

## THE LADY LOVELACE

*'Welcome aboard the Lady Lovelace!'*

The *Lovelace* is a TL5 airship which flies throughout the skies of *Vanejen* (Spinward Marches 3119) in the year 1116. There are four crewmembers: Captain Phineas Turner, First Mate Chiree, Miss Hettie Pennington (mechanic), and Doctor Zachariah Smith (surgeon and steward).

Captain Phineas is a tall, heavily built man, dressed in a tan leather long-coat. Chiree is a chirper, the same which featured in the Classic Adventure Research Station Gamma. Ten years ago Chiree was rescued by 'adventurers' from a research facility located in Vanejen's southern ocean. Hattie is a petite young lady with a brown-furred beaked monkey on her shoulder. The Doctor is a slim gentleman with red hair and a beard.

Travellers are allowed in all areas aboard the airship except personal staterooms. This includes the bridge as long as the Travellers don't cause any trouble. All doors are equivalent to a sliding door on a starship. Stateroom doors are typically locked, but can be forced or kicked open with a combination of Strength 10+ points from one or more Travellers. Crew will react badly to anyone breaking into their rooms. Each stateroom is lit by a single electric bulb powered from the generator. Rooms are heated using air circulated around the engines.

**1. Bridge.** This room will be manned at all times by Phineas or Chiree. The *Lovelace* flies through the day and night. Five windows offer an impressive view outside the airship. There are two wooden chairs, an old-fashioned ship's wheel, and panels full of brass gauges and levers.

**2. Forward Engines.** Diesel powered.

**3. Wireless Room.** Two desks with chairs. Paper maps and callipers on one desk and a low-tech wireless radio on the other. Phineas will be here during the day if he isn't on the bridge or elsewhere.

**4. Generator Room.** A diesel generator providing electrical power throughout the ship. Hettie and her pet beaked monkey Snuff will be here during the day tinkering with the generator if she isn't elsewhere.

**5. Galley.** Electric cooker powered by the generator and various food supplies. Zach will cook meals for crew and passengers, though the Travellers are free to cook their own meals if they wish.

**6. Stairs.** Wrought iron stairs that lead up to a long corridor that runs the entire length of the airship from the mooring room at the front to the tail.

**7. Common Room.** Eating and social area. Zach will be lounging around in here during the day if he isn't elsewhere.

**8. Crew Stateroom: Phineas.** Lived-in with various articles of clothing and personal effects scattered about. There are several maps of Vanejen pinned to the walls and a lithograph of a young woman. Phineas won't talk about this woman and will say that the *Lovelace* is the only lady in his life now.

**9. Crew Stateroom: Chiree.** Searching this room will reveal a leather pouch tucked under his bed containing a single gold coin featuring a burning flame. Chiree will be extremely unhappy if anyone takes this. The coin is worth Cr400 scrap, Cr4000 to a museum, it's 300,000 years old.

**10. Corridor.**

**11. Crew Stateroom: Hettie.** Extremely tidy with several toolboxes stacked up neatly in one corner.

**12. Crew Stateroom: Zachariah.** Untidy. Clothing scattered about. Searching his room will reveal a bag of white powder hidden in a floor panel (an illegal drug analogous to cocaine).

**13. to 18. Passenger Staterooms.**

**19. and 20. Showers.** Cool and rather breezy. Hot water is only available at certain times of the day.

**21. Rear Engines.** Diesel powered.

**22. and 23. Toilets.** Just as cool and breezy as the showers.

**24. Cargo Room.** Boxes and crates containing three storm lanterns, a flask of lantern oil, a rope ladder and Cold Weather Clothing in various sizes.

**25. Mooring Room.** Winch equipment at the front is used to attach the airship to a mooring tower. A stepped wooden gangplank can be lowered down allow crew and passengers to embark or disembark. The corridor leading from the room runs the entire length of the airship with a short side corridor and a staircase about a third of the way along allowing access down to the gondola.