panels and then joins the fight. The signalman guards the top of the staircase to the quarterdeck with his pistol, a petty officer at his side.

Passengers (2 to 8, depending on the number of heroes): Use Civilian stats on page 175.

Canal Martian Crew (9): This includes five allied deckhands and four topmen. See page 177. Allow the heroes to run these remaining loyal crewmen as allied Extras.

Canal Martian Officer: Allied petty officer. See page 179.

Helmsman, Trimsmen, Signalman, Petty Officer (4): Use Brotherhood Agent stats on page 184, with the following additions: The helmsman has Piloting d8. The trimsmen has Knowledge (Trimsmen) d8. The signalman has Knowledge (Semaphore). The petty officer has Piloting d6 and Knowledge (Trimsmen) d6.

Canal Martian Crew/Mutineers (40): Fifteen deckhands, 15 topmen, 10 gunners. See page 177.

THE DEUCE YOU SAY!

The ship speeds eastward as the battle rages. Should the heroes win the battle or kill the helmsman, his last action before dying is to push a button on his belt. Anyone inside a Medium Burst Template centered on the steering mechanism (on the quarterdeck) takes 4d6 damage. Read the following passages.

A dull boom rocks the quarterdeck, and smoke pours out. A phonograph hidden somewhere starts up, and the sound is broadcast everywhere onboard via speakers.

Out of the crackling silence comes an articulate British voice. It boasts, "My foolish adversaries, you are far too trusting. Abel Cain was a pawn; it was I who ensured the telegraph was intercepted. So I welcome you to your doom!"

"I trust you will pester me no longer—once you're dead. Explosive charges will annihilate the Grand Voyager in mere moments. Enjoy your last moments on Mars! Ha! Ha!"

The mutineers remain impassive, as though they didn't understand the English speech.

Heroes who heard Kronos speak during the last episode, **Kraag of Killers**, automatically recognize the voice as his. A hero who heard Kronos speak as Keereque back in **The Lost Temple**, and succeeds on a Smarts roll, realizes that the elderly scholar was also their mortal enemy in disguise.

Should the heroes lose the battle, anyone who can still stand is rounded up on deck and told in Koline, "Hear the curses of the master before you are cast out." It seems they intend to throw their captives overboard. Read the recorded message above.

Heroes have only a few seconds to convince the Martians (with a successful Persuasion roll) of what Kronos actually said. If successful, the Martians panic and during the confusion, one of them defects and frees the heroes. The canal Martians immediately send the ship into an uncontrolled descent in a desperate attempt to escape the blast.

A DARING ESCAPE

With the steering mechanism blown to smithereens, the heroes have few options. The ship was equipped with two lifeboats, but they are found to be disabled—it would take over an hour to repair them. Some groups may have the benefit of an inventor or weird scientist with the perfect device. Or the heroes, as they so often do, may come up with some brilliant plan of their own for escaping almost certain death.

Any helmsman or trimsmen may be able to crash-land the ship. The dizzying descent takes 4 rounds. When the *Grand Voyager* hits ground, everyone aboard takes damage based on the skipper's Piloting skill or Knowledge (Trimsmen) roll. On a failure, everyone suffers 3d6 damage, with most civilian passengers either killed or badly wounded. A success limits the damage to 2d6, and just 1d6 on a raise.

Once landed, it is imperative to get away from the ship immediately. Deal initiative cards, with one card for the explosives. The first and second rounds are freebies for the heroes. Many of the mutineer Martians are busy looting the wreck. In the third round, the explosives detonate on their action card. Anyone still within 10" of the ship takes 5d6 damage, unless they succeed on an Agility roll (–2) to dive for cover.

Those inside the flaming wreck take the same damage, with no chance to leap clear. They must also roll a d6. One a 3–6, the victim catches fire (1d10 intensity; see the effects of Fire in *Savage Worlds*).

MAROONED ON MARS

The heroes realize quickly that the 200+ miles that the *Grand Voyager* has covered will take at least two weeks to traverse on foot. They have only what they are carrying, and must also look after any surviving civilian passengers.

A successful Notice roll once the flames die down salvages some usable supplies from the smoking wreck. The Belgian—now deceased—was a blessing; the Martian landscape is strewn with canned fruits and vegetables. Buffalo

pelts are everywhere. Some crew rations and a few barrels of water are also nestled amidst the destroyed ship. It is up to your discretion what else the heroes find, but under no circumstances will the *Grand Voyager* ever fly again.

Unless the heroes meet with some other travelers or secure another mode of travel, a number of Survival rolls are necessary along the trail back to Syrtis Major. If no woodsmen or hunters are present, a kind GM might allow the heroes to hire a native guide (with Survival d8 and the Woodsman Edge). Consult the rules for Survival in the *Savage Worlds* rulebook.

CAIN, UNABLE

Even upstanding ladies and gentlemen get a bit ruffled when an attempt is made upon their lives. So the heroes are likely in a foul state of mind when they finally return to Syrtis Major, and their uncharitable thoughts revolve around one Mr. Cain.

Cain, for his part, has gone blissfully back to his work as a bureaucrat, leisurely spending the £100 he received for selling out the party. As soon as he sees the heroes' faces, he bolts for the nearest exit. As a mere civilian, he puts up little resistance once he's run to ground. Obviously terrified, Abel Cain claims to know nothing at all about the people who hired him.

A successful Intimidation roll (e.g., promising pain) or Persuasion (e.g., explaining how *excruciating* that pain will be) causes him change his tune dramatically. Swallowing hard, the hapless bureaucrat tells the following tale.

Please, Sirs! Have mercy on a fellow Englishman. Yes, I told you I know nothing about the people who hired me, and that is wholly true. Upon reflection, however, I've remembered a few details I noticed about them during our meeting. I'd quite forgotten about it—until just now! Isn't that amusing? Er, maybe not...

They were a Frenchman and, I presumed, his wife. He looked to be a well-to-do gentleman, and she kept her face hidden with an elaborate veil. They paid me handsomely to ensure your presence on the Grand Voyager, and even provided the text of the telegram I was to give you. Please accept my apologies; they assured me in no uncertain terms that you were all scoundrels and deserved to be deceived. I see now that they were wrong! Indubitably wrong!

No, it was what they said to each other as they left, when they believed I could no longer hear them. "Shouldn't we take care of this ourselves, darling?" the woman asked. "He will not be pleased if the plan fails."

The man replied with confidence. "The plan will not fail, ma chérie, because our friends are far too honorable to ignore a plea for help. The task before us is to ensure the Venusian harvests continue. If another batch of Le Rouge Sands is to be made—and perfected—we must have more death flowers!"

Then they laughed, and went on their way. Quite odd. Do you know what they meant by "Le rouge sands"? I haven't the slightest notion where they might be now. Venus, do you think?

When the heroes have heard Mr. Cain's recollections in full (and don't likely wish to enjoy his presence any longer), the Colonial authorities are more than happy to take over. Cain ends up imprisoned for a long, long time.



VENUSIAN VENTURES

Once the heroes learn the key ingredient to Red Sands is the Venusian death flower, run this adventure. The heroes might take it upon themselves to look into the source of the deadly extract. In that case, they are soon put in touch with secret agent John Brisbane. Otherwise, Brisbane gets in touch with the heroes on his own, having heard of their miraculous survival of the *Grand Voyager's* catastrophic wreck.

INFILTRATING THE ENEMY

John Brisbane, a member of the Colonial Office Secret Service, would like the heroes to head to Venus and find out who is funding the safaris to extract Venusian death flowers in the deep swamp. If a canny explorer suggests that, indeed, the Brotherhood of Luxor are the ones responsible, Brisbane is duly impressed. He urges them to put a stop to the Brotherhood's activities on Venus, by any means necessary.

The heroes are offered accommodations on a British ether flyer with hydrogen lift. The trip to Venus takes 42 days and crosses three ether wakes—plenty of time and opportunity for adventure along the way. The ship lands at Fort Collingswood, Venus. A local zeppelin then shuttles the heroes to the Hotel Brandenburg in Venusstadt, where the safaris are allegedly meeting for their departure. A Streetwise success confirms the rumor and reveals another safari is scheduled to depart within the week.

PROCURERS AND COLLECTORS

Another Streetwise roll gains the names in circulation regarding the expeditions: Alwin Otto, Belgian collector; Leibercht Berthanouser, German pharmaceutical company representative; and Jóska Scabolick, Hungarian zoologist. Each has sponsored several safaris in the past year and all have returned with various samples of the Venusian death flower.

ALL ABOUT OTTO

A successful Investigation roll concerning Alwin Otto reveals he is to head the next upcoming safari. Otto is an affluent collector of rare objects, which he sells occasionally if he acquires too many. A raise on the roll turns up the

additional nugget that Otto's recent forays were funded by the Etchardian Bank. Should Mathias Etche (aka Coeus) catch wind of the heroes' inquiry, he sends a Brotherhood assassin after them and pins the blame on Berthanhouser.

Brotherhood Assassin (1): See page 185.

BERTHANHOUSER'S BETRAYALS

Checking into Berthanhouser's background, the heroes learn he has initiated many safaris on his company's behalf. On a success, the hero notes that Berthanhouser's expeditions have sought the death flower with increased frequency of late. On a raise, one learns the flowers collected simply disappeared before they could be shipped, causing Berthanhouser to suspect his competitors of theft. If inquired of, he attributes the theft to industrial espionage. Then he hires a few German thugs to teach the heroes and their contacts a lesson for spying on his company.

Leibercht Berthanhouser: Use Civilian stats on page 175. Bertanhouser also has the Connections (German Government) Edge.

Thugs (2 per hero): See page 184.

Berthanhouser, if shown undeniable proof either of his competitors had a hand in his stolen stock, begins a scrutiny of his own that ends up with him suffering a fatal accident. Residual, deadly pollen from a particularly rare Venusian plant is later found in his room.

SCABOLICK'S HONOR

Scabolick is the Head Researcher for the Zoological Foundation, and has staged many expeditions for that organization. A successful Investigation roll shows his teams have recently been focusing on obtaining samples of the Venusian death flower. On a raise, the hero notices that Jóska's specimens are constantly stolen as well. If Scabolick gets wind of the heroes' investigation, he challenges them to a duel for doubting his work and integrity.

 **Jóska Scabolick:** Wild Card. see page 186.

Scabolick is a hot-headed noble who, if convinced he was set up, marches up to the perpetrator and demands a duel. It will only net him a subsequent trip home, or an exile to the British or Italian colony.

THE SAFARI

Otto offers the heroes a spot on his safari to assure them of his good intentions. It is, however, a trap. The contingent heads into the bush toward Lake Heidelberg. The first day out, a pack of Venusian raptors attack, targeting a porter near the heroes as their first prey. Saving the lizard man makes him a loyal (and important) friend.

Venusian Raptor (1 per hero): See page 174.

That same evening, the grateful lizard man warns his rescuer(s) in private that Otto has ordered the porters to ambush and kill the heroes on the Belgian's command. He believes he can persuade some of his kinsmen to help the heroes, but the other Earthmen have guns and are ruthless.

If the heroes confront Otto, he panics and orders the assault immediately. Otherwise, the attack happens when the team is two days from the nearest town. If the heroes succeeded in making allies of some of the lizard men, the porters fight each other and leave the heroes to duke it out with the Brotherhood agents. Otherwise, the heroes are in for one hell of a row.

 **Alwin Otto:** Wild Card. See page 185.

Brotherhood Agents (1 per hero): See page 184.

Lizard Men (20): See page 176.

After the battle, victorious heroes may interrogate any captured agents into revealing that a so-called "Coeus" assigned them to Otto. The Belgian, if alive, tells the heroes (given a successful Intimidation or a Persuasion roll at -4) he works for one Mathias Etche, owner and founder of the Etchardian Bank.

In exchange for all the death flowers he can garner, Etche funds Otto's penchant for rare collectibles. Etche wanted the heroes, supposedly his competitors, killed in an apparent "accident." Otto also produces a note written on Etchardian Bank stationary, which states coldly,

The men with you are trustworthy. They will help you take care of the problem. —M.E.

CONFRONTATION

When the heroes return to confront Mathias Etche in his Venusstadt branch office, he laughs at first, then sneers,

Enough games, "Explorers!" Time for you to die!

He presses a button on his desk, lowering him swiftly to the level below while springing open concealed alcoves all around the room (two per side). Etche's minions leap out to combat the heroes.

Brotherhood Agents (2 per hero): See page 184.

Etche hurries to the landing port and tries to escape. He has a private ether flyer with crew waiting. Feel free to run this as a chase, but Etche has a head start in range increments equal to the number of rounds his minions manage to occupy the heroes.

If the heroes are delayed more than 5 rounds, Etche escapes. If the heroes cut him off or disable his ship, Etche and the crew have no choice but to fight.

 **Mathias Etche (aka Coeus):** Wild Card. See page 186.

Brotherhood Crew (2 per hero): Ether flyer crewmen. Half are boilermen, the other half deckhands. See page 185.

Brotherhood Officers (2): A pilot and a trimsmen. See page 185.

CONSEQUENCES

German authorities seek to imprison the heroes if a shootout ensues. Attorneys from the Explorer's Society (or a successful Persuasion at -4 by the heroes) secure their release within a week.

Anyone taking time to rummage through Etche's office finds in the ledgers evidence of his smuggling death flowers through German customs, as well as an alabaster Coeus mask with the mark of the Brotherhood (Y) inside. The discovery prompts the Germans to view the heroes with a kinder eye, unless the battle downed Etche's flyer and set some part of the vicinity ablaze—in which case the heroes may be permanently barred from Venusstadt!

Additionally—and perhaps most importantly—the heroes uncover proof that Etche has made numerous large transfers to a bank in the United States, located in Denver, Colorado. Mention is made of a major purchase of “dispersal devices” from someone referred to only as “Crius.”



EARTH ESCAPADE

Alarmed by what they found on Venus, or complying with a request from the British Foreign Office, the heroes head for America—specifically Denver, Colorado—to investigate a transaction regarding “dispersal devices.”

According to past observations, Red Sands can be disseminated through the air, affecting victims when inhaled. Any means used to disperse the dust over a populated area from considerable distance might be more than the British are prepared to handle.

TO AMERICA!

The trip to Earth from Venus takes 32 days aboard the British ether flyer and crosses two ether wakes. Fill the time with adventures, intrigues, and discoveries of your own design, or simply gloss over the tedium of travel and skip to the exciting arrival—when the heroes set down at the Mile High Aerial Landing Port in Denver.

If by some misadventure the heroes take more than two months to get to Earth, news of Coeus's defeat on Venus has alerted Brotherhood operatives to anticipate the arrival of their nemeses.

The heroes should begin with the recipient of Etche's payment, an outfit known as Cairo Munitions. An Investigation roll reveals the company is headquartered in New Jersey and owned by one Dirk Cairo, but maintains an office right here in Denver as well. A raise pinpoints additional properties as well (see below).

CAIRO MUNITIONS, DENVER

Bruce Badger, a physically fit stogie-smoker who wears a cowboy hat, runs the Denver branch. A successful Persuasion roll gives Bruce cause to reveal that the company maintains several properties in Colorado: a warehouse in Boulder, an estate near Golden, and a horse ranch near Castle Rock. If Badger has reason to suspect the heroes of being competitors or enemies, the Persuasion roll is made at -4 .

If the heroes scored a raise on the earlier Investigation roll to research Cairo Munitions, they also learn about the additional properties. A successful Streetwise roll leads an informant to remark,

Wagonloads of cargo go to the Cairo ranch just as often as the Cairo warehouse, I reckon. 'Specially ever since they done fired everybody from the ranch.

BOULDER WAREHOUSE

Although the warehouse is protected outside by eight guards in eight-hour shifts, there is very little traffic. They do not go into the warehouse and they don't have keys. They are paid to keep anyone out who's not accompanied by Badger or Cairo.

In storage is an ether flyer from the Helmfried Transportation Company, several loads of Winchester lever-action rifles, Civil War rifles with bayonets, ammunition for both, two Civil War 18-pounders, and several cases of dynamite. The ether flyer's crew is also in the building, waiting for orders from the Brotherhood. The structure's roof retracts to permit the ether flyer's liftoff from inside.

Human Guards (8): See page 182.

Brotherhood Crew (6): Two boilermen, four deck crew. See page 185.

Brotherhood Officers (2): Pilot and trimsmen. See page 185.

GOLDEN CORRAL

It's easy to find out that Dirk Cairo made his millions on munitions. A successful Investigation roll informs the heroes he has amassed a far greater fortune over the last few years than ever before, as competitors suffered losses to accidents and hijacking of shipments. On a raise, the heroes learn that Cairo arrived in Denver a couple of days ago and is staying with Bruce Badger at the Golden compound.

Using a Streetwise roll, heroes can learn that the Golden Corral is Cairo's favorite gambling spot in Golden. A raise garners the name of a regular gambling partner, one Nick Jameson.

Should anyone roll a 1 on the skill die for Investigation or Streetwise, the Brotherhood is aware of the heroes' activity and orders a team of assassins with special gear (such as Detonite) after them.

Brotherhood Assassin (1 per hero): See page 185.

THE GAMBLER

Nick Jameson made his wealth during the gold rush. He is now a big-time cattle baron, and a local celebrity to boot. The higher the heroes' Status level, the easier it is for them to see him. Assume that anyone of middle class Status suffers a -2 on Persuasion rolls to gain admittance to Jameson's hotel suite, with a cumulative -2 for each level below that.

He is hesitant when talking about his gambling buddies, but when successfully persuaded, he calls Bruce and Dirk fine sharks that pounced ruthlessly on any opening. On a raise, he brags about how he'll beat them at the table tonight—£500 to buy in, £1,000 loss limit. They have seven players so far and an empty seat.

THE GAME

The game is high-stakes poker at the Golden Corral Saloon, in a large room upstairs. There is a bar, bartender, a pretty waitress named Trixie, a mahogany table, and eight comfortable chairs with brass spittoons and ash trays.

Besides the one hero, there are four non-Wild Card players—Billy-Joe, Handsome Jack, Albert, and Ken, all with Gambling d8. They're joined by three Wild Card players—Bruce Badger (Gambling d8), Dirk Cairo (Gambling d10), and Jameson (Gambling d12). Most are cigar smokers and all are moderate drinkers.

Play a few hands using the Gambling rules in *Savage Worlds*. During the game the hero can try to Persuade or Taunt Cairo or Badger into a revealing banter. Badger blurts out,

The best place for spreading it around is at farms. Once the testing is done, I'll have more time for cards. Too bad you'll be gone soon, Mr. Cairo—I would love to take more of your money. (Or "get back some of my losses," if that's the case.)

The game should not deteriorate into combat. If the heroes start a ruckus, they are arrested and the Brotherhood rockets reach Mars in the interim (see **Castle Rock Ranch**, below). Moreover, they make stalwart enemies of Cairo, Badger, and Jameson.

Should the hero become too poignant in his patter, Cairo and Badger peg him for an "accident" after the game. If he returns to the other heroes, the assassin tailing him backs off and reports the heroes' presence to the Brotherhood.

THE ESTATE

Should the heroes check out the estate before the game, both Cairo and Badger are there with numerous armed minions. Eight are on watch at any given time and considered active sentries. They change shifts every four hours. Eight are sleeping on the second floor, and the remaining eight are lounging on the first floor.

There are servants inside the mansion at all hours. In addition, Dirk has four bodyguards with him at all times. There is nothing incriminating in the estate, though unfurled maps of the Castle Rock Ranch are found in the study.

Human Guards (24): See page 182.

Servants (7): Use Civilian stats on page 175.

Cairo's Bodyguards (4): Use Experienced Human Soldier stats on page 183.

 **Bruce Badger:** Wild Card. See page 186.

 **Dirk Cairo (aka Crius):** Wild Card. See page 187.

AROUND CASTLE ROCK

A Streetwise success in Castle Rock reveals that several wranglers at the ranch recently got their walking papers. On a raise, the heroes locate one of the newly unemployed wranglers, Lightning Joe.

With a successful Persuasion roll, Joe tells the tale of his firing.

Well...it's pretty simple, I reckon. All these wagons came rolling into town, and the next day the bosses fired everybody, except for a few jobs as hard as the day is long.

One of the younger, curious fellows—Jasper—wanted to know what was in those wagons. The kid never showed up for breakfast the next day to be dismissed with everyone else, so I never did hear what Jasper found. It's been gnawin' at me ever since.

CASTLE ROCK RANCH

Every clue points to this modest ranch with a main house, stables, and crew quarters. If the heroes visit before the card game, neither Cairo nor Badger is present. If on alert, the number of active sentries at any one time is doubled.

MAIN HOUSE

Inside the main house are Deadeye Pete (the foreman), Johann Helfried (aka Oceanus), and Lana Kross (the cook). The house has additional rooms for two guests, and its own small team of guards (numbering four).

A successful Notice roll in the office finds records of payments from the Etchardian Bank to Dirk Cairo, for the development and production of a Rocket-Powered Deployment System (abbreviated RPDS in the text) invented by someone named Hans Kross. The system's delivery is to be arranged through the Helfried Transportation Company.

STABLES/SECRET LABORATORY

The "stables" have four guards cycling on four-hour shifts. It is actually a makeshift laboratory where a German inventor, Hans Kross, is being forced to create the RPDS. His wife is the cook at the main house and also a hostage. The RPDS is on a wagon and resembles an old-style organ gun with twelve huge barrels.

The rockets are man-sized, and the pungent stench of propellant permeates everything. A successful Repair roll or Knowledge (Mechanics) check tells an inventor that the heads can be set for a high-altitude release, followed by a detonation at a second preset altitude.

CREW QUARTERS

Crew quarters house 20 guards (six of them usually on watch) and a team of four Brotherhood assassins. The two-story bunkhouse is watched by two guards on four-hour shifts from the lookout posts fore and aft.

Human Guards (20): See page 182.

Brotherhood Assassins (4): See page 185.

 **Deadeye Pete:** Wild Card. See page 186.

 **Johann Helfried (aka Oceanus):** Wild Card. See page 188.

Hans Kross: Use Scientist stats on page 184.

Lana Kross: Use Civilian stats on page 175.

AFTERMATH

With the evidence from the office in the main house, the heroes can legally get any shipment by the Helfried Transportation Company searched for contraband, and choke off the supply of Earth weapons to rebels and native insurgents on Mars.

Dirk Cairo is implicated personally, and the British pressure America into freezing his personal and company assets, sending him spiraling toward bankruptcy. If Johann Helfried manages to escape, he alerts Cairo and the two of them flee to Mars (in the ether flyer at the warehouse, if it is still there).



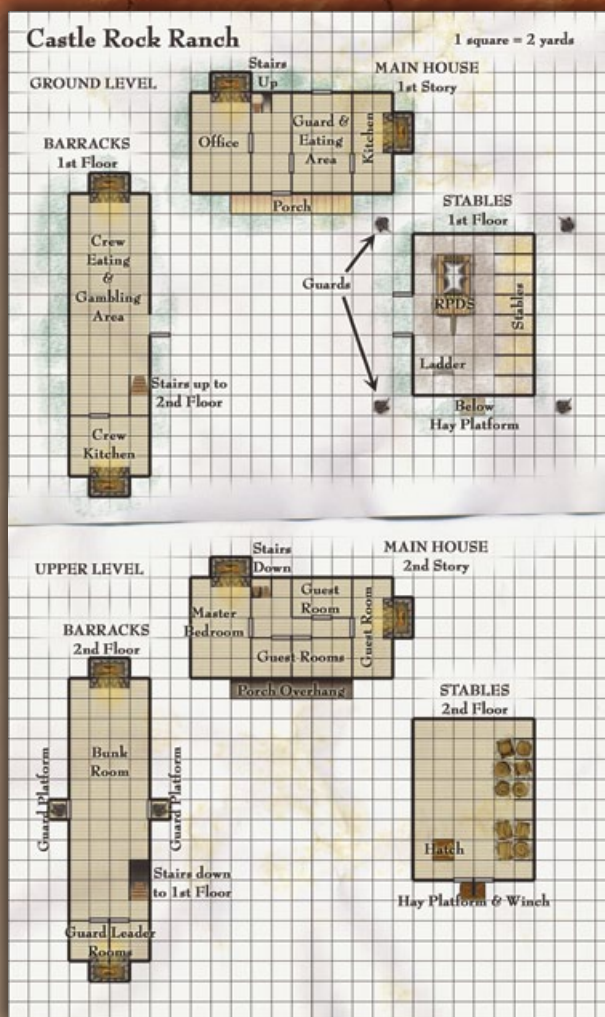
WAR CLOUDS

Eventually the heroes return to Mars, either in pursuit of their own goals and eagerly tending to various concerns, or simply at Princess Aramaranda's plea. Whatever the cause, they soon find themselves confronting the dreaded Red Sands again—this time being used by one Martian nation against another!

SHASTAPSH IS REVOLTING!

Arriving at Syrtis Major, the explorers learn the war persists with Oenotria without real progress. Shastapsh is still in revolt. The nomads have begun plundering the canal villages and smaller towns wherever British forces have pulled out.

Gorovaan is restless and the Germans are recouping from the defection of one of their diplomats. The volunteers of Irish Fenians and German deserters that reinforced



Shastapsh may have enabled the rebel Martian city to open another front near Moeris Lacus, one that the British can ill afford to fight.

Lastly, the High Martians may ally with Shastapsh if they can take a canal city. Such an alliance would spell doom for the enemies of Shastapsh.

A DESPERATE MISSION

An obviously worried and exasperated Governor summons the heroes. He paces back and forth, sweating profusely and speaking quickly.

Good, good, so glad you could come. Now let's get down to brass tacks, shall we?

I fervently hope the Prince of Thoth is ready to forge formal ties with the British Empire. However, my fervent hopes will not suffice to seal a treaty. No...we shall need shrewd diplomats.

An audience with the princess is the perfect chance for a pact to be made. Britain would be free to deploy enough forces to Thoth to counter those in Shastapsh. Thoth itself would gain needed protection against Shastapsh. Shastapsh would be neatly prevented from advancing south.

As Governor, I ask that you deliver this treaty to Thoth. I would remind you that you hold the colony's fate—quite possibly the fate of the British Empire on Mars—in your hands. If you accept the task, you must succeed.

The heroes are granted passage on the old *Wasp*, an Aphid-class patrol craft just re-commissioned for this errand.

HMS WASP

Captain George Turngood is in charge of the *Wasp*, with Chief Helmsman Terry Fischer, Trimsmen Harvey Haralson, Signals Officer Perry Pettigrew, three deckhands, two engineers, and six royal marine gunners. Six two-passenger cabins were added for comfort.

Acc/TS: 4/12 **Toughness** 22 (8)
Climb Limit: VH **Officers:** 4
CR: 300 **Deck:** 3
Food: 1,000 units **Crew:** 2 B + 6G + 12
Cargo: 2 tons **Cost:** £23,340
Weapons: 1 LFR LC, 1 FRA RC, 1 FLA RC, 1 R MG, 1 L MG

JOURNEY OF THE WASP

The 1,300 miles from Syrtis Major to Thoth take the heroes over Meepsoor, the Isidis Desert, and the Nepenthes-Thoth Steppe in an arc intended to avoid Shastapsh air patrols and pirates.

The voyage takes approximately four-and-one-third days, barring bad weather. The first night finds the *Wasp* moored over Meepsoor. Two Brotherhood agents attack the ship and the heroes here, complemented by a contingent of fanatical Ground Cleansers.

Captain George Turngood: Allow the players to run the captain as an allied Extra. See page 181.

British Officers (3): These include a helmsman, trimsmen, and signalman. Allow the players to run these Guards as allied Extras. See page 183.

British Crew (11): Allow the players to run these Guards as allied Extras. Three are deckhands, two are boilermen, and six are gunners. See page 182.

Brotherhood Agents (2): See page 184.

Canal Martian Ground Cleansers (13, plus 2 per hero): See page 177.

ISIDIS RAIDERS

The next two days see the ship flying over the Isidis Desert, where the only threat is a possible windstorm during the day, and a very slight chance of a desert nomad raid while grounded.

The nomads, if encountered, are looking for quick loot, not a fight, and retreat if any alarm is sounded. They make a group Stealth roll to sneak up and steal any unguarded weapons or gear.

Hill Martian Steppe Nomads (20, in four groups of 5): See page 180.

OVER THE STEPPE

The final day-plus is spent moving over the Steppe toward Thoth. The German pirate airship *Iron Heart*, a Swiftwood-class kite, is lurking high in the sky, aiming to stop the *Wasp* from reaching Thoth.

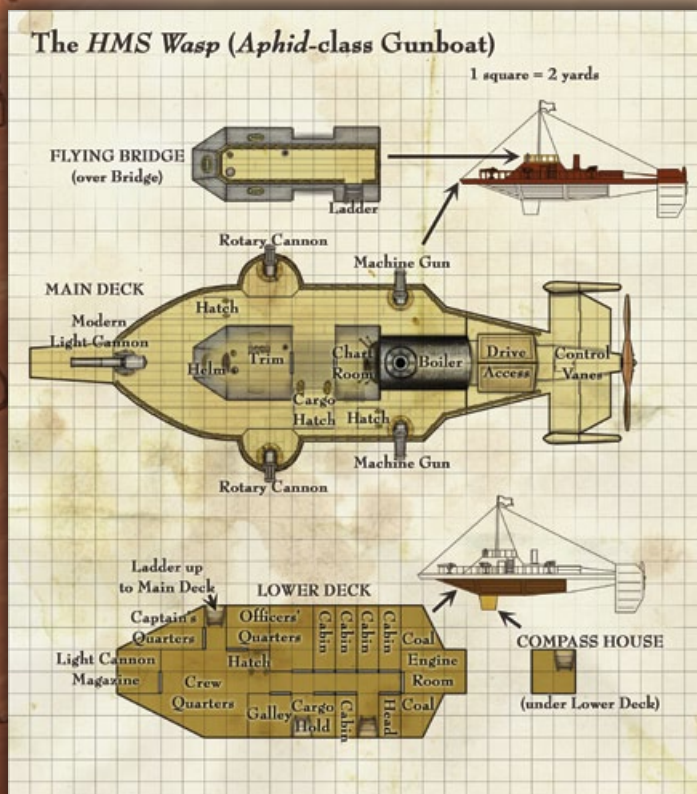
IRON HEART

Acc/TS: Kite **Toughness** 17 (4)
Climb Limit: VH **Officers:** 5 + 2M
CR: 200 to 400 **Deck:** 3
Food: 1000 units **Crew:** 3 T + 9G + 18M
Cargo: 21 tons **Cost:** £20,140
Weapons: 1LFR Ro, 1FRA L, 1FLA L, 1R S, 1L S, 1LAR Power Grapple

A Brotherhood agent has promised *Iron Heart's* Captain Kruger a handsome payoff for the capture or destruction of the *Wasp*. Kruger has primarily Martians under his command, but also two German ex-army officers to head an impressive 20-man boarding party. If they hit with the power grapple on the *Wasp*, it is likely doomed.

Captain Kruger: Wild Card. See page 181.

Canal Martian Officers (4): These include a helmsman, trimsmen, signalman, and petty officer. See page 179.



Canal Martian Crew (15): These include three deckhands, three topmen, and nine gunners. See page 177.

Canal Martian Guards (18): These are trained marines and ruthless boarders. See page 178.

Human Officers (2): Lt. Gunderson and Lt. Heimlich. See page 183.

The *Iron Heart* is the final obstacle along the *Wasp's* path to Thoth.

ONE NIGHT IN THOTH

After landing the ship near the palace, the heroes are greeted by the princess and her escort as dear, old friends. A royal physician is on the scene to treat any injured heroes or crewmen.

Once inside the palace, the princess expresses her concerns.

Old friends and protectors, I am glad you could be here. My agents have warned me of a plot to assassinate the current prince, and place a weak-minded, weak-willed nephew upon the throne in his place.

I fear traitors among the palace guards. Your presence here may push the conspirators to strike. Will you help protect my family?

She has arranged for the heroes to be quartered on the same floor as the prince and the rest of the royal family. She shows the heroes secret passageways in the walls that allow quick transition between the chambers. She even has loyal servants who, while not fighters, rest in each hero's bed so the spies think them asleep. She can't bring in other "red skins," since no treaty has yet been signed.

THE MAIN COURSE IS DEATH

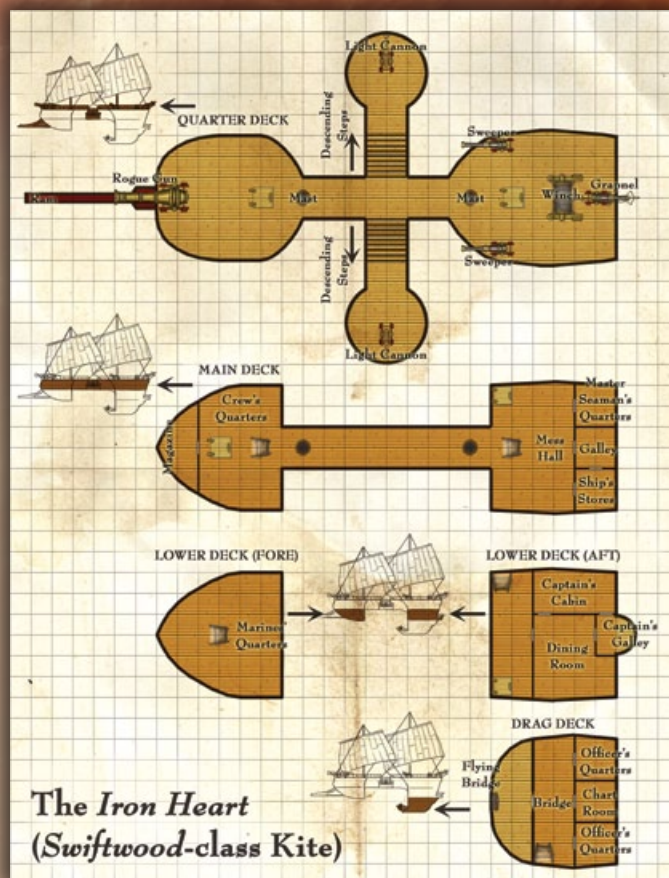
The evening feast is fabulous, and it is obvious those not in favor of the treaty are in the minority. The prince announces his intention to formalize the pact in front of his people the next day, prompting some courtiers' departures, shooting dagger-like glances at the red devils over their shoulders. When the clocks strike one, the conspirators attack!

The royal suites encircle a central foyer much like a clock. What is not well known is that the outer wall is hollow, to allow a secret passage to wind around the outer area. The prince and his queen are in the 12 o'clock suite, his daughter in 11, his first son in one, his second son in two, his third son in three, guards in four and 10, and the heroes occupying as many of the remaining suites as possible.

There are five Martian royal guards in their respective quarters, but two in each group are traitors and surprise the others. Meanwhile, other conspirators head up the ramp to slaughter everyone in the royal chambers.

Canal Martian Officer (WC): See page 179.

Canal Martian Guards (6, plus 1 per hero): These are attackers who arrive via the secret passage. See page 178.



Veteran Canal Martian Guards: Six of these are allied Extras. Four are enemies who automatically get The against their erstwhile allies Drop in the first round of combat. See page 178.

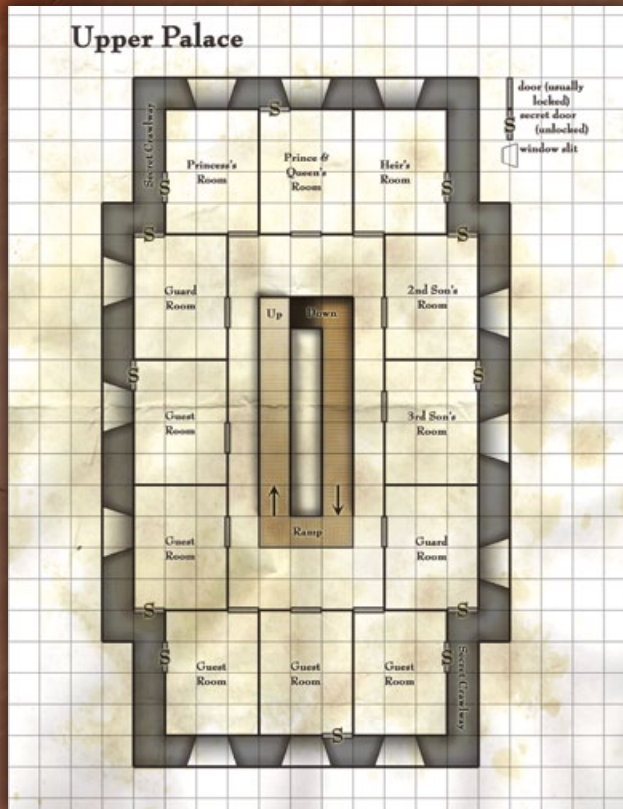
When the traitors are defeated, the Price signs the treaty and decrees the heroes honorary royalty. However, a search of the treasonous officers' rooms produces a missive proving Shastapsh's intent to conquer Thoth. It contains the following passage of particular interest to the explorers.

We shall use a special dust that will make Thoth's soldiers obey only us. We have a storehouse full of it, ready to be deployed. This is a contingency, therefore, pass word of your success to Shastapsh before the fortnight ends, or we begin the incursion.

Seven days remain until the attack is triggered. The only way to stop the dust's release is to slip into Shastapsh, find the correct storehouse, and destroy it.

RAID ON SHASTAPSH!

For the infiltration, the prince offers the heroes the staccata nectar, distilled from a deep-rooted vegetable almost inedible to any but the ruumet beehr. It is, however, very useful in making dyes or changing skin color! The pigmentation lasts only two weeks and washes off if scrubbed with water.



If the *Wasp's* hull is painted black and flies at night, it is nearly invisible. It must fly very high and muffle its engine as much as possible. The ship has to land and be concealed during the day. The prince can provide tarps designed for camouflage and to minimize detection.

It takes two days to complete the preparations. The heroes can formulate additional plans as well before embarking on the mission.

The trip to Shastapsh takes two days of night travel. The days are spent hidden in a valley of dunes.

ARRIVAL

They arrive on a perfect night, with perfectly intermittent patches of clouds to obscure the ship's approach. The heroes are dropped into the city to locate the storehouse containing the Red Sands.

The heroes may make a cooperative Stealth roll to circulate about the city, but any roll of 1 on a skill die indicates an encounter with a Shastapsh patrol. Success on a Persuasion roll opposed by the Martian's Notice is required to avoid arousing suspicions.

Shastapsh Patrol (9): The patrol consists of Regular Canal Martian Guards; See page 178 for their stats.

Canal Martian Officer (1): See page 179.

To find the correct storehouse, the heroes need to succeed on a Streetwise roll. A roll of 1 on the skill die indicates an encounter with a suspicious or drunk Shastapsh civilian.

Plain inquiry (provided they aren't still using the stacatta nectar) points the explorers to the warehouse district near the canal, next to the palace barracks. A successful Notice roll reveals that the building right next to the palace is heavily guarded. On a raise, the heroes catch sight of an off-duty guard out on the town.

Persuasion and the liberal use of coins (the heroes may have to acquire some local currency first) net them the following information. The guards change shifts every four hours, starting at midnight. A success yields the fact that the four-to-eight shift in the morning is the hardest to remain awake, especially early in the shift. A raise reveals the guards from midnight-to-four often congregate around the fire in front from two-to-three and chat before resuming their rounds.

On snake eyes, the guard is spooked and unwilling to talk. Intimidation might glean the same information but the guard needs to be isolated from the public first.

THE STOREHOUSE

The storehouse is located just beside the palace wall, with narrow alleys on either side. Martian guards patrol slowly around the structure in four teams of five. In the front of the warehouse, about 48 feet (8") from the entrance, is a large scrub-fire to stave off the night chill and better illuminate the perimeter. The patrols tend to linger a while around the fire. This warehouse is identical to the neighboring ones: a small locked door on every side except the front, and while the roofs are flat, the sole openings are small air vents.

A successful Notice roll finds the details above, plus the presence four black-robed men sitting back-to-back atop the roof on watch duty. A raise gives the faint scent of grain dust whiffing from inside the storage area. A successful Smarts roll (-4) or Knowledge (Science) check indicates to the hero that grain dust is highly flammable. If it can be smelled from here, just tossing a lit brand into the interior should set off a big enough explosion to destroy everything inside. Any inventor who has been studying the Red Sands knows that the smell indicates the batch is likely flawed.

Canal Martian Guards (20): See page 178.

Brotherhood Guards (4): See page 185.

The storehouse's detonation rocks the city to instant sobriety, but also calls the *Wasp* to rendezvous with the heroes. This can be done as a dramatic chase through the streets (if the heroes are spotted running from the scene), with a massive mob of Shastapsh inhabitants and guards hot on the heroes' heels. Just when they are about to be cornered, the *Wasp* drops rope ladders and pulls them to safety.

The *Wasp* runs for British skies, followed by three furious Bloodrunner-class kites. Unless damaged, the *Wasp* easily outruns the Bloodrunners by flying into the wind. The pursuers break off at the sight of British reinforcements from Moeris Lacus. Once the heroes deliver the signed treaty, they are congratulated by the Crown.



DEATH BALL

The heroes have been invited to a grand ball to celebrate another British victory against Oenotria (or the formal alliance with Thoth, if the heroes were successful in saving the city in **War Clouds**). This is not a function the heroes can or should ignore. Furthermore, they need to spend significant cash on attire made to impress.

Unfortunately, the Brotherhood sees this as the perfect opportunity to seize control of the elite of British Mars society with perfected Red Sands. Kronos plants Raymond and Leone Mathieu (aka Lord and Lady Hyperion) as the marquee performers in the play, *Princess Maleine*. Their troupe is composed primarily of Brotherhood recruits as well.

ACT I

Princess Maleine is a tragic portrayal of misunderstanding and doomed love. The play is well staged, especially the leads, but rather depressing for a celebration.

Have the heroes make a Notice check. On a success, they discern that many of the supporting cast are not up to par, likely because they are local Martian entertainers attempting to enact a Belgian drama. With a raise, heroes hear something naggingly familiar about the male and female leads' voices (if the heroes experienced the **Kraag of Killers** scenario). Performers of this caliber are extraordinarily rare for Mars.

Checking into the playbill and similar documents regarding the troupe shows everything is in order. If a hero can sneak away long enough to complete a successful Investigation check, he learns most of the performers are not local; with a raise, this is the debut performance for many.

Conversations about the leads tend to emphasize just how lucky the Governor was to enlist these famous Earth performers for the occasion on such short notice. On a successful Persuasion or Streetwise roll, explorers discover this cast is a replacement because the original failed to show. With a raise, they hear tales of that troupe getting caught amidst a Ground Cleanser riot two days ago, and presumably killed.

ACT II

Next is the social mixer and a chance to mingle with the performers. Raymond Mathieu essayed the role of Prince Hjalmar. Mathieu's lovely wife Leone played Princess Maleine. The manipulative Queen Anne was played by Annette Novena. Thomas Beckett portrayed the gullible King Hjalmar. The other seven speaking parts were minor and not featured.

Raymond and Leone take the opportunity to invite key British leaders to a special toast to the Queen of Britain at midnight. Heroes who make a point of meeting either

Mathieu are also extended invitations. Nothing socially acceptable the heroes could say at this time unglues the Mathieus, but they will probably try.

ACT III

Close to midnight, Martian servers dole out glasses of pink champagne to those gathered to honor the Queen. Raymond Mathieu hails the Queen in exceedingly flowery prose and politely admonishes anyone sipping a glass prematurely.

The heroes may roll Notice (–4) to realize the waiters are virtually all of the cast members! If the heroes start to take action, Raymond abruptly toasts, "To the Queen!" raises the glass and drinks deeply, as will many a British dignitary reflexively. This may very well be their undoing, as the bubbly is laced with Red Sands. Heroes unaware of the disguised waiters must pass a Smarts check or drink, too. Of the twenty attendees, all drink if not warned, and ten drink even if warned.

Suddenly, a voice blares from concealed speakers, one the heroes have likely heard before (it is Kronos himself).

Obey the orders of the Mathieus as you would mine!

SCARLET VINES

Those who drink the champagne must roll Vigor each round for 6 rounds. On a failure the victim is Fatigued, infected with the initial stage of the Red Sand Vine, and must obey the Mathieus' every command for the next 10 hours (or until another Vigor roll is failed).

On the following round, even if the Vigor roll succeeds, blood starts drizzling from the victim's nose, and the following round from the ears. These symptoms, though not life-threatening, are a dead giveaway that something is *very* wrong.

A second Vigor failure inflicts another Fatigue level, and induces a daze and immobility. Worse, a fleshy vine with a dripping thorn tip extends from the victim's flesh, rips through the back of the victim's clothing and begins violently stabbing at any nearby targets. Witnesses of this aberration must succeed on a Guts check or flee in panic.

RED SAND VINE (SECOND STAGE)

Attributes: Agility d10, Smarts d4 (A), Sprit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6

Pace: 0; **Parry:** 7; **Toughness:** 7 (1)

Special Abilities:

- **Block:** Red sand vines are difficult to hit and receive Parry +1.
- **Fear:** Anyone seeing the terrifying animated vines must make a Guts check.
- **Fearless:** The vines are immune to Fear or Intimidation.
- **First Strike:** Per the Edge in *Savage Worlds*.

- **Poison Thorn:** Str+d6 damage; on a shaken or worse result, the target must make a Vigor Check or be infected with the Red Sand Vine.
- **Reach:** 1" on first round, grows to 3" on second round, and 5" on third and all subsequent rounds.
- **Small:** Ranged attacks have a -2 penalty to hit the vines.

CHAOS!

Realizing the Red Sands still aren't perfected, the Mathieus attempt to blend among the chaos and abscond from the disaster as quickly as possible.

 **Raymond Mathieu (aka Lord Hyperion):** Wild Card. See page 188.

 **Leone Mathieu (aka Lady Hyperion):** Wild Card. See page 188.

Brotherhood Agents (2 per hero): See page 184.

Upon a third Vigor roll failure—becoming Incapacitated with Fatigue—the victim dies and the corpse transmutes into a Venusian death flower. The victim's legs turn into grasping vines, growing 1" per round for 10 rounds.

RED SAND VINE (THIRD STAGE)/ VENUSIAN DEATH FLOWER

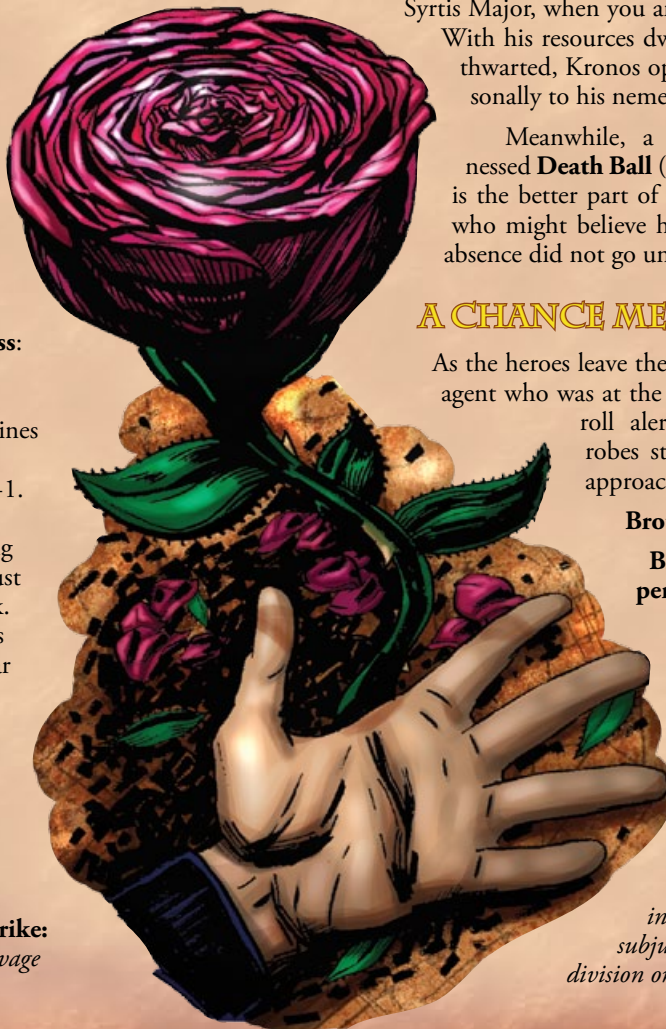
Attributes: Agility d10, Smarts d4 (A), Sprit d6, Strength d10, Vigor d8

Skills: Fighting d10, Notice d6

Pace: 2; **Parry:** 8; **Toughness:** 8 (2)

Special Abilities:

- **Block:** Red sand vines are difficult to hit and receive Parry +1.
- **Fear:** Anyone seeing the terrifying animated vines must make a Guts check.
- **Fearless:** The vines are immune to Fear or Intimidation.
- **Fear:** Seeing this terrifying mutation provokes a Guts check.
- **Fearless:** The vine is immune to Fear and Intimidation.
- **Improved First Strike:** Per the Edge in *Savage Worlds*.



- **Improved Frenzy:** A third-stage red sand vine may make two Fighting attacks per action at no penalty.
- **Poison Thorn:** Str+d8. On a result of shaken or worse, the target must roll Vigor or be infected with stage one red sand vine poison (see above).
- **Reach:** 1" on first round, grows to 3" on second round, 5" on third round, then an additional 1" every round until the tenth round.
- **Small:** Ranged attacks have a -2 penalty to hit the vines.
- **Weakness (Fire):** The vine suffers +4 damage when hit with fire.

There are numerous luminaries to rescue, in addition to apprehending the Mathieus—once the path is clear of innocents. Evidence retrieved from their dressing room exposes the couple as Lord and Lady Hyperion, of the Brotherhood of Luxor.



RED SANDS

Run this climactic episode after the heroes return to Syrtis Major, when you are ready to cap off the campaign. With his resources dwindling and his plots repeatedly thwarted, Kronos opts to deliver the death blow personally to his nemeses, the heroes.

Meanwhile, a Brotherhood recruit who witnessed **Death Ball** (and decided that a new allegiance is the better part of valor) heads for the only people who might believe him—the selfsame explorers. His absence did not go unnoticed.

A CHANCE MEETING

As the heroes leave their abode, they see a Brotherhood agent who was at the **Death Ball**. A successful Notice roll alerts them to Martians in black robes stalking the agent. As the heroes approach, the assassins attack.

Brotherhood Agent: See page 184.

Brotherhood Assassins (1, plus 1 per hero): See page 185.

Death Ticks (1 per Assassin): See page 168.

Even if the defector is killed, he delivers the following dying speech.

Kronos is planning a massive assault. He is using the final batch of Red Sands in conjunction with an invisible ship, Death-Seeker, to subjugate the largest British army division on the planet.

Even if it fails to do anything more than destroy the troops, the balance of power will shift to Oenotria. The war will end with a Martian victory. With proof that the red devils can be beaten, all of Mars will rise and the sands will run red with blood.

This time the Red Sands may do more than it did at the gala, and I do not wish my people to be turned into monsters. The way to the secret location of the Death-Seeker is located in the home of a Martian scholar... named... Queeleek Thorshian.

QUEELEEK THORSHIAN, REDUX

The last time the heroes saw Queeleek he was presumed dead in the **Lost Temple**. A Streetwise success secures the address of Queeleek's new residence. When the heroes approach, they notice shady characters meandering around his home. If they wait a while, they also see Martians entering and leaving the building.

If the explorers try to question any of this suspicious lot, the Martians flee into the crowded streets of Syrtis Major. All captives will commit suicide (via poison-capsule-tooth) rather than talk. If they manage to corner one, the Martian insists he is just visiting the scholar for information. When pressed, he professes to simply wanting to verify the amount of foodstuff being shipped to various fronts.

Approaching the building causes a gang of Ground Cleansers to attack.

Ground Cleansers (3 per hero): See page 177.

After the heroes deal with the Ground Cleansers—with help from a British-led Martian patrol if needed—they enter Queeleek's home. It is inundated with avalanches of notes on plant biology, Martian and Venusian botany, and myriad other odd subjects.

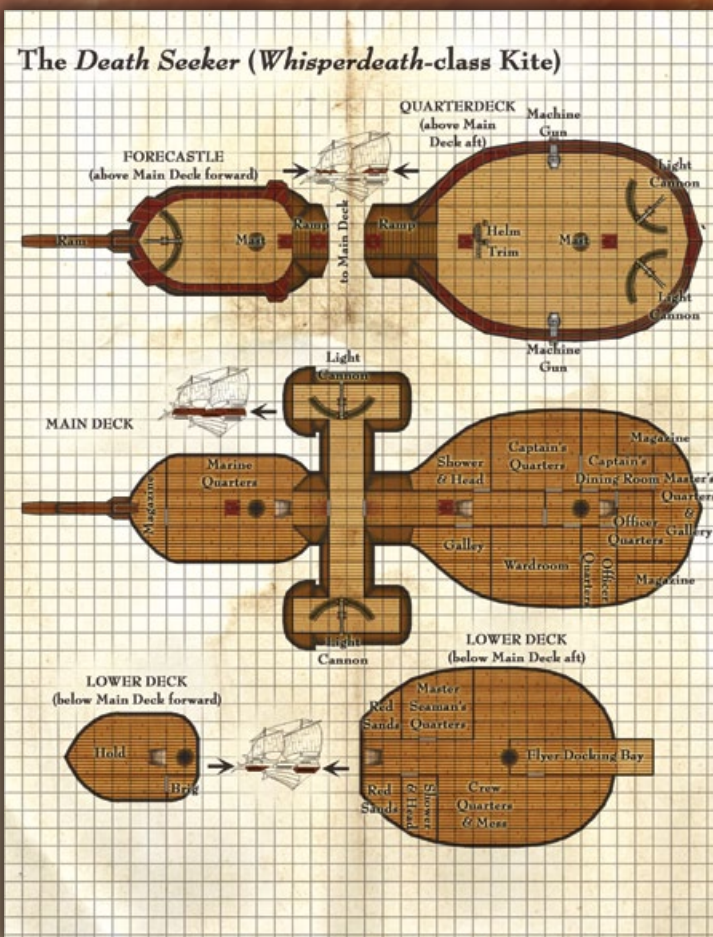
With time and diligence (and a successful Notice roll), the searchers find a hidden basement where details on British Army and air fleet movements have been meticulously catalogued, plus incriminating map markers referencing desert nomad ambushes and other villainous encounters.

Another successful Notice roll detects a false wall with a Brotherhood robe inside. The robe has a memo listing a landing station (in Syrtis Major) and time. If the heroes hurry, they may just make it there with seconds to spare.

THE CHASE

When they arrive at the landing station, they see a Bloodrunner-class kite taking off. On another tower, a Fleetfoot-class dispatch boat is preparing to rise. If the heroes hustle, they might be able to use their Status, influence, and persuasive skills to hop aboard the boat and chase the Bloodrunner.

This is a standard chase with the Bloodrunner being slightly faster, but the Fleetfoot steadier. Both ships are lightly armed, so combat advantage would go to the better-manned Fleetfoot. When the heroes' ship closes in, they see



a black-robed figure facing away from them. Just as they reach the Bloodrunner, the heroes see a huge Whisperdeath-class kite appear out of nowhere like a ghost!

THE INVISIBLE SHIP

The heroes have found the *Death-Seeker*—bristling with weapons—and it has found them! Their only hope is to board the ship before it blasts them out of the sky with light cannons and machine guns.

This is a massive free-for-all on a huge Whisperdeath-class kite, hovering High above the Aerial Hills.

DEATH-SEEKER

Class: Whisperdeath	Hull: 7 (700 tons)
Acc/TS: Kite	Toughness 25 (8)
Climb Limit: H	Officers: 5 + 1M
CR: 200 to 400	Deck: 7
Food: 1000 units	Crew: 7 T + 12G + 9M
Cargo: 19 tons	Cost: £20,140
Weapons: 1LFR LC, 1FRA LC, 1FLA LC, 1RA LC, 1LA LC, 1L MG, 1R MG, 2 Red Sands racks	

BLOODRUNNER

Class: Bloodrunner
Acc/TS: Kite
Climb Limit: VH
CR: 200 to 400
Food: 1000 units
Cargo: 49 tons
Weapons: 1FRA S, 1FLA S

Hull: 1 (100 tons)
Toughness 15 (4)
Officers: 4
Deck: 1
Crew: 1 T + 2G
Cost: £6,000

FLEETFOOT

Class: Fleetfoot
Acc/TS: 3/10
Climb Limit: VH
CR: 250
Food: 1000 units
Cargo: 1 tons
Weapons: 1FRA S, 1FLA S

Hull: 1 (100 tons)
Toughness 15 (4)
Officers: 4
Deck: 1
Crew: 6 C + 2G
Cost: £6,000

Human Captain: Allow the players to run the captain as an allied Extra. See page 181.

Human Officers (3): Allow the players to run these officers as allied Extras. They include a helmsman, trimman, and signalman. See page 183.

Canal Martian Crew (9): Allow the players to run these crewmen as allied Extras. They include one deck crewman, six cranksman, and two gunners. See page 182.

Canal Martian Officers (9): There are five on the *Death-Seeker*, and four on the Bloodrunner. See page 179.

Canal Martian Crew (30): These include 8 deckhands, 8 topmen, 14 gunners. See page 177.

Brotherhood Guards (9): See page 185.

Brotherhood Officer (1): See page 185.

 **Kronos, the Cowled One:** Wild Card. See page 187.

 **Brotherhood Leaders:** All surviving leaders of the Brotherhood of Luxor are present aboard the *Death-Seeker*. See pages 186-188.

The leaders of the Brotherhood of Luxor are not fanatics, and surrender when the Brotherhood is losing, unable to escape, or Kronos is killed (or gone). Kronos can activate his teleportation device if the GM would like him to be a recurring villain. Likewise, any other leaders who escape no doubt plot a terrible revenge upon the meddling explorers.

DENOUEMENT

If the heroes are successful in crippling the Cult of the Worm, they are owed an enormous debt of gratitude by the British Crown. Certainly anything they wish—be it money or material—is granted to them. Any who were involved in the downfall of Kronos are granted an audience with Queen Victoria, during which she bestows knighthood on them (Knights are offered Lordships instead). Likewise, the

Explorer's Society heaps praise and adulation upon the victorious heroes, and grants them any reward that is within their power to give.

TO BE CONTINUED...

The story of Red Sands need not end when Kronos' invisible ship is destroyed. Undoubtedly, many bastions of resistance to Britain—and humanity as a whole—are scattered throughout the Solar System. A whole new campaign could result from the attempt to root out and eliminate the last vestiges of the Cowled One's cult. Moreover, if Kronos himself escaped the heroes are first in line to be asked to retrieve him. Captured members of the Brotherhood's inner circle—not the most loyal or trustworthy individuals to begin with—are almost certain to volunteer information regarding their former leader. A final mission by the heroes to hunt down Kronos, perhaps with former villains at their side, would make for an entertaining epilogue to the tale.

Even if the Explorers have killed or captured Kronos, all his cronies, and shattered the grip of the Brotherhood of Luxor upon the Solar System, the heroes' tales can go on if you so desire. The Solar System is a huge place, with unplumbed mysteries to be investigated on Venus, Luna, and especially the Asteroid Belt. Perhaps the saga of Red Sands leads the heroes to uncover more of the Vulcans' ancient wisdom, or to a conflict with the "Living Old Ones," the enigmatic, immortal lords who preside over the cult from places unknown. The sky is not the limit!

Or you might try an entirely different tack. If Kronos and his minions cause enough havoc during their final flight, even in defeat they might manage to spark an all-out war on Mars. As High Martian raiding ships take flight from their kraags by the hundreds to assault Britain's holdings, the Oenotrian Empire sets loose the dogs of war. This gives you an opportunity to run large-scale battles between squadrons of aerial flyers, conduct large-scale boarding actions, or even use the Mass Battle rules in *Savage Worlds* to resolve the many skirmishes that erupt on the frontier outside Syrtis Major.

Forces are most likely to clash over settlements that command strategic points along the Martian canals. Certainly what remains of the Brotherhood, and their Ground Cleanser allies, would move to take control of any liftwood groves they can locate, driving out or killing human harvesters in the process. As the Red Captains' involvement deepens, old rivalries drive the conflict to a fevered pitch. In such a situation, the Explorers (decorated heroes as they are) could be sent as diplomatic envoys to unite the nations of Earth on Mars, so they might triumph over their foes.

SAVAGE TALES

The following is a selection of heroic adventures, set on every world in the *Space 1889: Red Sands* universe, embodying all sorts of different themes.



ALEXANDER'S MARK

While spending time in a city market, have the players roll Notice. The highest result spots a unique piece of authentic, ancient Indian pottery. Examining it (the seller wants 10s; it is worth £10), the hero realizes the markings are actually a map, with Greek symbols mentioning Alexander the Great's "Conqueror's Stone."

A successful Knowledge (History) or Investigation roll relates that the Conqueror's Stone, in Greek legend, was found by the young Alexander in his native mountains and guided him on his conquests. The story concludes the real reason Alexander returned to Alexandria was the loss of this stone.

The map depicts a path into the Afghanistan Mountains past Kabul, connecting with the Kotal-e Salang Pass, and ending at the mountain called Hindukush. A mark points to a small gorge off the pass, and a cave.

The Afghan hill tribes are aggressive and dislike Europeans. Feel free to run any encounters with the Afghans, using Human Native Fanatics as a template (see page 182). As well, the weather in the winter is unbearable. The safest season is the brief summer months after the spring thaw and before the storms of autumn.

THE CAVE

The cave appears normal, nothing differentiating it from the thousands of others honeycombing these hills. A successful Notice roll points out this cave is occasionally used by humans, likely bandits. A raise finds an old carving—a closed eye floating over a pyramid—in the back wall, only a foot high and very worn.

Close inspection detects that the lid of the eye is moveable. When raised, it reveals an iris. Pressing the iris opens a rolling stone door concealed in the wall, hiding a set of descending stairs. Almost instantly, a bull-like automaton comes charging out!

Automaton (1): It resembles a bearded bull and has bovine horns (Str+d8) in lieu of stone fists. See page 167.

THE BRONZE CRYPT

The stairs ends at a bronze door with an elaborate lock (Lockpicking -2). The door has Toughness 12, and thus is not easy to break. The lock is also trapped. Failing to defeat it (with a successful Repair roll and 2d6 minutes' time) releases a hinge and drops anyone in the 10-foot-square area before the door into a 30-foot-deep pit (3d6 falling damage). The floor section begins to reset in three rounds unless restrained somehow.

The door enters into a circular chamber 36 feet (6") in diameter, featuring what appears to be a throne like, two-foot-high dais (2"x2" in size) across the room. A figure of Indian origin sits upon the throne, staring into his lap. From this distance, with a successful Notice roll the heroes can discern the figure is looking at a stone.

The temperature in this chamber is about 50 degrees and dry, regardless of conditions outside. Entering the room gives the impression of passing through a wet bubble. Any physical contact with the dais wakes the Indian. He quickly tosses the stone into a sack, then leaps upon the intruders with intent to destroy.



ANCIENT GUARDIAN

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d12, Guts d10, Lockpicking d10, Notice d10, Stealth d10, Streetwise d8, Throwing d10

Pace: 8; **Parry:** 10; **Toughness:** 8 (1)

Edges: Ambidextrous, Combat Reflexes, Fleet-Footed, Improved Block, Improved Dodge, Improved First Strike, Improved Nerves of Steel, Level Headed, Quick Draw, Thief, Two-Fisted

Languages: Ancient Indian, ancient Persian.

Gear: Leather tunic (Armor +1 torso), two long swords (Str+d8), belt with 12 throwing knives (+1 Throwing, -1 Fighting), longbow, quiver with 22 arrows, belt pouch with 20 fire gems (rubies of excellent sparkle, worth £50 each), and the Conqueror's Stone.

When the warrior is defeated, his body immediately ages and decays to a state appropriate for one who has been dead for two thousand years. His armor likewise rusts, but the rest of his gear is unaffected. The swords are each worth £20, knives £5 each, and each arrowhead is worth 10s.

THE CONQUEROR'S STONE

Anyone holding the Conqueror's Stone must make a Spirit roll or falls under its control (a permanent *puppet* power). An enthralled character will not allow the stone to leave his person. The stone is possessed of a rudimentary intelligence, and it desires to test once more whether a human can conquer the world (since the previous one was interrupted by the slain Indian looter). A similar postponement forces the stone to return here along with its holders, mystically turning over information "collected" by the stone to the throne.

The Conqueror's Stone compels its thrall to recruit an army and conquer the world. The thrall is freed if the stone is separated from him for over three rounds, and the Stone attempts to coerce a return to the throne out of its next victim. While possessing the Stone, the character gains Knowledge (Battle) d12 and all the Leadership Edges in *Savage Worlds* (regardless of requirements).



AMRAAMTABA'S SACRIFICE

When the British conquered Syrtis Major in the last Martian war, the current prince, Amraamtaba X, was allowed to retain his position but without the power to govern. Upon his demise, Amaraamtaba's properties will become the Crown's, and his children will be stripped of any hereditary title.

The prince now lives in the Emerald Palace next to the ruins of its old counterpart. He has a handful of bodyguards, and is attended to by Company A, 62nd St. John Fusiliers—the so-called "Amazonians." He habitually ignores the female sentinels and plots aloud in their earshot, easily enabling them to defuse his schemes before they go anywhere.

MURDER MOST FOUL!

Ambling through the British Quarter, the heroes hear a cry of, "*Stop! Thief!*" and see a Martian in a cloak dashing across the street. They see an off-duty soldier, one of the famous Amazonians, intercept the thief. The Martian draws a short sword and stabs her in the chest.

Brotherhood Agent (1): Has poison for suicide to prevent interrogation. See page 184.

Amazonian Soldier (1): See page 183.

If the heroes reach her within a round and manage to stabilize her, the Amazon whispers,

Someone is going to kill Amraamtaba and blame the British. Stall 16. The Bazaar. Today.

She then falls unconscious for the next two days. If she cannot be stabilized, she dies whispering the same. Meanwhile, the Brotherhood agent is making a getaway, so run a chase (see *Savage Worlds*) with lots of obstacles.

THE BAZAAR

Because the authorities are too swamped with other, more pressing concerns (and not really trusting "women's gossip"), the heroes' follow-up brings them to Stall 16 in the Bazaar.

The booth offers perfumes, with the lingering sweet scent of many competing fragrances. The vendor is a shady Martian who does not seem to be enjoying his work. Success on a Notice roll spots a bit of black garment under his robes. A raise detects the vague outline of a short sword—not something a typical market peddler would carry. If accosted, the Martian shouts a warning and attacks. A cry sounds from inside the stall tent, and black-clad Martians storm out.

Brotherhood Agent (1): See page 184.

Brotherhood Guards (1, +1 per hero): See page 185.

The heroes find the real vendor when they search the enclosure. He is mortally injured, but holds on long enough to gasp,

Midnight... The breath of sleep... Emerald Palace!

Attempts to warn the commander, Captain Merv Jacobs, of a potential assassination prove difficult. The defensive captain begins at Uncooperative. If made Friendly through successful Persuasion, he indicates he will double the security and that should suffice. He invites the heroes to inspect his command if they believe there is anything wrong.

MIDNIGHT AT EMERALD PALACE

At midnight, massive fireworks erupt over the city. Simultaneously, glass jars containing an exotic sleep gas shatter all around the Palace. Unless they possess alternate means of breathing, every character must make a Vigor roll each round for the next six rounds. This is treated as Smoke Inhalation, with Incapacitated characters falling into a deep sleep for 2d10 hours.

In three rounds, all the Amazonians succumb to the sleep gas. After the six rounds expire, Martians dressed as British Colonial Regulars run up the stairs to the Palace.

Meanwhile, seven Brotherhood operatives slip inside via a hidden passage (see **Secrets of the Palace** on page 156) and attempt to move past the gassed bodyguards. They head toward the prince's chambers.

Their ultimate plan is to shoot the prince and his guards with the unconscious Amazonians' guns, then shoot the Amazonians with the guards' firearms, making the slaying appear to be a British plot gone horribly awry. Only the explorers stand in their way!

Canal Martian Ground Cleansers (10): These are dressed and armed like Regular Canal Martian Guards. See page 177.

Brotherhood Guards (6): See page 185.

 **Brotherhood Agent (1):** Wild Card. See page 184.

Amazonians (10): Use Soldier stats on page 183.

Prince's Bodyguard (10): Use Veteran Canal Martian Guards stats on page 178.

Prince Amaraamtaba (1): Use Canal Martian Noble stats on page 179.

DISASTER AVERTED

Stopping the execution earns the gratitude of the entire company of Amazonians (anyone who played a role earns the Connections: Amazonians Edge) and the British Colonial Office. As it turns out, the prince sent his personnel to set off the fireworks to divert authorities from what he believed was going to be an assault on the Legation.

He also thought the fireworks were to be picked up from the perfumers, and carelessly spoke out loud. An Amazonian who overheard it checked the vendor and found he had knockout gas. She pieced it together but was stabbed by the Brotherhood agent, who had noticed her snooping, on her way back to inform the captain.



AVENEL ESPIONAGE

As the heroes peer from their second-floor window, they see a human courier rush down an alley. He stops for a moment until a Martian arm waves him into a *bhutan* smokehouse.

As he enters, he looks up, spots the spying heroes, and quickly ducks inside. Unless they investigate immediately, a gang of Martians emerges and heads for the heroes' room.

Canal Martian Thugs (2 per hero): See page 179.

THE SMOKEHOUSE

The first thing the heroes notice in the smokehouse is the sweet, cloying aroma and the fumes of roasting *bhutan* spice, which obstructs their vision (–1 to Notice and all sight-related skills). The shop has an unusually high presence of Martians, and many of them resent the intrusion

of non-Martians. If the thugs have not attacked, they do so now. If they have, the remaining patrons leave red devils alone...unless the heroes are especially belligerent.

The heroes do not see the courier immediately, but on a successful Notice roll spot the proprietor and his assistant behaving suspiciously around an odd wall carving of Prince Amraamtaba X.

The assistant interposes himself menacingly before the carving while his boss tries to distract the heroes with offers of smoke. In combat, unless both of them go down in the first round, the patrons rally to their aid against the heroes.

Martian Proprietor (1): Use Thief stats on page 184.

Assistant/Bodyguard (1): Use Canal Martian Thug stats on page 179.

Smokehouse Patrons (12): They are addicts but all receive +1 bonus to damage rolls and Toughness for this encounter due to the heavy *bhutan* spice smoke. Use Civilian stats on page 175.

BEHIND THE CARVING

The carving opens into a hidden room. The courier is inside with several compatriots. They begin leaving through a secret door to the streets when they sense any commotion outside.

The courier and a spymaster depart on the first round (so they will not be caught), the crewmembers leave on second round, then the guards on the third round.

 **Schuler Smith, the Courier:** Wild Card. Use Experienced Human Soldier stats on page 183.

Vin Cyn, the Spymaster: Use Martian Captain stats on page 177.

Martian Guards, Regular (1 per hero): See page 178. These troops serve under merchant prince Da'Reeque.

Rummaging through this room, the heroes retrieve from under a heavy plate a torn paper with the Martian Army seal in the corner. A successful Notice roll finds a loose "friendship token"—given to guests of a Martian noble so they may freely bypass the guard—from the House Da'Reeque.

THE HOUSE DA'REEQUE

This is a modest estate with an airship landing tower, a curtained wall with catwalk, and a fortified four-level residence. Perching on the tower is *Simple Truth*, an armed Bloodrunner-class yacht. The security staff consists of a half-dozen reasonably equipped Martians.

Attempts to meet Da'Reeque incur a hefty –4 penalty to Persuasion or Intimidation, as he is currently entertaining important guests. Should the heroes succeed, Da'Reeque greets them in the courtyard and offers refreshments. He feigns ignorance and speaks in a genteel fashion, but the heroes may be able to Trick or Taunt him.

A successful Trick prompts him to divulge that his guests are leaving soon. Trying a Taunt will lead to the Martian showing the explorers the door, but a successful roll does spark his dislike for the red devils. He spouts his belief that they may not be in Avenel long.

A successful Notice check while inside notes a blind security spot where the wall meets the house. On a raise, the heroes see a man-sized drain hole that can be unlocked from this side.

Prince Da'Reeque: Use Martian Noble stats on page 179.

Martian Guards, Regular (6, +1 per hero): See page 178.

Servants (6): Use Civilian stats on page 175.

The first floor of the multi-level mansion boasts an atrium for dance and entertainment that reaches to the roof. The second floor has conference halls, a small gallery, a trophy room, and a private library. The guards' quarters and the master bedroom are located on the third floor. The fourth floor is occupied with storage and servants' quarters.

The Martian crew of the *Simple Truth* is currently occupying guest rooms on the third (officers and captain) and fourth (crew) floors. At all times, two bodyguards accompany Da'Reeque, two sentries are at the front gate, and a duo patrols the catwalk around the wall. The others protect the landing tower and the mansion's interior.

At least one officer and 2 gunners are always aboard the *Simple Truth*. If the heroes strike before morning they can catch everyone, since *Simple Truth* departs the next dawn.

Martian Officers (3): These include a helmsman, trimsmen, and signalman. See page 179.

Martian Crew (6): These include one deck crewman, one topman, and four gunners. See page 177.

If interrogated, Da'Reeque can be broken with a successful Intimidation roll. He brags,

You are far too late, meddling fools! The dispatches are already gone, along with a falsified order that will send Evelyn Wood's Mounted Infantry Brigade out into the Aerial Hills.

The lieutenant general is bound to antagonize the hill tribes and ignite skirmishes, if not another costly war. Think on that, my friends, and despair!

The dispatches left on *Morning Glory*, a Warm Winds-class merchant, this very morning (about six hours earlier). The heroes cannot reach the shipyard in time, and without proof the commander will never issue an intercept order.

RACE FOR MORNING

Of course, the heroes can use the *Simple Truth*. If they have the skills, they are able to catch *Morning Glory*. Otherwise, it takes longer. They can then board the ship and apprehend the courier.

Knowing he's been exposed, Schuler Smith orders Vin Cyn and their Martian cohorts to hijack the heroes' ship and help him escape. The confused crew of *Morning Glory* tries to keep themselves and the other passengers out of harm's way.

Canal Martian Crew (2 per hero): One topman, and the rest are deckhands. See page 177.

Returning Schuler Smith to Avenel breaks the Oenotrian espionage ring and earns the heroes recognition from Major General Walker (treat as the Connections: British Military Edge).



BASE OF THE SUN

While browsing in a bazaar, a particular piece of pottery catches a random hero's fancy. The peddler insists he purchased it from a down-on-his-luck red devil, and the hero can own it for a mere £5! Upon close examination, hieroglyphic writing is found around the base.

A Knowledge (History) roll identifies the glyphs as similar to Egyptian, close enough to be translated as "sun" and "power." The language is actually Vulcan, and those fluent in Khallan can offer a more precise interpretation: "power citadel on a world near the sun." Inspecting the pottery with lab instruments unveils a series of numbers hinting at the stellar cartography used to traverse the solar system.

A successful Knowledge (Navigation) check verifies this and produces a location on Mercury. A successful Investigation roll deciphers among the writing an account of an unknown project on Mercury. A raise reveals the pottery to be a concealed missive to a mysterious party spurred by the author's concern over some terrible, unnamed invention.

MISSION TO MERCURY

The customary route to Mercury includes a transfer on Earth. Eventually, the heroes arrive at Mercury's Christiana Station. Assuming good standing with the British, they can try to persuade the loan of an aerial steam launch, and even a crew, from the Governor for the approximately 2,500-mile journey.

The aerial launch, armed with a LFR MG, delivers the heroes to their goal in just over eight days, following the winding path of the river below. On the ninth day, the heroes locate a straight canal emptying from the river toward the sunny horizon.

The canal leads the heroes to a large, white, domed structure, secluded on the side of a cliff face neighboring the desert.

THE WHITE DOME

The white stone of the aged dome is pitted and thin. There are numerous gaps in the foundation, where the walls toppled outward, and rocky debris is scattered all around. The ground level is a maze of squat pillars—actually cylinders that contain a strange and malevolent “ammunition”—each 12 feet tall and 8 feet in diameter, set 12 feet apart and slightly warm to the touch.

A ramp at the center of the “pillar forest” winds upward to the white powder-littered floor of the dome. All around, the heroes see alien panels and mechanisms. Compartments in the room have doors with severe scorch marks, as if from a great fire.

The northern section begins glowing as the heroes approach. On the panel are several levers in the down position, each with a dial above it. Lifting a lever fully locks it and causes its indicator to jump from left to right, but no other results are immediately apparent.

The southern controls have evidently been melted by intense heat.

The eastern segment pulsates as well when approached, but features a lever larger than the others. This lever controls the sealed doors to a telescope-like fixture. (See **The Telescope**, below, if the lever is pulled.)

The western panel is simple to operate—there is just a single button protected by a clear plastic bubble. The cover opens readily. Pressing the button, however, triggers a transparent screen that displays red hieroglyphs. The lines begin to diminish as if initiating a countdown, while increasingly loud bleeps echo throughout the dome. (Yes, it is a 10-minute self-destruct sequence.)

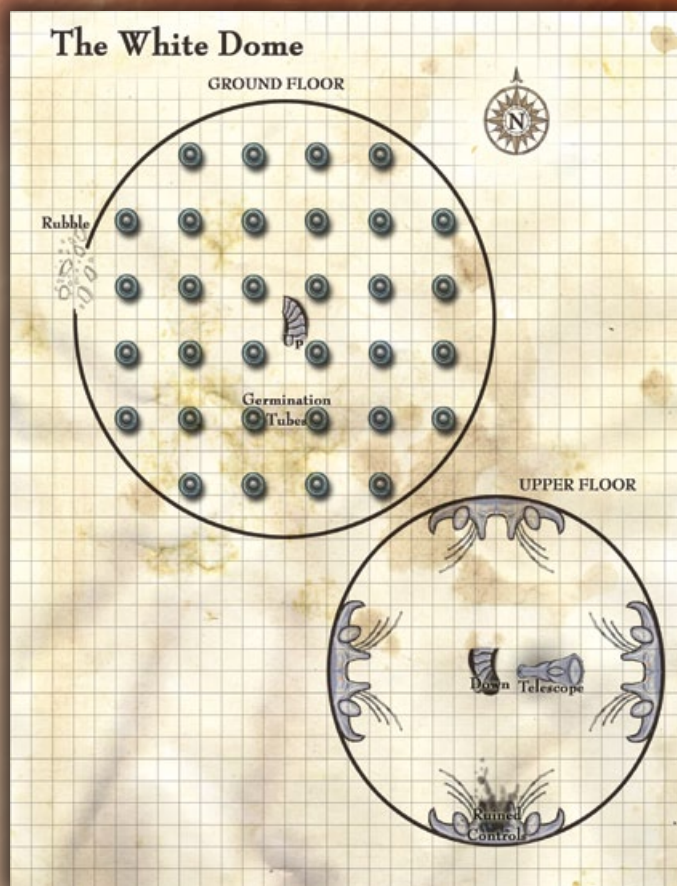
When the northern levers are lifted, heroes checking the ground floor see the corresponding number of cylinders becoming luminous, in sequence from north to south. After 10 minutes elapse from the lifting of the first lever, the northernmost columns open and release Vulcan plasma elementals.

Initially there is only one for every two heroes, but another one manifests every 10 rounds after. Up to 400 of these creatures are in the germination columns.

VULCAN PLASMA ELEMENTAL

These white-hot, glowing, gaseous beings were once semi-intelligent creatures created as a weapon from the sun's plasma. Programmed to kill, the elementals intend to incinerate the heroes, and indeed everyone and everything on the planet.

If activated, the dome's self-destruction disperses all the elements still inside the building. Otherwise, explosives, extreme cold, or dousing with a vast quantity of water are effective means to their termination.



Attributes: Agility d10, Smarts d8 (A), Sprit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d8, Notice d8, Throwing d8

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

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** Immune to all normal attacks except from explosions.
- **Fire Touch:** Str+d6. Flammable targets ignite on a roll of 5–6 on a d6.
- **Flaming Balls of Fire:** The creature can remove and throw parts of itself as flaming projectiles (3/6/12; 2d10; Flammable targets ignite on a roll of 5–6 on a d6).
- **Weakness (Cold):** Cold-based attacks inflict double damage. The creature suffers 1d6 damage for every 10 degrees of sudden temperature decrease.
- **Weakness (Water):** When doused with or submersed in water, the creature suffers 3d10 damage.

THE TELESCOPE

If the “telescope” is activated with a successful Repair, Knowledge (Mechanics), or Weird Science roll, the lens opens automatically, and the entire base rotates with a loud ratcheting noise. It spins to aim at the asteroid belt (formerly Vulcan), but can be adjusted to view any planet.

If the elementals have been released, a red button appears on the scope when it acquires a planet. Pressing the button shoots one fiery bolt toward the target, each a capsule holding one elemental, set loose upon impact.

With such a potent lost weapon under their command, the heroes must decide whether to attempt to destroy it (a perilous course of action that might just release an army of angry plasma elementals), tell their allies in Explorer's Society about it, or attempt to use it for their own gain. One thing is for sure—once they learn of its existence the Brotherhood will not rest until they possess it, or it is destroyed.



BHUTAN CUTTING

Wandering the bazaar, a shifty Martian offers the heroes a chance to bid on a *bhutan* spice tree cutting. With a successful Common Knowledge check, an explorer realizes the *bhutan* spice tree is one of the most prized and protected plants on Mars. Any cutting would perhaps be worth upwards of a million pounds.

The Martian rebuffs inquiries as to his motives by saying,

Look here, friend—I'm merely a freelancer. I was hired to recruit bidders, so that is what I plan to do. If you are not interested, then some other red devil can make millions on a plum deal. Your loss. Only £5 for an invitation to the dance.

It costs £5 per invitation, though the price may be dickered down to £5 with a successful Streetwise or Persuasion roll, or as low as £1 each with a raise. Skip forward to **The Warehouse**, below, if they pay.

Thief, Martian (1): See page 184.

TRACKING THE BID

If the heroes tail the scoundrel, they soon see him jumped by six Martian thugs, who grab him and drag him into an alley. Even if they don't follow, the heroes hear a muffled cry from the alley. Looking closer, they see the badly beaten Martian pleading through bloodied lips for mercy from his assailants.

Canal Martian Guards, Regulars (6): They are armed with short swords, daggers, and two black powder pistols each. See page 178.

The defeated enforcers warn the heroes that the Boreosyrts League owns all *bhutan* spice plants, and will not stand for any incursion upon its monopoly. The thugs can be turned over to the local authorities, but they are released in an hour.

The frightened freelancer refunds his rescuers (or provides invitations free of charge) and swears off further involvement.

THE WAREHOUSE

The invitation lists #16 Warehouse Row as the destination, opening at 10 p.m. The bidding commences at midnight.

Local authorities do no more than suggest the heroes contact the local Boreosyrts League charter. Confirmation with a Boreosyrts League representative prior to the event elicits a concerned frown, a sad chuckle about another foreigner falling for a common scam, and assurances that no cuttings are missing. It takes a Notice roll (–2) to realize he's lying, and also attempting to conceal genuine relief at learning the precise location.

If the Boreosyrts League obtains the information in any way, the heroes see (on a successful Notice roll) about 20 of their agents (in groups of five) observing all sides of the warehouse when they show up. Read the following.

One of the building's side doors is lit. There a Martian doorman admits only one person per invitation. Inside the door is another Martian, carrying a musket. He points to the left, down a corridor lined with crates.

Halfway down the cramped corridor, a third guard directs you to a lit alcove, in which you see a deep, dark pit. A ladder rests against the top edge. A fourth guard motions down the ladder.

At the base of the 12-foot-deep pit is a tunnel headed west. It extends for a tenth of a mile or so before ending in the bottom of another pit. A ladder ascends to the actual bidding hall above, which is charged with anticipations.

Canal Martian Guards, Veterans (4): See page 178.

THE BIDDING HALL

There are seven tables seating ten people each. Six of the tables have a small flag—American, Belgian, French, German, Oenotrian, Tossian. The heroes get the flagless, “independently wealthy” table.

The eighth table faces all the others, raised 12 feet off the ground atop stacked solid crates, and segregated from the bidders by a 20-foot-square pit in between. It is obviously the host table and currently empty. Security seems to comprise one guard in each of the four corners on the bidders' side. A dozen servers fetch cocktails and refreshments for the guests from a makeshift bar.

There is nothing to stop heroes from carousing with the other guests. Doing so, they get the uneasy impression that no one leaves this place with the tree without a fight. Each of the nationals has cash in a satchel and guns in the pocket. Those filling the remaining seats of the flagless table are putting out feelers for which nation's representatives would offer them the biggest profit margin in return for their investment.

A Notice roll (–4) lets a hero spot hoses stashed inside the crates lining the room.

AUCTIONEERS

At the appointed time, a masked Martian strolls out of the shadows at the other side of the pit, places a covered pot on the host table and announces in Khallan,

We are assembled to bid on a cutting of the Martian bhutan spice plant. While a party may bid as much as desired, the winning proceeds must be presented and accounted for to complete the transaction. As I have twenty men armed with rifles and intent to injure, aggression is not recommended. Here is the object for your consideration.

With that, he removes the covering to show a blooming *bhutan* spice plant.

All tables other than the flagless ones have eight representatives each (using Guards and Officer stats), all with a revolver and a dagger appropriate for their nation (except for the Martians, who have a black powder pistol and a short sword).

The Americans brought with them £240,000; the Belgians, £255,000; the French, £210,000; the Germans, £250,000; the Oenotrians, £150,000; the Tossians, £254,000.

Human Guards (7 per table, 4 tables): See page 182.

Human Officer (1 per table, 4 tables): See page 183.

Canal Martian Guard, Regular (7 per table, 2 tables): See page 178.

Canal Martian Officer (1 per table, 2 tables): See page 179.

Heroes not actively engaging in or observing the spirited auction notice the guards yawning and struggling to stay awake. They can make a Notice check to hear a faint hissing emitting from the crates. On a raise, the hero has one action before the knockout gas hits him.

Everyone must make a Vigor roll each round after inhaling the vapor (–1 per previous round of breathing). If the heroes shout a warning, all other bidders immediately suspect each other.

For the first round, the bidders move toward the host and breathe in the gas unless cautioned. For the second round, they exchange accusations and try to stop each other from reaching the auctioneer. On the third round, they are attacked by a mob of masked Martians moving to

grab the satchels. On the fourth round, they start jostling among themselves down the pit ladder, stumbling to escape (mostly in vain).

Canal Martian Guards; Regulars (20): These guards wear masks, and move in groups of five. See page 178.

Brotherhood Agent (1): See page 184.

The auctioneer, of course, is an operative for the Brotherhood. He remains with the plant until the tides swing against him, compelling him to take the spice tree and exit a door behind him. Unless the heroes act quickly, he gets away. This scheme won't be repeated again for a long while.



DEEP DIVE

When the heroes return to their present abode, they discover a Martian trying to hide near the entrance. If persuaded from Neutral to Friendly, he admits in Koline to being a scholar named Jayreel, from the Old Palace in Po-Poo-Hanna-Kitai, or what the Belgians call New Amsterdam. He saw some Martian strangers loitering outside his apartment and ran here to hide from them. He believes they're after the 10-shilling bounty on the head of any former Palace personnel.

Jayreel (1): Use Civilian stats on page 175, but add Knowledge (Area: Old Palace).

JAYREEL'S APARTMENT

If accompanying Jayreel back to his apartment, the heroes are attacked when they reach his door.

Canal Martian Thugs (2 per hero): See page 179.

Brotherhood Agent (1): See page 184.

The agent is most interested in grabbing Jayreel, and tries to escape if his retinue appears to be losing the fight. He refuses to talk when caught unless intimidated, which leads him to admit that he was to abduct Jayreel and take him back to the Old Palace in Po-Poo-Hanna-Kitai.

The apartment has been ransacked. Jayreel notes some old sketches of the Palace have been stolen. If asked about his palatial role, he replies he was overseeing the Library of Secrets that held ancient manuscripts. He knows the Old Palace intimately but has not been there since the Belgian occupation.

THE OLD PALACE

Long neglected and deteriorating, the ruined Old Palace is a grim reminder of the city's Belgian oppressors. The windows are all blown in, and broken glass and other debris lay all about. A lonely wind moans through the yawning corridors.

Jayreel leads the heroes into the Palace and effortlessly through secret passageways still clear and accessible in the old walls. They descend a staircase and emerge three levels underground, in a hall before the Library. The hall is 48 feet (8") long and 24 feet (4") wide, with supporting columns set 12 feet (2") apart. There is a stairway going up on one end and heavy stone double doors on the other.

Upon arrival, heroes with the Danger Sense Edge may roll to detect an ambush. Hiding behind the pillars nearest to the double doors, and ready to open fire upon the heroes (avoid hitting Jayreel if possible), are four Brotherhood guards.

The following round, they are joined by reinforcements who come down the stairs with a Brotherhood agent. If defeated and questioned, they know only that the Brotherhood wants Jayreel to get them into the palace library.

Brotherhood Guards (4, +1 per hero): See page 185.

 **Brotherhood Agent (1):** Wild Card. See page 184.

The agent would rather kill Jayreel than let him help the heroes. After defeating the agent, he can be intimidated into exchanging his freedom for what the Brotherhood is seeking—the schematics for an earthquake machine that the Brotherhood is convinced rest within the archive.

If he survives the ambush, Jayreel opens the locked library; otherwise, it requires a Lockpicking roll at -4 (or lots of dynamite). The library is in total shambles, evidently victimized by an inferno from the partially collapsed ceiling. There is nothing of major significance left in here.



DESERT DEMON

On a visit to the local museum or gallery, an Arab approaches the heroes. The man, Salih Yihad, is interested in an expedition to a tomb out in the desert, though frankly, he is more interested in a share of any treasure found. He is too smart to explore the tomb alone, offering the following explanation.

The premises are cursed with a desert demon's taint, a foul spirit that sucks the life out of all who dare to encroach!

Although he doesn't fully believe in the curse, Yihad's Arab companions do and refuse to have any involvement.

Asking around, heroes find out that Yihad is well-known locally, with a reputation for always going after a quick shilling. On a successful Streetwise roll, they're told he has been trying to pitch something to the Westerners; on a raise, they find out Yihad is in debt, but has promised to pay everything off soon.

Regarding tombs, there are many in the area. With some research through the news accounts or the scrolls in the Palace Scriptorium (and a successful Investigation roll), the heroes notice numerous Westerners have been reported

as missing lately, and the bodies of a small party were discovered in the desert, dehydrated but showing no signs of violence. A raise on the Investigation roll locates a picture of the lost party—and Yihad was with them.

If confronted, Yihad confesses he was a part of the group but did not venture into the tomb, instead fleeing when he heard their screams. A successful opposed Notice versus Persuasion roll spots the Arab sweating. If intimidated, he sheepishly answers that he can lead the heroes, and they can find out the truth for themselves.

AMBUSH

Salih Yihad takes the adventurers into the desert, explaining it is a five-day trek on camelback. What he does not mention is he has a sleeping powder that he will slip into the heroes' water on the third night. He is not too worried and shows little concern even if he has to share the spiked water supply, since he knows his accomplices are somewhere nearby.

If Yihad's effort goes undetected, the heroes must make a Vigor roll at -2 to resist falling unconscious every hour, or the potent effect renders them incapacitated for 2d4 hours. At midnight, Yihad's partners move in and scoop up any heroes in a comatose state. If the heroes manage to beat the bad guys, skip forward to **Rewards**.

Human Native Fanatics (4): See page 182.

 **Salih Yihad:** Wild Card. Use Thief stats on page 184.

ESCAPE!

Captured heroes awaken to find themselves buried to their necks in sand. A smirking, looming Yihad spits at them.

Your belongings will be sold in the markets to pay my bills. Ha! Ha!

It is most unfortunate the "desert demon" got to you too. Yes, the sun is a demon! My friends and I will take refuge in the shade while you perish!

Heroes need to make a Strength check (-4) to escape. Each roll of 1 on the Strength die adds a level of Fatigue that is recoverable only with a full hour's rest. Apply the rules for Heat (see *Savage Worlds*)—the heroes have been without water and the temperature is already 90 degrees.

The heat reaches 100 degrees by noon, and 110 by four in the afternoon, before dropping down to 90 overnight. Consider this a death trap. The GM should consider giving a benny to all trapped heroes able to engineer the party's escape. Once freed, they can sneak into their captors' camp and retake their gear or leave on the camels.

REWARDS

Coming back alive, the heroes can expose Yihad and end his schemes. Capturing and turning a live Yihad over to the law enforcement earns them a £100 reward, plus £10 for

each accomplice as well. No rewards are given for corpses, unless the heroes make a successful Persuasion roll so the authorities accept their story.



DIGGERS' DOOM

The heroes (at least one must be of Upper Class or Elite Status) are called by Hollis Greenville through the Explorer's Society. Hollis is an inventor who has finally completed "Greenville's Earth Diver," a mole-drill machine he is convinced can bore to the true heart of the Earth. He is seeking famous explorers to help him verify the feat.

Greenville does not have the best reputation in the invention circles. He has pinned his fortune and name all on the success of this endeavor. If the heroes refuse, his backers appropriate the machine for sale to recoup their investment, effectively sending Hollis to the poorhouse. Naturally, he is very motivated and promises nearly anything to entice the heroes to visit his estate.

Hollis Greenville: Use Inventor stats on page 184.

THE GREENVILLE ESTATE

The so-called "Greenville Estate" is actually a rundown property with rampant weeds. Hollis greets the heroes, apologizes for the poor state of his home ("It's the gardener's day off, wot?"), and ushers them to the back of the house.

There a barn stands barely erect. Inside is a cylindrical monstrosity with its back end tilted all the way up, thus pointing a huge drill at the ground. A rickety staircase climbs to a platform where the entrance of the machine awaits.

As everyone moves toward the stairs, a hellacious clamor is heard outside. Through the window you see a two-horse wagon careen noisily around the house and charge the barn. Driving the cart is a masked man who screams, "Death to oppression! Death to nobility!"

Human Anarchist (1): See page 181.

Deal initiative immediately. Start combat with the wagon 120 feet (20") from the barn. Stacked in the rear are three kegs of black powder with a fuse lit to blow after 3 rounds, causing 6d6 damage to everything in a Large Burst Template—likely enough to obliterate the barn.

If the heroes defuse the bombs and question the driver, he gladly confesses that a group of anarchists directed him to this building. He was to prevent anyone from claiming the Earth's core in the Queen's name.

The 72-foot-long (12") digging contraption should survive the blast, given its Toughness 18 (4) and Heavy Armor. No doubt this also eases the fears of those about to become passengers. Any serious damage delays the mission, not to mention affording more opportunities for sabotage.

INTO THE EARTH

Hollis rushes the heroes into his machine. He asks for an operator (with the Drive skill), someone to maintain the boiler (Repair skill) and a third to shovel coal (about 40 pounds every hour). He is capable of handling it all, but he prefers to focus on navigation so as to avoid open caverns. The machine's interior is spacious enough for eight people.

The device covers a whopping 240 miles the first 24 hours. (It has Acceleration of 1", a Top Speed of 4"; i.e., 10 mph when burrowing.) The heroes driving the digger, manning the superheated boiler, and shoveling coal each require a Vigor roll every four hours to stave off exhaustion. A hero Incapacitated with Fatigue simply collapses for 1d6 hours, and recovers fully after another eight hours' sleep.

If challenged on these issues, Hollis is embarrassed. He says,

"Not to worry, my fine friends. I'll just guide us to a halt in a nearby air pocket, for a pleasant respite. We'll soon be sound as a pound."

But as the drill breaks through, the cabin is filled with a blinding light. With a sudden jolt the machine starts hurtling downward at incredible speed—toward the frothing waters of an underground sea!

Everyone on board the digger when it hits the water takes 3d6 damage. The heroes on boiler and coal duties must also make Agility checks or be blasted by a backwash of steam (2d6 damage).

The digger plunges several yards underwater before its natural buoyancy lifts it to the surface once more. The survivors find themselves drifting on the green surface of a strange, briny sea. The vehicle drifts wildly in the currents, until a day and a half later the waves finally spit it onto a sandy shore.

Emerging, you find yourselves on a warm beach, with something that looks and feels like a sun shining above you. A vast expanse of pristine tropical jungle embraces the small shoreline. Scouting about, you sight a handful of dinosaurs—herbivores, you think—foraging among the trees.

From outside Greenville's machine, you can plainly see that one track was nearly destroyed by the fall. Hollis very nearly bursts into tears.

AMBUSH

The heroes have some bad news from Hollis Greenville. First, the Earth Diver can't be fixed; it would require a full workshop to restore the treads to a point where they'd last longer than a day.

At this point have the heroes roll Notice. On a success, they sense something lurking about besides dinosaurs. On a raise, they see the glint of spears in the thick jungle foliage.

Human Native Primitive Tribesmen (3 per hero):

Two of every trio are toting a net (3/6/12; Entangle, target's Strength versus two natives' Strength dice) instead of spears. See page 182.

Captured heroes are taken to the village. Otherwise, they can learn the village's location from any defeated native (pantomiming if they don't speak Egyptian).

THE VILLAGE

The village is a day's walk away. The tribesmen make it in three quarters of that time. The heroes are presented to the chief of the 100-warrior tribe (if captured), who is initially Uncooperative. If unmoved by Persuasion, the chief pronounces the heroes enemies. If moved to Neutral, he deems the heroes strangers but not foes. If moved to Friendly or better, he welcomes them as friends and insists that they join the feast of wild grain rolls and fresh fish.

The heroes wake next morning to loud explosions demolishing the village walls, heralding the surprising arrival of the Germans! The heroes can rally up to four tribesmen per person if the natives are friendly, or two otherwise. Rallying four tribesmen is automatic for any hero with the Command Edge. All others must roll Persuasion, with a success getting half the number, and all of them on a raise.

Human Soldiers (20): See page 183.

Human Crew (4): German gunners with a modern light cannon. See page 182.

Dietrich Weishaupt: Wild Card. Use Human Captain stats on page 181.

Human Officers (2): These are signalmen. See page 183.

Human Native Primitive Tribesmen (up to 4 per hero): Allow the players to run these tribesmen as allied Extras. See page 182.

The German soldiers are firing rubber bullets (non-lethal wounds), but the cannon fires explosive rounds (81/162/324, 3d6, AP 2, MBT). The captain has real bullets, but shoots only at those who prove troublesome.

If the heroes lose, the Germans haul them off as prisoners. If they win, the soldiers explain in German (or English in Dietrich's case) that they are a part of the Herr Manfred Petras Expedition into the Southern Hole—a dormant volcano near Antarctica said to be the deepest in the world. Their zeppelin was set to return with news of this subterranean discovery but they found diamonds in the nearby hills. Hence, they are gathering laborers for mining in order to make Herr Petras very, very wealthy.

THE GERMAN CAMP

The Germans have a medium-sized base camp and two moored zeppelins, either of which would serve as a way back to the surface world for our plucky explorers. The captured tribesmen are unarmed, and locked in a holding pen.

Human Soldiers, German (20): See page 183.

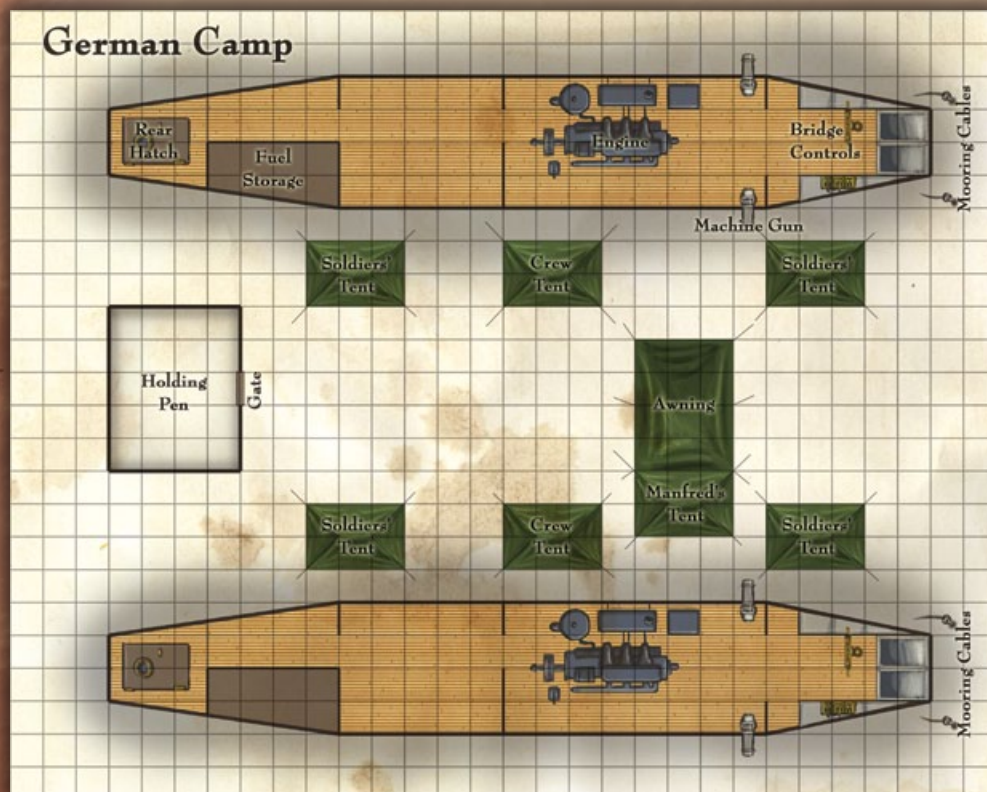
Human Crew, German (8): These include four deck crewmen, and four boilermen. See page 182.

Human Officers, German (4): These include two helmsmen, and two trimsmen. See page 183.

Herr Manfred Petras: Wild Card. Use Human Captain stats on page 181.

Human Primitive Tribesmen (10): See page 182.

All released tribesmen join the heroes after looting German bodies for weapons (not firing rifles but fighting with them as spears!). Petras retreats to one of the zeppelins with a crew and takes off when the Germans seem to be losing. He also takes the £5,000 worth of diamonds he has collected up till now.





DISCORD IN DIOSCURIA

Conducting business with the Boreosyrtris League—or under its auspices—the heroes meet a British Colonial Officer for the embassy who commissions their services in probing rumors of a planned German coup in Dioscuria.

DIOSCURIA

Dioscuria is some 500 miles due west from Coloe on a canal. The canal's gradual evaporation has not helped the province. It is a shell of its former self; a strong German legation with its influx of money is the only revenue sustaining the economy.

The local resentment toward the red devil is palpable, though no vitriol whatsoever is betrayed by the merchants. With a successful Streetwise roll the heroes hear of a German demand to open schools to impart German education to the young in Dioscuria. The locals view this as the Germans attempting to turn their children against them. With another successful Streetwise roll (–2), the heroes find that a respected merchant prince, Androoka, is spearheading the Dioscurian protest.

Discussions with the German delegations all end with a polite rejection and a strong suggestion that the Germans know what they are doing, despite Androoka's propaganda.

THE INSURRECTIONIST

Androoka is a young noble who oversees a caravan service. He recently inherited a fortune when Key'Rehl and Anyadhen, his parents, were burned alive. A German zeppelin caught fire and crashed into their convoy. He did not fault the Germans, but did request restitution for the cargo lost in the accident.

Androoka is happy to speak with the heroes. He says earnestly,

I'll be honest with you. I'm concerned over the pace with which the Germans are encroaching upon Dioscuria. It is not so much their presence, but the speed with which they would thrust aside our traditions. Let's face facts. A school would be nice, but more jobs and a bigger investment in developing the city would be better.

He appears completely sincere and honest. What does catch everyone's eye is his right-hand Aydeen's conspicuous disdain for the heroes. As soon as the heroes leave, they are attacked.

Canal Martian Thugs (2 per hero): See page 179.

The thugs are to beat the heroes unconsciousness with clubs, sending the message that red devils are not welcome. Subsequent interrogations reveal a Martian in cloak hired them to ambush the heroes. The deal was arranged at the Latsu Bar, just down the street from Androoka's estate.

LATSU BAR

The Latsu Bar is notorious for its intolerance of red devils; all Charisma-modified skills attempted by them are at –2 here.

On a successful Streetwise check, the hero learns of a cloaked Martian coming in every night and hiring the most outspoken anti-German patrons. Those so employed don't ever seem to return. With a raise, someone overheard the mysterious Martian giving an address and relays it (for £1):

Warehouse District, green door, pass phrase is "Skewer those who do not believe."

Heroes staying long enough see their quarry enter the pub. If accosted, 20 other patrons rally to his defense. Otherwise, he recruits six Martians and takes them to a green-doored warehouse.

Cloaked Martian: Use Civilian stats on page 175.

Canal Martian Thugs (20): See page 179.

GREEN DOOR WAREHOUSE

The warehouse belongs to Androoka. Inside, a number of Martian revolutionaries have assembled, ready to change the city. The cloaked Martian rants about the prince needing to banish the red devils from Dioscuria before the youth are corrupted with their ideals.

At this point, make a group Notice roll for the crowd versus the heroes' individual Stealth rolls. If anyone notices the heroes, she alerts the whole room. Any hero who succeeds on an Agility check (–2) gets one action before initiative cards are dealt.

Canal Martian Ground Cleansers (2 per hero): See page 177, but they are armed with Winchester rifles.

 **Canal Martian Officer (1):** Wild Card. See page 179, but he is armed with a Winchester rifle.

The cloaked Martian turns out to be a foreman for Androoka. He alleges to be following Androoka's orders, as delivered by Aydeen. He has a note in his pocket instructing him to round up the Ground Cleansers, and bring them to the yellow house on Canal Street, across from the noble's palace.

THE YELLOW HOUSE

This two-story house, headquarters for Androoka Caravans, is easily located. The building is occupied. Simply knocking brings out Aydeen, but he refuses the heroes entry unless they are accompanied by German authorities. Any hostile action causes Aydeen to run from the empty front room toward the rear quarters, yelling for help. This initiates a combat.

Heroes scouting the building find a back door. It is locked but not guarded. Heroes that get inside can overhear an American-accented voice urging,

"You have the sample. The balance is here, and yours if you've got the price." This is followed by a barely audible, "There is your payment."

Five Americans leave if not prevented. They think it's a double-cross if the heroes burst upon the scene before then.

Human Guards, American (4): They are armed with Winchester rifles. See page 182.

Thief, American (1): This weapons tycoon is a representative of Cairo Munitions. See page 184.

Canal Martian Guards, Veteran (4): Armed They are armed with Winchester rifles. See page 178.

 **Aydeen:** Wild Card. Use Canal Martian Officer stats on page 179, but he is also armed with a revolver.

 **Key'Rehl:** Wild Card. This is the scarred father of Androoka. Use Canal Martian Noble stats on page 179, but he is also armed with a revolver.

If the heroes continue to eavesdrop, a gruff Martian voice demands,

"Where is Key'den? He should be here with the recruits! Aydeen, send a runner. As soon as he returns we kill this impudent brat!"

If the heroes stay put, the door flies open with a Martian charging out.

Key'Rehl, Androoka's father (whom almost everyone believes perished in the zeppelin tragedy), blames the Germans for the accident and his son for not exacting retribution. He plans to kill Androoka and frame the Germans, thus exacting revenge on both.

Androoka is tied to a chair, awaiting the final blow. How the heroes choose to intervene depends upon their morals and temperaments, but saving Androoka from his terrible fate would go a long way toward changing his opinion of the red devils (a few of them, at least).



ESCAPE FROM THE KRAAG

The High Martians demean captive Earthmen as slaves and live trophies. This scenario presumes that the heroes have met the bad fortune of falling into these aliens' clutches.

INTO THE MINES

The heroes are under tight security until they reach the High Martians' kraag. They are then roped together at the waist and their hands bound at the wrists, and prodded forward in a line. The ropes have Toughness 8.

There are up to 2d6+3 other Canal Martians split roughly evenly into three groups—guards with no gear, crew of the High Martian ship with no gear, and fellow abductees. The

line is flanked by five High Martians up front and five more at the rear. The heroes have 10 rounds to devise an escape before the line enters the kraag.

High Martians (10): See page 179.

Canal Martian Guards, Regular: See page 178.

Canal Martian Crew: See page 177.

Canal Martian Abductees: Use Civilian stats on page 175.

Barring success, they are herded to the "corral," where the aliens break the spirit of new slaves. Five guards remove the ropes one captive at a time in this 20-foot-deep pit. They drop a ladder into it only when it is time for the slaves to eat and labor. Those too frail to climb are left to die below.

At the lip of the pit they are again roped together, given a hand-sized pick (treat as small improvised weapon), and marched in a line into various mining holes or fortifications. Upon returning, they are given bread soaked in a meat broth and water, and ordered back down the pit. There are 15 High Martian wardens close by at all times except, of course, inside the pit.

High Martians (15): See page 179.

Every day during the first week, a new Martian captive breaks and the High Martians haul him off to the old slaves. Heroes must roll Spirit (−2) once per day. On a failure the hero gains a level of Fatigue. Once Incapacitated with Fatigue, another failure means the hero is completely disheartened. He no longer considers or explores escape options; he follows, but won't fight or offer assistance until some time after returning to civilization.

OUT OF THE FRYING PAN...

Should the heroes persevere and free themselves, they know the way out. They also know where the main slave pen, watched by five wardens, is. If the Martians are overwhelmed, 2d12 slaves are inspired to join the heroes and fight for their freedom.

High Martians (5): See page 179.

Slaves: Feel free to use a variety of human and Canal Martian profiles, but the majority are Civilians.

The sole entrance/exit the heroes know of is guarded by a squad of nine High Martians and their commanding officer.

High Martians (9): See page 179.

High Martian Officer (1): See page 180.

...INTO THE FLYER

Once outside the kraag, the heroes can walk (or run like mad, as the case may be) to the nearest allied city over 300 miles of rough terrain, or pilfer the nearby Fleetfoot-class

vessel currently preparing for transport. They have to press her crew or have amongst themselves the requisite pilot, trimsmen, and six to handle the cranks.

 **High Martian Captain (1):** Wild Card. See page 179.

High Martian Officers (3): These include a helmsman, trimsmen, and signalman. See page 180.

High Martian Crew (9): These include six cranksmen, one deck crewman, and two gunners. See page 180.

If the heroes make good their getaway, the British government rewards them £2,500 for the ship, and they have the eternal gratitude of all rescued Martians. Give each of the victorious heroes 2 Favors.



FIRE WITH FIRE

A Martian whom the heroes befriended or aided in an earlier adventure (it's up to your discretion who that individual might be) asks them to meet him at the Gaseous Gashant Lodge in Astrapak. Because the nation of Astrapak is at war with the British (and all red devils look alike), the heroes must conceive of a ploy to slip into the city unnoticed.

GASEOUS GASHANT LODGE

Once in the city, the heroes find the Gaseous Gashant. It's a seedy, low-class establishment located near the canal quays. At the inn the explorers may surreptitiously look around (Notice), or simply ask for their friend (Streetwise). Failure on either of these rolls indicates an encounter with a unit of unfriendly Martian constables.

Canal Martian Guards, Green (9): See page 178.

When the heroes locate their erstwhile ally, the Martian informs them of a clandestine project located about 50 miles northwest, in the hills overlooking Astrapak, and provides directions to the locale. A Martian researcher is rumored to have unearthed an ancient canal digger there, and the Astrapak military believes it can be used to destroy the advancing British Army. If true, this could deal a crippling, irreparable blow to the British.

THE RUINS OF THE WATCHER

The directions bring the heroes to an old ruin. Since flyers are easily spotted, the heroes should probably travel on foot or by gashant, but the details are theirs to decide. Read the following as the explorers approach.

As you top a hill, you see two large, far-off statues of ancient Martians standing in the midst of the plains. There is a camp built around their feet, and some sort of excavation beyond them. Numerous Martian figures are in sight, but all are prone and unmoving.

The camp and the Martians (all corpses) are the remnants of a Martian Army regiment. Scavenging animals are already prowling for their meals. Heroes who enter the site and succeed on a Notice check hear machine noises coming from a cavern beyond. With a raise they see a pair of Martians in black robes guarding the entrance. These Martians are distracted by the sounds in the cavern (–1 to their Notice rolls).

Brotherhood Guards (2): See page 185.

If the guards are neutralized without any gunshots or commotion, there is a possibility heroes can also get the Drop on their Brotherhood comrades in the cavern. Otherwise, the excavators are ready for intruders.

Farther in, the heroes spy a huge machine, already humming and rumbling toward the cave's mouth. Walking alongside are two more Brotherhood goons. Faces can be seen peeking out of the machine's open top.

THE CANAL DIGGER

The machine is 72 feet (12") long and 30 feet (5") wide. It lumbers along on the six-foot-wide stone tracks underneath both sides of its bulk. Above the frame is a huge, 18-foot-diameter concave mirror, with a nearly nine-foot-long spike protruding from the center.

Brotherhood Guards (2): See page 185.

Brotherhood Crew (8): These include four battery/solar boiler operators, one deck crewman, and three gunners. See page 185.

Brotherhood Officers (2): These include one driver and one signalman. See page 185.

 **Brotherhood Assassin (1):** Wild Card. See page 185.

The digger is too unwieldy for an effective getaway. The Brotherhood is hoping to load it on a Warm Winds-class ship for transport to a hidden fortress in the Arian Hills.

The heroes' best bet is to destroy it. A successful Knowledge (Engineering) roll is required to understand how to sabotage the solar boiler—doing so causes it to explode and obliterate the vehicle, dealing 6d6 damage in a Large Burst template centered on the boiler.



FRUITS OF FREEDOM

As the heroes carouse in the city-state of Nectar, they are summoned to Prince Sitaani's palace. There, they are introduced to General Sharmayhan III. If the heroes have completed **Tossian Trouble** successfully, Sharmayhan affords them grudging respect; if not, he treats them only with veiled contempt.

THE GENERAL'S PLAN

The general wishes to combine Nectar's forces with his own, and garrison his infantry in the city while deploying the cavalry to fortify the borders against a Belgian invasion. Sitaani consults with the heroes. If they agree with the tactic, he thanks them and excuses them. A servant then asks them to wait in a secret antechamber until His Highness concludes the discussion with General Sharmayhan. If they disagree and give good reasons for it (success on Persuasion or Knowledge: Battle), he concurs and excuses Sharmayhan instead.

Either way, when Sitaani's away from the general's presence, he joins the heroes in the quiet antechamber and confides his anxiety about Sharmayhan's apparent desire to annex Nectar. Prince Sitaani is convinced the emperor wants Nectar to remain unaffiliated, in order to avert a direct war with Belgium.

The emperor plans to use what he learns from "aiding his ally" to assess the power of Belgium and the red devils. Sitaani fears that Sharmayhan might do something to portray of Sitaani as a puppet of the Empire. He would like to avoid that. He asks the heroes to spy on General Sharmayhan and report any illicit activities he may be engaged in. With proof, Sitaani could relieve Sharmayhan of duty and still retain the Empire's support.

WHAT FINE SPIES WE ARE!

Sharmayhan seems to fall right into Sitaani's hands by preparing his cavalry for border deployment. With a successful Notice roll, heroes see a soldier disguised as a servant leaving the general's quarters; with a raise, they realize it is General Sharmayhan himself!

Shadowing the soldier, the heroes come to a storehouse near the landing field. Inside the building, the heroes hear Sharmayhan speaking, as always in his command voice, to a hooded man.

Sitanni is as difficult as you predicted, Anyleeth. I agree to your plan. I will ask him to review my troops as they leave, and then take command of Nectar once your assassins have eliminated him. You'll have your trade concessions, and I'll have a new city to present to my emperor!

If the heroes try to intervene right away, they face tough opposition. Also, proving the general's wrongdoing becomes a high-impossible task.

 **General Sharmayhan III:** Wild Card. Use Canal Martian Captain stats on page 177.

 **Anyleeth:** Wild Card. Use Brotherhood Agent stats on page 184.

Brotherhood Assassins (2): See page 185.

Brotherhood Guards (4): See page 185.

BETRAYED AT THE REVIEW

Though the heroes may report the secret bargain to Sitaani, they are unlikely to possess any concrete proof. Sitaani decides the next best thing would be to turn the assassination attempt into a trap for his enemies. The prince invites Sharmayhan to attend the inspection with him. The heroes are asked to ensure the assassins do not escape.

When the procession is underway, half the city attends to witness the proud Tossian Heavy Cavalry parade-march out of the city. The heroes see General Sharmayhan fidgeting nervously on the grandstand. A fairly dense crowd is packed around the grandstand, barely held in check by the Royal Guard.

Meanwhile, the fruit vendors are doing brisk business. On a successful Notice roll, the heroes see that two fruit stalls in the front have drapes reaching to the ground; with a raise, they see two more stalls erected behind the grandstand and the "vendors" striding swiftly away. It seems odd for them to leave when so many customers are about.

 **Anyleeth:** Wild Card. He is posing as a fruit vendor in front. Use Brotherhood Agent stats on page 184.

Brotherhood Assassins (2): They are hiding under the front fruit stalls, weapons ready. See page 185.

Brotherhood Guards (4): Two are posing as fruit vendors in front, while the other two set up the rear stalls and depart in a hurry. See page 185.

Each of the two rear booths has a lit keg of gunpowder (3d6 damage, LBT) underneath to obliterate the back of the grandstand and kill the surrounding soldiers. The front stalls have armed assassins and weapons under the drapes.

Deal initiative cards for the gunpowder kegs, as well as all combatants. The heroes begin on one or both sides of the grandstand, 2d6" away. The grandstand is 42 feet (7") wide and 30 feet (5") thick.

A hero who reaches a rear stall in time can pull the burning fuse from the keg with a successful Agility roll. The guards are occupied by the panicking crowd for 3 rounds before they can assist the heroes in combat (add an additional two guards for each unexploded stall).

Canal Martian Guards, Veterans (6, plus 2 per intact stall): Two are located in the grandstand with Prince Sitaani. See page 178.

 **Prince Sitaani:** Wild Card. Use Canal Martian Noble stats on page 179.

When Sharmayhan sees either of the front stalls move, he dives for cover, effectively exposing his foreknowledge of the plot. Sitaani's two escorts step up to interpose themselves between the prince and the assassins.

If the heroes save Sitaani, they are recognized as "Heroes of Nectar," and the Martian residents begin to grasp that perhaps not all red devils are exactly alike. Sharmayhan is dismissed in disgrace (and may plot his own revenge against our heroes).



GOLDEN DOME

The heroes overhear a drunken Australian, Colin Harley, rambling—and often ranting—about the legends of the arid plains. Harley seems half-delirious with sun fever, not to mention ossified with spirits. He slurs,

Oy! I'm tellin' you blokes, there's an entire temple of gold in the middle of the Outback! Thousands o' pounds o' precious metals, just waitin' for someone brave enough to take it. Crikey! It's got to be worth a fortune, easy.

Pumping him for details is automatic as long as the alcohol flows. He goes on, suddenly assuming a deadly serious tone.

Sure, mate. Me and some other prospectors trekked from Sydney Northeast deep into the wild outback—in search o' gold. Fame. We left the grasslands and hit the heart of the outback.

That's when we first encountered the natives. There was—a skirmish. Chaotic. We ran almost dead west, and were just climbing back into the grasslands when a glint of gold caught our eye. Using a telescope, we looked through a gap in a large structure and saw—nothing but gold.

We rushed toward it, of course, but those blasted natives ambushed us again. The survivors scattered. I've only just made it back to Sydney, mate! I'm looking to gather an army and head back there! Care to join me?

Meanwhile, a successful Notice roll spots two rough, burly men obviously inspecting Harley and whispering to each other; a raise catches the peeking hilt of a revolver in one's coat. The men get up shortly after, pay their bill, and leave.

A few minutes later, a boy enters the establishment, goes to Harley, and tells him some men are willing to pay five pounds for nothing more than a few minutes of his time. Harley shrugs and follows the boy out. If the heroes follow Harley outside, they are jumped by thugs seeking to abduct him.

Thugs (2, plus 2 per hero): See page 184.

Willis Digby: He's a henchman for Emil Petrovka (see below), and does not reveal himself unless he is assured of a safe getaway with Harley in tow. Use Thief stats on page 184.

Colin Harley: He is a prospector, far too inebriated to fight. Use the Human Guard stats on page 182.

INTO THE OUTBACK

The heroes can get horses (among other alternatives) to take them into the outback, guided by a sober Harley as well as his memory allows. The journey northeast from

Sydney covers about 550 miles of arid scrub before Colin starts recognizing landmarks. Around 570 miles, the heroes are attacked (if traveling on land) by native tribesmen.

Native Warriors (2 per hero, +1 per Extra): Use Human Native Primitive Tribesman stats on page 182.

As they continue, they spot someone trailing them in an aerial steam launch. A spyglass affords just a glance of the aircraft, which carefully maintains a distance of approximately 15 minutes' travel.

The party heads west until they spot a rift valley in a patch of grasslands. It is too much in the shade to discern anything in particular. From a hill's crest they are able to see a gold-domed structure. If anyone thinks to check on the trailing flyer now, she sees it heading directly for the building.

Aerial Steam Launch (1): See page 28.

Human Officer (2): These include one helmsman and one trimsmen. See page 183.

Human Crew (1): This is the engineer. See page 182.

Willis Digby: Use Thief stats on page 184.

 **Emil Petrovka:** Wild Card. Use the Thief stats on page 184.

Human Guards (1 per hero and Extra): See page 182.

Unless the heroes decide to engage Emil's ship in combat, he is content to observe for now. He wants to ensure no one disputes his sole claim upon the golden dome and its contents.

THE GOLDEN DOME

The temple's clay-brick dome is capped with £20,000 of gold plating. The venue is open on all sides, its roof supported by twenty-four brick pillars encircling a golden globe with a strange, peering face—triangular mouth, wide



cheeks almost paralleling the floor, and two oblong eyes (£5,000 in value). An apparently displaced Martian Death Stalker prowls the vicinity.

 **Martian Death Stalker:** Wild Card. See page 171.

If the heroes stop Emil from looting the temple and capture or kill the Death Stalker, any historian or archeologist in the party knows this find is worth more complete than plundered. Assuming photographic or other evidence, reporting the discovery to a museum, the Explorer's Society, or the Australian government gain them both fame and £20,000 to £30,000, after an expedition secures the site one month later. The temple is a mystery to occupy scholars for ages.



GORDVAAN GREATNESS

On Professor Alfred Bottoms' behalf, the heroes attend a scientific symposium at Gordvaan. One of the scientists, Arkkrstaffer Enuendee, is presenting a breakthrough in canal lock management. While this sounds uninspiring, the exact mechanisms of the Martian canal locks are one of the planet's great enigmas.

Given the convoluted system involved, any insight into the workings would intrigue any self-respecting scholar or engineer. Besides, the Brotherhood may have a devious plan to twist the application into something completely abhorrent.

TOWER OF SCIENCE

The symposium is held at an impressive and underused tower dedicated to science in Gordvaan. It is sponsored by Jersey Construction, an Earth-based manufacturer with expressed interest in contracts with other worlds. The firm is relatively new, founded in 1886. A successful Investigation roll (-2) uncovers the owners as an Irish family, one of whom is a powerful partner in Cairo Munitions.

Attendees are staying at the twelve-level tower. The top five floors are cordoned off and unused. The first and second floors feature an auditorium including seating for hundreds, a magnificent stage, and excellent acoustics. Ten speakers are scheduled—one each from England, Germany, and France, plus seven Martians.

The British representative, Professor Mickey Dreamer, is an associate of the Explorer's Society and charged with evaluating all the presentations. However, the professor also embodies his surname, so anything the heroes can do to curb his unbridled enthusiasm somewhat would be appreciated by the other attendees.

A couple of canal Martians checking the names of registrants at the door and assigning them room numbers passes for security. There are twelve lodging quarters per floor, starting on the third floor. The heroes get Room 612. The

tower is made unique by a pair of gashant-drawn elevators for those not wish or unable to use the stairs. The elevator cables are strong and well-maintained.

NIGHTMARISH NIGHT

The actual conference is preceded by a black-tie reception and dinner the night before, attended by all sixty registered guests. Amidst the fine food, entertainment and services (at least one waiter for every six guests), have the heroes roll Notice. On a success, they realize the servers tend to linger around conversations regarding scientific notions; with a raise, the heroes spot a Ψ symbol on their lapel. When asked, the servers respond that they are only being attentive where it's needed, and the uniforms are Jersey Construction's design.

If the heroes make a scene, they create a ghastly scandal (which costs 2 Favors to smooth over) and are targeted for assassination in their sleep.

Brotherhood Assassin (1 per 2 heroes): They are not any of the servers and do not live through their defeat, but rather bite down on poison-capsule teeth to die with their secrets. See page 185.

MORNING MAYHEM

Each scheduled hour-long presentation is followed by another hour of question-and-answer. Professor Dreamer leads off the series and passes the baton to Enuendee, then a break for lunch follows. Any inventor who sits through Enuendee's discourse and succeeds on a Smarts roll gains +2 on his next roll made in the engineering of a single invention (player's choice).

Heroes may scrutinize the venue as long as someone stays during Enuendee's session. Sneaking off requires a Stealth roll to avoid being escorted back to the hall by a servant. If successful, a suspicious locked room directly beneath the dining lounge is discovered; with a raise, an empty, stationary supply wagon with anxious drivers is spotted outside.

Brotherhood Guards (10): Disguised as servants, these Brotherhood stooges move in pairs. See page 185.

Servers (10): The actual lunch servers are mere Civilians. See page 175.

The Brotherhood has stocked the locked room with enough kegs of black powder to pulverize the lounge above. The master plan is to nab Enuendee while he washes up for lunch after his session, toss him into the covered wagon and whisk him off to the Brotherhood hideout. There, the operatives will coerce from him the complete secret of the canal locks, and how to disable them to completely flood Syrtis Major.

 **Brotherhood Agent (1):** Wild Card. See page 184.

Brotherhood Guards (4): See page 185.

Brotherhood Crew (2): These crewmen have the Driving skill instead of Boating. Otherwise, use the stats on page 185.



GUMME REVOLUTION

Run this adventure only after you have finished the **Message from Melas** Savage Tale.

An American named Lowell Stafford asks the heroes point-blank about their passion for justice, specifically against Belgian oppressors. Whatever the explorers' reaction, Stafford brings forth Shakeeya, a Martian girl, who removes her hood. She would be very pretty but for a long scar running down her face and disappearing under the top of her dress. She explains,

I refused the advances of Florence Roach, a Belgian lieutenant. He disfigured me carefully. Gleeefully. He said he did it so I would never believe I could do better than he.

Lowell adds that the Belgians have enslaved the natives near Copratia (Melas Lacus) for hard labor on the gumme plantations of Thomas Sejf, a rich cad sharing the profits of his enterprise with Captain Jaap Marijn, the head of the Belgium Legion in Melas. What Lowell needs is some brave men to deliver twenty crates of weapons and ammunition to the plantations for a rebellion. The Martians plan to break out and flee south 400 miles to Alten.

 **Lowell Stafford:** Wild Card. Stafford is an American Spy. See page 184.

Shakeeya (1): Shakeeya is a Civilian with the Very Attractive and Ugly (Scar) Hindrances. See page 175.

TO COPRATIA!

The heroes have twenty crates amounting to near five tons in cargo space. The Belgians have both ground and aerial military patrols covering the Great Coprates Rift Valley. The air fleet features two Leopold-class ships, one in Melas, one in Copratia; and a Liege-class assault transport (also in Copratia). A number of older Martian vessels are now at the Belgians' disposal too.

If the heroes choose to fly into the valley, pull a card each day. On a face card, the heroes have encountered opposition, with a King of Clubs equating a Leopold-class patrol boat and anything else a Martian Small Bird-class kite. The heroes may be able to talk (and bribe) their way out if they don't try to run.

LEOPOLD-CLASS FLYER

Class: Leopold **Hull:** 6 (600 tons)
Acc/TS: 4/12 **Toughness** 26 (8)
Climb Limit: VH **Officers:** 5
CR: 300 **Deck:** 7
Food: 1000 units **Crew:** 6 B + 8G
Cargo: 9 tons **Cost:** £69,080
Weapons: 1LFR MC, 1FRA RC, 1FLA RC, 1L MG, 1R MG, 1RAL LC
Notes: Human Captain (page 181), Officers (page 183) and Crew (page 182) (all Belgian)

SMALL BIRD-CLASS FLYER

Class: Small Bird **Hull:** 2 (200 tons)
Acc/TS: 2/6 **Toughness** 16 (4)
Climb Limit: VH **Officers:** 4
CR: 150 **Deck:** 2
Food: 1000 units **Crew:** 6 C + 5G
Cargo: 21 tons **Cost:** £13,000
Weapons: 1LFR Ro, 1FRA S, 1FLA S
 Human Belgian captain (page 192) and officers (page 195); canal Martian crew (page 183)

DAGGER & CLOAK

On the ground, draw a card from the action deck. On a face card, the explorers encounter a Belgian Army patrol somewhere en route.

Human Soldiers, Belgian (9): See page 183.

 **Human Officer, Belgian:** Wild Card. See page 183.

Once the heroes get to the plantations 20 miles outside Copratia, they need to sneak inside for a rendezvous with the rebels. If flying, this can only be done at night. In the daytime, there are only sporadic Canal Martian patrols on foot.

Canal Martian Guards, Green (9): This is a ground patrol. See page 178.

Human Officer, Belgian (1): He is the patrol leader. See page 183.

PLANTATION PERFDY

In fact, there is no rendezvous. The heroes are walking right into Roach's ambush!

 **Lowell Stafford:** Wild Card. Stafford is an American Spy. See page 184.

Human Soldiers, Belgian (9): See page 183.

 **Lt. Florence Roach:** Wild Card. Use Human Officer stats on page 183.

Roach spends the surprise round pompously elaborating his brilliant trap instead of ordering his retinue to attack.

You pitiful fools! How could you know I would use a comely Martian and my American friend to bait the meddlers who made a fool of me at Melas? Now I intend to erase that outrage—by delivering all of you to Captain Marijn in chains!

Any defeated Belgian divulges that they hold the natives in a guarded pen about two miles away, with a regretful Shakeeya thrown back in yesterday.

THE SLAVE PENS

The pen is no more than a wooden-gated, brick wall encircling the miserable mud huts of 400 Martian men, women, and children. A main house is about one-half mile farther up the road.

Six Martian soldiers drew pen-watching duty at the gate. A squad of three Martian soldiers is stationed at each side of a rectangular compound (12 feet by 14 feet), which is the residence of Thomas Sejf and his own private Belgian security force, courtesy of Captain Marijn.

Canal Martian Guards, Green (18): See page 178.

Belgian Officer (1): Use Human Officer stats on page 183.

 **Belgian Captain (1):** Wild Card. Use Human Captain stats on page 181.

 **Thomas Sejf:** Wild Card. Use Human Officer stats, but add the Rich Edge. See page 183.

Martian Servants (6): Use Civilian stats on page 175.

Arming and supplying the freed natives ensures their safe travel to Alten.



THE HAATT GAMBIT

If the heroes are generally of middle to high Status and are visiting Haatt, the local merchant princes hold a Martian dance party in their honor. Refusing the invitation is a serious gaffe—and costs 1 Favor lest the *faux pas* strain their relationship with the city.

The soiree should occur at the most inopportune time for the heroes, since occasions like this are always opulently inconvenient.

THE PARTY

The Aagreybrights, one of the five major merchant powers in Haatt, are hosting the event. The other four—the Da'hareekes, the Eerehuls, the Tyaasians, and the Maurookas—all contributed as well and are each represented by the most revered of their hierarchy.

The gala is lavish by any standard. The heroes have every chance to regale the refined crowd. Frankly, they are bored and hungry for a little excitement! Each hero should have to give at least one speech—the player should also give a short speech—and roll Persuasion.

Success garners the entertainer 1 Favor, for the exciting tale and clever innuendos, and a raise means the orator was so eloquent as to gain a lady's (or gentleman's) favor. Treat this as the Adventuress Edge, but ignore the requirements and randomly determine whether Civilian or Soldier. The benefits last for only one month, after which the flighty lady or gent moves on to the next infatuation.

Failure means the listeners are sorely offended by some nuance of the speaker's words. Snake eyes results in the speaker being challenged to a duel—pistols at dawn, wherein wounding, but not killing, your opponent with a called shot is the only way to win. If a duel is called for, the opponent is a soldier.

THE GAMBIT

As the party progresses, a successful Notice roll by a hero lets him realize that several of the wait staff are no longer the same servers—and they are wheeling food carts to points all around the hall. With a raise the hero believes these new faces came from the kitchen, ushered through by a plain-clothed Martian just before the doors flapped shut.

Said Martian is an assassin for the Brotherhood tasked to kill all of Haatt's luminaries at the scene and frame the heroes for it. He has a concealed rifle. For each hero there is one cart attended by two operatives. The carts hold weapons and two death ticks each. Any attempt to inspect or assail the carts or enter the kitchen initiates combat.

Brotherhood Guards (2 per hero): These ruffians wear leather armor (Armor +1 to torso) under their server's uniforms. See page 185.

Death Ticks (2 per cart): See page 168.

 **Brotherhood Assassin (1):** Wild Card. See page 185.

Foiling the Brotherhood's plot preserves the support Earthmen have managed to foster in Haatt. The accolades received correlate to lives saved, if not necessarily villains taken.



HYDE PARK HORROR

Professor Alfred Bottoms visits the heroes while they are in London. He introduces them to Inspector Reginald Fox of Scotland Yard, who moves straight to the point.

Quite. Gentlemen, Scotland Yard needs your assistance. We have been occupied with the Ripper case and its ramifications. Thus, we do not have the resources to pursue another case, and we don't need more bad news.

It seems something has been attacking pedestrians in Hyde Park at night. We would like to hire you, as consultants to the Yard, to delve into this matter. We offer a generous £1, 1s for each day of your services, as well as our thanks if you could solve this before it gets splashed onto the rags.

AMPHIBIAN TERROR...?

Inspector Fox provides a copy of all reports on the three incidents to date, along with the names and whereabouts of the eyewitnesses. Examining the files, it seems the pedestrians were accosted by a humanoid figure clad in a shiny black suit, but with a huge, frog-like head and brandishing a trident.

A witness, a groundskeeper for the park, said the creature threw a net over a man and a woman, whereupon they both collapsed without resistance. According to the witness, the creature did not appear particularly agile, though the con-

stables found nothing around the scene but odd footprints best described as a man-frog's, trailing a few feet before they vanished.

On a successful Investigation roll, the heroes gather from scattered mentions that the tracks began and stopped in small, burnt patches on the ground. With a raise, a connection between all the victims is uncovered—they all once worked at Kensington Palace!

All the witnesses have told the story so often and embellished it each telling, it now has little credibility. Still, a successful Persuasion or Streetwise roll at governmental offices reveals each does work at the Kensington Palace as a servant. On a raise, they hear a couple more servants are missing, having failed to show up for work.

If the heroes decide to don disguise as Kensington Palace attendants to bait the creature in the park at night, roll randomly to see who the encounters it. Let the "lucky" hero roll Notice (–2) to hear the *swoosh* as the "Flying Frog" descends to try and take the target(s).

Flying Frog (1): Uses the Experienced Human Soldier stats on page 183, but has the following Gear: underwater suit (4 hours of air), electric trident (as spear, but 2d6 stunning damage, Fighting +2), an electric stun net (covers a Medium Burst Template, and inflicts 3d6 damage to anyone caught in it), a jump pack (up to 4d6" Pace per burst) and a power backpack.

The frog man's startling appearance causes all viewers to make a Guts check or become Shaken. He fights for only a round (two if he incapacitates any prey) before fleeing. The first time he disengages combat, everyone is so astounded by the prodigious "leap" that no one is able to react. But this is only a one-time occurrence, as the heroes will expect it thereafter. He disappears into the murky depths of the Serpentine River.

If necessary, the Explorer's Society loans the heroes experimental underwater suits (a result of 1 on a Swimming skill die means the suit springs a leak and begins filling with water). Heroes following to the exact spot of the frog man's escape find an tunnel in the riverbed, which leads to the Thames River and a parked submersible!

THE SUB

The submersible floats a mere four feet from the bank. Locating and crawling through an entrance on the underside of the sub, the heroes find four frog suits hanging in lockers, and un-powered weapons inside locked cabinets. There are two hatches. The forward hatch opens to the torpedo bay with two operators. The aft hatch leads to the engine room, where four burly boilermen realize they have been boarded!

Human Crew, Belgian (6): Two of these are torpedo bay operators, and the other four fellows are boilermen. See page 182.

The quartet tries to sound the alarm, via a speaking horn on one side of the five-foot-wide, eight-foot-long room. Heroes reacting fast enough to prevent this may get the Drop on two men protecting a narrow corridor (one foot wide, 10 feet long) linked to this room.

Human Guards, Belgian (2): Armed only with rapiers and pistols. See page 182.

The hall holds two doors about two feet apart. These are doors to the crew's quarters. Unlocking one of them, the heroes find two very frightened palace servants.

Next down the hull is the hatch before the bridge. The five-foot-wide, eight-foot-long station holds a pilot, a trimsmen, and a captain who's currently briefing two soldiers (only one, if the frog man was captured or killed).

If alerted by the men in the engine room (or gunfire), they are ready. The torpedo bay operators move to flank the heroes. Otherwise, they enter the fray on the third round.



Siaak Theodore: Wild Card. Use the Human Captain stats on page 181, but add the Inventor and Criminal Mastermind Edges. If he is captured, his henchmen attempt to free him later.

Belgian Officers (2): Use Human Officer stats on page 183.

Belgian Soldiers (1 or 2): Armed only with rapiers and pistols. Use Experienced Human Soldier stats on page 183.

Once the Belgians are overcome, a successful Smarts check figures out how to surface and dock the ship. The British government cheerfully and efficiently confiscates the submersible.

Evidence discovered in one of the cabins spells out Theodore's plot to pilfer valuable paintings from Kensington Palace. His men were to "fill in" for the missing servants and signal the frog men onto the roof to carry off the artwork. The heroes receive a commendation from the Royal Court, and £2,000 collectively as reward for their intervention.



ICE CAVES

Voyages to the South Pole are extremely rare. The gnawing cold, frigid ice, and bleak landscape provide little incentive to explore the harsh region thoroughly. However, Professor Alfred Bottoms of the Explorer's Society now contacts the heroes, and asks them to investigate a missing airborne expedition.

THE EXPEDITION

There has been no contact with the Astor-Hillingford Polar Expedition for over a month. The heroes are to make their own way to the arctic circle. From that point onward,

tracking the expedition on ground would be extremely difficult, taking 4d4+4 days to reach where the airship made its last known landing, as opposed to 2d4+2 hours by air.

Aerial travel is risky, however, because of the inhumanly cold air temperature and wildly unpredictable winds. Every hour in the air, pull a card. A face card means sudden turbulence strikes the ship, requiring a Knowledge (Trimsman) roll to sustain altitude and a Piloting roll to maintain course. Each failure on the Knowledge or Piloting roll adds one hour to the journey. Snake eyes on either roll indicates the ship has become encrusted with ice and is about to suffer a Crash Landing (see page 45).

Once near the reported site, all heroes sans the pilot, trimsmen, and the boiler operator can attempt a Notice roll (at -1 for every 6" of altitude after the first 6") to deduce where the missing ship might have landed. A success narrows the possibility to a remote structure, while a raise points to a cave in close proximity to the structure.

THE FROZEN TEMPLE

The structure is an ancient temple reminiscent of Egyptian traditions, with a columned exterior leading to a rectangular, covered building. Snow and ice have buried it sufficiently that only a general outline is visible.

Disembarked heroes can see the front doors have obviously been cracked open. Although the elements have begun to seep into the interior, the frescos and carvings remain unblemished, profoundly depicting greenish humanoids landing and staking claims to a green, fertile land.

Others portray a strange, framed contraption being activated by demonic purple figures, rendering the entire land icy and bleak. If anyone touches or photographs any of these paintings—or when the room has been illuminated for more than an hour—the heroes hear a sudden, high-pitched wail. A blizzard from out of nowhere batters the temple walls outside!

The storm builds quickly from just a moaning waft to the pelting snow of a blizzard. Consult the rules for blizzards, cold, and heavy snow, beginning on page 68. The driving wind of the storm unveils the nearby ice cave, if it was not detected before.

THE ICE CAVE

The cave's mouth is immense enough to easily fly an airship into, provided the wind is still. The shattered fragments of an airship, presumably belonging to the lost Astor-Hillingford expedition, are scattered all about. A successful Piloting roll (-2) is mandatory to enter the cave mouth once the storm has begun.

The wind ceases at the throat of the cavern, but all further exploration must be conducted on foot. Soon a tunnel opens into a large chamber in the ice. Not far away, the heroes see tents surrounding a large, opaque, crystal dome

(over 80 yards in diameter), and as they move closer, signs of recent occupancy and physical struggle—tents overturned, intermittent frozen blood stains, et cetera.

A successful Tracking roll indicates the victims were dragged through a slit in the dome, judging by a set of clawed footprints; on a raise, the heroes find tufts of thick, long, grayish-white hair. No survivors are in sight, though it can be surmised that a half dozen, minimum, were alive when they made camp here.

THE DOME

Entering the dome is akin to pushing through a bubble, from cold to warm. The hemisphere is lit from within with a steady, unflickering glow. An automaton animates and attempts to intercept all intruders as soon as they enter the interior corridor. It will not leave the dome, nor move any farther down the corridor.

Automaton, Guardian (1): See page 167.

The corridor forms a hemispherical track along the edge of the dome's open interior, until a portal finally opens into the interior—a round chamber 240 feet (40") across.

From within the odd portal you hear no sound, though you see a handful of grayish-white, shaggy, humanoid creatures dancing ritualistically around a massive machine. Two of the creatures are even now hauling another survivor, thrashing and screaming soundlessly, toward an open end of the machine. The creatures' apparent leader, wearing an emerald crown, is holding down an ominous lever on the machine.

Off to one side, in square cages (2" each), are four survivors of the missing Astor-Hillingford expedition, including Dashielle Hillingford (now quite despondent).

The machine is easily 145 feet (24") in diameter. When the heroes step in, they abruptly hear the machine's loud thrumming, along with the creatures' howling chants pierced with the prospective sacrifice's hysterical cries. Give the heroes a single round of surprise in which to act.

Abominable Snow Men (2, plus 1 per hero): See page 167.

 **Abominable Snow Man Chief (1):** Wild Card. See page 167.

When the chief is attacked, he rips the control bar off the machine, initiating a meltdown. The huge device explodes in 3 rounds, doing 5d6 damage to everything within 2", 3d6 for the next 4" beyond (including the cages—which can take 12 points before destruction—and their inhabitants), and 2d6 for the 4" beyond that. Outside, the weather clears only a few rounds after the machine is destroyed.

THE SURVIVORS' TALE

Rescued explorers recount the discovery of the temple, and the week's effort it took to open the doors. They snapped photos inside, before a storm broke unexpected-

edly. They rushed onto the ship and made for this cave, but a powerful gust slammed the vehicle into the walls and crashed it. Daniel Astor perished in the wreck.

Under Dashielle Hillingford's direction they gathered supplies, moved deeper into the cave, and eventually erected a camp near the mysterious dome. Only a few days later, the creatures attacked and abducted everyone for food as well as sacrifices to the machine. What purpose the sacrifices might have held—if any—remains enigmatic.

A successful exploit and rescue effort improves the heroes' reputation (give each hero involved 1 Favor), and earns them a collective £500 from the expedition's financial backers.



INCAN INCURSION

As the heroes settle into a hotel in South America, their rest is interrupted by a Brotherhood operative and several local thugs, who force entry into one hero's room and attempt to subdue him or her (along with any room-mates).

Brotherhood Agent (1): See page 184.

Thugs (2, plus 1 per hero): See page 184.

The thugs know nothing useful, but the Brotherhood operative has a telegram on his person from a Jaime Tome. Read the following to any hero who peruses it.

Found first known Inca ruin in Brazil. STOP. 10 miles north of the Paraguay border is Ugato Village. STOP. Deliver assets there. STOP. No strangers. STOP.

Interrogating the operative (with a successful Intimidation or Taunt roll) gets him to admit he panicked, thinking the Explorer's Society was investigating Professor Tome's discovery. On a raise, he confesses to the Brotherhood's belief that the Incan civilization derived from Vulcan refugees, and this ruin may be an original Vulcan settlement.

If the heroes contact the Society, it gladly consents to covering their travel expenses to the site.

UGATO VILLAGE

Upon arrival at this remote village, the heroes receive their first clue that something is wrong—it appears to be completely deserted. Rummaging the huts concludes half the villagers were able to collect their meager possessions, while the other half was probably taken by force.

In what passes for an officials' building, the telegraph operator is found dead and the transmitter destroyed. A successful Notice roll indicates the hero finds a young man hiding in the building's attic. He is Uncooperative at first. When persuaded to Neutral or better, he opens up and tells the story of what befell his village.

White men came and took my people into the jungle. They were led by a Portuguese man, who said he needed laborers to clear the path to the Forbidden Dwelling of the Old Gods. No one would go, but the Portuguese made them. The others fled, to hide in the far wilderness until the Old Gods have meted out their punishment. I fear my people will also suffer the gods' wrath, though they are innocent.

If the young man is persuaded to become Friendly, he offers to guide the heroes to the site on a hidden trail if they help free his people. The young man is, in fact, the village chief's son.

ON THE TRAIL

If the heroes are not guided by the chief's son, they follow the trail left by the villagers and must avoid a trap left behind. A 10-foot-wide stream guts the path and the bridge has been pulled up on the other side. The stream is infested with piranha.

PIRANHA SWARM

Anyone wading across runs afoul of the swarm of carnivorous fish. A portion of meaty bait thrown into the water distracts them long enough for everyone to cross.

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

Skills: Fighting d4, Notice d8

Pace: 0; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Aquatic:** Pace 10. Due to the distorting effect of the river's surface, attacks directed against a piranha swarm are made at -2. Underwater attackers do not suffer this penalty.
- **Bite:** A piranha swarm is capable of stripping a living ox to a skeleton in minutes. They inflict painful bites every round, hitting automatically and causing 2d6+2 damage to everyone in the template (victims in completely sealed suits are immune if the suit provides Armor +1 or better).
- **Split:** Piranha are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2, Medium Burst Template. Because a swarm is composed of scores of piranha, cutting and piercing weapons do no real damage. Area-effect weapons (assuming they function underwater) work normally. It is nearly impossible to stomp a fish, so this tactic does no appreciable damage.

The chief's son can circumnavigate this encounter if he is with the heroes, leading them to a nearby fallen tree that spans the river. A successful Agility roll gets one to the other side. Failure indicates a plunge into the rushing brown water and an encounter with the piranha.

HOME OF THE OLD ONES

From the other side of the stream, it is a six-hour trek to a jungle clearing. The so-called “Forbidden Dwelling” rises in a solid, square monolith almost fifty feet on each side (8”x8”), with steep stairs carved into each side ascending to flat apex about 24 feet above the ground. On that flat area stands a smaller, square building of stone, 24 feet on a side (4”x4”), with an open doorway leading into it.

The white men’s camp is at the base of the monolithic building, off to one side. Visible are horses, a heavy wagon, a fenced pen holding 20 villagers, and a smattering of tents. Four soldiers watch over the villagers, and four more are stationed to overlook the clearing. Eight other figures—Professor Tome, “Fritz,” and six security personnel—are even now headed up the stairs.

If the chief’s son is present he is nervous, cautioning,

We must free my people before the white men enter the inner room, or the gods’ anger will kill them all! Will you help me?

If the heroes do nothing, he moves stealthily to overpower a soldier near the pen. Perhaps they watch from afar as the chief’s son is killed in the attempt. The guards immediately begin a sweep for more intruders.

Human Guards (8): See page 182.

Human Native Porters (20): These are unarmed, and remain noncombatants as long as possible. See page 182.

 **Professor Jaime Tome:** Wild Card. Use the Human Archeologist stats on page 181, and add the Linguist Edge. Tome speaks Portuguese, English, French, Spanish, Egyptian, Chinese, Arabic, and Koline.

 **Fritz:** Wild Card. Use Brotherhood Agent stats on page 184. He is armed with a selection of modern guns.

Human Soldiers, Ex-Belgium Congo Legion (4): See page 183.

Brotherhood Guards (2): See page 185. Replace listed Edges with Quick Draw and Rock and Roll! Replace Gear with Kronos Gatling pistol (12/24/48; 2d6; RoF 3; Shots 36; autofire only) and a long sword (Str+d8).

Now at the top of the dwelling, Professor Tome orders the soldiers to muscle open the stone chamber’s doors, and then ducks inside with Fritz. The soldiers prepare to deal with the heroes. A running hero with Pace 6 reaches the apex in two rounds.

INSIDE

Entering the room is akin to moving through a huge, moist bubble. No sounds from outside could penetrate into it, even despite open doors. Upon setting foot on the floor, the walls illuminate and mechanical noises begins blaring. As well, a disembodied voice speaks, which Professor Tome translates in three rounds.

The voice requests in ancient Vulcan (which shares enough ties with Egyptian and Khallan that a hero fluent in either may try a Smarts roll at –2 to comprehend):

Provide authorization code.

Authorization code not recognized, please repeat.

Final warning, valid authorization required or termination sequence will be activated.

Intruder alert! Termination sequence activated!

At the end of this sequence (which takes about 4 rounds), an Incan stone warrior rises from each corner of the apex too attack the soldiers, then descends the stairs, and begins slaughtering anyone in their path up to a mile from the structure.

Inside the chamber, two more stone warriors are released to cleanse the room of intruders. Should these be defeated, the voice starts counting down from ten. At zero, the entire structure implodes to leave nothing but a massive crater and an enigma.

Incan Stone Warriors (6): Use the Automaton Guardian stats on page 167.

If the heroes rescue the natives they are each granted 1 Favor, and made heroes of the village.



ITALIAN MARK

The heroes are relishing the breathtaking vistas of Italy when they spot a monk fleeing from several menacing men. They see him, unfortunately, taking a turn into a dead end.

Thugs (2 per hero): See page 184.

Brother Gabriel: Use the Civilian stats on page 175.

After he is rescued, Brother Gabriel, in fluent Italian (or halting English or French), tells the heroes his tale of woe.

Grazie! Grazie tanto! I was buying goods for the monastery when I overheard two men discussing a murder.

I was shocked! Despite our order’s vow of impartiality, I could not permit murder. I followed to the warehouses in Civitavecchia and saw them meet other men.

They entered one—Number 18, I believe. I also saw several men dressed like the soldiers of King Umberto I. One of them must have noticed me watching. They came after me so I ran.

I thought I had lost them. I started for my monastery, and those ruffians came after me. Because of the uniformed soldiers, I just don’t know who to trust. Gentle folk, would you please look into this and stop the murder from happening?

All the thugs know is a man paid them five shillings apiece to make sure the monk would never snoop—or even speak—again.

WAREHOUSE 18

When the heroes arrive at warehouse number 18 in the sleepy port of Civitavecchia, they find the building to be virtually airtight. All the windows are shuttered and locked tight from within. The side door (Toughness 8, with a standard lock) is the best bet for unobtrusive entry.

Inside, the curious investigators find a zeppelin! In short order they notice that the roof is designed to retract, allowing the zeppelin entrance and egress. There are also some ill-tempered men—the zeppelin crew among them—who do not like uninvited visitors.

The German zeppelin crew speaks no Italian, and only a little English. They are helped by local hoodlums paid to babysit this vehicle, and they typically react to persistent interlopers with violence.

Italian Guards (4): Use Human Guard stats on page 182.

German Crew (2): These include one deck crewman and one boilerman. Use the Human Crewman stats on page 182.

German Officers (2): These include one helmsman and one trimman. Use the Human Officer stats on page 183.

Defeated enemies may be interrogated. The crewmen know nothing at all about a plot against the pope. The guards don't seem particularly bright and thus asked few questions, but one did catch something about the Vatican. He assumes the Germans must be attending Pope Leo XIII's next mass. Asked about the occasion the man replies,

The pope conducts Masses to force the king to muster his troops. These troops fight to stop any socialists or anarchists from stirring up trouble with the crowd. What evil the Germans have planned I can only guess.

A search of the zeppelin's interior cabin finds a Catholic flyer for today's mass, tacked up on the captain's wallboard, with today's date and time circled. Strangely enough, there are several uniforms of the Italian King Umberto's soldiers in the zeppelin as well.

Successful interrogation of the German officers reveals that, indeed, an assassination of the pope is imminent. The heroes realize (with a Common Knowledge roll) a murder perpetuated by Germans impersonating King Umberto I's soldiers is sure to plunge Italy into savage civil war.

The Mass commences in just 30 minutes.

TAKE TO THE SKY!

The only way the heroes can even hope to reach the Vatican in time (or even to alert the authorities) is by air. If they lack the skills to operate the zeppelin, all surviving crewmembers volunteer if informed of the dastardly plot. None of them signed on to be murderers!

The zeppelin arrives just as the pope is making his entrance. Heroes who scan the enormous mob of the faithful see a human wall of soldiers keeping protesters and troublemakers at a manageable distance.

A successful Notice roll spots a large wagon, horses still hitched and facing away from the crowd, parked not far from the plaza staging the outdoor Mass. A raise pinpoints several men, dressed as King Umberto's soldiers, taking positions on the rooftop of a two-story building—with a machine gun!

Machine Gunners (2): Use the Human Crew stats on page 182.

German Soldiers (2 per hero): Use the Human Soldier stats on page 183.



Brotherhood Assassin (1): Wild Card. See page 185.

Attacking these assassins ruins their plan, as the Vatican soldiers escort the pope safely back into Vatican City at the first sign of any disturbance. The Brotherhood assassin commits suicide if he isn't killed in the fighting, but the authorities wring full confessions out of his surviving cohorts.

Having saved the pope's life, the heroes gain the gratitude of the Church and the King of Italy, Umberto I (give 5 Favors to each hero involved).



LADY IN THE LAKE

Colby Rodford of the Colonial Office approaches the heroes in British Kenya. He appeals to them to investigate tales of a woman being held captive by natives near the lake bordering German East Africa.

To avoid the Germans misconstruing British intent, Rodford has to rely on the heroes instead of his own troops. The government offers to provide Kenyan porters and the necessary gear for the 400-mile trip, plus a £100 stipend per hero when they return with information.

THE JOURNEY

Horses can cover the first 320 miles to the village of Tanoga, but the remainder must be traveled on foot. The heroes are provided two porters each, along with a Tanogan translator/guide named Baako.

Human Native Porters (2 per hero): See page 182.

Baako: Use the Thief stats on page 184.

The 80 miles to the lake are over rolling grasslands. Aside from herds of buffalo and elephants, not much is seen until the lake comes into view about a week out. Baako tells the explorers the Chinubo tribe hunts in these lands, and though they typically accept goods and supplies for safe passage, they sometimes seize instead of negotiate if it seems easier. Eventually, the heroes come across the village of Chinubo.

THE CHINUBO VILLAGE

From the hill overlooking the village, the heroes see about 25 family huts, plus a central pyramid with wooden steps and fenced moat inhabited by a half-dozen well-fed crocodiles.

Crocodiles (6): See the *Savage Worlds* rules.

Someone sits on a sheltered throne atop the pyramid, dark-skinned warriors flanking him. A successful Notice roll allows a hero a brief glimpse proving the person on the throne is of Caucasian descent. On a raise, an observer determines that the entirety of one of the pyramid's sides is built to swing open.

If the heroes approach peacefully with Baako, they hear a great shout as 20 warriors storm out at them!

Chinubo Tribesmen (20): Use the Human Native Primitive stats on page 182.

If the heroes send Baako ahead, he is met at the gate, negotiates for a short while, and returns with five of the warriors. He smiles convincingly, but says,

I do not like this. The tribe is acting strangely, and these warriors are to escort us back. I think they are readying an attack.

Chinubo Tribesmen (5): Use the Human Native Primitive stats on page 182.

Defeating and intimidating a tribesman gives the heroes the same information as if they successfully sneak into the village.

Getting close enough to the village to hear the sermon being given inside requires characters to make Stealth rolls against the tribal sentries' group Notice. Add or subtract modifiers as applicable, per the *Savage Worlds* rules. Treat a failure as if the explorers had approached openly. Otherwise, they sneak through a weak portion of the wicker wall and get close enough to hear a woman orating in the trade tongue...with a German accent!

The gods have sent me to tell you it is almost time for the Chinubo to rule over all the lake peoples! The gods have sent you a rumbling iron demon to lead your warriors and kill your enemies. Tomorrow, we crush the Temelo tribe!

Then your runners can demand the fealty of other tribes, and they will quickly bow to you—or be destroyed like the Temelo! You deserve to be the greatest and most exalted!

Tonight, we will roast your old king, he who denied the gods, and you shall see his sacrifice accepted into the Sky God's domain as a sign of his blessing. Tomorrow, we march to war!

At that, cheers and roars thunder forth. Heroes who succeed on a Notice roll at this point also hear some quiet laments over the loss of the old king, who had always been a wise leader. The heroes must make another opposed Stealth roll to leave unobserved.

RESCUE THE KING

The king is imprisoned with his loyalists in a pit near the edge of town. Baako discloses that sacrifices are usually performed about one to two hours after sunset. The prisoners are locked in a pit with, at most, a guard or two.

Miraculously, after sundown the guards abandon their duty for the celebration feast, enabling the heroes to free the old king and others with ease. The king speaks the trade tongue and explains,

A woman who called herself the White Queen came into my village. She demanded we bow to her, or an iron demon would be set loose upon us. I did not trust this woman, as she did not fit the description of the Sacred One, but when I bade her prove her divinity by walking the crocodile pen, she blew on a metal device and a piercing whistle split the sky.

Then, over a hill, came the iron demon to answer her call. The warriors were divided in their allegiance. I ordered some out to stick the monster and make it bleed. Instead, there was a tearing sound, and flashes of fire from the demon's smoking mouth, and my warriors fell dead. The others quickly bowed to the woman.

I was too shocked to do anything, and she had me taken and thrown into the pit. She ordered the temple's insides cleared, and the great door opened to let the iron demon rest out of the sun. I am sure if the iron demon were slain, the people would follow me again.

The king is willing to give the woman over to the heroes if she never returns again (assuming she survives). He shows the heroes a secret route into the temple.

THE TEMPLE TO THE SKY GODS

The temple is constructed of wicker and brick, 30 feet in height and 60 feet (10") wide. Inside, treasury and ritual accoutrements are stacked along the walls, while a German Walker—a two-legged, steel war machine—stands idle. A rope ladder hangs from a hatch on the side.

The machine's crew is stealing some respite next to the Walker. Several tribal warriors are on guard around the building as well. However, there is no way to open the trap door the king directed the heroes to without being seen.

As the heroes climb through, deal initiative cards. After the first round, the "White Queen," Goldie Hieke, comes in with four tribal warriors.

German Walker Crew (3): These include one driver (Drive d8), one gunner (Knowledge: Gunnery d8), and one engineer (Repair d8). Otherwise, use the Experienced Human Soldier stats on page 183.

Chinubo Tribesmen (4, plus 2 per hero, plus 1 per Extra): Use the Human Native Primitive stats on page 182.

 **Goldie Hieke (aka "the White Queen"):** Wild Card. Use the Spy stats on page 184.

The heroes should apprehend Hieke alive and return with her to the British officers waiting at the Tanoga village. If they manage to turn the war machine in too, the British government is very pleased and at least awards them a medal (in addition to doubling the pay to £200 each).

The Germans release an official statement denying involvement and alleging the Walker was stolen. The crew members, they state unequivocally, were rogue operatives. The Kaiser apologizes for nothing!



LUNAR LIBRARY

Professor Alfred Bottoms of the Explorer's Society contacts the heroes regarding an odd glow reported by a cargo ship that veered slightly off course.

The weird light was sighted on the twilight dividing line of the moon. For years, similar intermittent light pulses have been theorized as remnants of volcanic activity on the lunar surface.

Since recent evidence indicates that the moon may have been visited by ancient Vulcans, perhaps it's the emission from one of their contraptions still active at random intervals. I—and the Society—would dearly appreciate your intervention and subsequent assurance that there is nothing for the Brotherhood to exploit.

If the heroes have no appropriate transportation, Professor Bottoms suggests they look up Cordell Grover, an eccentric inventor and fellow Society member. He is in London for a lecture and has agreed to lend the Society an experimental 40-ton ether flyer—the *Far Searcher*—that can take them to the moon and traverse the airless surface.

The vehicle is fitted with steam jets powered by a solar boiler—much like a rocket might have—with a downside being the necessity to haul extra water along. The flyer accommodates up to eight but needs a helmsman, a trimsmen, and a boiler operator to handle the prototype steam jets (Reliability d10).

OUT OF THE FIRE

The heroes reach their destination just a few hours after leaving the Earth's atmosphere. As they near, they must use the *Far Searcher's* jets to maneuver the ship to the twilight zone and then follow it around the moon.

Two successful Piloting and two successful Knowledge (Engineering) checks are needed to find the glow's origin point. Failure on a Piloting rolls throws the ship off course; to regain the proper heading requires 2d6 hours and another roll. Failure on the Knowledge (Engineering) rolls necessitates a Reliability check. If the Reliability die fails, the ship must either return to Earth or an inventor must step in with a Repair roll (–2) to make on-the-fly modifications and continue the flight.

The origin point turns out to be a volcano in the heart of the twilight zone. Hovering directly above, the heroes see a faint red glow from what looks like a flat platform within the volcano. It seems as though the ship could land safely.

After the flyer dips just past the lip of the volcano, its ether engine sputters and dies! The trimsmen may attempt to stop the plunge by activating the liftwood panels. The ship is at Medium height and dropping unless stopped with a successful Knowledge (Trimsmen) roll.

This ether flyer is not built to do more than elevate and fall in atmosphere. Attempting to rise is useless, since the atmospheric density does not allow the ether propeller to engage at the top of the volcano. If the heroes open a hatch and peer down they see an iris radiating red light. The volcano's shaft is unnaturally smooth, until near the bottom where a matrix of stone and metal catwalks rims the red iris. A successful Piloting roll coasts the flyer over to the catwalk; otherwise, the ship comes to rest on the iris. The fact they can feel intense heat coming off the iris is a good reason not to park the ship here, but in fact it is not hot enough to do any appreciable damage.

The catwalks end in a door on the side of the volcanic mountain. The door is solid stone (Toughness 18) except for a shallow bowl sticking out of the wall next to it. Any kind of liquid (including sweat) falling into the bowl causes the bowl to retract and the door to slide open.

...AND INTO THE FRYING PAN

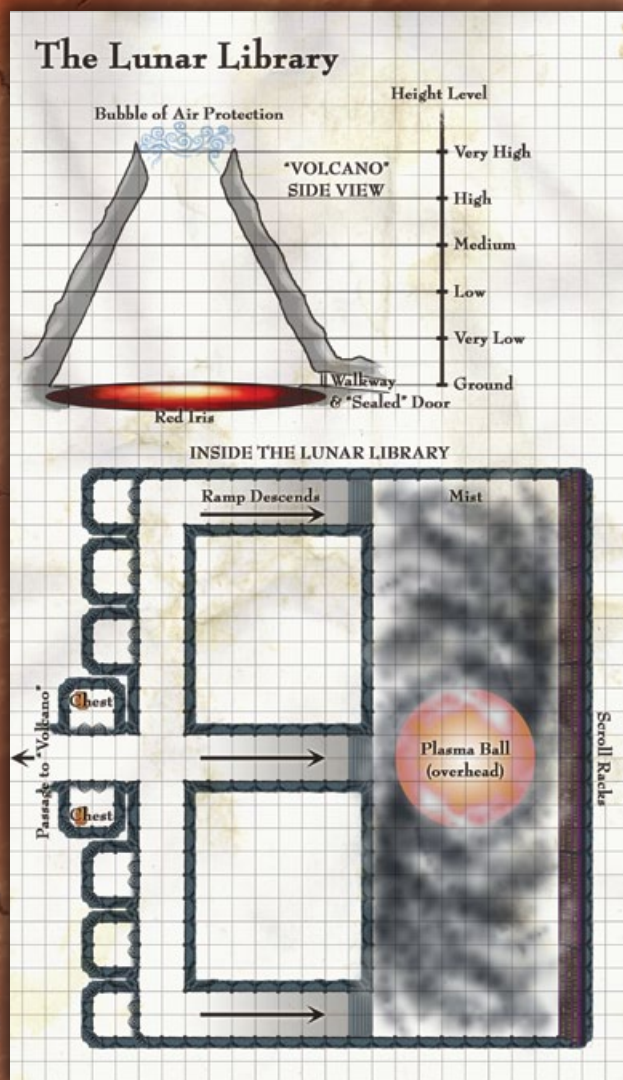
Behind the door is a complex of corridors and rooms. Off the first set of passages are two caches of square blocks, each about the size of a brick, that when placed together seem to bond, and yet can be pulled apart easily. There are 24 bricks per cache.

These bricks become projectiles when heat is applied, shooting it rapidly away while disintegrating in mid-flight (10/20/40). It causes 3d6 damage to anything it hits, and sets flammable targets alight on a roll of 4–6 on a d6. If it is properly focused with a successful Knowledge (Engineering) or (Science) roll, the propulsion is strong enough to move up to 2,000 pounds of weight in a straight line for one-quarter mile.

Propulsion Compound: 10/20/40; 3d6; RoF 1; Shots 1; Ignores armor, sets flammable targets alight on a roll of 4–6 on a d6.

All corridors lead to a huge chamber, lit by a swirling mass of plasma above. A successful Knowledge (Engineering), (Science), or (Mechanics) roll tells the inventor that this is a self-perpetuating cold-fusion reactor, which uses only a miniscule bit of water as catalyst. The water the heroes supplied to gain entrance might run this machine for one hundred thousand years.

The room is apparently a library, with purple walls and racks of scrolls. The scrolls are attainable only by crossing the open floor covered in an odd mist. Any contact whatsoever with the mist activates the Librarian.



THE LIBRARIAN

A one-of-a-kind measure protecting the accumulated wisdom of the Purple Vulcans, this strange, buzzing cloud is designed to grant access only to those clad in purple and speaking the password. Because the password died with the race, this means no one is likely to read these scrolls.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d12+4, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 11

Special Abilities:

- **Construct:** +2 to recover from being Shaken. No additional damage from called shots. Does not suffer from disease or poison.
- **Fearless:** This unemotional guardian fears nothing, and can never be intimidated.
- **Plasma Lifeline:** The Librarian can only exist under the plasma emission. It cannot leave the library.

- **Retribution:** When the Librarian is “dispersed,” it begins regenerating with a Vigor roll each round, raising the temperature in the library from 80° to 100°. The second time it is dispersed spikes the temperature to 120°, the third 140°, and if defeated the fourth time, the 160° heat causes all scrolls to burst into flame, destroying the library.
- **Swarm:** The Librarian is a weird cloud composed of intelligent hive-mind organisms. Cutting and piercing weapons do no real damage. Area-effect weapons work normally. It is nearly impossible to stomp, so this tactic does no appreciable damage. If enough damage is done to wound it, it splits into two half-size swarms. Another “wound” to either causes it to split again into two quarter-size swarms. One more “wound” to a quartered swarm causes it to disperse, but will regenerate every round thereafter (see the Retribution ability, above).
- **Size +4:** The initial swarm is Large (+2 to hit), then goes down to Size +2 (lower Strength to d12+2 and Toughness to 9), and ends at Size +1 (lower Strength to d12+1 and Toughness to 8).
- **Twin Whip:** Two attacks per round without penalty (Str damage).

The scrolls are worth £5,000 apiece in auction, or half that if sold to a museum. Their true value lies in the insight into the Vulcan race and their artifacts. Each scroll provides a one-time +2 bonus to comprehending a Vulcan artifact of choice, plus one automatic Knowledge (Science) success for the invention of any one device. Anyone fluent with Egyptian hieroglyphs or Khallan is able to decipher the scrolls.



MESSAGE FROM MELAS

Daniel Masters, a young photographer for the *New York Times*, implores the heroes to help him rescue his reporter friend, Rebecca Timberlake, from a Belgian prison in Melas. The young man is impressed by the heroes’ past adventures, which led him to seek their help.

He explains the Belgians are accusing Miss Timberlake of espionage, and plan to execute her, but Masters insists she did nothing wrong. The American consulate is protesting, but America does not have the military or political influence to secure her freedom.

MELAS

The Explorer’s Society obtains visitor visas to Melas and the Coprates Valley for the heroes. Upon arrival, outsiders find that red devils are unpopular in the Coprates, so most Martians are Uncooperative.

However, a successful Streetwise roll uncovers the fact that there is *one* red devil the Martians *somewhat* liked... but she is in the local jail awaiting execution for aiding the

rebels. With a raise, the interviewer learns that the Belgian commander, Captain Jaap Marijn, wants to torture her for the names of her contacts before she suffers a firing squad.

Securing an audience with Captain Marijn is as easy as a successful Persuasion roll. Marijn is eccentric in his appearance, dressing as a Martian prince but retaining his Belgian uniform pants. He flashes a winning smile as he emphasizes it is his duty to keep the peace, and if a woman is going to act like a man, she will be persecuted like one.

Marijn clucks his teeth as he expresses mock appreciation for the heroes' concerns, but he simply cannot grant clemency to the American; the Martian natives might think he is turning soft! As it is, he must start the interrogation tomorrow to nip false rumors about his stern commitment. Trying to intimidate Marijn will only earn the heroes a snarled ejection from the premises, assisted by Belgium's finest soldiers.



Captain Jaap Marijn: Wild Card. Use Human Captain stats on page 181.

Belgian Soldiers (4 per hero): Use the Experienced Human Soldier stats on page 183.

PRISON BREAK

Acquiring the floor plans for the jail is only as difficult as success on a Streetwise roll and £10. The jail is a two-story building, cordoned by a wall with a catwalk along its inside rim. Anti-airship wires are strung across the roof, and two heavy guns target aerial approaches. There is just one gate at the front.

The active security consists of human soldiers and an officer, and Martians to man the gun nests. A barracks full of reinforcements are only minutes away, and there are more guards inside the building.

Belgian Soldiers (9): Use the Human Soldier stats on page 183.

Belgian Officer (1): Use the Human Officer stats on page 183.

Arab Guards (2): Use the Human Guard stats on page 182.

Canal Martian Crew (4): These are the gunners. See page 177.

However, the floor plans clearly show a passage in the sewers that bypasses most of the security, and a successful Knowledge (Navigation) or Smarts roll (–2) charts the exact route from wherever the heroes are staying in Melas.

Unless the heroes can protect their breathing, treading through the foul miasma of the Martian sewers is brutal. For every five minutes underground, the heroes must make a Vigor roll or suffer 1 Fatigue level from the polluted air. A damp cloth held over the mouth and nose grants a +2 on this roll, and a sealed suit of some kind (with its own air source) negates it entirely. Anyone incapacitated by the

stench dies upon failing another roll. Two hours of rest (or one per Fatigue level) completely purges the toxic chemicals from one's body.

The access into the prison is foul. First heroes must ascend a ten-foot-tall, slippery slope of waste (Agility –2 or Climbing roll) before they reach a hatch. The hatch must be pried open with a Strength roll (–2). On a failure, the hero must make an Agility roll at –2 or slide back down into the waste below. Unless lengthy precaution is exercised to clean themselves off, the heroes reek of sewage stench and provide a +2 to opponents' Notice rolls, and suffer Charisma –2 until they refresh themselves.

GROUND LEVEL

A lone human guard sits behind a desk, separated from the cell blocks by core wood bars. He has the cell keys on a ring.

Arab Guard (1): He is armed with a revolver and a club. Use the Human Guard stats on page 182.

This guard knows which is the American woman's cell. Otherwise, the heroes cause a commotion looking for her. Fifteen Martian rebels are also incarcerated.

Miss Timberlake is happy to see her rescuers (but frowns at their stench). She is willing to use the sewers for escape but wants to release the other prisoners, whose only crime was trying to free their country from tyranny. The rebels follow the American and the heroes out, but part ways as soon as they exit, unless offered passage out of Melas (in that case, five Canal Martians accept).

ESCAPE FROM MELAS

Hopefully the explorers have a plan for leaving Melas. If they don't, Rebecca guides them to a small landing field where they can commandeer—or convince their way aboard—a Bloodrunner-class courier and soar of town. The ship should easily make the 300 miles east to Ophir and freedom, but you may decide to throw some more encounters into their path if the escape was too easy.

Canal Martian Crew (6): These include one deck crewman, one topman, and four gunners. See page 177.

Belgian Officers (3): These include one helmsman, one trimsmen, and one signalman. Use the Human Officer stats on page 183.



Belgian Captain (1): Wild Card. Use the Human Captain stats on page 181.

Timberlake may know any information detrimental to the Belgians the GM desires, including firsthand accounts of the atrocities committed by the Belgian Foreign Legion.



MINES OF MADNESS

While visiting Bama in Belgium, the heroes meet a young lady named Emily Hartsford, whose fiancé has been thrown into the local penitentiary. She's looking for mercenaries to spring him, in exchange for a share of the treasure from King Solomon's Mines. She does not know the way, but her fiancé—Maxwell Sams—claims to.

Unfortunately, the mines are guarded by the legendary demon monkeys. It's said the Pharaoh begged for King Solomon's help, who came and sealed the "demon monkeys" so they could not scatter to the countryside and doom the rest of Africa with their madness. The seal—created with the knowledge Solomon gleaned from ancient Vulcan treatises—focuses the power of the sun into white stones and creates a field the demon monkeys cannot cross. So say the legends.

With a successful Streetwise roll the heroes find out they can arrange the fiancé's release for a bribe of £100. If they mention the treasure to the greedy warden, he refuses the deal and instead forces the young man to take him there. He might even attempt to kidnap the woman for additional leverage.

Maxwell Sams: The American fiancé and inmate. He has no gear. Use the Experienced Human Soldier stats on page 183.

Emily Hartsford: Use the Civilian stats on page 175.

 **Warden Odilon Diodore:** Wild Card. Use the Human Captain stats on page 181.

Belgian Prison Guards (2 per hero): Use Human Guards on page 182.

The heroes travel 700 miles up the Congo River to the Ubangi River, then 750 more miles up current. From there, Sams takes them 48 miles north into the Ashanti Highlands.

THE MINES

After trudging for days in the heat of the African highlands, the party reaches a steep, parched valley full of dead brush. An unnatural stillness taints the area and all native bearers with the party refuse to enter, pointing out a line of white stones they claim indicates a boundary of death. A successful Knowledge (History) or (Occult) check by one who inspects these rocks finds them also marked with the sign of Solomon.

As the party crosses the demarcation, it feels as if walking through an invisible membrane. Almost immediately they hear the strange cries of orangutans. Down in the ravine they see a crevasse sharply cut into the earth.

Across the chasm is a manmade, white stone arch. Success on a Knowledge (History) roll recalls the markings on the stone as those found on temples dating back to the time of Solomon; a raise identifies this particular set as wards against evil.

IN THE LABYRINTH

Within the fissure is a labyrinth of tunnels. The walls seem natural at first, but then begin to show signs of work by primitive tools. Draw a card every ten minutes the party is in the tunnels. On anything but a face card, the heroes uncover nothing of interest. Otherwise, they encounter the following.

Jack: Demon monkeys pelt the party with rocks from both front and rear for one round (one throw each at 10" range), then flee.

Demon Monkeys (1 per hero): See page 168.

Queen: A pile of skeletons, with gnawed marks left by short, sharp teeth. Rusty, useless gear from all eras of history (Egyptian bronze sword shafts, Roman armor, Napoleonic brass buttons and broken bayonets, even some smashed revolvers from the 1880s, etc.) are strewn among the bones.

King: An empty handcart of unknown, ancient design. A successful Notice roll finds gold residue at the bottom worth 1d8 x £10. Just as the gold is discovered, Demon monkeys attack in a 10" circular cavern with two corridors sufficient for humans to fit through, and numerous smaller ones eight feet off the ground all around.

Demon Monkeys (2 per hero, plus 1 per Extra): See page 168.

Ace or Joker: This is the treasure chamber! Go on to the next section.

KING SOLOMON'S RICHES

The fabled treasure chamber is also the nest of the demon monkeys. A mound of gold nuggets shines brilliantly in the middle of a 120 foot by 150 foot (20" x 25") dugout.

Atop the pile sits a large, obese female orangutan on a golden throne (£10,000 value). She's playing with a lever at her feet and does not leave her throne. If wounded, she angrily stomps the lever, which sets off the destructive mechanisms in the cavern.

First, the floor beneath throne and the mound collapse into a molten lake. Then the rest follows at the pace of a 1" outward every round. Needless to say, heroes must flee or perish in the inferno.

Demon Monkeys (4 per hero, +1 per Extra): See page 168.

 **Demon Monkey Queen:** Wild Card. Add the Improved Sweep Edge, Size +1, and Toughness 8. Otherwise, use the stats on page 168.



MONKEY BUSINESS

Lindy Winfield, a deputy curator for the Museum of Natural History, contacts the heroes and asks them to assist a French search party in Morocco. It seems that Dominic Fabian, a French explorer hired by the museum, recently disappeared near Ape Hill.

FATE OF THE FABIAN EXPEDITION

Fabian was following a lead concerning a legendary tunnel from Ape Hill to Gibraltar when he vanished without a trace. Now a second French expedition, purportedly combing for the missing explorer, has arrived in Morocco and is staying near the French consulate.

Explorers are expected to join them as soon as plausible. The museum pays for round-trip transportation, plus £1,000 to each explorer if they retrieve Dominic Fabian and/or concrete information about the secret tunnel.

LEFT BEHIND

In Morocco, the rescue party is nowhere to be found. A successful Streetwise roll determines the French “rescuers” left for Ape Hill, about 40 miles inland, just a day ago. With a raise the interlocutor learns that there are several ex-Foreign Legionnaires among the rescuers, whose guide wore full Arab nomad garb. The guide is said to be a loner, very standoffish.

There is currently only one guide available willing to tread the path to Ape Hill: Riwan Sayid, a young Arab who prides himself on his knowledge of Morocco. He is unafraid of any curses and is sure—with the right horses—the heroes can catch the other party in a couple of days. Without Sayid, the heroes will have to stop and ask for directions constantly, unless one of them has the Knowledge (Morocco) skill.

With Sayid, the heroes reach Ape Hill in three days; without him, five. The former scenario enables them to find the French camp on the third day. Otherwise, they find a ransacked camp on the fifth day. In any case, they are subsequently attacked by marauders.

Riwan Sayid (1): Sayid is a loyal ally to the explorers. Use the Spy stats on page 184, but add Knowledge (Morocco) d8.

Human Native Fanatics (1 per hero if the French are present, or 2 per hero, plus 1 per Extra): See page 182.

THE “RESCUE” PARTY

The French party, led by Horace Ermanguile, is approachable but watches the heroes closely. Their Arab “guide,” however, is always secluded from the heroes. Ermanguile stresses that despite museum funding, he is in full charge of the expedition, and the heroes must follow his men and not bother anyone.

Ermanguile yells at argumentative heroes to leave, and threatens lawsuits against both them and the museum for their failure to comply with him. Meanwhile, the soldiers raise their rifles menacingly. The French retreat into the hill should this degenerate into a firefight.

French Soldiers (2 per hero, plus 1 per Extra): These are ex-Legionnaires. Use the Experienced Human Soldier stats on page 183.



Horace Ermanguile: Wild Card. Use the Human Officer stats on page 183.

Assuming heroes are able to offer alcoholic beverages or cigarettes, they may use Persuasion to converse with some of the Legionnaires. A success reveals the soldiers all knew Horace from their stint in the Legion; a raise has them touting him as a sneaky son of a snake. They refuse to speak about the “guide” at all.

EAVESDROPPING

The heroes can attempt Stealth rolls to spy around the French camp (versus group Notice check from the Legionnaires), but only one attempt is possible since a failure will increase the security so much as to make subsequent efforts impossible.

Success allows a hero to hear Horace speaking in his tent with the guide. He says,

When we get to the site I want to see how you open it—providing you wish to live, of course. If you think those interlopers can help you, just remember—without my antidote, you will choke to death within a day. Ah, I see the sleeping draught is taking effect. Good night, Dom.

Horace leaves the tent. Attempts to wake the sleeping guide prove futile. Trying to get a peek at him using a light source results in the heroes’ detection.

Dominic Fabian: The scientist—who needs more rescuing than the heroes know!—wears Arab nomad garb and poses as a guide, quite against his will. See page 184.

Everyone heads into Ape Hill the next morning. An observer who makes a successful Notice check spots peculiar markings at every intersection in the cavernous network; on a raise he realizes no one among this party was seen making the marks.

The corridors become progressively more damp, stunting the party’s pace with treacherous footing. Then the French contingent, some short distance ahead of the heroes, turns a corner and seemingly vanishes!

THE HIDDEN STAIR

A careful combing of the vicinity—with a successful Notice roll modified for light conditions—uncovers more carved marks at intersections, and a trail ending at a crack in the wall. An explorer must wedge his or her hand into a narrow crevice to trip the secret passage’s switch. Wise heroes are skeptical.

Another successful Notice roll (–4) detects a nasty trap—a scything blade within the crevice. If it isn't disabled with a successful Lockpicking or Repair roll, it inflicts 1 automatic wound and slices off a finger, unless the victim succeeds on a last-ditch Agility roll (–4). Alternatively, a clever plan to open the secret door without putting a hand in the crevice will likely suffice.

Disarming or bypassing the trap opens the cavern wall. Piled in the space beyond are a half-dozen dead men, all shot in the back or the head. Inspecting the bodies and succeeding on a Smarts roll identifies these victims as members of Fabian's team—minus Fabian.

INTO THE DEPTHS

Beyond the corpses, a steep, chiseled stairway descends to a pair of double doors made of an unknown metal, and apparently impervious to rust. The unusual lock on the doors has already been picked, and they now stand open.

Beyond, the heroes see a circular chamber roughly 100 feet in diameter, with a large (30-foot-diameter) raised and stepped dais at the far end. A giant, coffin-like box covered with elaborate carvings lies upon the dais.

Ermanguile's exclamation reverberates through the chamber,

Incredible! Such workmanship! Ah, Dominic, if only this find could have been yours! Sadly, it turns out you died trying to get in here. At least... that is what everyone will hear.

At that moment, one of the legionnaires shouts and points out the intruders. Give the heroes one surprise round before dealing initiative.

After his rescue Fabian explains,

Ermanguile was with my original expedition. He murdered the others while I explored the staircase. I was spared so I could open the lock on the double doors, allowing an investigation of the box.

As far as I can discern, it is some terribly ancient device—possibly Vulcan in origin. It looks like a sarcophagus but adheres seamlessly to the dais. I would estimate its weight at 450 pounds—if it could be pried free.

At this point a full complement of Arabian soldiers, plus Sayid (if still alive), bursts through the door. Their commander (or Sayid) barks,

Stand down! This magic belongs to the Sultan of Morocco! You will not be harmed unless you resist!

Arab Soldiers (20): Use the Human Soldier stats on page 183.

Arab Officer (1): The commanding officer speaks English and French. Use the Human Officer stats on page 183.

If the heroes resist and are defeated, they are incarcerated in the Sultan's prison for a while. Eventually, the Explorer's Society successfully negotiates their release.

If they fight and win, they find the Sultan's men brought pickaxes and just enough dynamite to loose the box. Taking the artifact, however, earns the Sultan's eternal ire. If the heroes cede the box to the Sultan, he puts up it for bids between the European powers and earns hundreds of millions of pounds.

Yet, the Sultan honors the heroes and Fabian for their effort with a token of respect—a ruby pendant (appraised at £10) recognized in Morocco as a symbol of the Sultan's favor (treat as Connections: Sultan of Morocco).

There is no evidence whatsoever of a pathway to Gibraltar from Ape Hill.



MOERIS LACUS LUNACY

On their way to the Moeris Lacus Explorer's Society on Glasshouse Road, the heroes are accosted by unemployed barge workers. The rebellion in Shastapsh has halted commerce and left these Martians without a job and open to mischief.

They challenge the red devils to a one-on-one brawl, the losing side buying the winners a round at the Thirsty Ruumet Beehr. They won't take no for an answer and attack en masse if denied.

Canal Martian Crew (8): These include two deck crewmen and six cranksmen, one of whom is the representative in this wager, and has Fighting d8. See page 177.

THE THIRSTY RUUMET BEEHR

The Martians are as good as their word. They take the heroes to the bar and spend their last coins if they lost, or make the humans fulfill the wager if they won. Heroes offering to buy regardless are considered fast friends.

After a round of drinks, another bunch of Martians enters and immediately provokes the red devils. The heroes' newfound Martian pals won't stand for this, and fight alongside their human friends. If they were not befriended, the heroes are on their own when the new patrons attack.

Canal Martian Ground Cleansers (2 per hero): See page 177.

The Martian workers, impressed with the heroes' guts and fortitude, point out that one of the defeated Ground Cleansers is from the House Marukee, one of three noble traders in Moeris Lacus. If questioned, the Ground Cleanser gloats,

My master and his allies will mount your heads on pikes and parade them down Canal Street! The great Tieshaun shall sacrifice you to the Worm Lord and feast on your condemned souls!

The manor house of Marukee is airtight. There's no way scum such as yourselves could ever hope to pierce its security.

A successful Smarts trick compels him to draw a crude map of the manor house, just to prove just how impregnable it is.

MARUKÉE MANOR

On the outskirts of town in the direction of Shastapsh, the manor is walled, with a landing tower, aerial defense cables, and a pair of heavy anti-aircraft guns. Three flags indicating the powerful shipping princes' alliance—Marukee, Norequee, and Slyeeshk—fly above the compound.

A Streetwise success reveals the full complement of guards at twenty; a raise learns that all nobles travel with at least half of the complement. Careful scouting discovers a drain emerging from under the walls and emptying into the canal. No one watches it, because the nearby boards at the top of the wall are seemingly too narrow for approach on foot.

The drain ends at a locked but unguarded gate (Toughness 10). Once through, the heroes can follow the map to the manor house. Successful Stealth rolls are necessary to avoid detection. An open servants' entrance offers access into the house. An old Martian cook, concentrating on his culinary duties, is the only occupant but could sound the alarm.

Cook (1): This Martian prepares meals for the family. Use the Civilian stats on page 175.

After slipping past or incapacitating the cook, the intruders overhear someone promising great wealth to all three nobles of Moeris Lacus—all they need to do is sabotage the cities' defenses, and poison as many of the red devils as they can with the death serum provided.

Heroes peeking into the conference see the still-reluctant nobles, the looming, charismatic Worm priest just beginning to win them over, several acolytes, and two armed escorts.

Suddenly, the heroes are spotted by a servant! The selfish nobles cower, unsure of who to ally with. Depending on which side is winning, they alternate between calling for the priest to demonstrate the power of his god by destroying these red devils, or the red devils to prove their superiority by destroying the priest and his followers!

 **Tieshaun:** Wild Card. This Martian Worm Priest's stats are on page 176.

Martian Worm Acolytes (1 per hero): See page 176.

Brotherhood Assassins (2): See page 185.

If the heroes are victorious, the nobles reaffirm their allegiance to the local British regent and agree to retain a British advisor with them at all times. The heroes become celebrities in Moeris Lacus and their renown extends to Syrtis Major. Grant each hero involved in the exploit 2 Favors.



THE PARHOON WORM

As the heroes traverse the city streets, they are unexpectedly confronted by a mob of Martians pointing at them and smirking in Parhooni,

Look what we have here. Perfect sacrifices!

Canal Martian Ground Cleansers (2 per hero): See page 177.

Surviving Martians can be interrogated (via successful Test of Will) into divulging that they were told to take captives to the thirteenth floor of the ancient Tower of Ancestors for sacrifice. This is the decree of Booreeke, a powerful Worm priest.

TOWER OF ANCESTORS

This fifteen-story edifice was once a monument to the Parhooni founders. The upper levels are now closed to the public, with only the first four floors used as a sparse memorial to the founders.

Unfortunately, the Worm Cult has compromised the tower's security staff, supplanting a majority of the roster with followers wholly devoted to the Worm. Guards are posted on the fourth floor and at all entrances to deter heists, but the cultists essentially control all access to the building.

Canal Martian Guards, Regulars (20): These include eight Parhoon loyalists, normally stationed at the main entrance and in the lobby. There are two cultists at each side entrance, while eight cultists cover the fourth floor and stairwells. See page 178.

Canal Martian Officer (1): This Parhoon loyalist is assigned to the main entrance. See page 179.

 **Canal Martian Captain (1):** Wild Card. The commander—himself the leader of the cultists—is stationed on first floor but spends time patrolling other locations. See page 177.

The top two levels of the tower hide a reserve of Brotherhood operatives watching for adversaries and intruders.

Brotherhood Guards (4): See page 185.

IN THE GALLERIES

Heroes bypassing security unnoticed may wander through the galleries unmolested. They find each level till the thirteenth a copious collection of fine art, with historic portraits and other memorabilia commemorating significant events.

The oblong, 72 foot by 144 foot (12" x 24") interior of the thirteenth floor boasts a ceiling-high statue of the Worm God as a centerpiece. It is sculpted from pale Meroe limestone and features large, ruby eyes. Around it, unde-

tected heroes hear Martian and German voices deliberating, in Koline, the best course to gun down Parhoon's young prince.

The Germans favor ambushing the prince in guise of British soldiers, while he is in transit between his palace and the British Consulate. The Martians, led by Booreeke, concur but argue for slaying the prince on the Consulate steps, instead, to make it seem as if the embassy guards had done the deed.

Hopefully, before the debate is settled the heroes take advantage of a surprise round to put an end to the conspiracy.

 **Booreeke:** The Martian Worm Priest is a Wild Card. See page 176.

Martian Worm Acolyte (1 per hero): See page 176.

German Soldiers (2): Use the Experienced Human Soldier stats on page 183.

Brotherhood Agent (1): This Canal Martian reports to the Brotherhood. See page 184.

There is enough proof on the conspirators' table to convict them all, as well as completely expose the sect's infiltration of Tower personnel.



PARIS PROBLEMS

Run this scenario only if the heroes are generally of middle to high Status.

In Paris, the sin capital of Europe, a new "theater," the Moulin Rouge, has opened to rave reviews. A promoter in pursuit of publicity offers the heroes complimentary seats to the night's spectacle.

As the tender was very public, declining the offer or failing to arrive for the event causes a poisonous and escalating scandal—one that requires 2 Favors to smooth over without repercussions.

MOULIN ROUGE

The heroes are politely ushered to the VIP section in front of the stage for a truly up-close view of the remarkable pageantry! The revue is entertaining, if a little risqué for some gentlefolk's taste.

About halfway through the show, a gorgeous redhead sings an incredible rendition of Chausson's "Les Papillons" while dancing gracefully on a tightrope 25 feet above the stage. The star—Jezebel—elicits a thunderous ovation and many calls of "Encore!" as she pirouettes off the high wire onto an upper stage balcony.

She fails to re-appear for the curtain call. The manager, Renault Baudouin, checks backstage and comes out minutes later with a new act and an apology for the impatient crowd. He explains,

For your pleasure, the jugglers of Strasbourg! Jezebel has, ah—twisted her ankle, and is unable to return.

A successful Notice roll discerns that Baudouin is much paler than when he went backstage, and a raise ascertains a forced smile and copious beads of sweat on his brow. If questioned, Baudouin breaks down and begs the heroes to follow him backstage where he can speak freely.

MURDER, MOST FOUL

Jezebel is dead. Baudouin found her in her dressing room with the door half-open and her lifeless, crumpled body just inside. She had been stabbed in the abdomen and sliced open. A bloody, unsigned note on the corpse warns,

Shut down the venue or more wanton wenches will die. This I promise.

A thorough interview with Baudouin narrows the range of suspects. Bouncers bar the audience from visiting backstage during a performance, and all but three performers were on stage. By process of elimination, the list of possible perpetrators is composed of Claudette Noel, Jezebel's understudy; Leo Leonard, Jezebel's personal agent and the Moulin Rouge's stage manager; Rainier Geoffrey, Jezebel's co-star; and Baudouin's wife, Julie, allegedly in a back office tallying the box receipts behind a locked door when the murder was committed.

Questioning the bouncers and searching the backstage area confirm that no one could have come in. Have each hero make an Agility check to barely avert a peril such as falling light fixtures, unfastened canine pens, and carelessly left knives on loose floorboard—dangerous but inconspicuous attempts to hurt the investigators (1d6 damage on a failed roll). A successful Notice roll (–4) tells the heroes these are not accidents.

INTERVIEWING THE SUSPECTS

The explorers may take turns interviewing various suspects, or nominate the most Charismatic of their lot to speak to each of them in turn. Cooperative rolls are allowed, but each suspect only consents to a single interview.

For each success and raise on a Persuasion, Intimidation, or Taunt roll, a suspect reveals one additional fact. If interrogation fails to divulge additional information, it can be gained from other witnesses at the GM's discretion.

Claudette Noel: The understudy. She openly claims to have loved Jezebel as a sister. Interrogators may also uncover the following:

Claudette was very jealous of Jezebel's talent; many others have heard her complaints.

Claudette had a fight with Jezebel, which was noticed by a few just the night before. It was over Claudette showing interest in Rainier.

Claudette was seen by the stage entrance awaiting her cue just after Jezebel's exit, and remained there until after the Manager came backstage. Several actors could confirm this.

Leo Leonard: Claudette's Agent. He limps forward on his sprained leg and states Jezebel was his meal ticket, and he is out of a job if the troupe disbands. What possible reason could he have to wish her dead? He is hiding the following:

Leo has been considering leaving Moulin Rouge for a position with a rival. He pressed Baudouin for a bigger cut of the box office and threatened to quit just last night.

Leo had an argument with Jezebel over money. She claimed he wasn't providing her what she was worth. It was overheard by several people.

Leo was spotted off and on—as a stage manager must be—by different people at the time Jezebel was murdered. Witnesses believe his injury makes him an unlikely killer.

Rainier Geoffrey: The co-Star. Rainier professes his love for Jezebel and states he could never have harmed her. But these facts remain:

Rainier is Jezebel's lover. However, both are known for their wandering eyes and hot tempers. This is confirmed by numerous performers, particularly the women.

Rainier is a gambler and owes money to several parties. Several people know this, and Leo even has an IOU for 50 francs.

Rainier, knowing he was not due on stage for a while, was romancing the manager's wife in the office. She clears him if he is vehemently accused of the crime.

Julie Baudouin: The Manager's Wife. Julie is a tiny lady at four-foot-six, slender and too petite to have stabbed Jezebel, though she never liked the redhead and makes no attempt to hide her contempt.

Julie's only secret is her tryst with Rainier, but she cares more for him than her reputation and confesses to the affair if pressed, particularly without her husband present.

THE KILLER REVEALED

Leo Leonard is the killer. He knifed Jezebel to prevent her from firing him, as well as hoping to buy Moulin Rouge on the cheap, once the murder has discouraged attendance and driven down the value.

He faked the leg sprain. A successful Healing roll by one who conducts an examination detects no injuries at all. If confronted—or the wily agent senses he's about to be fingered—Leo tries to run, knowing the guillotine awaits a murderer. If the heroes cannot piece together the puzzle before the evening is through, Leo recruits a gang of thugs to eliminate them and frame Rainier.

Leo Leonard: Use the Spy stats on page 184, but add the Ambidextrous, Florentine, Improved Level Headed, and Two-Fisted Edges.

Thugs (2 per hero): See page 184.

Solving the murder gains the heroes some measure of renown in Paris...at least for several days. After all, attractions come and go in the city of sin. *C'est la vie.*



THE FORGOTTEN

News reporter Rebecca Timberlake has something of intrigue to show the heroes for a couple of promises in return. First, she demands the heroes' silence concerning it and second, wherever it may lead them, she insists on going along for the story.

THE ARMSTRONG EXPEDITION

Assuming the heroes agree to her terms, she pulls from her purse a rubber-bound, waterproof journal. The heroes may examine it while she explains,

A friend of mine mailed me a clay vase from Venus, but the postal service botched the delivery and damaged it—which led to my discovery of a journal hidden in its base. This is the diary of Zachary Palmerst, captain of the eastbound liftwood flyer of the ill-fated Armstrong Venusian Expedition of 1873.

The journal relates the expedition had been flying over a vast ocean, with storms blowing both south and east, when Zachary realized he was losing lift. Knowing they could not make it back to the point of departure, he pressed on. As they neared the edge of the Sedna Deeps, the hull gliding dangerously close to the surface, he spied an island and barely managed to make shore before the liftwood gave out.

The island was not large, little more than two miles across, with a large hill in the center. There were a few predators, mostly creatures resembling pterodactyl and a multitude of small lizards. Aside from the constant rainfall, Palmerst surmised that experienced outdoorsmen should be able to survive here for years.

The real question was, would they ever be found? He decided to hide his journal in a clay bottle—baked and glazed—and launch it into the ocean, praying that, God willing, someone will come to the rescue of him and his six men. There ends the journal, penned 16 years ago.

Miss Timberlake's editors believe the diary is a hoax and will not finance a search party. She believes the heroes—members of the Explorer's Society—are her only recourse. Will they help her find and return these castaways to civilization?

If contacted, the Explorer's Society helpfully agrees to fund the mission. They warn that normal compasses do not work on Venus and suggest a hydrogen flyer.

The journal provides the island's coordinates as almost 1,500 miles east and south of Fort Collingswood. By air, the voyage takes five days minimum due to frequent storms.

THE ISLAND AT THE EDGE OF FOREVER

The flyer must remain at very low altitude, risking a crash, in order to thoroughly comb the open sea. Sighters may roll Notice (at -2 due to adverse weather) every hour to spot the island. Meanwhile, a successful Knowledge (Trimsman) roll is required to maintain the ship without crashing into the rough seas.

Once the zeppelin is anchored the heroes can explore the island. They find huts built from stacked rock, which are now abandoned. The huts have nothing left of interest, save animal droppings and lizard nests.

When the heroes climb the knoll at the island's center and see the large cave in the hillside, a flock of pterodactyls, which had left them alone until now, swoops in for the kill.

Pterodactyls (1 per hero, plus 1 per Extra): See page 172.

After dealing with the pterodactyls, the heroes are free to proceed into the cave. Given a light source and success on a Notice roll, the explorers encounter footprints lightly impressed in the moist ground.

Success on a Tracking roll ascertains the human-made trail to be no more than five days old. The tracks lead deep into the cave to a stone door, with a clawed handprint on the right side.

Pressing on the door opens into a 36-foot by 12-foot cubicle. The door shuts a few rounds after the last entrant, and the cubicle—actually an elevator—descends automatically. The movement is noticeable by everyone inside. When it stops and opens again, the riders are face-to-face with several lizard men.

Lizard Men (6): See page 176.

The lizard men try to subdue their targets, but kill anyone who tenaciously resists. Captives are bound with a crude hemp rope and presented to the king. If defeated, the lizard men utter—in English, yet—that the king wishes all newcomers brought to him for judgment, with no exceptions.

THE MAN WHO WOULD BE KING

While on the way to the king, the heroes realize these primal creatures could never have constructed the cavern and elevator. The vestiges of sophisticated structures lead to the deduction that this must be the remnant of a much older civilization.

Finally, heroes come to the king, who is none other than Zachary Palmerst! He orders the humans unbound and escorted to his palace, then joins them and tells his tale over a sumptuous, if simple, feast.

My tale is a sad one. When my team located the cave, they thought they found a far superior shelter. The pterodactyls surprised them and slew two. Another died fighting the lizard men after the ride in the lift, and my last companion was eventually sacrificed to the creatures' deity.

But me—I managed to spring free and strangle the king with my bare hands. It was meant as a final act of retribution. How could I know it would make me the rightful successor?

Over the past years I have taught my reptilian charges to speak English. Thus I learned they have lived here forever. Now, I understand it is my destiny to live here for eternity as well.

He stares longingly at Rebecca Timberlake (or a suitable female hero).

At least I will not be alone. Kill the others, but leave this one alive to be my queen.

At King Palmerst's word, lizard men spring to the attack. Each hero must succeed on a Notice roll or be surprised for the first round of combat.

Lizard Men (2 per hero, plus 1 per Extra): See page 176.

 **Zachary Palmerst:** Wild Card. Use the Human Officer stats on page 183.

Defeated heroes are thrown down a slimy, narrow stone chute. This drops them into a watery blowhole, which in turn shoots them to the surface for 3d6 damage. Survivors find themselves back on the island's surface.

If necessary Rebecca, rebuffing the king, jumps down the chute as well. Triumphant heroes can simply take the elevator back up and leave the island. Without further edicts from their king, the reptilians ignore the heroes.

The ending need not be tragic, however. Palmerst's unhinged mind can be restored, provided a long recuperation in the confines of human civilization.



SECRETS OF THE PALACE

Just as the heroes are about to enter the Explorer's Society clubhouse in Syrtis Major, a beggar intercepts them to hawk a map to a buried treasure. Ordinarily the heroes spare no time for such mendicants, but the tatters of a palace servant's uniform worn by this one inspire curiosity. A successful Notice roll further fuels the imagination with the sight of an old royal crest of Amraamtaba, the Last Prince of Syrtis Major.

WHAT TREASURES YET REMAIN

The derelict demands food and drink before he fields any questions. Once satiated, he identifies himself as a servant of Amraamtaba until the principality's demise. He knows of a secret entrance into the Old Palace, which leads to unplundered tunnels beneath the ruins.

He admits freely that fear is the reason he chose not to loot the palace himself. Others have tried, but never returned. Vagrants seeking shelter among its rubble have been found the next day, their throats slit. Whatever acts as guardian there is certainly mightier than any single transient!

The vagrant offers the map for £5, but may be bargained down to as low as £1 (a successful Persuasion roll lowers the price to £3, a raise to £1). If pressed by skeptical buyers, he confesses to selling similar information on multiple occasions, but only a scant few ever accepted—and he never met them again.

THE PALACE RUIN

The Old Palace symbolizes the consequences of war with the British Empire. Its burnt husk is propped up next to the new Emerald Palace. According to the crude map, the covert passage begins in the family graveyard, in the headstone of the palace architect. The map provides instructions for opening it.

The gravestone has a complex, hidden lock. It is first accessed by turning the star in the stone to the right and pushing forward, which retracts a thin faceplate. A combination lock is revealed, which is keyed to the founding years of the princes' clans (0150, 1325, 2685, 3572, 4962), or may be bypassed with a Lockpicking roll (–4).

Unlocking it lifts the stone to reveal a stairway leading downward. Heroes sweeping the premises see several tracks. A successful Tracking roll discloses three distinct sets; a raise indicates these persons have visited very recently—perhaps within the past day.

INTO THE DEPTHS

The passage is of fitted stone, built in better times. Upon reaching the Old Palace it forks into three branches, continuing south, east, and west. The map shows only the south corridor.

The east corridor accesses the Jade Palace, leading into an old barracks where Martian veterans are playing cards at a table.

Canal Martian Guards, Veteran (20): See page 178.

 **Canal Martian Officer (1):** Wild Card. See page 179.

The west corridor leads to a dead end blocked by debris, though one that exhibits some apparent effort at clearing it out. What little work was attempted was abandoned long ago.

In the south corridor, the explorers soon hear voices arguing bitterly. The passage ends in a wide, 60-foot by 90-foot (10" x 15") rectangular chamber. On the left are stairs leading up to other, older levels of the ruins (their contents and secrets left to the GM's discretion). On the right is a pair of large heavy doors leading to what is noted on the map as the library.

Across the room is a door to the guard quarters (according to the map). Most importantly, the heroes have company, in the form of Martians arguing over a map near the center of this room. They might spot the heroes—roll a group Notice for the Martians versus heroes' individual Stealth rolls.

Ground Cleansers (2 per hero): See page 177.

The Martian's map shows the Legation compound and a tunnel accessing it from the west. They debate whether they have the sufficient manpower, time, and machinery to dig a tunnel of that length. If combat lasts beyond three rounds, reinforcements swarm out from the guard quarters.

Brotherhood Guards (4): See page 185.

 **Brotherhood Agent (1):** Wild Card. See page 184.

The agent's purpose is to see that the Ground Cleansers maintain pressure on the British. Being captured does not appeal to him, so he will retreat up the stairs through a hidden entrance if the Ground Cleansers are losing the battle. The entourage was instructed to ensure his safety, and knows nothing else.

THE LIBRARY

The library's heavy wooden doors are still locked. This is, in actuality, a *children's* library. The hundred-or-so hefty tomes (roughly ten pounds each) are elaborately illustrated to recount old Martian legends and folktales. They will fetch £1 x1d6 each from museums and archives, or twice that from collectors. If kept as reference, these books grant a +1 bonus to rolls made to identify Vulcan artifacts.



SHIPYARD SABOTAGE

Speculations abound that a new Triumph-class aerial cruiser from the Syrtis Major shipyards is ready for its debut. While enjoying a late lunch at a local eatery, the heroes overhear a pair of Martians whispering in Koline concerning the shipyard, the cruiser, and "a big boom."

THE PLOT UNFOLDS

The two Martians are plain, sipping hot *bhutan* tea while comparing mundane shipment manifests. Those fluent in the language of Koline comprehend that a plan has been set, assets are in place, and red devil allies stand ready to assist.

On a successful Notice roll, alert heroes catch an address: 2244 Old Harbor Road. Make a Notice roll for the Martians to realize the heroes are eavesdropping. If they do, they get up and walk briskly away.

Following requires a Notice roll opposed by the Martians' Stealth. If caught, the spies swallow poison and die before they can be interrogated. Searching them produces a paper noting 2244 Old Harbor Road. The authorities do nothing if the sordid affair is brought to their attention at this point.

Martian Spies (2): See page 184.

2244 OLD HARBOR ROAD

This is one of the many Martian buildings long past their days of glory. Of the twelve floors, just the first three are occupied, the rest having been appropriated by roosting rowatta (see page 172).

The first floor consists of workshops for hand-made garments and sundry other knickknacks. The second floor is the residence for shop workers and their families. The third floor shelters those unable to afford better quarters and don't mind the flights of stairs or the long interior ramp.

There are ten units per floor, facing inward to a central courtyard with a spiraling ramp. The address obtained indicates the fourth unit on the fourth floor, but according to all other tenants that floor is vacant. In actuality the entire level is a nest for the Ground Cleansers and their Oenotrian spymaster.

Ground Cleansers (2 per hero): See page 177.

Oenotrian Spy (1): See page 184.

The Ground Cleansers are huddled around the Oenotrian, who unfurls a layout of the shipyards onto a table. When combat begins, the spymaster spends the first round gathering the incriminating blueprint and crumpling it. He ignites the thin sheet as he moves to the window during the second round. Then he drops the now-engulfed sheet from the window, and deploys a grappling hook to rappel down to the street.

The spy swallows a poisoned pill if captured. Searching his person finds a note reading,

My men will be ready at the appointed time. Free Ireland!

Any intimidated or taunted Ground Cleansers confess to staging a public protest against the shipyard at 11 o'clock tomorrow night—and they have allies. Several ignorant red devils were tricked with promises of freedom for their home country of Ireland.

SEARCHING FOR THE FENIANS

From the clues the heroes should figure the Fenians and explosives are involved, and they have until 11 p.m. the next night to defuse the plan. Although the authorities

appreciate the information, they do not believe the Fenians capable of destroying a fortified construction dock. Nonetheless, they ask the heroes to track down the Fenians.

Canvassing the neighborhood is a viable solution. Failure on a Streetwise roll, however, brings the heroes to the Fenians' attention. They order an agent to kill the characters with thrown dynamite sticks.

Irish Bomber (1): This is a Fenian Spy. See page 184.

Success on the Streetwise roll lets the heroes uncover the Green Fields Inn, catering to Europeans and specializing in Irish dishes. It's also a favorite hangout for Fenian sympathizers.

The inn stands across the Imperial Way from the British Quarter. With a raise on the Streetwise roll, a hero learns the top floor of this five-story establishment has been reserved tonight for a special, exclusive party.

THE GREEN FIELDS INN

The first floor is the traditional pub and restaurant. The proprietor has rooms for rent to anyone without an English accent. Requests for lodging on the fifth floor are denied, and the third or fourth floor is offered instead.

Each guest floor has twelve rooms facing a central hallway, and stairs at the west end. The landing to the fifth floor has four bouncers to stifle trespassers.

Irish-American Guards (4): Use Human Guard stats on page 182.

There are currently six guest rooms on the fifth floor, all on the south side. Those on the north side have been converted into one large, open room comprising a make-shift workshop. It currently contains eight single-person liftwood gliders.

Fastened to the wings of each glider are 100-pound firebombs. The Fenians plan to take off from the inn's roof as the demonstration starts at 11 p.m., glide over the shipyard, and drop the bombs onto the brand-new cruiser on the construction dock. The explosion should demolish the prototype and perhaps even cripple the entire yard!

There are at least eight Fenians in the workshop making final preparations, under the direction of Kenny Colin, an Irish-American Fenian and inventor.

Irish and Irish-American Soldiers (8): Use the Human Soldier stats on page 183, but add Piloting d4.

Kenny Colin (1): Use Human Pirate Captain stats on page 183, but add the Inventor Edge and Repair d8. He has a batch of Hell Fire (Reliability d8, see page 62) along with the gliders, which are of his creation.

Derailing the plot gains the heroes great respect from the British Colonial Office, and 2 Favors apiece for their troubles.



SHISTOMIK SOLUTION

British officials wish to enlist pirate captains to act as sanctioned privateers opposing Oenotrian vessels—and they want to do it right away. The urgency stems from Crocea's pact with the High Martians to limit their raids exclusively to British territory.

The British believe the tie can be severed by assaulting Crocean envoys and their High Martian partners with licensed marauders, and are willing to pardon any new privateer ship of all previous transgressions.

FLIGHT OF THE LISMORE

On behalf of the British Foreign Office, Agent Samuel Royalton recruits the heroes as emissaries to the pirate captains of the Shistomik Mountains, between Moeris Lacus and Crocea.

They are to meet with the captains in the Conclave, an annual gathering on neutral ground. Here, the Pirate Council attempts to resolve issues between the captains for the mutual benefit of all. Michael Paget-Smith, of the Swiftwood-class gun kite *Lismore*, is appointed to transport the heroes and provide support in the negotiation.

En route to the Conclave, *Lismore* encounters a pair of hostile High Martian Bloodrunner-class scouts.

THE LISMORE (SWIFTWOOD-CLASS KITE)

Class: Swiftwood	Hull Size: 3 (300 tons)
Acc/TS: Kite	Toughness 17 (4)
Climb Limit: VH	Officers: 5 + 2M
CR: 200 to 400	Deck: 3
Food: 1000 units	Crew: 3T + 9G + 18M
Cargo: 21 tons	Cost: £20,140
Weapons: 1LFR Rogue, 1FLA L and 1FRA L, 1S R, 1S L, 1RAL Power Grapple and Ram; Notes: Operated by Canal Martian crew and human officers.	

BLOODRUNNER-CLASS KITES (2)

Class: Bloodrunner	Hull Size: 1 (100 tons)
Acc/TS: Kite	Toughness 15 (4)
Climb Limit: H	Officers: 4
CR: 200 to 400	Deck: 1
Food: 1000 units	Crew: 1T + 4G + 10
Cargo: 9 tons	Cost: £7,600
Weapons: 1FLA H and 1FRA H. Notes: Each carries ten High Martian boarders.	

THE COUNCIL

The British proposition represented by the heroes is the first order of business. However, it is contested by a similar offer from their Crocean counterparts, one proposing alignment with the Empire and High Martians against the

British. Treat this as a Mass Battle using Persuasion rather than the Knowledge (Battle) skill, with contributions from Smarts Tricks, Taunts, Intimidation, and Persuasion rolls.

The Crocean party has three nobles and a spy as spokespersons, all possessing Charisma +2. Rather than handing out tokens to be lost, one token is gained by each side with each success and raise. No one suffers wounds, but Fatigue levels are gained instead (recoverable at one level per hour of rest). The first party to acquire 11 tokens wins the Council's consensus.

SORE LOSERS, WORSE WINNERS

The Croceans are neither good losers nor winners. After the decision they depart to report the outcome, and dispatch a hit squad after the heroes either as revenge for defeat, or punishment for significant concessions they were forced to make to the pirates. The murder attempt occurs in the heroes' quarters at midnight that evening.

Brotherhood Assassin (1 per hero): See page 185.

 **Crocean Spy (1):** Wild Card. See page 184.

If the heroes lost the negotiations, vanquishing the assassins compels the Council, offended at the breach, to reconvene immediately. It also adds three more tokens to the heroes' original tally.

If this pushes the count to 11 or more, it swings the new verdict in the heroes' favor. Otherwise, the Council fails to affirm a conclusion and the captains are left to negotiate independently.



SECRET OF ANGKOR

Sunam Klahana, an envoy representing Chulalongkorn, Emperor of Siam, contacts the heroes through the Explorer's Society. He wishes the heroes to verify speculations of a French discovery of a major artifact belonging to the ancient kings of Siam at Angkor.

AN ARTIFACT? QUITE.

The destination is Ankor—200 miles east of Bangkok, north of the great lake of Tonle Sap, and south of the Kulen Hills. Because this is beyond Siam's borders, the emperor prefers a European team acting independently of any national interest.

The quarry is the sacred Great Sword of Jayavarman VII, ceded to the Siamese king in 1431, thereby ending the wars between the regions. It was pilfered in 1484 from the Siam Palace and thought lost.

If the explorers return with the sword the emperor is sure to be most generous (up to £10,000 worth of generosity, enough to make a poor inventor's mouth water). Even a concrete confirmation of the sword's existence, such as a

charcoal rubbing of the complex inscription on the hilt, would be extremely pleasing the emperor (to the tune of a £2,000 reward).

ARRIVING IN ANKOR

The heroes are warned that the French Republic runs all of Southeast Asia, and the French have a particularly strong presence in Angkor. The French Foreign Legion in Cambodia is tasked with protecting archeologists who are systematically looting the ancient tombs, and aiding French plantation owners in squeezing the native laborers.

The current captain for the Legion Company in Angkor, Felicien Vespasien, is a salacious, lewd, oily hog of a man who reigns like a tyrant and is pleasant only to those he thinks can advance his wealth or status.

 **Captain Felicien Vespasien:** Wild Card. Use the Human Officer stats on page 183, but add the Mean and Quirk (Lewd) Hindrances.

Theo Ferdinand, a French archeologist and close confidant of Captain Vespasien, is in charge of the excavation in question. Ferdinand mistreats his workers, barely feeding them and whipping them into exhaustion.

Success on a Streetwise roll reveals he recently found a small shrine, an offshoot from the main temple complex, and has been attentive since unearthing a rare weapon there.

The heroes can arrange to meet Ferdinand with a successful Persuasion roll. Permission to view the weapon requires a second success, or success on a Test of Will. It is indeed the Great Sword—a large, gleaming, four-foot blade with an engraved hilt. A raise convinces Ferdinand to let the hero hold the sword temporarily.

 **Theo Ferdinand:** Wild Card. Use the Human Archeologist stats on page 181.

The sword feels much lighter than expected in hand, and the blade far keener than its age would indicate. The nearly-Egyptian, hieroglyphic inscription on the hilt is actually Khallan, reading,

The words of the Old Ones hold power. Trace them before battle to gain the Gods' favor.

Caressing the neighboring Vulcan glyphs in conjunction with a successful Weird Science roll activates the sword's smite power (per *Savage Worlds*; the blade has 30 Power Points). Reptilian tissues are vulnerable to the vibration it emits, thus, any reptile it strikes suffers +4 damage.

Any interest shown in the sword confirms Theo's suspicions that the weapon is even more precious than he thought. He repossesses the weapon and bids the visitors farewell.

THE RUINS

The site of Ferdinand's attention is a stepped pyramid, oddly incongruent with all other excavated structures. During daytime, the archeologist and his seconds are here driving the slaves to clear away more chambers for plunder.

Anatole, Ferdinand's personal bodyguard, wears the sheathed Great Sword strapped to his back. Thugs oversee the slaves, and armed men secure the perimeter. At night, Ferdinand, Anatole, and the assistants return to their respective tents and the workers to pens. Legionnaires take over guarding the excavation through the dead of night.

 **Theo Ferdinand:** Wild Card. Use the Human Archeologist stats on page 181.

 **Anatole:** Wild Card. Use the Experienced Human Soldier stats on page 183.

Thugs (4): Each carries a whip. See page 184.

Human Guards (6): See page 182.

Human Native Porters (12): These forced laborers are unarmed and too weakened to fight. See page 182.

French Legionnaires (9): Use the Human Soldier stats on page 183.

French Legionnaire Lieutenant (1): Use the Human Officer stats on page 183.

Heroes managing to sneak stealthily into the pyramid find all but one antechamber opened and empty. A successful Notice roll uncovers smudged hieroglyphs, which require a Smarts roll (–2) for a character fluent in Khallan or Egyptian to decipher. They read,

Danger. Do not release. The Sword of Kings can aid. Do not release. Danger.

Breaching a six-foot-thick brick wall is necessary to get into the final room; proceed to **The Find** with appropriate modifications.

THE FIND

Ultimately the slaves break through the seal into the last chamber. As usual, they are dismissed back to their pens under the watchful eyes of the thugs and two guards.

Captain Vespasien arrives shortly after with more legionnaires. Five Legion soldiers and an officer protect the site, while Ferdinand, Anatole, four of their men, Vespasien, and four legionnaires venture inside. Screams and shots ring out ten minutes later. The remaining legionnaires rush in.

 **Theo Ferdinand:** Wild Card. Use the Human Archeologist stats on page 181.

 **Anatole:** Wild Card. Use the Experienced Human Soldier stats on page 183.

Human Guards (4): See page 182.

French Legionnaires (9): Use the Human Soldier stats on page 183.

French Legionnaire Lieutenant (1): Use the Human Officer stats on page 183.

 **Captain Felicien Vespasien:** Wild Card. Use the Human Officer stats on page 183, but add the Mean and Quirk (Lewd) Hindrances.

GIANT MUTATED SNAKE

This monstrosity is the result of ancient Vulcan experimentation with jungle boas. Not only did it boost the snakes' cunning, but increased its size and ferocity as well. The unnatural creature survived in hibernation until the fresh air and human body heat broke its slumber. It does not exit the pyramid in daylight, though it is an absolute terror if permitted to slither into the nighttime jungles.

Attributes: Agility d8, Smarts d6 (A), Sprit d10, Strength d12+4, Vigor d12

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

Pace: 6; **Parry:** 6; **Toughness:** 16 (3)

Special Abilities:

- **Armor +3:** The snake's thick scales are like plate armor.
- **Bite:** Str+d8.
- **Fear:** The creature is frightening to behold, and forces Guts checks from those who do.
- **Large:** Attackers add +2 to hit the creature due to its size.
- **Improved Dodge:** The snake is quick and hard to target at range. Subtract -2 from ranged attacks.
- **Infra-vision:** The snake sees heat sources in the dark, halving darkness penalties (round down).
- **Quick:** The creature discards action cards of 6 or lower.
- **Size +5:** This creature is over 20 feet long from mouth to tail, and weighs over 3,000 pounds.
- **Swallow Whole:** With a raise on its Fighting roll, the monster has swallowed its opponent (up to Size +2) whole. The victim is entangled and suffocating, plus suffers 2d8 damage each round from constriction. The creature can eat up to six man-sized creatures before it needs to rest and digest.

AFTERMATH

The emperor is willing to purchase the Great Sword from the French. A surviving Ferdinand will not surrender the blade voluntarily, but will sell it. If Captain Vespasien lives, he does not stop any monetary transaction involving the sword as long as he receives a fair share. If neither survives and the snake is destroyed, the weapon is handed to the heroes as a gift by the grateful natives.



TOSSIAN TROUBLE

Having wandered the city streets in the Tossian Empire, the heroes are used to the sounds of bustling commerce only slightly subdued by the prospect of a war with Belgium. Today introduces a new sound—that of gashant hooves pounding on pavement, and cries of “Stop! Thief!” echoing behind. The heroes see a gashant-pulled wagon careening around a corner, driven by a pair of hooded Martians.

Brotherhood Crew (4): There are two drivers (substitute Driving for Boating) and two gunners. See page 185.

The wagon is toting a shipment of Tossian Heavy Cavalry uniforms tagged for transfer to the front. A successful Test of Wills to interrogate the defeated hijackers reveals their destination as Tower No. 5 at the landing field.

The authorities reluctantly thank the red devils for stopping the thieves, but readily blame them for any civilians injured by the runaway wagon.

TOWER NO. 5

Currently docked at the tower is a Fleetfoot-class personal yacht, christened *Dew Drop*, belonging to Shelton Eeshamm, a noble from Nectar. If the heroes approach alone, Eeshamm speaks with them in the presence of his retinue. If questioned about the hijacked wagon, he lies.

I know nothing of any stolen Tossian uniforms. My four cransmen left to shop for supplies and said they would return soon.

The excuse would be valid, but for the fact six cransmen are with him right at this moment! If he is caught in the lie, Eeshamm panics and orders his men to attack.

Shelton Eeshamm: Eesham is a Canal Martian Noble. Use the Noble stats on page 179, but add the Yellow Hindrance.

 **Captain of the Dew Drop:** Wild Card. Use the Brotherhood Agent stats on page 184.

Canal Martian Officers (3): These include one helmsman, one trimsmen, and one signalman. See page 179.

Canal Martian Crew (9): These include one deck crewman, six cransmen, and two gunners. See page 177.

If the captain is defeated and Eeshamm threatened, the officers and crew quit fighting. Eeshamm bargains for his safety by revealing all he knows.

The Brotherhood offered me exclusive trading rights with the Coprates once the Tossians purge the Belgian presence. The Dew Drop was destined for the border of Nectar, where we were to meet with Brotherhood operatives planning an assault on Belgian forces in the stolen uniforms. They would then retreat into the genuine Tossian cavalry, drawing the Belgians and sparking a confrontation to pit the two in war.

If spared, Eeshamm soon departs for home.

TO PREVENT A WAR!

When informed, the local Tossian commander sends the heroes to the rendezvous point on a Fleetfoot-class Tossian dispatch boat. Otherwise, they must provide their own transportation.

TOSSIAN DISPATCH BOAT

Class: Fleetfoot
Acc/TS: 3/10
Climb Limit: VH
CR: 250
Food: 1000 units
Cargo: 1 tons
Weapons: 1 FLA and 1 FRA S
Notes: Martian Screw-powered.

Hull Size: 1 (100 tons)
Toughness 15 (4)
Officers: 4
Deck: 1
Crew: 6C + 2G
Cost: £6,000

THE HAND-OFF

The meeting is scheduled at an abandoned farm on dry grassland. Twenty gashants are pastured nearby, and a camp is laid out by the farmhouse. Much of the equipment looks Tossian.

Other flyers are automatically spotted, but a Fleetfoot-class is permitted to fly within landing distance before someone notices it is not actually the *Dew Drop*. To

approach on foot undetected requires Stealth rolls versus a group Notice roll by the guards (they are Active sentries). Any Tossian crewmen that accompany the heroes join the raid after landing.

Brotherhood Guards (18): See page 185.

Brotherhood Officers (2): See page 185.

 **Brotherhood Agent (1):** Wild Card. See page 184.

Upon the mission's successful completion, the Tossian commander lauds the heroes and commends their names to the emperor (grant 1 Favor each)

TOMB OF THE 7TH DYNASTY

Professor James Matheson contacts the heroes in Shanghai regarding his discovery—the location of the Treasure Vault of the Seventh Dynasty in the Haung province. He requests their company in his field verification. If he is correct, it could be one of the greatest finds in Chinese history.

RAILWAY TO HAUNG

It is a one-week trip to the Haung province on the new rail line. The native population does not like Europeans, therefore most encounters with locals begin at Uncooperative. On the train, the Kaiser's spies attempt to abduct the professor and force him to guide them to the site.

German Spies (2 per hero): Use the Spy stats on page 184.

After the confrontation, Matheson admits he “perhaps” bragged to one or more colleagues about his theory at Shanghai's Golden Calf Teahouse.

HAUNG PROVINCE

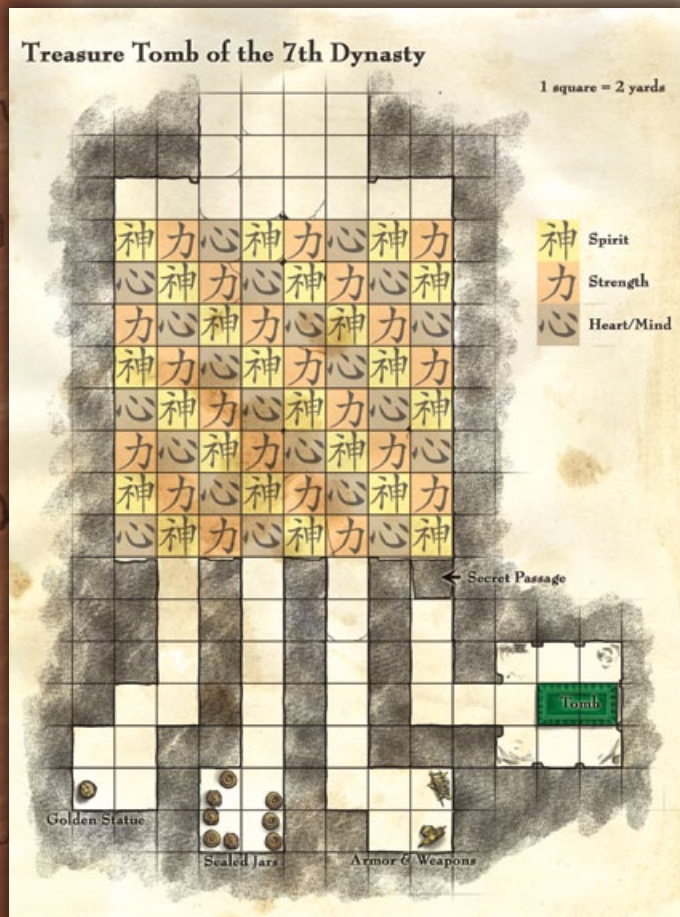
In Haung, it takes 2d6 days on horseback, or an estimated two weeks on foot, to reach the site of the lost treasure vault. After the third day, have the heroes roll Notice (–4) once every day. On a success, they glimpse riders trailing them about a half-day's distance behind. These are Chinese socialists who want the treasure to finance their political goals.

Chinese Socialists (2 per hero, plus 1 per Extra): Use the Canal Martian Cavalry stats on page 177, but change Languages to Chinese.

Chinese Commander (1): Use the Canal Martian Cavalry Officer stats on page 177, but change Languages to Chinese.

THE SITE

The professor points the party to a box canyon. At the far end is a cave...and a number of surprised bandits! The bandits attack immediately rather than bargain with any outsiders.



Chinese Bandits (8): Use the Human Native Fanatic stats on page 182.

The cave's rear displays an ancient image, badly scarred and pitted from the bandits' practice arrows. Matheson inspects the image and finds a hidden lever to the side.

It opens into an empty 48-foot by 48-foot (8" x 8") hall, the floor of which is tiled with the Chinese symbols for "spirit," "strength," and "mind," arranged on six-foot by six-foot (1" x 1") squares in the columned sequences shown (see page 162), reading from the top row down in distance to the heroes.

Three hallways continue at the opposite end of the hall: one from the last tile of the second column ("spirit"), one from the final tile of the fourth column ("mind"), and the third from the last tile of the sixth column ("strength").

There is a hidden door at the end of the eighth column ("spirit"). Stepping on a tile of a different attribute from the previous springs open that tile and all adjacent ones, dropping the character into a spiked pit below (3d6 falling damage, plus make an Agility roll at -2 to avoid an additional 2d6 impaling damage).

Each corridor leads to a treasure of considerable value. For "spirit," it's a golden statue of the buried emperor (£500). For "mind," ten sealed jars hold an illustrated scroll each, touting the emperor's triumphs in Chinese (£250 total). For "strength," a golden set of inscribed armor and ancient weapons (£500 for the set).

The concealed door opens into the actual tomb. It is locked and armed with a cataclysmic mechanism: a latch inside prevents the door's opening, and unless it can be cleverly disarmed or removed without breaking down the door (Toughness 10), any attempt to enter the tomb triggers a wave of collapsing ceilings and walls, starting from the tomb and rolling outward until debris has consumed the entire cave.

The tomb features a jade sarcophagus of the emperor. It is resting on the backs of enemies stylized in marble. While the luxurious garments and articles meant for his afterlife have long been eaten away by time, the sarcophagus is perfectly preserved. It is locked, but if not successfully picked (at -2), it initiates the mechanisms of destruction as described above.

If the heroes manage to haul the 500-pound sarcophagus out of the tomb, it is worth approximately £250,000 to a museum in any major city.



TURKISH DELIGHT

Professor Alfred Bottoms places a call to the heroes regarding an urgent problem. It seems a Brotherhood operative has poisoned him with the lethal Turkish Delight—a toxic concoction with a sweet taste often complementing

the dessert to which it was added. It causes the heart to deteriorate until it stops beating. The antidote has been lost since the time of Darius III, the Persian King of Kings.

Although the professor has taken measures to delay the toxin, he will certainly not survive without a cure. His only hope is to load the heroes on his small aerial launch (see page 28, crewed by a full operating complement if necessary), fly them to the Road of Kings where, somewhere north of Tarsus, his research indicates Alexander the Great entombed Darius's murderers along with the cure.

OTTOMAN OUTRAGE

Despite the Ottoman Empire's decline, its army has been brought up to par with any European counterpart. The navy, however, is rotting in harborage and aerial forces are no more than a proposition. Hence, any air travel over Ottoman lands is taken as an affront.

Upon learning of the heroes' flight, the Governor of Tarsus counters with the Hot Air Balloon Corps, fully intent on shooting down the interlopers with experimental aerial torpedoes.

Six hot air balloons rise and circle the heroes' launch. They are all of rudimentary design: an ordinary boiler pumps hot air into the balloon and turns an aerial propeller, each operated by a rather crazy-looking three-man crew with rifles in the basket.

HOT AIR BALLOONS (6)

Acc/TS: 1/2	Toughness: 10(2) , 4 (0)
Climb: VH	Officers: 1 (Helmsman)
Climb Limit: VH	Deck: 0
Travel Speed: 50	Crew: 1B + 1G
Cargo Space: 0	Cost: \$50

Weapons: One aerial torpedo; speed 2/8; 4d6 damage in Medium Blast Template (Reliability d6); attacks a target of equal height level or one below, guided by a gunner riding the torpedo until establishing an attack course (after which the gunner leaps off and uses portable gliding wings to drift down).

THE ROAD OF KINGS

The ancient Persian kings built this thoroughfare for their armies; it has been in use for centuries. Turbulence becomes prevalent as the path winds through the mountains, forcing many aerial ships to crash. Check for sudden loss of trim every hour.

Have the heroes roll Notice once per hour of flight (at -2 per height level greater than Very Low). A success means landmarks possibly matching the professor's descriptions have been spotted, but the sighting is not verified until another success—at a minimum of one height level lower—for a closer look. A raise on the first roll confirms the spot immediately, with absolute certainty.

Once the correct vicinity is found, the aerial ship is able to traverse the gorge only partly before the way becomes too narrow and perilous. The heroes must land and look for the crypt on foot, eventually coming across an artful rendition of Darius III's face chiseled into the stone wall of a thin trail.

Examination of the face detects several indentations that constitute a complex puzzle, solvable with a Smarts roll (-2) or Knowledge (Navigation) roll. Meanwhile, the heroes must also succeed on a Notice roll to hear the footfalls of hostile tribesmen rushing down the narrow bluff toward them!

Human Native Fanatics (2 per hero, plus 1 per Extra): See page 182.

Any defeated tribesman warn the heroes that opening the tomb unleashes the murderers who were cursed by Alexander to protect the grave of the very king they killed!

The tribesmen are from a sacred order vowed to defense violations of the crypt, as their ancestral legend cautioned the release of walking dead from within upon the world. They urge the explorers to leave the tomb sealed, lest they bring the spirits' vengeance. Obviously, the heroes must ignore this advice to save their friend.

TOMB OF TRAITORS

Decoding the puzzle causes the face of Darius to roll aside and reveal a seamless stone hatch, lifted open by use of an attached handle. The heroes hear the clangs of metal as the bloodthirsty guardians (one for every two heroes) awake to fulfill their obligation.

CLOCKWORK KILLERS

Alexander must have had help, but these savage creations were once Darius's murderers, now perverted with clockwork gears and iron girders for flesh and bones, powered by pulsating, jeweled hearts. They possess no other thoughts than to kill all who invade the sepulcher and reseal it afterward.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d12, Vigor d10

Skills: Fighting d10, Notice d6

Pace: 5; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Axe:** Str+d8. These killers wield battleaxes with ease. The axes are worth £30 each to collectors.
- **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- **Fearless:** These unemotional machines fear nothing and are immune to Intimidation.
- **Gem Heart:** A mineral heart powers the killer machine's deadly mechanisms. If struck with a called shot (at -6) for at least 7 points of damage, the heart shatters and the killer falls apart. If it is

destroyed through normal means, draw a card. On a face card, the gem heart can be salvaged to fetch £1,000.

DARIUS' REST

Darius's tomb is fairly bare but finely crafted out of solid bedrock, with an epitaph engraved in Greek,

Here lies Darius III, King of Kings of the Persians, murdered by the cowardly application of Turkish Delight. Had he the Powder of Life we might have met on the field of battle again. I lay it with him in hopes he can use it in the afterlife. Alexander.

Inside the pall is a jeweled box with a vial of white powder—the cure for the Turkish Delight (equivalent to 3 doses of *greater healing*). Professor Alfred Bottoms is positively overjoyed.



VULCAN RUINS

During a voyage in the Asteroid Belt, a particular asteroid catches the heroes' fancy. It appears to hold a portion of the planet's original surface, and is very large—about one-quarter mile in diameter.

With a successful Notice roll the heroes spot something resembling a city block, albeit in ruins, on the asteroid's face. Upon landing, they find it holds a thin but breathable atmosphere, comparable to certain high mountaintops on Earth and Mars.

Roll on the Ancient Contents table to see what sorts of buildings the ruins contain, and also the Complications table to determine what threat or interesting twists lie in wait for incautious explorers. If a Vulcan artifact is indicated, roll on the Artifact tables to determine what it is, and what condition it is in.

ANCIENT CONTENTS

d6	Result
1	Residences
2	Marketplace
3	Manufacturer
4	Official Building
5	Military Depot
6	Tomb

Residences: There is a cumulative 10% chance of finding a random artifact (roll on the Vulcan Artifact and Condition tables) for each success and raise on a Notice roll.

Marketplace: Explorers discover 3d10 interesting, if common, Vulcan commodities, worth £10 x2d10 each to collectors, and half that amount a museum.

Manufacturer: There is a 25% chance of finding a random artifact (roll on the Vulcan Artifact and Condition tables) for each success and raise on a Notice roll.

Official Building: Explorers find 3d6 common Vulcan documents and other items, worth £10 x2d10 each to collectors, and half that amount to a museums. With a successful Notice roll, heroes find a Vulcan artifact (roll on the Vulcan Artifact and Condition tables) in an underground storage protected by an automaton (see page 167).

Military Depot: Explorers find 1d4 Vulcan artifacts (roll on the Vulcan Artifact and Condition tables), but each is protected by a guardian automaton (see page 167).

Tomb: This is the resting place of a long-forgotten leader. 1d6 Vulcan artifacts are present (roll on the Vulcan Artifact and Condition tables), but each is protected by a guardian automaton (see page 167).

COMPLICATIONS

d10	Result
1	Unstable Floor
2	Gas Pocket
3	Dilapidated Structure
4	Defective Repulsor Plate
5	Damaged Automaton
6	Dangerous Power Source
7	Dead Explorer
8	Undamaged Automaton
9	Security Measure
10	Double Trouble!

Unstable Floor: Every person searching must succeed on an Agility check or fall 20 feet through a collapsing floor, for 2d6 damage.

Gas Pocket: Every person searching must succeed a Notice roll to detect a gas pocket. On a failure, or if the search is continued regardless, each participant must succeed on an Agility check (at -2 if no one sensed the hazard) or set off an explosion that destroys the area and inflicts 3d6 damage to all within it.

Dilapidated Structure: Every person searching must succeed on an Agility roll or cause a wall to collapse, taking 2d10 damage and becoming trapped underneath the rubble.

Defective Repulsor Plate: Every person searching must make a Notice check or step on a malfunctioning repulsor plate, which explodes for 2d6 damage and ejects the character into space (at Pace 12).

Damaged Automaton: Every person searching must succeed on a Smarts check or accidentally activate a buried automaton (see page 167). The damaged automaton has Toughness 7 and Vigor d8, and spends the first round of combat struggling to extricate itself.

Dangerous Power Source: Every person searching must make an Agility check or touch a damaged battery that holds one last charge, sending an electrical jolt worth 3d6 damage into the victim, and setting the character's clothing on fire if a 5 or 6 is rolled on a d6.

Dead Explorer: If occurring for the first time on this asteroid, every person searching must make a Guts check versus Fear/Nausea at the discovery of a previous explorer's corpse. This subtracts 2 from the amount of any random contents found and -10% from the chance of finding an artifact.

Undamaged Automaton: Every person searching must succeed on a Smarts check or accidentally activate a buried automaton (see page 167). The automaton spends the first round of combat struggling to extricate itself.

Security Measure: Every person searching must succeed on a Lockpicking or Smarts roll (-4 for Smarts) or trigger a gravity ray. All searchers must then make an Agility roll (-2 for those who failed the previous roll) or become rooted in place. The ray lasts 10 rounds. Each round it inflicts a wound unless the victim succeeds on a Strength roll. A raise on any Strength roll frees the victim.

Double Trouble! Roll twice and blend both complications. If this is rolled again, treat the result as a Dilapidated Structure.

VULCAN ARTIFACTS

Unless stated otherwise, all artifacts require the Weird Science skill to operate. The GM is free to substitute any artifact listed here with any other. All listed powers work as described in the *Savage Worlds* rules, along with the amplifications here.

Every Vulcan artifact has a hidden flaw. Whenever a 1 is rolled on the Weird Science skill die the device suffers a backfire of strange energies, and is treated as Damaged, per the Condition table.

2d6	Result
2	Personal Teleport Device
3-4	Mind Enhancer Helmet
5-6	Hyper-Acceleration Band
7-9	Power Crystal
10	Mind Control Helmet
11	Regeneration Machine
12	Personal Invisibility Device

Personal Teleport Device: Canteen size; weighs 3 pounds; 30 Power Points (recharge 1 Power Point per hour unused). Activation works as the *teleport* power. User can increase distance to 10 times for twice the cost in Power Points (-2 to roll), 100 times for triple the cost (-3 to roll), 1,000 times for four times the cost (-4 to roll), 10,000 times for five times the cost (-5 to roll), and so on, to a maximum of 10,000,000,000 times the normal distance (or 11,363,636 miles) for all 30 Power Points (at -10 to the skill roll—good luck, old bean!).

Mind Enhancer Helmet: Pot helmet with spike and chin strap; weighs 4 pounds; Armor +3 to head only, 50% chance; 30 Power Points (recharge 1 Power Point per hour unused). Activation works as the *telekinesis* power. 2x the weight affected for twice the Power Point cost, 4x for triple

the cost, 8x for quadruple the cost, 16x for five times the cost, and 32x for all 30 Power Points. All targets must be reasonably portable (not walls, buildings, roads, etc.).

Hyper-Acceleration Band: A golden yellow metal band with a power crystal in the center; weighs 1 pound; 20 Power Points (recharge 1 Power Point per hour unused). Activation works as the *quickness* power.

Power Crystal: A crystal holding 5 Power Points in reserve. It can be fitted to any Weird Science device as an additional power source, and recharges simultaneously with the device. If used independently, it recharges 1 Power Point per hour. A generous GM might allow one or more power crystals already attached to a Vulcan device.

Mind Control Helmet: Pot helmet with a metal dish on top, chin strap, and dial on one side; weighs 4 pounds; Armor +3 to head only, 50% chance; 30 Power Points (recharge 1 Power Point per hour unused). Activation works as the *puppet* power but cannot command targets to harm themselves. User can affect two targets for 2x the Power Point cost, three targets for 3x the cost, and so forth. Once affected, a target remains controlled and can even be instructed to forget anything (or everything) that happens while under the effect and up to 3 rounds prior. Extending the duration, regardless of how many targets are affected, costs only 1 Power Point per round beyond the first three rounds.

Regeneration Machine: An eight-foot-long, coffin-shaped machine; weighs 50 pounds; 40 Power Points (recharge 1 Power Point per hour unused). Activation works as the *greater healing* power. It can be used on any creature able to fit into the machine.

Personal Invisibility Device: Canteen size; weighs 3 pounds; 30 Power Points (recharge 1 Power Point per hour unused). Activation works as the *invisibility* power. Light waves are bent around the user but sound, heat, and other elements are unaffected. Therefore, for a user carrying a light in a cave, viewers see the light but not the user.

CONDITION

Roll on this table to determine the condition of Vulcan artifacts.

1d6	Result
1	Ruined
2	Hopelessly Damaged
3	Severely Damaged
4	Damaged
5	Battered
6	Pristine

Ruined: An inventor may disassemble this artifact for one automatic success on Knowledge: Science, Mechanics, or Engineering for any one invention. It can be sold for £10 x1d6 to an inventor, or half that amount to a museum.

Hopelessly Damaged: An inventor may disassemble this artifact for one automatic success on Knowledge: Science, Mechanics, or Engineering for any one invention. It can be sold for £10 x2d6 to an inventor, or half that amount to a museum.

Severely Damaged: An inventor may disassemble artifact this for one automatic successes on Knowledge: Science, Mechanics, or Engineering for any one invention. It can be sold for £10 x2d6 to an inventor, or half that amount to a museum. It may be restored to original condition as well, requiring £10 x3d6 in expenditure for components and a successful Repair roll (-4) at the end of 2d6 days. Failing the roll damages the artifact hopelessly (treat as Ruined).

Damaged: An inventor may dismantle this artifact for two automatic successes on Knowledge: Science, Mechanics, or Engineering for any two inventions. It can be sold for £10 x3d6 to an inventor, or half that amount to a museum. It may be restored to original condition as well, requiring £10 x2d6 in expenditure for components and a successful Repair roll (-2) at the end of 1d6 days. Failing the roll damages the artifact (treat as Hopelessly Damaged).

Battered: An inventor may dismantle this artifact for two automatic successes on Knowledge: Science, Mechanics, or Engineering for any two inventions. It can be sold for £10 x4d6 to an inventor, collector, or museum. It may be restored to original condition as well, requiring £10 x1d6 in expenditure for components and a successful Repair roll at the end of 1d4 days. Failing the roll damages the artifact (treat as Severely Damaged).

Pristine: Aside from looking a bit rusty, this artifact is in great condition and none the worse for wear. Government representatives and private collectors will pay £50 x4d6, and inventors and museums will offer half that amount. Of course, the character can always keep it, but many will attempt to seize it!

CUSTOMIZING THE FIND

You can substitute the Vulcan artifacts you devise for the items listed above—in fact, it's preferable to do so. Since Vulcan technology is so old, and likely on the verge of breaking down, you might limit the amount of times a device will function (to keep unbalancing gizmos out of your group's arsenal), or just describe how it sparks and fizzles at the very end of the game session—just as it has served its purpose in the story.

Another option is to have the device stolen by the Brotherhood or some other enemy—ancient artifacts are highly sought after by collectors and villains alike—setting off yet another thrilling chase. At base, the artifact is merely a MacGuffin to drive the story along. You shouldn't feel you have to let Explorers keep all the ancient, alien mechanisms they find. Players are more likely to cherish these prizes if they are hard to come by.

ALLIES & ENEMIES

This chapter presents a collection of weird beasts, stalwart allies, and fiendish enemies for the heroes to confront in the course of their etheric journeys. Wild Card allies and enemies are marked with an Explorer's Society icon, like this: .

BESTIARY

ABOMINABLE SNOWMAN

Once the pets of ancient Vulcans, these semi-intelligent creatures “inherited” their masters’ abodes above the arctic circle after renegade Vulcans unleashed an ice age on Earth that surprised their masters. The majority of these creatures know nothing about the machines that may be in their lairs but enjoy the blinking consoles and rumbling low hums. They are hunters and predators of wild game.

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

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d10, Stealth d8, Survival d6, Tracking d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** The thick fur and body mass of the snowmen give some protection from attacks and complete immunity to cold.
- **Claws:** Str+d6.
- **Quick:** These creatures have very quick reaction speed, never acting on less than a draw of 5.
- **Size +1:** They are broad and burly, standing over seven feet tall.



ABOMINABLE SNOW MAN CHIEF

The chieftains are able to relay a few basic instructions to certain machines left by the Vulcans, but they can neither fix nor comprehend what they do. When extra bodies are available, the chiefs initiate a ceremony to add (i.e., sacrifice) them to the machines.

Attributes: Agility d10, Smarts d8 (A), Sprit d6, Strength d12+1, Vigor d10

Skills: Fighting d10, Guts d8, Intimidation d10, Notice

d10, Stealth d10, Survival d8, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Special Abilities:

- **Armor +1:** The thick fur and body mass of the snowmen give some protection from attacks and complete immunity to cold.
- **Claws:** Str+d6.
- **Quick:** These creatures have very quick reaction speed, never acting on less than a draw of 5.
- **Size +2:** They are broad and burly, standing over eight feet tall.

AUTOMATON

Ancient defenders created to protect Vulcan sanctuaries from desecration, these polished, emotionless monitors constructed of stone wait for foolish intruders to violate the spaces they are programmed to guard. An automaton's ruby eyes are little more than traps for the greedy.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d12+1, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** An automaton's stony shell turns aside damage.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Do not suffer from disease or poison.
- **Fearless:** These unemotional monitors fear nothing and cannot be intimidated.
- **Ruby Eyes:** Touching its eyes immediately activates an automaton. Each gem is worth £5 x1d10.
- **Size +3:** The stony body of an automaton weighs several tons.
- **Stone Fists:** Str+d6.

AUTOMATON, GUARDIAN

Ancient protectors of Vulcan treasures, these polished, emotionless stone guardians await interlopers to activate their dormant orders.



Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** An automaton's stone frame reduces damage.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Do not suffer from disease or poison.
- **Fearless:** These unemotional monitors fear nothing and cannot be intimidated.
- **Hardy:** A second Shaken result does not cause the guardian automaton a wound.
- **Sensor Eyes:** Anything passing before a guardian automaton crystal sensor eye triggers its Notice roll to activate.
- **Size +3:** The stony body of an automaton weighs several tons.
- **Stone Weapon:** Str+d10.

CAMEL

For arid environments, nothing beats a camel. They are far better suited to travel in extremely dry areas than other Earth creatures. Camels' common roles include transportation, beasts of burden, and even entertainment (racing).

Attributes: Agility: d6, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6

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

Special Abilities:

- **Drought Resistant:** Can survive without water for one week.
- **Fleet-Footed:** When convinced to run, rolls a d8 rather than d6.
- **Kick:** Str+d4.
- **Ornery:** Camels are temperamental creatures and give -1 to Riding rolls.
- **Size +2:** Camels weigh from 800 to 1,000 pounds, and are slightly larger than horses.

DEATH TICK

Death ticks are clockwork menaces resembling ticks, but about the size of a man's hand. They are programmed to seek out a living target, jump onto that target, and siphon the victim's life fluids. Once the enemy is a dry husk, the tick returns to its sender. Any tick failing to reach the sender in 10 hours releases a corrosive acid and destroys itself.

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

Skills: Climbing d12, Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6 (2)

Special Abilities:

- **Armor +2:** The death tick's hard shell shields its sensitive clockwork innards.
- **Construct:** +2 to recover from Shaken. No additional damage from Called Shots. Does not suffer from fatigue or poison.
- **Size -2:** A death tick is about the size of a large rat
- **Small:** Death ticks are difficult to hit. All attack rolls against the death tick suffer a -2 penalty.
- **Stinger:** Str+d4. A tick's hypodermic stinger drains fluids from target on a Shaken or better result, causing a level of Fatigue if a Vigor roll (-2) is failed, and continuing to drain until the target is Incapacitated.

DEMON MONKEYS

Demon monkeys are the remnants of orangutans once trained by Egyptians to work a gold mine in Africa. These animals were abused to insanity through drugs and the cruelty of their Egyptian masters, before revolting and killing them all.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Madness has immunized demon monkeys to Fear and Intimidation.

- **Improved Frenzy:** A demon monkey can make two Fighting attacks each round without penalty.
- **Size -1:** Just slightly smaller than humans, demon monkeys are not quite as sturdy.

DINOSAURS

The more lethal variety of dinosaurs found on Venus and in lost, unexplored pockets of Earth are presented here.



DINOSAUR, CARNOSAUR, GREAT

The following stats are for the gigantic tyrannosaurus and its savage, carnivorous relatives.

Attributes: Agility d6, Smarts d6 (A), Sprit d10, Strength d12+8, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d8, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 18 (4)

Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite:** Str+d8, AP 4. Long teeth and a strong jaw make a deadly combination.
- **Fear:** These carnivores are frightening creatures to behold.
- **Heavy Armor:** These creatures have Heavy Armor due to the thickness of their skin.
- **Huge:** These creatures are easier to hit due to their size. Man-size attackers get a +4 to hit when attacking them.
- **Size +7:** These creatures are huge.
- **Swallow Whole:** The creature can ingest a man-size creature in one bite. When it hits with a raise, the target goes down the creature's gullet, entangled and suffocating, and suffers 2d6 damage from digestive acid each round.



DINOSAUR, CARNOSAUR, LARGE

The following stats are for the slightly smaller nanotyrannus and albertasaurus.

Attributes: Agility d8, Smarts d6 (A), Sprit d10, Strength d12+4, Vigor d10

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

Pace: 6; **Parry:** 6; **Toughness:** 13 (2)

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6, AP 2.
- **Large:** These creatures are easier to hit due to their size. Man-size attackers get a +2 to hit when attacking them.
- **Size +4:** These creatures are as big as a rhinoceroses.

DINOSAUR, CARNIVORE, WATER, HUGE

These are the enormous man-eating reptiles haunting the water and see everything as prey, including the liopleurodon, a marine predator close to the blue whale in size.

Attributes: Agility d8, Smarts d6 (A), Sprit d10, Strength d12+9, Vigor d8

Skills: Fighting d8, Guts d12, Intimidation d12, Notice d8, Swimming d8

Pace: -; **Parry:** 6; **Toughness:** 18 (4)

Special Abilities:

- **Armor +4:** Scaly hide.
- **Aquatic:** Pace 8. The creature only moves in water and cannot drown.
- **Bite:** Str+d8, AP 4.
- **Fear -1:** These creatures are very frightening to behold.
- **Heavy Armor:** These creatures have Heavy Armor due to their armored plate-thick skin.
- **Huge:** These creatures are easier to hit due to their size. Man-size attackers get a +4 to hit when attacking them.
- **Reach 5:** They can reach up to 30 feet away, even out of the water.
- **Size +8:** These creatures are colossal, comparable to a whale.
- **Swallow Whole:** The creature can ingest a man-size creature in one bite. When it hits with a raise, the target goes down the creature's gullet, entangled and suffocating, and suffers 2d6 damage from digestive acid each round.

DINOSAUR, CARNIVORE, WATER, LARGE

Reptiles prowling the water lanes and sizeable enough to sink boats, such as the deinonychus, a 50-foot-long crocodile.

Attributes: Agility d6, Smarts d4 (A), Sprit d8, Strength d12+4, Vigor d10

Skills: Fighting d8, Guts d10, Notice d8, Swimming d8

Pace: 3; **Parry:** 6; **Toughness:** 17 (4)

Special Abilities:

- **Armor +4:** Thick, scaly hide.
- **Aquatic:** Pace 6.
- **Bite:** Str+d8, AP 2.
- **Death Roll:** With a raise on its Fighting roll, a large water carnivore spins in the water with the prey clamped in its jaws for increased damage of +2d6.
- **Large:** These creatures are easier to hit due to their size. Man-size attackers get a +2 to hit when attacking them.
- **Size +6:** They are approximately 50 feet in length.

DINOSAUR, HERBIVORE, HUGE

These creatures are not known for their aggressiveness; the danger stems from the ensuing stampede when they become panic. Dinosaurs in this classification include the hadrosaurs and iguanodons.

Attributes: Agility d6, Smarts d4 (A), Sprit d6, Strength d12+1, Vigor d10

Skills: Fighting d6, Guts d6, Notice d8

Pace: 8; **Parry:** 5; **Toughness:** 10

Special Abilities:

- **Fleet-Footed:** Pace 8. A huge herbivore rolls d10 when running.
- **Size +3:** These creatures are comparable to a large horse or Kodiak bear in size.
- **Trample:** When enraged or panicked, they can trample other creatures. When it runs, creatures of Size +1 or smaller in its path must make an Agility check or take Str+d8 damage and be knocked prone.

DOG, HUNTING

These canines are specifically trained for tracking and flushing quarry from cover. Characters get +2 to Survival rolls for hunting food when they have a hunting dog's help.

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

Skills: Fighting d6, Guts d8, Notice d10, Tracking d12

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

Special Abilities:

- **Fleet-Footed:** Pace 8. A hunting dog rolls d10 when running.
- **Bite:** Str+d4.
- **Bray:** The hounds bray loudly to indicate the presence of a prey, heard up to a mile away (+2 to Notice).
- **Cooperate:** Trained to harry prey without receiving injuries, these canines' Gang Up bonus is the number in their pack engaging the prey. They can leave close combat all at once, permitting only one free strike against one of them.

DURGE FLY

These winged insects are found almost anywhere there is waste, and become deadly when they accumulate into a massive swarm.

Attributes: Agility d10, Smarts d4(A), Sprit d12, Strength d6, Vigor d6

Skills: Notice d6

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

Special Abilities:

- **Bite:** A swarm of durge flies inflicts hundreds of rapid bites every round to all victims in a Small Burst Temple, hitting automatically for 2d4 damage.
- **Flight:** Pace 8.
- **Swarm:** Parry +2. A swarm, consisting of hundreds of flies, is immune to cutting and piercing weapons. Area-effect attacks work normally and a character can swat at the swarm to inflict Strength damage.

DURGE FLY, DISEASED

These flies have been mutated by the residue of flawed Red Sands in the victims' corpse, expanding the size of an infected fly to that of mice—with an appetite to match.

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

Skills: Notice d6

Pace: 8 (flying); **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite:** A swarm of infected durge flies inflicts hundreds of rapid bites every round to all victims in a Medium Burst Temple, hitting automatically for 2d6 damage.
- **Disease:** Those bitten with a Shaken or worse result must make a Vigor roll or suffer a level of Fatigue and contracts a fever. They check again every hour thereafter with a failure giving another level of Fatigue, until the illness is healed or they die. Once a Vigor roll is made, Fatigue can be removed with eight hours of rest per level.
- **Flight:** The swarm has a flying Pace of 8.
- **Swarm:** Parry +2. A swarm, consisting of hundreds of flies, is immune to cutting and piercing weapons. Area-effect attacks work normally and a character can swat at the swarm to inflict Strength damage, or bash with crushing weapons for normal damage. One wound reduces the swarm into two Small Burst Templates, each of which can be destroyed with just one wound.

EEGAAR

An eegaar is a plant eater whose shape is reminiscent of the terrestrial antelope. It weighs 200 pounds and provides 60 pounds in edible meat. It is a good example of Martian wild game animals.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d8, Vigor d6

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

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

Special Abilities:

- **Fleet of Foot:** The eegar rolls a d12 when running.
- **Horns:** Str+d6, Parry +1, Reach 1.

ELEPHANT

Elephants roamed much of Africa and the Middle East, particularly India, used as beasts of burden and stylish transports. Bull elephants are the very largest of their kind.

Attributes: Agility d6, Smarts d8 (A), Spirit d8, Strength d12+5 (+6 for bull elephants of India), Vigor d8

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

Pace: 8; **Parry:** 5; **Toughness:** 12 (1), 13 (1) for bull elephant.

Special Abilities:

- **Armor +1:** Leathery hide.
- **Large:** +2 to all attack rolls against an elephant.
- **Size +5 (+6 for Bull Elephant):** Elephants weigh over 1 ton and are over 10 feet tall.
- **Throw:** An elephant can grab a target (or object) of man size or smaller and throw it as an improvised large weapon, inflicting damage to both thrown and hit targets.
- **Trample:** When enraged or panicked, the elephant tramples other creatures. When it runs, creatures of Size +3 or smaller in its path must make an Agility check or take Str+d8 damage and be knocked prone.
- **Tusks:** Str+d6.

GASHANT

The gashant is the most common mount for riding, racing, and packing on Mars. Weighing 800 pounds, the horse-size creature is a beaked reptile with sharp clawed feet and the crisp grace of a bird of prey. It runs on two feet with tail fully extended for balance.

Gashants trained as war mounts have almost identical stats, but with Fighting d8, Guts d8, and the special ability of Pounce (on a successful Riding roll, the gashant leaps up to 3" and attacks with its feet claws for Str+d6 damage). War gashants cost two times or more than their ordinary counterparts.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d4, Guts d6, Notice d6, Survival d6

Pace: 8, **Parry:** 4, **Toughness:** 10 (1)

Special Abilities:

- **Armor +1:** Leathery hide.
- **Bite:** Str+d4.
- **Drought Resistant:** Gashants can survive without water for one week.
- **Fleet-Footed:** d10 when running.
- **Size +2:** Gashants weigh between 700 and 900 pounds.

KOLJISS

The Martian koljiss is a cross between a bear and an ape. It is bipedal but uses a muscular tail for balance. It derives about 15 pounds of edible meat (considered a delicacy by Canal Martians) from a 400-pound weight.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d6

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

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Claws:** Str+d6, Reach 1.
- **Size +1:** These creatures stand up to 7' tall and weigh 400 pounds.
- **Two-Fisted:** Koljiss can make an attack with each claw without multi-action penalty.

MARTIAN DEATH STALKER

A large scorpion-like creature with two pincers, a venomous tail sting and menacing mandibles, plus a skeletal frame, when shaking, that creates subsonic vibrations able to bend light waves around the death stalker, rendering it nearly invisible to sight.

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d12+1, Vigor d12

Skills: Fighting d10, Guts d10, Notice d10, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** The bony exoskeleton protects the creature except its underbelly.
- **Bite:** Str+d6.
- **Hardy:** Death stalkers do not suffer a wound from an additional Shaken result.
- **Invisibility:** When aware of a potential prey, a death stalker generates a vibration field to disperse light waves and make itself difficult to see (-4 to Notice).
- **Pincers:** The creature can make a grapple attack with its pincers (Str+d6, plus grapple). The pincers have Reach 1.
- **Size +2:** A death stalker is the size of a small horse and weighs 450 pounds.
- **Stinger:** Str+d8; injects venom on Shaken or better results to force a Vigor roll from the target or suffer another wound. The stinger has +4 bonus to hit a target grappled by a pincer.

MECHANICAL MAN

Mechanical men are creatures made of clockwork and plate steel, usually serving the inventors who create them.

Attributes: Agility d4, Spirit d6, Smarts d8 (varies with Reliability), Strength d12+2, Vigor d10

Skills: (As programmed) typically Fighting d6, Notice d8, Shooting d8

Pace: 4 (cannot run); **Parry:** 5; **Toughness:** 11 (3)

Special Abilities:

- **Armor +3:** The exterior of a mechanical man is forged from shining steel.
- **Construct:** +2 to recover from Shaken. No additional damage from Called Shots. Does not suffer from fatigue or poison.
- **Size +1:** A mechanical man is slightly larger than its fleshy counterpart.

PACYOSAURUS

A distant relative to the dinosaurs, the pacyosaurus has a dull look: a membrane-crested head, huge and strong back legs, a stubby tail, longer forelimbs, and wide footpads to navigate its swamp home on Venus. Characters are able to ride this rather docile creature bareback, and its smooth, leathery hide is fairly easy to hug with just legs.

Attributes: Agility: d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d4, Guts d6, Notice d6

Pace: 8; **Parry:** 4; **Toughness:** 10

Special Abilities:

- **Kick:** Str+d6.
- **Size +3:** Pacyosaurus weighs between 900 and 1100 pounds.
- **Swamp Walker:** A pacyosaurus is unimpeded and unaffected by swamps.

PTERODACTYL

A flying dinosaur, the avian pterodactyl has a long head with a sharp beak, leathery wings, and a pair of clawed feet. Normally a fish and small game hunter, the creature does not mind an occasional human snack.

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

Skills: Fighting d8, Guts d8, Notice d8

Pace: 2; **Parry:** 6; **Toughness:** 7 (1)

Special Abilities:

- **Armor +1:** Leathery hide.
- **Claws/Bite:** Str+d6.
- **Flight:** Pterodactyls have Flying Pace 24 and Climb of 6".
- **Slow:** Pterodactyls do not walk. They have a Pace of only 2 with a d4 running (hopping, really) die.
- **Two-Clawed:** Pterodactyls attack with both claws in a swooping blur; they get two attacks every round at no penalty. If both attacks struck and get at least a Shaken result, the creature grabs and carries off a human-sized or smaller prey, then drops it from a height onto rocks for the kill.



ROOGIE

Both a scavenger and a predator, the roogie is a dog-sized creature with prominent fangs. Wandering in packs from 5 to 20 (5d4), they break into foraging mobs and ring out odd screeching barks to signal a meal has been found that summon the rest of the pack.

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

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

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Bite:** Str+d4.
- **Fleet-Footed:** Pace 8. Roogies roll a d10 running die.
- **Frenzy:** When excited, the creature attacks frantically, getting two attacks per round but -2 to each attack.
- **Size -1:** Roogies are the size of wolves and weigh 100 pounds each.

ROOGIE, DISEASED

Much larger than a regular roogie with burst scabs on tattered fur, these Red Sands-infected creatures are a lethal threat for the short remainder of their lives.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 6 (0)

Special Abilities:

- **Bite:** Str+d4.
- **Disease:** Targets struck for a result of Shaken (or worse) must make a Vigor roll or suffer a level of Fatigue and contract a fever. They check again every hour thereafter with a failure giving another level of Fatigue, until the illness is healed or they die. Once a Vigor roll is made, Fatigue can be removed with eight hours of rest per level.
- **Fleet-Footed:** Pace 8. Roogies roll a d10 running die.
- **Frenzy:** When excited, the creature attacks frantically, getting two attacks per round but -2 to each attack.
 - **Size -1:** Roogies are the size of wolves and weigh 100 pounds each.

ROWATTA

The rowatta is a small flying reptile feeding off carrion and other wastes. The nocturnal creature prefers nesting in artificial shelters, like the abandoned floors of buildings on Mars. Normally encountered singly or in pairs, the rowatta is not aggressive unless startled or threatened.

Attributes: Agility d8, Smarts d4 (A), Sprit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 3 (0)

Special Abilities:

- **Diseased Bite:** Str+d4; target struck with a Shaken or better result must make a Vigor check or contract a disease and suffer one level of Fatigue. A fever develops in 24 hours to force another Vigor check to avoid one more level of Fatigue, then a Vigor check every 12 hours thereafter until the victim is incapacitated and dies. Any success breaks the fever and one Fatigue level is removed per 8 hours of rest.
- **Flight:** Pace 12, Climb 6".
- **Size -2:** Rowatta are the size of a hawk and weigh about 25 pounds.
- **Talons:** Str+d4.

RUUMET BREEHR

Larger, wider and stronger than an Earth elephant, the nearsighted Ruumet Breehr is unlike anything ever seen on Earth. Ponderous but insanely strong, the beast has the best carrying capacity of any land animal ever domesticated.

Attributes: Agility: d4, Smarts d6 (A), Spirit d6, Strength d12+10, Vigor d12.

Skills: Guts d6, Notice d6.

Pace: 6; **Parry:** 2; **Toughness:** 16 (1)

Special Abilities:

- **Armor +1:** Thick hide.
- **Hardy:** The massive ruumet breehr suffers no wound from Shaken results if it is already Shaken.
- **Huge:** +4 to all attack rolls against a ruumet breehr.
- **Nearsighted:** The behemoth relies on a slightly above-average olfactory and suffers a -2 to Notice anything beyond 5".
- **Size +7:** ruumet breehr weighs between 1.5 and 2 tons and is 14 feet tall.
- **Slow:** Ruumet breehr are notoriously sluggish. They roll a d4 when running, and attempts to guide them in any direction but a straight line requires a Riding skill roll at -2.
- **Trample:** When panicked or simply driven forward, ruumet breehr bull over what is before them. All creatures in its path must make an Agility check or take Str+d12 damage from the trample. Structures just have to survive the impact.

SAVAGES OF BORDOBAAR

These are Martians corrupted by faulty Red Sands into murderous, nocturnal savages. Still possessing a thread of intelligence, they stay near the old ruins of Bordobaar to protect their spawning ground.

Attributes: Agility d8, Smarts d8 (A), Sprit d10, Strength d10, Vigor d8

Skills: Climbing d8, Fighting d8, Notice d8, Stealth d8

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

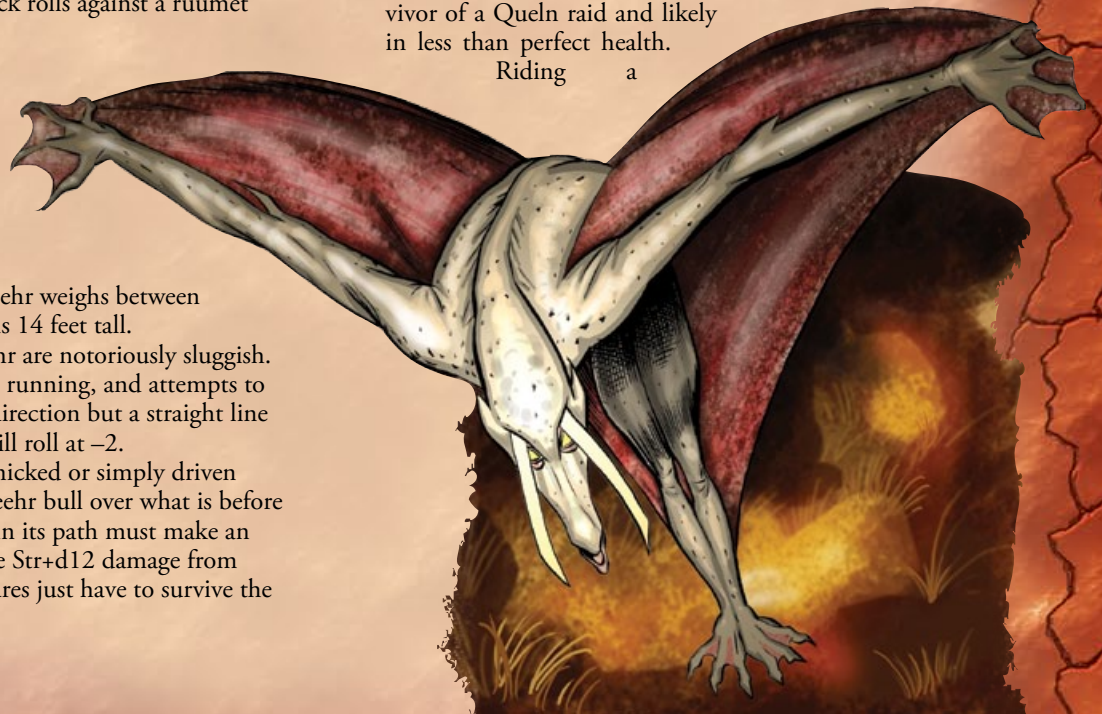
Special Abilities:

- **Bite/Claws:** Str+d4. The savages' elongated jaws are now teeming with fangs, and their fingernails long and hard as claws.
- **Disease:** Those struck with a Shaken or worse result must make a Vigor roll or suffer a level of Fatigue and contracts a fever. They check again every day thereafter with a failure giving another level of Fatigue, until the illness is healed or they die. Once a Vigor roll is made, Fatigue can be removed with eight hours of rest per level.
- **Fleet-Footed:** Run d10.
- **Quick:** The savages are exceptionally quick. They discard action cards of 5 or less.
- **Size +1:** These mutated Martians have increased in bulk.
- **Two-Fisted:** Two attacks per round, but the second attack is at -2.

SKRILL

Bigger than the terrestrial condor, this leathery avian resembles the depictions of a pterodactyl. Incapable of breeding in captivity, the skrill is almost never offered for sale and, when found, is usually the survivor of a Queln raid and likely in less than perfect health.

Riding a



skrill requires a Riding skill roll at -6, and a Strength roll at -2 each turn to hold on. The character must make a Riding skill at -2 every round for the next minute to maintain control. If successful, the skrill accepts the rider as its master.

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

Skills: Fighting d8, Guts d8, Notice d8

Pace: 2; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Leathery hide.
- **Claws/Bite:** Str+d6.
- **Fear:** These creatures are frightfully ferocious in combat. Their attackers must make a Guts check when fighting a skrill.
- **Flight:** Skrill have a Flying Pace of 24" with a Climb of 6".
- **Improved Frenzy:** These creatures attack with both claw and bite in a slashing, snapping blur. They get two attacks every round at no penalty.
- **Slow:** These creatures are not ground walkers. They have a Pace of only 2 with a d4 running die on land.
- **Size +1:** These beasts are taller than a human and weigh between 400 and 500 pounds.

STEPPE TIGER

The steppe tiger is the premiere predator of the Martian Steppe. Cunning and stealthy, hunters often become dinner to this creature.

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

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

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

Special Abilities:

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

TESHUWAAN

This warm-blooded reptile looks somewhat like a small raptor. Indigenous to Mars, the creatures assemble in packs of 3 to 12 (3d4). Teshuwaan has a fair night vision but can be blinded by flashes. It yields 15 pounds of edible meat from its 100-pound body.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

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

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

Special Abilities:

- **Bite:** Str+d6.
- **Improved Frenzy:** These creatures attack rapidly and frantically.
- **Size -1:** These creatures are the size of a dog.

TOMB BEETLE SWARM

Individually, tomb beetles are no threat. But these tiny insects tend to lie still in inconspicuous piles before swarming any flesh passing by. The swarm starts as a Medium Burst Template, inundating the perimeter in a single round.

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

Skills: Notice d6

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

Special Abilities:

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

VENUSIAN RAPTOR

These clever predators roam in packs of 2 to 4 (1d3+1). They communicate with each other by chirping and can overwhelm creatures much larger than them. If the land has abundant game, packs share the hunting ground cooperatively.

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

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

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

Special Abilities:

- **Bite:** Str+d6.
- **Cooperate:** Raptor pack mates complement each other in combat. These creatures' Gang Up bonus is the number in their pack engaging the prey. They can withdraw from close combat all at once, permitting only one free strike against one of them.
- **Leaping Slash:** The claws on the raptors' feet are razor sharp and made for gutting. The creature can leap 1d6" and land on a target up to Size +6, attacking with +4 to hit for Str+ d6+4 damage. The raptor is at -2 Parry until its next turn.

- **Size +1:** These creatures are slightly larger than an average human.

VENUSIAN DEATH CALLER

A grizzly bear-like mauler that emits high-frequency sonic waves capable of entrancing a target until it can close and tears out the victim's neck.

Attributes: Agility d6, Smarts d8 (A), Sprit d8, Strength d12+4, Vigor d12

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

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Claws:** Str+d6.
- **Death Call:** When the death caller notices a prey, it projects a sub-sonic vibration. The target must succeed on an opposed Spirit roll or become Shaken.
- **Size +2:** These creatures can stand up to 8 feet tall and weigh 1,000 pounds.

VENUSIAN DEATH FLOWER

This exquisite rose-like bloom attracts preys with an intoxicating scent before releasing a cloud of poisonous pollen to leave the victim dying on the soil inches from its roots.

Attributes: Agility —, Smarts —, Sprit —, Strength d6, Vigor d6

Skills: Notice d8

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

Special Abilities:

- **Captivating Scent:** The plant's flower constantly liberates an irresistible fragrance to lure living creatures. Any creature able to smell the aroma (within one mile downwind or 12" any direction) must make a Sprit roll or become enthralled and move toward the plant. An ensnared creature coming within 4' of the death flower begins inhaling heavily, oblivious to all else. Unaffected creatures can attempt to pull the victim away, but the victim must make an opposed Strength check to resist. The effect ends when a victim is over 24 yards (12") away and upwind.
- **Poison Pollen:** When the death flower discerns that a prey is sufficiently near with a Notice check, it launches a spore cloud over a perimeter equivalent to the Large Burst Template (center on itself). All creatures in the area must make a Vigor roll or suffer a wound. The plant projects one cloud every round until nothing is alive or it has exhausted the spores after 10 rounds. It regenerates 1 spore cloud per hour. The plant spews forth the spores when it is struck as well.
- **Size +1:** This lovely vine is covered with colorful blossoms and is as thick as a small tree.

VENUSIAN MIMIC

The Venusian mimic is a large amoeba-like swamp dweller. It absorbs living tissue through physical contact, drawing preys to it by mimicking a desirable creature in peril. It is susceptible to sound waves (explosions), which tend to paralyze the mimic or shatter it into fragments too small to retain their cohesion.

Attributes: Agility d6, Smarts d4 (A), Sprit d8, Strength d8, Vigor d12

Skills: Fighting d6, Guts d12, Notice d8, Stealth d10

Pace: 2; **Parry:** 5; **Toughness:** 10 (0)

Special Abilities:

- **Engulf:** Str+d6 acid damage each round to an engulfed creature. The creature must win an opposed Strength check to move half Pace.
- **Mimic:** The mimic possesses telepathy, at least regarding the emotional needs. It morphs to duplicate a target's most coveted thought, helplessly ensnared. It cannot speak, but can make noises from bleats to moans. Upon physical contact with the mimic, it bursts to its full radius, enveloping anyone not able to get away (delaying action or preparing to jump). Those ready within the area may make Agility checks to escape. All creatures failing to escape are engulfed.
- **Size +2:** A mimic, laying relatively flat, can expand up to a Medium Burst Template in size.
- **Vulnerability (Explosion and Sonic):** A mimic takes +4 damage from explosions and sonic-related attacks.

HUMANS & HUMANOIDS

Not all the foes your explorers face are mutated creatures and alien beasts. Intelligent and civilized foes await on all the worlds, both to ally and oppose.

CIVILIAN

Whether Martian, Venusian, or Earthman, civilians caught in the crossfire of ideals are innocents needing saving. Young or old, men or women, professionals or commoners, they are all noncombatants and lack distinctive special powers.

Attributes: Agility d6, Smarts d6, Sprit d4, Strength d6, Vigor d6

Skills: Guts d4, Knowledge (Trade) d6+, Notice d4, Persuasion d6,

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

Hindrances: —

Edges: —

Languages: Local language.

Gear: Civilians carry a wide variety of gear suitable to their station and lifestyle.

LIZARD MAN

Natives of Venus, lizard men are primitive and operate in clans. Earthmen are as accepted as any other creature, looking like a dead fish to the Lizard Folk.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d6, Survival d6, Swimming d8, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Languages: Local Lizard Men language, may learn Earth tongues.

Gear: Primitive hand weapon (Str+d4) or spear (Str+d6; Parry +1; Reach 1; may be coated with poison, Vigor check or suffer 1 Fatigue level and fever), small woven-mat shield (Parry +1; Wt 8).

Special Abilities:

- **Aquatic:** Pace 8. Lizard men gain +2 on Swimming rolls.
- **Armor +1:** Skin is leathery, warty, and thick as cured leather.
- **Bite/Claw:** Str+d4.
- **Scent Taster:** +2 on Notice rolls as Lizard Men are always "scenting the air" with their tongues.

MARTIAN WORM ACOLYTE

These rabid zealots labor tireless to bring about the calamitous downfall of all Martians promised in the Worm God's scripture. Their adamant adherence may one day permit them the utilization of relics that their god seems to periodically guide them to—like the Worm priest's staff. Acolytes of the Worm may be Canal or Hill/Steppe Martians, but the overwhelming majority of them are High Martians.

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

Skills: Fighting d8, Guts d6, Intimidation d6, Knowledge (Religion) d6, Notice d6, Persuasion d6, Stealth d8, Throwing d8

Charisma: -6; **Pace:** 6 (5 for High Martians); **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty, Death Wish, Ugly

Edges: Ambidextrous, Berserk, Two-Fisted

Languages: High Martian, High Oenotrian, Koline.

Gear: Two sacrificial daggers (Str+d4; 3/6/12), may have a half-dozen throwing darts (Str+d4; 3/6/12), leather hide loincloth.

Special Abilities:

- **Flight (High Martians Only):** Fly at Pace 8. Climb 4", Dive +2" per 1" dived, max 16".
- **Slow Ground Pace (High Martians Only):** -1 Pace and d4 Run on land.



MARTIAN WORM PRIEST

The Worm priest heads a Worm God cult, focusing his attention on the demise of all Martians so they can be in the grace of the Worm God. Since the Worm priests must

shepherd others, their own deaths are delayed, unless the Worm God dictates otherwise (a message which, peculiarly, never seems to arrive). Priests of the Worm may be Canal, High, or Hill/Steppe Martians.

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d8, Vigor d8

Skills: Faith d8, Fighting d8, Guts d8, Intimidation d8, Knowledge (Religion) d8, Notice d8, Persuasion d8, Stealth d8, Survival d8, Throwing d8

Charisma: -4; **Pace:** 6 (5 for High Martian); **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty, Death Wish, Delusion (the Worm God speaks through him), Ugly

Edges: Ambidextrous, Block, Berserk, Command, Dodge, Quick, Two-Fisted

Languages: High Martian, High Oenotrian, Khallan, Koline.

Gear: Ceremonial staff (Str+d6; Parry +1; Reach 1; requires 2 hands; 10% chance a Vulcan artifact), two sacrificial daggers (Str+d4; 3/6/12), half-dozen throwing darts (Str+d4; 3/6/12), elaborate leather hide loincloth with ornate metal bands.

Special Abilities:

- **Flight:** High Martians fly at a Pace of 8. Climb 4", Dive +2" per 1" dived, max 16".
- **Slow Ground Pace:** -1 Pace and d4 Run on land.
- **Vulcan Artifact:** Staff with a crystalline head, casts "Worms of Death" (*bolt* power, 20 Power Points, roll Faith to activate, as the instructions are concealed in the Worm God's doctrines).

CANAL MARTIANS

Canal Martians are tall, between six feet and six-foot-six-inches tall, well-proportioned with a particularly large chest and lung capacity. They are fair with fine dark hair and pale ocher skin.

Their ears are big and somewhat pointed as to be elf-like. Their hands have three fingers but do have opposable thumbs. They have only three toes (with a grasping opposed "heel toe" once upon the past).



PRINCESS ARAMARANDA

The sole, beautiful and intelligent daughter of the Canal Prince of Thoth, Princess Aramaranda has been raised to be the perfect consort for another city-state leader. The young, desirable noble often finds herself conflicted between her heart and her head.

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

Skills: Climbing d6, Guts d8, Intimidation d8, Knowledge (Martian Politics) d10, Notice d10, Persuasion d8, Shooting d8, Stealth d8, Throwing d8, Taunt d8

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

Hindrances: Code of Honor, Loyal, Stubborn

Edges: Noble, Very Attractive

Languages: High Martian, Koline, Steppe Nomad, Thoth.

Gear: Hair dagger (Str+d4, Notice -2 to spot), jewelry (value £10 x1d10).



CANAL MARTIAN CAPTAIN

Some Martian captains reach this position through politics or favors, others do so with experience and skill.

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d8, Vigor d8

Skills: Boating d10, Climbing d8, Fighting d10, Guts d8, Intimidation d10, Knowledge (Battle) d6, Knowledge (Gunnery) d6, Notice d8, Persuasion d6, Riding d8, Shooting d8, Stealth d8, Taunt d8, Swimming d4, Throwing d6

Charisma: 0; **Status:** 4; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Obligations (Major, City-state)

Edges: Command, Hold the Line!, Level Headed, Musketeer, Steady Hands

Languages: Koline, local language.

Gear: Leather cuirass (Armor +1 to torso), metal helmet (Armor +3, head only, 50% chance), two black powder pistols (5/10/20; 2d6+1; RoF 1; Shots 1; 2 actions to reload), gashant mount, long sword (Str+d8).

CANAL MARTIAN CAVALRY

Trained to counter the insurgent nomad riders with organization and teamwork, these Canal Martian cavalry troops are an elite fighting force.

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

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d6, Riding d8, Shooting d8, Survival d6, Swimming d4

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Obligations (Minor, City-state)

Edges: Musketeer, Steady Hands

Languages: Koline, local language.

Gear: Leather cuirass (Armor +1 to torso), metal helmet (Armor +3, head only, 50% chance), black powder musket (10/20/40; 2d8+1; RoF 1; Shots 1; AP 1, 2 actions to reload), two black powder pistols (2d6+1; 5/10/20; single shot; 2 actions to reload), long sword (Str+d8), gashant mount.



CANAL MARTIAN CAVALRY OFFICER

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Knowledge (Battle) d8, Notice d8, Persuasion d6, Riding d10, Shooting d10, Taunt d8, Survival d6, Swimming d4

Charisma: +1; **Status:** 3; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Obligations (Major)–City-State

Edges: Command, Quick Draw Steady Hands

Languages: Koline and the local language.

Gear: Leather cuirass (Armor +1 to torso), metal helmet (Armor +3, head only, 50% chance), two black powder pistols (5/10/20; 2d6+1; RoF 1; Shots 1; 2 actions to reload), long sword (Str+d8), gashant mount.

CANAL MARTIAN CREW

Typical Martian deckhands, maneuver crew, or gunners for an aerial ship or a canal ship. Like humans, some are good, some bad, most just trying to eke out a living.

Attributes: Agility d6, Smarts d6, Sprit d6, Strength d6 (d8 for cranksmen), Vigor d6

Skills: Boating d6, Climbing d4 (d6 for topmen), Fighting d6, Guts d6, Intimidation d6, Knowledge (Gunnery) d4 (d6 for gunners), Notice d6, Repair d4 (d6 for boilermen), Shooting d6, Stealth d6, Swimming d4, Throwing d4

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

Hindrances: Obligations (Minor, City-state)

Edges: Steady Hands

Languages: Koline, local language.

Gear: Black powder pistol (2d6+1; 5/10/20; single shot; 2 actions to reload), short sword (Str+d6).

CANAL MARTIAN GROUND CLEANSERS

Brainwashed into believing the red devils are polluting the world, these fanatics look for every opportunity to eradicate Earthmen and Martians who permit them to stay on Mars.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

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

Hindrances: –

Edges: –

Languages: Koline, local language.

Gear: Clubs and daggers (Str+d4) are common, though some have black powder muskets (10/20/40; 2d8+1; RoF 1; Shots 1; AP 1, 2 actions to reload), bows (12/24/48; 2d6), or spears (Str+d6; Parry +1; 3/6/12).



WIISO, CARAVAN GUARD

Wiiso is a dedicated Canal Martian paid by who he thought were Ground Cleansers protecting his city-state from falling under the red devils' sway. Coming from Steppe Martian stock, he is a bit shorter than most Canal Martians at just under 6', black hair, and eyebrows hiding black eyes with reddish whites. He always hated his position but has the ability to endure his issues.

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Persuasion d8, Riding d10, Shooting d10, Stealth d8, Survival d8.

Charisma: 0; **Status:** 3; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Overconfident, Vow (Minor, Obey Ground

Cleansers)

Edges: Ambidextrous, Quick Draw, Steady Hands, Two-Fisted

Languages: Desert Nomad, Koline, Thoth.

Gear: Chain shirt (Armor +2 to torso, under robes), four black powder pistols (5/10/20; 2d6+1; RoF 1; Shots 1; 2 actions to reload), long sword (Str+d8).



KALAMIR, TRAITOROUS LINGUIST

Kalamir is a four-foot-10-inch-tall, skinny snake of a charismatic Martian linguist. Even when translating verbatim, he puts inflections to words and twists the intent as disparagingly as possible. He wishes to ascend to a throne and is collaborating with the Brotherhood to eliminate the Prince of Thoth in order to achieve his dream.

Attributes: Agility d6, Smarts d12, Sprit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Intimidation d12, Knowledge (Politics) d12, Notice d10, Persuasion d12, Ride d6, Shooting d6, Stealth d8, Taunt d12

Charisma: +2; **Status:** 4; **Pace:** 6;

Parry: 4; **Toughness:** 5

Hindrances: Greedy (Major)

Edges: Charismatic, Foreign Office Diplomat, Linguist

Languages: Desert Nomad, English, French, German, Hellan, High Martian, High Oenotrian, Khallan, Koline, Noachan, Parhooni, Thoth, Umbran.

Gear: Poison dagger (Str+d4; if hit for Shaken or better, target makes a Vigor roll, Martians at -2, or takes 1 Fatigue level and checks again each round until victim makes the check or dies; sheath holds the poison to renew the potency every time the blade is sheathed; sheath also enable a Quick Draw on a successful Agility check), nice jewelry (value £10 x1d10), writing instruments and paper.

CANAL MARTIAN GUARD, GREEN

Raw recruits pulled from Martian homes or stalwart volunteers ready to defend their city-state.

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

Skills: Fighting d4, Guts d4, Notice d4, Shooting d4, Stealth d4

Charisma: 0; **Status:** 1; **Pace:** 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Vow (Minor, Protect home city-state)

Edges: -

Languages: Koline, local language.

Gear: Leather cuirass (Armor +1 to torso), short sword (Str+d6), black powder musket (10/20/40; 2d8+1; RoF 1; Shots 1; AP 1, 2 actions to reload) or halberd (Reach 1; Str+d8; requires 2 hands)

CANAL MARTIAN GUARD, REGULAR

Once trained, the Canal Martian guards are as fine soldiers as any on Earth.

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

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

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

Toughness: 6 (1)

Hindrances: Vow (Minor, Protect home city-state)

Edges: Musketeer

Languages: Koline, local language.

Gear: Leather cuirass (Armor +1 to torso), short sword (Str+d6), black powder musket (10/20/40; 2d8+1; RoF 1; Shots 1; AP 1, 2 actions to reload) or halberd (Reach 1; Str+d8; requires 2 hands).

CANAL MARTIAN GUARD, VETERAN

Only the best trained, most experienced canal guards attain veteran status. They form the backbone of most Canal Martian armies and are always dangerous to those unprepared for an encounter.

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

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

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

Parry: 6; **Toughness:** 7 (1)

Hindrances: Vow (Minor, Protect home city-state)

Edges: Combat Reflexes, Musketeer

Languages: Koline, local language.

Gear: Leather cuirass (Armor +1 to torso), short sword (Str+d6), black powder musket (10/20/40; 2d8+1; RoF 1; Shots 1; AP 1, 2 actions to reload), halberd (Str+d8, Reach 1, requires 2 hands), or shield gun (10/20/40; 2d6; Parry +1; -1 Shooting).

CANAL MARTIAN MILITIA

Martian towns and villages often rely on local militia to defend them against bandits and other nasty marauders. While willing, these volunteers rarely realize just what could happen to them until it is too late.



Attributes: Agility d6, Smarts d4, Sprit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d4, Shooting d6, Stealth d6, Swimming d4

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

Hindrances: Vow (Minor)—Protect Home Town

Edges: —

Languages: Koline and the local language.

Gear: Short sword (Str+d6), black powder musket (10/20/40; 2d8+1; RoF 1; Shots 1; AP 1, 2 actions to reload) or halberd (Reach 1; Str+d8; requires 2 hands).

CANAL MARTIAN NOBLE

Canal Martian nobles are usually a far cry from their proud ancestors. Most are more interested in improving their personal lot than the affairs of their people.

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

Skills: Fighting d6, Guts d6, Intimidation d8, Knowledge (Politics) d8, Notice d8, Persuasion d6, Riding d8, Shooting d8, Stealth d6

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

Hindrances: Usually Greedy, sometimes Arrogant, occasionally Code of Honor

Edges: Noble

Languages: High Oenotrian, Koline, one or two additional local languages.

Gear: Fine long sword (Str+d8), brace of dueling black powder pistols (5/10/20; 2d6+1; RoF 1; Shots 1; 2 actions to reload), rich robes and a small fortune in jewelry (£50 x1d20 worth).

CANAL MARTIAN OFFICER

These run the gamut from promoted rookies to seasoned commanders. The stats represent a reasonably competent officer.

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d8, Vigor d8

Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d4, Knowledge (Gunnery) d6, Knowledge (Trimsman) d6 (d8 for trimsman d8), Notice d6, Persuasion d6, Piloting d6 (d8 for helmsmen), Shooting d8, Stealth d6

Charisma: 0; **Status:** 3+; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Vow (Major, Protect city-state)

Edges: Command, Musketeer, Steady Hands

Languages: High Martian, Koline, 2 local languages (1 and Semaphore for signalmen).

Gear: Leather cuirass (Armor +1, torso only), helmet (Armor +3, head only, 50% chance), long sword (Str+d8), two black powder pistols (5/10/20; 2d6+1; RoF 1; Shots 1; 2 actions to reload).

CANAL MARTIAN THUG

Hired for their brawn alone and rarely question why they are asked to do something. They tend to enjoy any work involving physical confrontation but are far from brave.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d4, Intimidation d6, Notice d4, Stealth d6

Charisma: -2; **Status:** 1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy (Minor), Mean

Edges: —

Languages: Koline, local language.

Gear: Club, dagger (Str+d4), or sap (Str+d4 non-lethal damage unless the wielder takes a Called Shot penalty to do lethal; Str+d8 damage with the Drop).

HIGH MARTIANS

The savage High Martian lineage derived the Steppe and Canal Martians. High Martians are a bit shorter than a human in average height. Their elongated face, outthrust chin, tapered brow, bat-like ears and stocks of dark, stiff hair over the head, back and shoulders make for an unpleasant sight to most races.

High Martians' wing membranes are flexible, stretchable skin flaps that, combined with a gland to provide upward thrust, enable aerial gliding and flight, making them formidable marauders and unequivocally rulers of their mountain homes. They use their prehensile feet to grasp a double-bladed halberd when "swimming" forward through the air with both arms.

Attributes: Agility d8, Smarts d4, Sprit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d4, Stealth d8, Survival d6, Throwing d8

Charisma: -6; **Pace:** 5; **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty, Illiterate, Ugly

Edges: Ambidextrous, Two-Fisted

Languages: High Martian, Koline.

Gear: Martian double-bladed halberd (Str+d8; Reach 1; requires 2 hands; can be used to attack as if the High Martian wields a weapon in each hand), half-dozen throwing darts (3/6/12; Str+d4), leather hide loincloth.

Special Abilities:

- **Flight:** High Martians fly at a Pace of 8. Climb 4", Dive +2" per 1" dived, max 16".
- **Slow Ground Pace:** -1 Pace and d4 Run on land.



HIGH MARTIAN CAPTAIN

These high Martian commanders are ferocious warriors with more cunning than their brethrens. Strength and brutality over all those they command seem to be the only qualifications required for this position.

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

Skills: Boating d6, Fighting d10, Guts d8, Intimidation

d8, Knowledge (Gunnery) d4, Knowledge (Trimsman) d4, Notice d6, Piloting d4, Stealth d10, Survival d8, Throwing d10

Charisma: 0; **Status:** 3; **Pace:** 5; **Parry:** 8; **Toughness:** 6

Hindrances: Illiterate, Ugly, Bloodthirsty

Edges: Ambidextrous, Block, Command, Dodge, Fervor, Quick, Two-Fisted

Languages: High Martian, Koline.

Gear: Martian double-bladed halberd (Str+d8; Reach 1; requires 2 hands; can be used to attack as if the High Martian wields a weapon in each hand), half-dozen throwing darts (Str+d4; 3/6/12), elaborate leather hide loincloth with metal bands displaying rank.

Special Abilities:

- **Flight:** High Martians fly at a Pace of 8. Climb 4", Dive +2" per 1" dived, max 16".
- **Slow Ground Pace:** -1 Pace and d4 Run on land.



HIGH MARTIAN CHIEFTAIN

Only the strongest and most barbaric can hope to rule over a clan of vicious animals like the High Martians. These primitive kings are driven to take whatever is desired, barter only as the last resort for objects too difficult to acquire through raids. Most chieftains are with a heavy war mace as a symbol of their authority.

Attributes: Agility d10, Smarts d8, Sprit d10, Strength d10, Vigor d10

Skills: Fighting d12, Guts d10, Intimidation d10, Notice d8, Persuasion d8, Stealth d10, Streetwise d4, Survival d8, Throwing d10

Charisma: 0; **Status:** 5; **Pace:** 5; **Parry:** 10; **Toughness:** 7

Hindrances: Bloodthirsty, Greedy (Minor), Illiterate, Ugly

Edges: Ambidextrous, Command, Fervor, Improved Block, Improved Dodge, Quick, Two-Fisted

Languages: High Martian, High Oenotrian, Koline.

Gear: Metal crown (Armor +2; head only; 50% chance), High Martian war club (Str+d8), half-dozen heavy throwing darts (Str+d6; 3/6/12), elaborate leather hide loincloth with precious metal ornaments.

Special Abilities:

- **Flight:** High Martians fly at a Pace of 8. Climb 4", Dive +2" per 1" dived, max 16".
- **Slow Ground Pace:** -1 Pace and d4 Run on land.

HIGH MARTIAN CREW

These High Martians have a higher aptitude for technology and are capable of learning basic ship skills.

Attributes: Agility d8, Smarts d4, Sprit d6, Strength d6 (d8 for cransmen), Vigor d6

Skills: Boating d6 (Gunners d4), Fighting d8, Guts d6, Intimidation d6, Knowledge (Gunnery) d4 (Gunners d6), Knowledge (Trimsman) d4 (Trimsmen d6), Notice d6, Piloting d4 (Helmsmen d6), Stealth d8, Survival d6, Throwing d8

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

Hindrances: Bloodthirsty, Illiterate, Ugly

Edges: Ambidextrous, Two-Fisted

Languages: High Martian, Koline.

Gear: Martian double-bladed halberd (Str+d8; Reach 1; requires 2 hands; can be used to attack as if the High Martian wields a weapon in each hand), half-dozen throwing darts (Str+d4; 3/6/12), leather hide loincloth.

Special Abilities:

- **Flight:** High Martians fly at a Pace of 8. Climb 4", Dive +2" per 1" dived, max 16".
- **Slow Ground Pace:** -1 Pace and d4 Run on land.

HIGH MARTIAN OFFICER

Second to a captain, these officers are nearly as tough as those they serve under.

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

Skills: Boating d6, Fighting d8, Guts d8, Intimidation d8, Knowledge (Gunnery) d4, Knowledge (Trimsman) d4, Notice d6, Piloting d4, Stealth d8, Survival d8, Throwing d10

Charisma: 0; **Status:** 3; **Pace:** 5; **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty, Illiterate, Ugly

Edges: Ambidextrous, Block, Command, Dodge, Quick, Two-Fisted

Languages: High Martian, Koline.

Gear: Martian double-bladed halberd (Str+d8; Reach 1; requires 2 hands; can be used to attack as if the High Martian wields a weapon in each hand), half-dozen throwing darts (Str+d4; 3/6/12), elaborate leather hide loincloth with metal bands displaying rank.

Special Abilities:

- **Flight:** High Martians fly at a Pace of 8. Climb 4", Dive +2" per 1" dived, max 16".
- **Slow Ground Pace:** -1 Pace and d4 Run on land.

HILL/STEPPE MARTIANS

The Hill Martians are the transitional stage in Martian evolution. Five-foot-ten to six-foot-two in height, they are just slightly smaller than Canal Martians. Hill Martians have the fanned pointed ears of the High Martians and usually with a more elongated face, as well as more body hair of red and brown hues, a fair but darker ocher complexion that is more golden brown than pale yellow.

HILL MARTIAN, STEPPE NOMAD

The steppe nomads varied from noble savages to brutal bandits, guided equally by their leaders and their own inherent attributes.

Attributes: Agility d8, Smarts d4, Sprit d6, Strength d6, Vigor d6

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

Charisma: 0; **Status:** 1; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Varies by individual

Edges: Quick Draw, Steady Hands

Languages: Koline, local language.

Gear: Leather cuirass (Armor +1; torso only), bow (12/24/48; 2d6) with 20 arrows, spear (Str+d6; Parry +1; Reach 1; requires 2 hands), long sword (Str+d8), gashant or ruumet beehr for mount.

HILL MARTIAN, STEPPE NOMAD CHIEF

The steppe nomad chief is the heart and mind of a clan, ruling through strength, charisma, and clever choices.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Riding d10, Shooting d10, Stealth d10, Survival d8

Charisma: +2; **Status:** 4; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Varies by individual

Edges: Command, Improved Frenzy, Noble, Quick, Quick Draw, Steady Hands

Languages: High Martian, Koline, local language.

Gear: Leather cuirass (Armor +1; torso only), bow (12/24/48; 2d6) with 20 arrows, spear (Str+d6; Parry +1; Reach 1; requires 2 hands), long sword (Str+d8), gashant or ruumet beehr for mount.

HUMANS

Native to Earth, humans come in all the races and creeds we know. Use the following basic types as you need them, altering Traits and statistics as befits the situation.

ANARCHIST

The anarchist believes all forms of government are crippling to man and inherently oppressive. Men should be free to do as they wish, so long as they do not harm others. Naturally, the best way to demonstrate that conviction is to bomb the official halls and kill official leaders.

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

Skills: Climbing d8, Fighting d8, Guts d10, Intimidation d8, Knowledge (Engineering) d10, Notice d8, Persuasion d6, Riding d8, Shooting d8, Stealth d8, Swimming d6, Throwing d8

Charisma: 0; **Status:** 1; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Death Wish, Overconfident

Edges: Block, Dodge, Improvisational Fighter, Quick, Quick Draw

Languages: Native tongue, local trade language.

Gear: Knife (Str+d4), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), four sticks of dynamite (3/6/12; 2d6; MBT).

ARCHEOLOGIST

Men from every nation are delving into the ruins on different worlds. In many cases they are little more than tomb robbers, veiling their looting ways with a façade of respectability. But some are genuine scholars in this expanding field of science.

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

Skills: Climbing d6, Fighting d6, Guts d8, Intimidation d8, Knowledge (History) d10, Notice d10, Persuasion d8, Riding d6, Shooting d8, Stealth d6, Swimming d6, Throwing d6, Weird Science d8

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

Hindrances: Overconfident or Curious (occasionally both), sometimes Greedy

Edges: Block, Command, Dodge, Improvisational Fighter, Level Headed.

Languages: Native tongue, local trade language, two additional languages.

Gear: Knife (Str+d4), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), outdoor gear.

CAPTAIN

From the famous "Red Captains" of penny dreadfuls to the commanders of ether ships, human captains from all corners of the globe put their abilities and years of experience to test every time they embark on an adventurous voyage. A good captain can lead his crew through seemingly death-defying situations against impossible odds; a bad captain doesn't usually last too long!

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d8, Vigor d8

Skills: Boating d10, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d8, Knowledge (Gunnery) d6, Knowledge (Trimsmen) d6, Notice d8, Persuasion d6, Piloting d6, Riding d8, Shooting d8, Stealth d6, Taunt d8, Swimming d4, Throwing d4

Charisma: 0; **Status:** 4+; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Obligations (Major, Choice Nation), Overconfident, or Jingoistic (Major)

Edges: Block, Command, Hold the Line!, Level Headed, Marksman, Navy Captain, Steady Hands.

Languages: Native tongue, local trade language, one additional European language.

Gear: Cutlass (Str+d6; as saber), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), uniform, riding mount.

Special Abilities:

- **Origin Edge:** Add the Luck Edge for British captains (usable for ship, once per encounter); Repair d10 for German captains; the Fervor Edge for French captains; Trademark Weapon (Katana) Edge for Japanese captains; Martial Arts Edge for Chinese officers; Knowledge (Gunnery) d10 for Russian captains; Intimidation d10 for Belgian captains; Inspire Edge for American captains.

CREWMAN

Crewmembers man vehicles, especially aerial ships.

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

Skills: Boating d8 (d6 for boilermen and gunners), Climbing d4, Driving d4, Fighting d6, Guts d6, Intimidation d6, Knowledge (Gunnery) d6 (d8 for gunners), Knowledge (Trimsman) d6, Notice d6, Piloting d4, Repair d6 (d8 for boilermen), Shooting d6, Stealth d6, Swimming d6, Throwing d6

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

Hindrances: None or various

Edges: Steady Hands

Languages: Native tongue, local trade language.

Gear: Knife (Str+d4; 3/6/12), may be issued a carbine for shore or guard duty (2d8; 18/36/72, RoF 1; 8 rounds), uniform.



DESERT NOMAD CHIEF

Their forceful personality and ambition have led them to rule the fierce and independent desert nomads.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d8, Stealth d8, Survival d8

Charisma: 0; **Status:** 4+; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: –

Edges: Command, Steady Hands

Languages: Arabic, local language.

Gear: Breech-loading rifle (24/48/96; 2d8; RoF 1; Shots 5; AP 2), saber (Str+d6), camel or horse for mount, common desert survival gear.

DESERT NOMAD RAIDER

Human inhabitants of the searing deserts in the Middle East and Africa on Earth, for whom herding and raiding is the way of life. By 1889, most are of the Muslim faith and begin to resist European colonialism.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d4, Riding d8, Shooting d6, Stealth d6, Survival d6

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

Hindrances: –

Edges: –

Languages: Arabic, local language.

Gear: Breech-loading rifle (24/48/96; 2d8; RoF 1; Shots 5; AP 2), saber (Str+d6), camel or horse for mount, common desert survival gear.

GUARD

Paid to provide security and protection, these are reluctant allies at best.

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

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

Shooting d6, Stealth d6

Charisma: –1; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy (Minor)

Edges: First Strike

Languages: Native tongue, local trade language.

Gear: Rifle (24/48/96; 2d8) or pistol (12/24/48; 2d6; RoF 1; Shots 6; AP 1), knife (Str+d4).

Special Abilities:

- **Self-Preservation:** When outnumbered and dealt a deuce for initiative, guards attempt to leave the premises; as bodyguards, they try to drag their charge with them but won't sacrifice themselves in the process.

NATIVE FANATIC

Fueled by radical beliefs, native fanatics are almost suicidal in their efforts to exterminate all with a different view. They are easily manipulated by secret cabals like the Brotherhood into undermining the civilization.

Attributes: Agility d6, Smarts d4, Sprit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d6, Riding d8, Shooting d6, Stealth d6, Survival d6, Throwing d6

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

Hindrances: Various and Delusion (Major)–Their cause is the only right cause.

Edges: Steady Hands

Languages: Native tongue, local trade language.

Gear: Winchester rifle (2d6+1; 18/36/72; RoF 2; Shots 7; AP 2) or black powder musket (10/20/40; 2d8+1; RoF 1; Shots 1; AP 1, 2 actions to reload) or bow (12/24/48; 2d6) with 20 arrows or lance (Str+d8, AP 2 when charging; Reach 2), knife (Str+d4), usually has a riding mount.

NATIVE PORTER

They lug supplies where the modern convenience of train or road does not reach. Porters are strong but rarely brave, as few value their lives as much as they do.

Attributes: Agility d6, Smarts d4, Sprit d4, Strength d10, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d4, Notice d4, Stealth d6, Swimming d6, Throwing d6

Charisma: 0; **Status:** 1; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Yellow

Edges: Brawny

Languages: Native tongue, local trade language.

Gear: Knife (Str+d4), spear (Str+d6; Parry +1; Reach 1).

NATIVE PRIMITIVE TRIBESMAN

Native primitive tribesmen are prevalent where Europeans have not made a settlement or trading post. These may be in the deep African jungles or tucked away in South America or Central Australia. They are courageous but often bewildered by modern technology.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d8, Vigor d6
Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Stealth d8, Swimming d6, Throwing d8
Charisma: 0; **Status:** 1; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (0)
Hindrances: Clueless
Edges: Brawny
Languages: Native tongue, local trade language.
Gear: Wicker shield (Parry +1; Armor +1 versus ranged attacks), knife (Str+d4), spear (Str+d6; Parry +1; Reach 1).

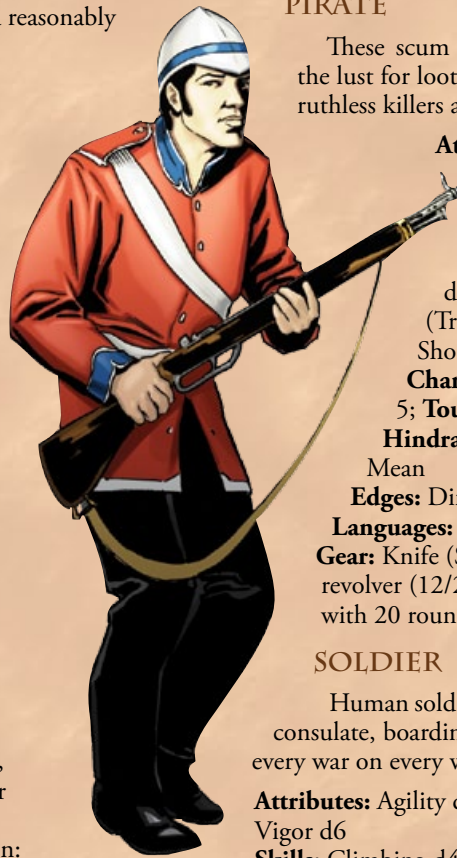
OFFICER

Officers run the gamut from promoted rookies to seasoned commanders. The stats represent a reasonably competent officer.

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d8, Vigor d8
Skills: Boating d8, Climbing d6, Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d6, Knowledge (Gunnery) d6, Knowledge (Trimsman) d6 (d8 for trimsman), Notice d6, Persuasion d6, Piloting d6 (d8 for helmsmen), Shooting d8, Stealth d6
Charisma: 0; **Status:** 2+; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Vow (Major)—Protect Nation of Choice
Edges: Command, Marksman, Steady Hands, Army Officer or Non-Commissioned Officer (NCO)
Languages: National tongue (add Semaphore for signalmen), local trade language.
Gear: Cutlass (Str+d6, as saber), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), uniform, riding mount.

Special Abilities:

- **Origin Edge:** Add the Luck Edge for British officers (usable for ship, once per encounter); Repair d6 for German officers; Fervor Edge for French officers; Trademark Weapon: Katana Edge for Japanese officers; Martial Arts Edge for Chinese officers; Knowledge (Gunnery) d8 for Russian officers; Intimidation d10 for Belgian officers; Inspire Edge for American officers.



PIRATE CAPTAIN

Characterized by the lows to which they are willing to sink, pirate captains are sometimes the biggest and meanest but more often risen to captaincy due to skullduggery. Nothing keeps a band of cutthroats from mutiny better than by being an even more successful cutthroat.

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d8, Vigor d8
Skills: Boating d8, Climbing d8, Fighting d10, Guts d8,

Intimidation d10, Knowledge (Gunnery) d8, Notice d8, Piloting d10, Shooting d8, Stealth d8, Swimming d6, Taunt d8, Throwing d6
Charisma: -2; **Status:** 1; **Pace:** 6; **Parry:** 8; **Toughness:** 6
Hindrances: Greedy (Major), Mean
Edges: Block, Command, Dodge, Improved Frenzy, Natural Leader, Quite Filthy Fighter, Two-Fisted
Languages: Native tongue, Semaphore, local trade language.
Gear: Knife (Str+d4), cutlass (Str+d6, as saber), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1) with 20 rounds of ammo.

PIRATE

These scum of the earth are united in little but the lust for loot. Most who call themselves pirates are ruthless killers and cowardly thieves.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d6, Vigor d6
Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Intimidation d6, Knowledge (Gunnery) d4 (d6 for gunners), Knowledge (Trimsman) d4, Notice d6, Piloting d4, Shooting d6, Stealth d6, Swimming d6
Charisma: -2; **Status:** 1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Big Mouth, Greedy (Major), Mean

Edges: Dirty Fighter, Steady Hands

Languages: Native tongue, local trade language.
Gear: Knife (Str+d4), cutlass (Str+d6, as saber), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1) with 20 rounds of ammo.

SOLDIER

Human soldiers of all nationalities are seen at every consulate, boarding station, and the forefront of almost every war on every world.

Attributes: Agility d6, Smarts d6, Sprit d6, Strength d6, Vigor d6
Skills: Climbing d4, Fighting d6, Guts d6, Intimidation d6, Knowledge (Gunnery) d4, Notice d4, Shooting d6, Stealth d4
Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Obligation (Minor, Nation of Choice)
Edges: Steady Hands

Languages: Native tongue, local trade language.
Gear: Bayonet (Str+d4, Str+d6 on rifle; Parry +1; Reach 1), rifle (24/48/96; 2d8; RoF 1; Shots 8; AP 2), 20 rounds of ammo.

SOLDIER, EXPERIENCED

Attributes: Agility d8, Smarts d6, Sprit d8, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Knowledge (Gunnery) d6, Notice d6, Shooting d10,

Stealth d6

Charisma: 0; **Status:** 3; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Obligation (Minor, Nation of Choice)

Edges: Block, Combat Reflexes, Dodge, Marksman, Steady Hands

Languages: Native tongue, local trade language.

Gear: Bayonet (Str+d4, Str+d6 on rifle; Parry +1; Reach 1), rifle (24/48/96; 2d8; RoF 1; Shots 8; AP 2), 20 rounds of ammo.

INVENTOR

Not bound by race, inventors are curious about how things work and why something can't work a different way. They are rarely outright evil, but often create trouble as well as inventions with their lack of forethought.

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

Skills: Guts d6, Knowledge (Engineering, Mechanics, Science all) d10, Notice d8, Persuasion d6, Repair d8, Shooting d6, Throwing d4

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

Hindrances: Curious, Overconfident

Edges: McGyver

Languages: Native tongue, plus any needed for research.

Gear: Tool kit, greasy overalls, lab coat, or equivalent.

SCIENTIST

Scientists of all races and origins work to master the mysteries of the mechanical and biological. The boundary of their frontier is limited only by their ethics and morals. Hence, they can be angels, demons, or anything in between.

Attributes: Agility d6, Smarts d10, Sprit d6, Strength d4, Vigor d6

Skills: Guts d6, Healing d10 (medical doctors only), Knowledge (Science) d12 or Knowledge (Medicine) d12, Notice d6, Persuasion d6

Charisma: 0; **Status:** 3+; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious, Overconfident

Edges: Connections (University, Government), Jack-of-All-Trades

Languages: Native tongue, local trade language.

Gear: Science kit or medical kit.

SPY

While all powers feign neutrality, they engage in espionage whether in peace or war. Spies and secret agents infiltrate allies and adversaries alike, competing to gather valuable intelligence and playing an all-too-dangerous game of their own.

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

Skills: Climbing d6, Fighting d6, Guts d6, Lockpicking d8, Notice d8, Persuasion d8, Riding d6, Shooting d6, Stealth d8, Streetwise d8

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

Hindrances: Cautious

Edges: Connections (Government), Thief

Languages: Native tongue, local trade language, one additional language.

Gear: Disguise kit, derringer or pocket pistol (2/4/8; 2d6-1; RoF 1; Shots 2), dagger (Str+d4), outfits and equipment appropriate to current operation.

THIEF

Thieves come from every race and nation. They may be allies or antagonists. They are tricky and untrustworthy but they can be excellent sources of information – if you can find them. A typical thief might have the following stats.

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

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

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

Hindrances: Various, but Greedy (Minor) is common

Edges: Thief, Quick, Quick Draw

Languages: Native tongue, local language, local trade language.

Gear: Lockpicks, dagger (Str+d4), four throwing daggers (Str+d4; 3/6/12; +1 Throwing, -1 Fighting)

THUG

These cheap enforcers gang up for mutual support and strength in numbers. They are generally reluctant to pursue a losing battle. If outmatched, they often withdraw but threaten to return and even the score.

Attributes: Agility d6, Smarts d4, Sprit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d4, Throwing d4

Charisma: -2; **Status:** 1; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Mean, Vengeful (Minor or Major)

Edges: Combat Reflexes

Languages: Native tongue, local trade language.

Gear: Dagger (Str+d4) or club (Str+d4).

THE BROTHERHOOD

The following are the associates of the fiendish Brotherhood of Luxor, and the Titan brass that rule over them all.

BROTHERHOOD AGENT

The Brotherhood of Luxor boasts numerous competent operatives. All are taught to spy, and to fight when necessary. Each is given special training for various missions.

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d8, Knowledge (whatever skill is needed) d8, Lockpicking d8, Notice d10, Persuasion d8, Shooting d8, Stealth d10, Survival d6, Throwing d8, Weird Science d6

Charisma: +2; **Status:** 2; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Vow (Major, Obey the Brotherhood)

Edges: Charismatic, Combat Reflexes, Dirty Fighter, Improvisational Fighter, Martial Arts, Thief

Languages: English, High Martian, Koline, local language.

Gear: Leather-lined clothing (Armor +1 to arms, legs, torso, and head with hood up), short sword (Str+d6), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), appropriate articles for current cover, may be equipped with Weird Science devices.

BROTHERHOOD ASSASSIN

Superior in many ways to the typical agent, these assassins specialize in the art of death-dealing (and the subsequent cover-up).

Attributes: Agility d10, Smarts d8, Sprit d8, Strength d10, Vigor d8

Skills: Climbing d10, Fighting d10, Guts d8, Intimidation d10, Knowledge (Medicine) d8, Notice d10, Persuasion d6, Shooting d10, Stealth d10, Survival d8, Throwing d8, Weird Science d8

Charisma: 0; **Status:** 3; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Vow (Major, Obey the Brotherhood), Loyal

Edges: Ambidextrous, Combat Reflexes, Marksman, Night Vision, Thief, Two-Fisted

Languages: English, High Martian, Koline, local language.

Gear: Leather-lined clothing (Armor +1 to arms, legs, torso, and head with hood up), short sword (Str+d6), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), either a bow (2d6, 12/24/48 for silence) or rifle (24/48/96; 2d8; RoF 1; Shots 8; AP 2), often have poison (damage of Shaken or better forces a Vigor check at -2 or suffer 1 Fatigue level for one hour), may be equipped with Weird Science devices.

BROTHERHOOD CREWMAN

The Brotherhood has a fleet of marvelous vehicles at its disposal. Most crews are Martians but a few ether flyers are human-manned. A full complement includes deckhands, maneuver crew (topmen, cranksman, boilermen), and gunners.

Attributes: Agility d6, Smarts d6, Sprit d6, Strength d6 (d8 for cranksman), Vigor d6

Skills: Boating (or Driving) d8 (d6 for gunners), Climbing d6 (d8 for topmen), Fighting d6, Guts d6, Knowledge (Gunnery) d6 (d8 for gunners), Notice d6, Repair d4 (d6 for boilermen d6), Shooting d6, Stealth d6, Throwing d6

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Vow (Major, Obey the Brotherhood)

Edges: Musketeer, Steady Hands

Languages: English or High Martian, Koline, local language.

Gear: Leather-lined clothing (Armor +1 to arms, legs, torso, and head with hood up), short sword (Str+d6), two black powder pistols (5/10/20; 2d6+1; RoF 1; Shots 1; 2 actions to reload).

BROTHERHOOD GUARD

They play the roles of marines on ships and security personnel elsewhere. Normally Martians, these muscular brutes are reliable (albeit expendable) minions of the Brotherhood.

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

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

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Vow (Major, Obey the Brotherhood)

Edges: Musketeer, Steady Hands

Languages: English or High Martian, Koline, local language.

Gear: Leather-lined clothing (Armor +1 to arms, legs, torso, and head with hood up), short sword (Str+d6), two black powder pistols (5/10/20; 2d6+1; RoF 1; Shots 1; 2 actions to reload), black powder musket (10/20/40; 2d8+1; RoF 1; Shots 1; AP 1, 2 actions to reload).

BROTHERHOOD OFFICER

The officers of the Brotherhood are those who have shown a spark of leadership and no trace of concern for those in their charge.

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

Skills: Boating d6, Driving d6 (or Piloting d6), Fighting d8, Guts d8, Intimidation d8, Knowledge (Gunnery or Trimsman) d6, Notice d8, Repair d6, Riding d8, Shooting d8, Stealth d6

Charisma: +1; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Vow (Major, Obey the Brotherhood)

Edges: Command, Combat Reflexes, Marksman, Steady Hands

Languages: English, High Martian, Koline, local language.

Gear: Leather-lined clothing (Armor +1 to arms, legs, torso, and head with hood up), short sword (Str+d6), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1).



ALWIN OTTO

A five-foot-eight-inch-tall Belgian adventurer, Alwin Otto loves leading safaris into the swamps of Venus and duping ignorant nobles into financing them. Getting the chance to leave one of the blowhards behind for the vicious denizens of the jungle planet is just a bonus!

Attributes: Agility d10, Smarts d8, Sprit d8, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d8, Knowledge (Venus Area) d8, Notice d8, Persuasion

d8, Shooting d12, Stealth d10, Survival d8, Swimming d10

Charisma: +2; **Status:** 3; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (0)

Hindrances: Arrogant, Greedy (Minor), Quirk (twirls mustache)

Edges: Ambidextrous, Charismatic, Marksman, Quick, Quick Draw, Rich, Two-Fisted

Languages: Dutch, English, French, German.

Gear: Pith helmet (Armor +2; head only; 50% chance), elephant gun (30/60/120; 2d10; RoF 1; Shots 1; AP 2, Snapfire penalty), machete (Str+d6), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), rubberized safari outfit.

BRUCE BADGER

Bruce Badger is a blond-haired, five-foot-ten, 165-pound man of excellent fitness. He dresses well but wears a cowboy hat and smokes cigars. Badger is a salesman with a smile that goes no further than his icy blue, merciless eyes.

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

Skills: Fighting d8, Gambling d8, Guts d6, Intimidation d8, Knowledge (Something) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d6, Survival d6, Throwing d6, Weird Science d6

Charisma: 0; **Status:** 4; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Bloodthirsty, Greedy (Minor), Quirk (sneers instead of smiles)

Edges: Acrobat, Brawny, No Mercy, Rock and Roll!

Languages: English, Spanish.

Gear: Knife (Str+d4), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), Kronos Oceanus Magnetic Repulser (*deflection* power, 5 Power Points), concealed Kronos Gatling Pistol (12/24/48; 2d6; RoF 3; Shots 36; autofire only).

DEADEYE PETE

Pete Blackwell is nicknamed Deadeye for his blindness in one eye. Rather than cover it up, he leaves it staring eerily vacantly straight ahead. He has mousy brown hair, a scraggly beard, is 5'9" and weighs a fit 160 pounds.

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

Skills: Climbing d10, Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d8, Stealth d10, Streetwise d8, Weird Science d6

Charisma: -3; **Status:** 1; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: One Eye (-2 on Agility rolls, Throwing and Shooting), Mean, Greedy (Minor)

Edges: Brawny, Counterpunch, First Strike, Pugilist, Marksman, Martial Arts,

Languages: English

Gear: Knife (Str+d4), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), Winchester rifle (18/36/72; 2d6+1; RoF 2; Shots 7; AP 2), Kronos Oceanus Magnetic Repulsor (*deflection* power, 5 Power Points).

JÓSKA SCABOLICK

Jóska Scabolick is a rash, prickly Hungarian noble who places a very high premium on his honor. At 5' 4", he is on the short side and his 140-pound frame is not imposing. Although he can be a good friend, he is an arrogant man.

Attributes: Agility d8, Smarts d8, Sprit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d8, Knowledge (Venus Area) d8, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Survival d8

Charisma: +2; **Status:** 4; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Arrogant, Stubborn, Vengeful (Minor)

Edges: First Strike, Florentine, Improved Frenzy, Noble, Rich

Languages: English, French, German, Hungarian.

Gear: Pith helmet (Armor +2; head only; 50% chance), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), machete (Str+d6), rapier (Str+d4, Parry +1) and parry dagger (Str+d4; -1 Throwing but if attacker Fighting roll misses by 1, roll an immediate Fighting roll to disarm the attacker on a 10+), rubberized safari outfit.

THE INNER CIRCLE

The following villains are the puppet masters at work behind scores of secretive agents and operatives. They typically keep themselves far away from any armed conflicts, so their encounters with explorers should be quite rare.

MATHIAS ETCHE, AKA COEUS

Mathias Etche is responsible for the Brotherhood's finance and funding, hence the codename for the Titan of Forethought. At 45, he is past his prime, obese, and unbelievably greedy.

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

Skills: Fighting d4, Guts d6, Knowledge (Business) d12, Knowledge (Law) d10, Notice d10, Persuasion d10, Repair d10, Shooting d6, Stealth d6, Streetwise d10, Taunt d8, Weird Science d10

Charisma: +2; **Status:** 5 (1 as Coeus); **Pace:** 5; **Parry:** 4; **Toughness:** 8 (1)

Hindrances: Vow (Major, Obey the Brotherhood), Greedy (Major), Obese

Edges: Charismatic, Filthy Rich, McGyver, Merchant

Languages: English, French, German

Gear: Leather-lined clothing (Armor +1 to arms, legs, torso, and head with hood up), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), Kronos Oceanus Magnetic Repulsor (*deflection* power, 5 Power Points), Kronos Oceanus Enhancer (*fly* power; Backpack size; extended to 30 mins duration; 10 mins warm-up time).

Special Abilities:

- **Infamous:** As Coeus, Mathias has the Connections (Rebel groups) Edge, and adds +1 to Intimidation and Streetwise rolls.



DIRK CAIRO, AKA CRIUS

The human supporting the evil fraternity's armaments (like the Titan supporting the Earth) is an American of the worst sort. At 5'8", 175 pounds, with a short toothbrush-style mustache, Cairo's dark hair and eyes match his soul. He is covetous, ruthless, and bigoted. He feels rules do not apply to him. Drawn to the Brotherhood by promised power, he is always seeking the next weapon he can sell for a profit.

Attributes: Agility d10, Smarts d8, Sprit d8, Strength d10, Vigor d10

Skills: Fighting d10, Gambling d10, Guts d8, Intimidation d8, Knowledge (Business) d8, Knowledge (Gunnery) d8, Notice d8, Persuasion d8, Shooting d12, Streetwise d8, Stealth d10

Charisma: 0 (-2); **Status:** 4; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (1)

Hindrances: Vow (Major, Obey the Brotherhood), Greedy (Minor), Jingoistic (Minor)

Edges: Block, Improved Dodge, Improvisational Fighter, Marksman, Quite Filthy Fighter, Rich, Rock and Roll

Languages: Arabic, English (New England American accent), French, German

Gear: Leather-lined clothing (Armor +1 to arms, legs, torso, and head with hood up), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), if possible: elephant gun (30/60/120; 2d10; RoF 1; Shots 2; snapfire penalty) or Brotherhood Gatling pistol (12/24/48; 2d6; RoF 3; Shots 36; autofire only), Kronos Oceanus Magnetic Repulsor (*deflection* power, 5 Power Points).

Special Abilities:

- **Infamous:** Connections to rebel groups, +1 to Intimidation and Streetwise.



KRONOS, AKA KEREEQUE, AKA QUEELEEK THORSHIAN

The leader of the Brotherhood (thus his codename as the head Titan), Kereequ is brilliant and quite mad. He is still fit for a Martian of 61 years, but appears older.

He effortlessly adapts the identity of Queeleek, a respected authority on the ancient Vulcan civilization, granting him constant reports on Vulcan sites and discoveries. He capitalizes on this privilege to mislead others and enable the Brotherhood to unearth important artifacts.

As a Worm priest, Kereequ has secretly withdrawn his sects from the rest, though the fanatics are still under the impression of serving the will of the Worm Lord.

As Kronos, he uses duped Earthmen to guide Earth to her doom. He hopes to accelerate the powers of Earth into war, first on Mars, then Venus, and finally Earth. He knows this will prompt expeditions for Vulcan doomsday weapons which, he suspects, finally destroyed that world. He longs for the Earthmen to repeat the same for all the planets. With luck, he will be the architect of Armageddon, a cataclysm he believes best befits the Worm Lord's stature and shall bring him immortality!

Kronos spreads the following weird science inventions amongst his trusted followers: Kronos Hostile Environment Suits (*environmental protection* power; 2 hours), Kronos Globes of Fiery Destruction (*blast* power; 2d6 fire damage; Medium Blast Templates; thrown as grenades), Kronos Oceanus Magnetic Repulsor (*deflection* power; 5 Power Points), Kronos Hyperion Enhanced Power Throwers (*fear* power; pistol launching globes up to 26", bursting in LBT; Guts check, -2 if shooting result was a raise; 5 shots), Kronos Oceanus Enhancer (*fly* power; Backpack size; extended to 30 mins duration; 10 mins warm-up time). Kronos can also have whatever inventions the GM wants him to have in any stage of development. He's created an invisibility technology for his floating stronghold, a Whisperdeath-class sky galleon, and Kronos Gatling Pistol, and a miniaturized auto-firing pistol (12/24/48; 2d6; RoF 3; Shots 36; autofire only).

Attributes: Agility d10, Smarts d12+1, Sprit d12, Strength d8, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d12, Knowledge (Battle) d10, Knowledge (Engineering) d12, Knowledge (History) d10, Knowledge (Mechanics) d12, Knowledge (Science) d12, Notice d12, Persuasion d12, Repair d10, Riding d4, Shooting d10, Stealth d6, Streetwise d12, Throwing d10

Charisma: +5; **Status:** 5 (1 as Kronos); **Pace:** 5; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Elderly, Delusion (Minor, Worm Lord speaks to him), Death Wish (Destroy all so he can join the Worm Lord in immortality)

Edges: Arcane Background (Weird Science), Charismatic, Command/Inspired, Inventor (perfected Invisibility Device and Gatling Pistol), Marksman, Noble (as Kereequ), Improved Level Headed, Quick Draw, Scholar x2 (+2 to Engineering, History, Mechanics, and Science)

Languages: English, French, German, High Martian, High Oenotrian, Parhooni, Khallan, Koline.

Gear:

As **Queeleek**, billowing scholar's robes, matches, staff (Reach 1; Str+d4; Parry +1; requires 2 hands), water bottle. The side pouch holds documents supporting the alias, reference scrolls, ink and parchment. Hidden beneath his robes are the Kronos Displacement Device (*teleport* power; Long range; 100x normal), Kronos Oceanus Magnetic Field Generator (*armor* power), Kronos Adrenalin Surge (*speed* power), and Kronos Coeus Injector (*quickness* power).

As **Kronos**, black robes, gloves, boots and mask (Armor +1 combined), modern pistol (12/24/48; 2d6; RoF 1; Shots 8; AP 1) with Kronos Crius Energizer Attachment (*smite* power; 15 Power Points), Kronos Electro Bolt Gun (*bolt* power), Kronos Glob Gun (*entangle* power; 13" range), rapier (Str+d4; Parry +1) enhanced with Kronos Crius Vibratory Penetration Enhancer (*smite* power, 15 Power Points).

Powers: *Armor, blast, bolt, deflection, entangle, environmental protection, fear, fly, quickness, smite, speed, teleport.*

Power Points: 30 for each device.

Special Abilities:



- **Infamous:** As Kronos, Queeleek has the Connections (Rebel groups) Edge, and adds +1 to Intimidation and Streetwise rolls. The British Government offers a bounty of £6000 for Kronos' apprehension.



LEONE MATHIEU, AKA LADY HYPERION

Leone is a master assassin and fearmonger (thus her codename as the lady Titan of Fear). She is an accomplished actress in her late twenties, devastatingly beautiful and utterly amoral. She has played the *femme fatale* many times and loves her role as the Lady of Fear.

Attributes: Agility d12, Smarts d10, Sprit d8, Strength d8, Vigor d10

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d6, Knowledge (Politics) d10, Notice d10, Persuasion d10, Shooting d12, Stealth d12, Streetwise d10, Throwing d12, Weird Science d10

Charisma: +6 (+2); **Status:** 5 (3 as Lady Hyperion); **Pace:** 6; **Parry:** 11; **Toughness:** 7

Hindrances: Vow (Major, Obey the Brotherhood), Bloodthirsty

Edges: Acrobat, Charismatic, Combat Reflexes, First Strike, Flying Kick, Improved Block, Improved Dodge, Linguist, Marksman, Martial Arts, Nerves of Steel, Quick, Quick Draw, Two-Fisted, Very Attractive.

Languages: Arabic, Egyptian, English, French, German, Japanese, High Oenotrian, Koline, Parhooni, Spanish.

Gear: Lipstick poison (contact poison, Vigor check, -2 if kissed for an entire round, failure causes 1 wound, Wild Cards must roll Vigor every round or suffer a wound until dead), makeup kit (+1 to Stealth as disguise rolls), sleeping draughts (ingested, Vigor check -1 per ounce or sleep 2d6 hours), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), wardrobe for all occasions (Armor +1 in Lady Hyperion costume), Kronos Hyperion Enhanced Power Throwers (*fear* power; pistol fires globes up to 26", bursting in LBT; Guts check, at -2 if the shooting result was a raise; 5 shots).

Special Abilities:

- **Infamous:** As Lady Hyperion, Leone has the Connections (Rebel groups) Edge, and adds +1 to Intimidation and Streetwise rolls.



RAYMOND MATHIEU, AKA LORD HYPERION

Like his wife, Raymond Mathieu is a master assassin and fearmonger (thus his codename as the Titan of Fear). At 35, he is in excellent fitness and has French nobility in his blood. He is a gifted entertainer and his estate in France is well-maintained, including a torture chamber—insulated and kept prepared for occasional important visitors!

Attributes: Agility d10, Smarts d10, Sprit d8, Strength d10, Vigor d12

Skills: Climbing d10, Fighting d10, Guts d6, Intimidation d10, Knowledge (Politics) d10, Notice d10, Persuasion d10, Shooting d12, Stealth d10, Streetwise d10, Throwing d10, Weird Science d10

Charisma: +6 (+2); **Status:** 5 (3 as Hyperion); **Pace:** 6;

Parry: 9; **Toughness:** 8

Hindrances: Vow (Major, Obey the Brotherhood), Bloodthirsty, Secret Identity

Edges: Attractive, Charismatic, Combat Reflexes, Counter Punch, First Strike, Improved Block, Improved Dodge, Improved Nerves of Steel, Level Headed, Linguist, Marksman, Martial Arts, Noble, Pugilist, Quick Draw, Two-Fisted

Languages: Arabic, Chinese, English, French, German, High Oenotrian, Hindu, Koline, Russian, Spanish.

Gear: Makeup kit (+1 to Stealth as disguise rolls), poison powder (ingested, Vigor check -1 per ounce, failure causes 1 wound, Wild Cards must roll Vigor every round or suffer a wound until dead), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), sleeping draughts (ingested, Vigor check -1 per ounce or sleep 2d6 hours), wardrobe for all occasions (Armor +1 in Lord Hyperion costume), Kronos Hyperion Enhanced Power Throwers (*fear* power; pistol fires globes up to 26", bursting in LBT; Guts check, -2 if shooting result was a raise; 5 shots).

Special Abilities:

- **Infamous:** As Lord Hyperion, Raymond has the Connections (Rebel groups) Edge, and adds +1 to Intimidation and Streetwise rolls.



JOHANN HELMFRIED, AKA OCEANUS

Helmfried runs a German interplanetary transportation company (thus his codename for the Titan controlling gravity). He was lured to the Brotherhood by promises of a shipping monopoly. Helmfried hates the British for their dominance in the shipment of so many things he covets, particularly the wonderful *bhutan* spice from Mars. At 5'5" and close to 200 pounds, the obese Helmfried wants nothing less than the total respect of all the crass British he encounters, and will not rest until they bow to him.

Attributes: Agility d6, Smarts d10, Sprit d8, Strength d12, Vigor d12

Skills: Fighting d8, Guts d6, Intimidation d8, Knowledge (Business) d12, Notice d10, Persuasion d8, Shooting d6, Streetwise d10, Taunt d8, Throwing d6, Weird Science d10

Charisma: +2; **Status:** 5 (2 as Oceanus); **Pace:** 5; **Parry:** 7; **Toughness:** 11 (2)

Hindrances: Vow (Major, Obey the Brotherhood), Obese (Run d4), Stubborn

Edges: Charismatic, Counter Punch, Filthy Rich, Pugilist, Strong-Willed

Languages: Chinese, English, French, German, Koline.

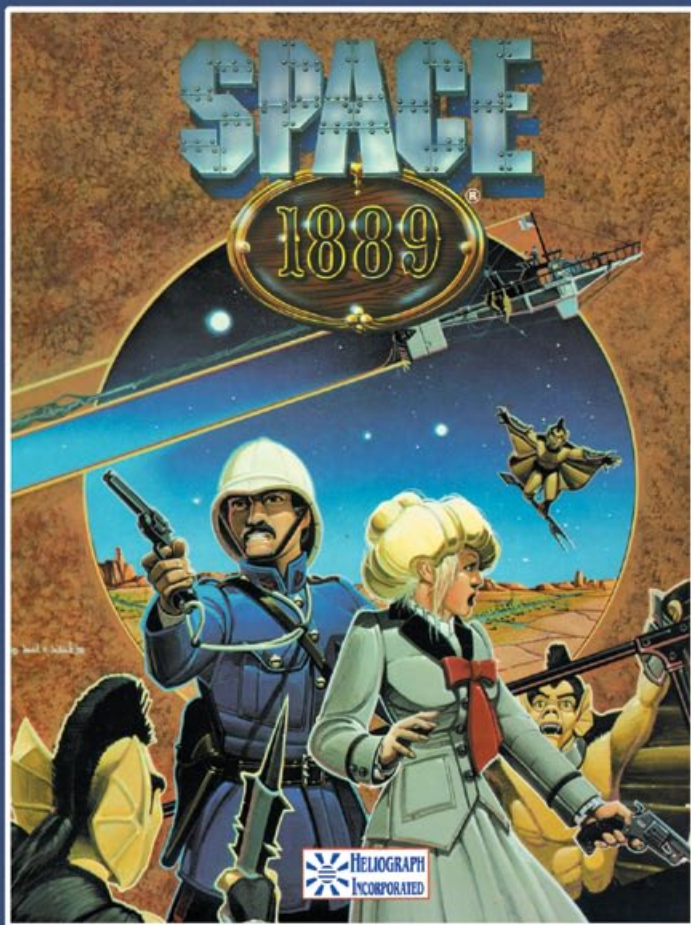
Gear: Metal-mesh lined clothing (Armor +2 to arms, legs, torso, and head with hood up), revolver (12/24/48; 2d6; RoF 1; Shots 6; AP 1), sword cane (Str+d4; Parry +1), Kronos Oceanus Magnetic Repulser (*deflection* power, 5 Power Points).

Special Abilities:

- **Infamous:** As Oceanus, Johann has the Connections (Rebel groups) Edge, and adds +1 to Intimidation and Streetwise rolls.

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